

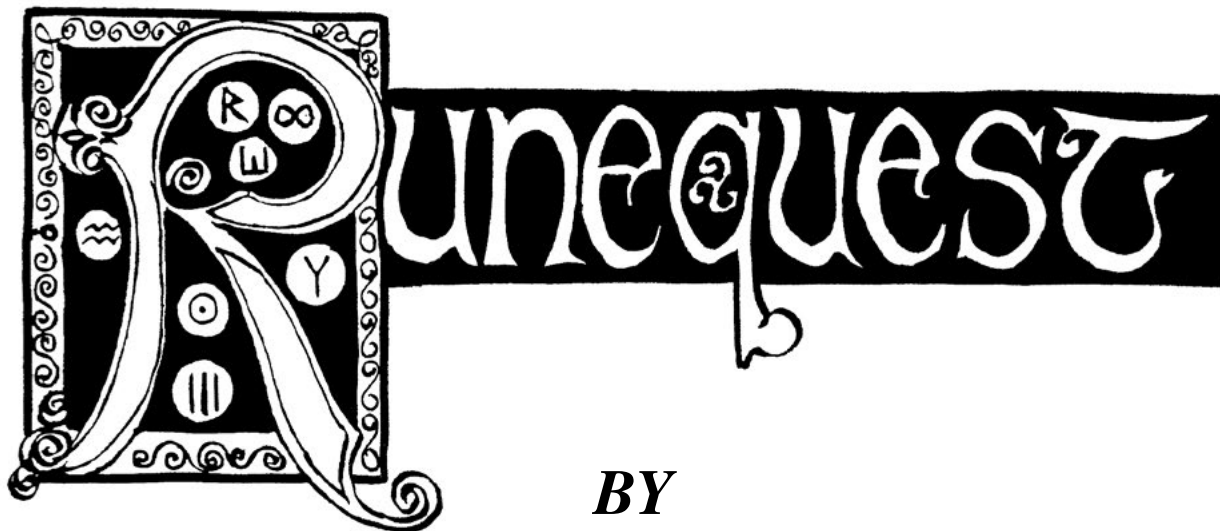


# Runequest

by  
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*mmxvi*



# RuneQuest



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

### With thanks to the following playtesters and critics:

Richard Barnhart, Clint Bigglestone, Ann Bruner, George Bruner, Mark Chilenskas, Al Dewey, Don Dupont, Tadashi Ehara, David Forthoffer, Hilda Hannifen, Owen Hannifen, Terry Jackson, Bill Johnson, Bill Jouris, Sherman Kahn, Ken Kaufer, Bill Keyes, Rudy Kraft, Charlie Krank, Jody Lee, Les Lugar, Steve Marsh, Hal Moe, Gordon Monsoon, Hendrik Pfeifer, Dan Pierson, Hilary Powers, Zack Richardson, Rory Root, John Sapienza, Wayne Shaw, Greg Stafford, Anders Swenson, Art Turney, Bill Voorhees, and Warren Walton.

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*May Arachne Solara bless and protect this book.*



# I. INTRODUCTION

## INTRODUCTION

### WHAT IS A FANTASY ROLE-PLAYING GAME?

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

### WHAT IS THIS ROLE-PLAYING GAME ABOUT?

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

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

### HOW TO USE THESE RULES

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

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

### FURTHER RULES

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

We are interested in input from those who play this game. Players who devise cults, new spells, and new monsters are urged

to write them up in terms similar to those found herein and send them to us. You will receive full credit for your creations and, of course, a copy of the supplement the contribution appears in.

Have fun.

### PURPOSE OF THE GAME

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

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

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

### EQUIPMENT NEEDED TO PLAY

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

#### Dice

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

Type	Abbreviation
One pair of 20-sided percentile dice	D100
One 20-sided die marked from 1 to 20	D20
One 8-sided die	D8
Three 6-sided dice	D6
One 4-sided die	D4

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





## BACKGROUND

### HISTORY

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

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

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

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

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

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

Out of this shattered world grew new political entities.

Among the most powerful was the state which called itself the Empire of the Wyrms Friends. This empire, centered in Dragon Pass, lasted for 500 years, proud of and famous for their friendship with the dragons and wyrms of the pass. The peoples and places thrived, made contact with two other continents, and delved deep into spiritual byways.

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

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

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

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

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

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

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

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

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

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

### OTHER PLAYING AIDS

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

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

PENCILS AND PENS

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

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

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

IMAGINATION









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

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

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

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

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

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

## TIME LINE FOR THE LUNAR EMPIRE AND THE DRAGON PASS REGIONS

- 1120** Dragonkill War wipes out all human inhabitants in Dragon Pass, leaving it to the other humanoid races.
- 1220** Red Moon goddess born in Rinliddi, Peloria.
- 1230** Dragonewts and elves unite to destroy warring troll factions.
- 1242** Carmanian Empire conquered by Red Goddess.
- 1247** Red Goddess attains immortality and ascends to the sky.
- 1250** Defeated in battle, the forces of the Pure Horse tribe of Prax hide in haunted Dragon Pass. They find peace instead of demons, and are accepted by the local residents. They change their name to Grazelanders and settle.
- 1288** Lunar Empire conquers the last stronghold of Dara Happa, securing all of Lowland Peloria for Red Goddess.
- 1330** Refugee Pelorians discover the Temple of the Shaking Earth and found the Twins dynasty and the Kingdom of Tarsh.
- 1340** Hill tribes move north from Hendreki and Esrolia and settle in the southern hills of Dragon Pass.
- 1347** The Conquering Daughter defeats many tribes of Southern Peloria and adds the provinces to the Empire.
- 1374** Great barbarian invasions from the Wastelands devastate and overrun most of Peloria. The shaman Sheng Seleris begins his epic campaign against the Red Emperor.
- 1380** War between hill peoples of Dragon Pass and Ducks.
- 1397** Yara Aranis is born, a demonic barbarian-killing daughter of the Red Emperor. The barbarians no longer grow in strength.
- 1402** War between Grazelanders and Kingdom of Tarsh ends with a defeat for the Grazelanders, who are forced into the hills.
- 1420** Pol-Joni tribe, including many disgruntled ex-Grazelanders, is founded and established in Prax despite efforts to stop them by the Animal Nomads.
- 1448** Tarsh King Orios dies without heir; civil war begins.
- 1455** Illaro dynasty founded in Tarsh; kingdom is quickly re-established.
- 1460** Sheng Seleris and Red Emperor meet in personal combat; after many great magics only the Emperor emerges.
- 1470** Sartar makes his early appearances among the hill tribes of Dragon Pass.
- 1477** Tarsh King Tastinim is killed by Telmori, a migrating tribe which worships werewolves.
- 1480** Sartar makes peace with the Telmori, and they settle near Prax.
- 1490** Hon-eel the Artess comes to Tarsh and woos the king. After he disappears, her son becomes the first Lunar Tarsh king, called the founder of the Governor King dynasty.
- 1492** Boldhome founded by Sartar, who is named king and the land is named after him.
- 1538** Palashee Longaxe leads a Tarsh confederation against the Governor Kings and drives the Lunars out of Tarsh.
- 1539** Sartar is apotheosized, leaving the mortal realm. His dynasty begins ruling the Kingdom of Sartar.
- 1550** Dragonewts Dream begins, lasting for five years. No human has an idea of what this was about.
- 1550** Pavis Outside the Walls is settled by Sartarite colonists.
- 1555** Palashee Longaxe is killed in battle, and the Lunar Governor Kings retake Tarsh.
- 1582** Tarsh rebels and Sartar forces are smashed at the battle of Grizzly Peak, and all unified Tarsh rebel activity is halted forever as part of that force joins Sartar. This is the region of the Far Point.
- 1602** Boldhome is sacked by the Lunar army, and the last known heirs of Sartar are slain or driven away.
- 1605** Lunar Empire defeated in Holy Country at Building Wall battle.
- 1610** Pavis falls, as do the Prax barbarians as the Lunar Empire searches for a route to the sea.
- 1613** Kallyr Starbrow leads another Sartarite rebellion, quickly crushed by the Empire.
- 1616** God-King of the Holy Country disappears and the Masters of Luck and Death fail to bring forth a new incarnation.
- 1619** Lunar Empire invades Heortland.
- 1621** Whitewall falls to Lunar Empire.
- 1624** Lunar Empire defeated in Esrolia by Harrek the Berserk.
- 1625** True Dragon devours new Lunar Temple in Sartar.
- 1626** Sartarites repel Lunar invasion but Kallyr Starbrow is killed in battle.
- 1627** Argrath becomes Prince of Sartar.







## ABILITIES AND HOW CHARACTERISTICS INFLUENCE THEM

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

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

### THE SAGA OF RURIK THE RESTLESS

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

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

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

**SIZ 12** - In 20th century America, this puts him at some 1.7 meters, above average height, and weighing perhaps 70 kg.

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

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

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

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

### RURIK'S POTENTIAL INCREASES

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

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

**SIZ** - Failing an act of the gods or the intercession of Lady Luck, Rurik is stuck with what he has. His SIZ is reasonable.

**INT** - Fortunately, what his INT is very good, but hard to raise.

**POW** - This attribute can be increased to species maximum.

**DEX** - Rurik has a long way to go to get to his species maximum.

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

## 1. ATTACK

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

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

### The Reasons Why

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

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

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

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

### RURIK'S SAGA

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

## 2. PARRY

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

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

### The Reasons Why

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





**SIZ** A small target is easier to protect, a large one is harder to protect.  
**POW** Again, the reasons are much the same.  
**DEX** The reasons are again similar.

**INT** Intelligence has an effect on Defense through the character's ability to learn and observe and apply this to the theory of combat.  
**POW** Again, it is the character's ability to "flow" with reality.  
**DEX** The role of DEX is again obvious.

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

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

### 3. DEFENSE

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

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

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

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

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

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

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

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

#### The Reasons Why

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

### 4. HIT POINTS

This is not so much an ability as an attribute. Hit Points are the measure of how much damage one can take before dying. It is based directly on CON, modified by POW and SIZ. A character's roll for CON is equal to the number of his Hit Points modified as follows.

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

#### The Reasons Why

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

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

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

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

### 5. DAMAGE BONUS

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

<i>Bonus</i>	<i>Average of STR &amp; SIZ</i>				
	<i>01-06</i>	<i>07-12</i>	<i>13-16</i>	<i>17-20</i>	<i>Each +8</i>
<b>Bonus</b>	-1D4	none	+1D4	+1D6	+1D6

#### The Reasons Why

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



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

### RURIK'S SAGA

Rurik has a SIZ and STR of 12 each neatly averaging to 12. Thus, he has no additional damage adds. However, he only needs to gain one point of STR to average 12 and 1/2, which being over 12 gives him the 1D4 additional damage to his weapon use. When the average gives a "1/2" result, round up.

## 6. PERCEPTION

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

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

### The Reasons Why

**INT** If you aren't smart enough to look and to learn what to look for, you won't notice the trap/secret door, noise, etc.

**POW** This provides the character with "hunches" as to where and when to look. The gods give hints to those they love.

### RURIK'S SAGA

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

## 7. STEALTH

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

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

### The Reasons Why

**SIZ** The more area you have to hide, the harder it is.

**INT** Knowledge of when to move, how to move, how to use available cover, how to distract, it's all necessary.

**POW** Uniquely amongst the abilities, POW is a handicap for this ability. Too much POW builds an aura about a character which is hard to ignore, even if he tries to be inconspicuous.

**DEX** The ability to keep from tripping over your own feet and bumping into things is essential to the stealthy character.

### RURIK'S SAGA

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

## 8. MANIPULATION

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

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

### The Reasons Why

**STR** The strength to hold down one section while you manipulate the other is important.

**INT** The ability to know what to manipulate is very important.

**POW** It's nice being in touch with the Universe.

**DEX** Being able to put your fingers where they're needed is crucial.

### RURIK'S SAGA

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

## 9. KNOWLEDGE

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

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

### The Reasons Why

**INT** The ability to memorize and work with abstracts is essential in learning.

**POW** Occasionally the gods give hints to those they love.

### RURIK'S SAGA

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





RuneQuest® Player's Character Sheet (Mk 4)

NAME .....		RACE .....		ARMOUR TYPE WORN		HIT POINTS																							
SOCIAL CLASS .....		SEX .....		AGE .....		Head .....	01	02	03	04	05	06	07	08	09	10													
NATIONALITY .....		RESIDENCE .....				Chest .....	11	12	13	14	15	16	17	18	19	20													
CULTS .....						Abdomen .....	21	22	23	24	25	26	27	28	29	30													
STR. ....		CON. ....		SIZ. ....		INT. ....		POW. ....		DEX. ....		CHA. ....		POWER POINTS															
HANDEDNESS .....		BASE STRIKE RANK: SIZ .....		+DEX .....		= .....		Right Arm .....		01		02		03		04		05		06		07		08		09		10	
EXPERIENCE BONUS .....		% ATTACK BONUS .....		% PARRY BONUS .....		% .....		Left Arm .....		11		12		13		14		15		16		17		18		19		20	
HIT POINTS BONUS .....		DAMAGE BONUS .....		DEFENCE BONUS .....		% .....		Left Leg .....		21		22		23		24		25		26		27		28		29		30	
KNOWLEDGE .....		% BONUS		WEAPON .....				FINANCES																					
Evaluate Treasure (5) .....		%		Strike Rank .....		Damage .....		Carried .....																					
Read own Language (10) .....		%		Attack .....		% Critical .....		% Impale .....																					
.....		%		Parry .....		% Hit Points .....		Fumble .....																					
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MANIPULATION .....		% BONUS		WEAPON .....				LANGUAGES KNOWN																					
Climbing (15) .....		%		Strike Rank .....		Damage .....		.....																					
Hide Item (10) .....		%		Attack .....		% Critical .....		% Impale .....																					
Jumping (15) .....		%		Parry .....		% Hit Points .....		Fumble .....																					
Lock Picking (5) .....		%		WEAPON .....				.....																					
Map Making (10) .....		%		Strike Rank .....		Damage .....		.....																					
Riding (5) .....		%		Attack .....		% Critical .....		% Impale .....																					
Swimming (15) .....		%		Parry .....		% Hit Points .....		Fumble .....																					
Trap Set/Disarm (5) .....		%		WEAPON .....				.....																					
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## STARTING EQUIPMENT

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

### CLOTHING

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

### EQUIPMENT

Belt knife  
Fire making gear

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

### PEASANT

Snares  
Drinking skin  
Basic camp gear  
Torches

### TOWNSMAN

Flasks  
Torches  
Lamps  
Rope  
Tools (mallets, spikes, etc.)

### BARBARIAN

Snares  
Rope  
Torches  
Riding gear

Week's rations  
Cooking gear  
Camping gear (tent, bedroll, etc.)

## POOR NOBLE

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

## RICH AND VERY RICH NOBLE

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

## THE CHARACTER SHEET

Keeping track of a character's initial rolls and abilities can be laborious. A character sheet is necessary, showing all that an Adventurer can do on one sheet of paper. The authors are still looking for the Perfect Character Sheet, and will probably never find one. The sheets shown on pages 13 (humanoid) and 14 (other) are not perfect, but either is good for a beginning character.

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

Please copy the sheets as necessary for your use.

## FROM WYRMS FOOTNOTES #8: RAMBLING RUNEQUESTIONS

An intermittent column batted out as the mood and time allows by Steve Perrin.

*On learning languages, alternate systems. Method #1: Learn by speaking to people who naturally speak it. "Learn a language by spending a week at 4 hours a day, with 20 Lunars expenses." Does the character have to know any of the language to start with? Yes, he must be able to speak at the 31-50%, assured communication, level.*

*What's the limit on ability one can learn from this method? If there is none, it would only take 18 weeks and 360 Lunars to learn a language from scratch to 90% (with no knowledge bonus), if you stayed around diplomats and the like. This is much less than the cost of learning 5% from the Sages. The limit is one's INT x5%. Also, a successful EXP roll has to be made each week for the increase to be made. Sorry we didn't bring this up in the rules, but no one questioned it from the previous edition, so we didn't think about it.*

*Method #2: This is much cheaper than the Sages, takes much less time, and can get you almost as far (few want to learn languages beyond 75%). Does anyone ever buy language training from the Sages? Hmmm, definitely an "Ooops." The time taken by learning from a traveler should be twice as long as formal training. Also, the campaign referee is responsible for determining just how many traveling language teachers there are in any one area...*

*There is no full plate body protection (in the new rules). Yet, the fertility cultist on the cover has full plate on her body. How is this? Artistic license or game error? Neither. The plate armor on the fertility cultist does not cover her hips and pelvis, therefore the abdomen is not fully covered. She is wearing a cuirboilli skirt, however.*

*Two weapon rules are also very nice. Could a person with high strength use two battle axes? I think not. In addition to 1.5 DEX, 1.5 STR should be necessary. Twin battle axes would require STR*

*20, DEX 14. This isn't unreasonable, is it? Yes, it is unreasonable. A shield is going to be heavier than an axe. As long as the character can lift one axe, he can lift two, but his DEX has to be high to use both.*

*What happened to Sense Ambush and Set Ambush? We rapidly found that the ability to Sense Ambush negated any benefit at all from Set Ambush. Spotting Hidden and Traps covers the situation quite well, and Hiding and Camouflage serve for setting ambushes.*

*Except for cost, I see no reason why anyone would use a battle axe when a bastard sword is available under the new rules. Because the battle axe does a minimum of three points of damage, and has the same average damage. Why use Great Axe with Military Flail around? Great Axe is cheaper to buy and learn, has less encumbrance, and is a lot more appropriate for an Earth cultist. In exchange, the Military Flail has a quicker strike rank. Take your pick. Having been interested in crossbows for a long time, and having helped reconstruct and fire crossbows based on historical plans, I can state that the heavier a crossbow, the shorter its range, as in RQ1, not longer as in RQII. And I might suggest that the arbalest had both greater encumbrance (the one we built was a manifest pain to carry) and slightly less hitting power than indicated - 2D8+2 perhaps. At this point, my inclination is to lock Wayne and John in a large hall, armed with crossbows, and see which one comes out. I have also been catching flack (from John and my co-authors) on the reload speeds, with the statement that an arbalest's winch mechanism is actually faster than the clawfoot of a heavy crossbow. You all can play crossbows any way you like; unlike melee weaponry, missile weapons are not an area of my expertise, and every time I listen to an expert I get a different story.*







all 4 or more legged creatures (as well as 2-legged species with extraordinary size, like giants) and multiply the speed of flying creatures by 5. Non-legged creatures should have their speed multiplied by 1.5. They usually can be outrun.

## ENCUMBRANCE (ENC)

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

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

### RURIK'S SAGA

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

-5% from all skills, including weapons

In any case, a character can only carry a number of things equal to 1.5 times his STR.

4. **EQUIVALENT WEIGHTS** - Multiply maximum ENC times 100. This is the number of Lunars a character may carry with no other ENC. The Lunars are assumed to be in a sack or small coffer. Thus, 100 L equal one "thing." Other weights in Lunars:

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

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

## THE MELEE ROUND

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

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

There are 4 phases to a melee round.

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

### 1. FIRST PHASE

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

### 2. SECOND PHASE

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

### 3. THIRD PHASE

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

If one opponent disables another before the other can attack, the victim gets no attack at all, whether with missile, spell, or



melee weapon. If both have the same strike rank, the DEXs are compared and the fastest combatant strikes first. If DEXs are the same, then strikes are simultaneous, and damage is not taken until both attacks have been rolled and all damage assessed.

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

1. If the attacker succeeds and the defender does not, the defender takes damage in the hit location rolled on D20 as above.
2. If the attacker and defender both succeed, the weapon or shield of the defender is affected.
3. If the attacker does not succeed, but the defender successfully parries with a weapon, the attacker's weapon takes damage.\*
4. If neither succeeds, nothing is damaged.

\* **NOTE:** Long-hafted weapons (spears, poleaxes, mauls, etc.) will not damage another weapon because it is the haft, not the head, which is being parried. They will affect shields.

#### 4. FOURTH PHASE

**BOOKKEEPING** - After all attacks have been resolved, the players and referee should record all changes in the status of their characters. This includes POW points expended, damage taken, Healing done, etc. They should note all successful uses of magic and skills for future experience gains.

The game then proceeds to the next melee round.

### STRIKE RANK

#### EXPLANATION OF STRIKE RANK

In any combat, someone is going to have the edge - the chance of striking first and setting the pattern for the combat. Strike rank determines who shall have the first chance to make a successful attack.

Each attack of whatever type is attempted in strike rank order. The following table shows how strike ranks are determined.

The character/monster with the lowest total strike rank always attacks first.

Securing this initiative is based on 3 main criteria: SIZ, DEX, and weapon length, with the modifiers of surprise and movement. There is no need to work out a strike rank during the course of a melee. It should be worked out for each weapon beforehand and put in the appropriate place on the character sheet shown in the pull out section.

#### THE MAIN CRITERIA

1. **SIZ** - While the SIZ roll for characteristics is more a measure of mass than stature, a large mass will generally indicate a large stature. Referees should adjust strike rank when this assumption obviously isn't true, such as for a long, but not very tall, snake. A large SIZ gives an earlier strike rank due to the advantage of reach the larger person will have on the shorter.

Missile weapons and spells are not dependent on the SIZ of the user. If they are ready, they have zero effect on the strike rank. If the missile weapon or spell is unprepared, the user must add 5 points to his usual strike rank with that spell or weapon to prepare the weapon or bring the spell to mind.

2. **DEX** - The most obvious of the criteria. One must be quick to hit first. For subsequent rounds of melee against the same foe, DEX can be used as the sole criteria. This is strictly optional.
3. **WEAPON LENGTH** - A slow, small person with a long spear is still likely to get the jump on a large fast person using his fist.

Note that a giant with a high SIZ (virtually impossible for a giant not to have) attempting to use his fist is using a weapon in the 0 - 0.4 meter range. Because his fist is part of his body, he is putting it in jeopardy as he hits with it. Referees may wish to limit hit location to the arm or leg of the giant for realism's sake.

Multi-POW point spells take a finite amount of time to gather the energy for a shot. Thus, a 1 point Disruption spell takes a shorter time than a 3 point Bladesharp.

**STRIKE RANK MODIFIER TABLE**

<i>Readiness</i>	<i>SR</i>	<i>SIZ</i>	<i>SR</i>	<i>DEX</i>	<i>SR</i>	<i>Weapon Length</i>	<i>SR</i>	<i>POW Used</i>	<i>SR</i>
Prepared spell/missile	0								
Unprepared spell/missile	5	22+	0	19+	0	2+ meters	0	1 point	0
		15-21	1	16-18	1	1.5 - 1.9 meters	1	Each +1	+1
<i>Surprised</i>	<i>SR</i>	07-14	2	13-15	2	1.0 - 1.4 meters	2		
Within 3 meters	3	01-06	3	09-12	3	0.5 - 0.9 meters	3		
4 to 9 meters	1			06-08	4	0 - 0.4 meters	4		
				01-05	5				
<i>Movement</i>	<i>SR</i>								
Each 3 meters	+1								





## THE MINOR CRITERIA

1. **SURPRISE** - A fast, large man with a long weapon can be slow to react when a dwarf with a short sword and two heads steps out of the wall. Thus, being surprised adds to the character's strike rank with any weapon or spell.

2. **MOVEMENT** - Any time 2 fighters meet in melee, no matter how long they've traveled to get to that meeting, strike rank should be figured out normally for them. However, time taken to get from point A to point B should be taken into account when:

- a. A character joins an already ongoing melee.
- b. A character charges across the room at a foe using a spell against him.
- c. A character charges across the room at a foe using a missile against him.

## “PREPARING” A WEAPON

Changing a weapon or other tool for another takes 5 strike ranks. This is an abstract convention which saves looking at a chart for the number of strike ranks needed to pull out a sword as opposed to drawing another arrow. Referees wishing to complicate their lives may draw up their own chart of comparative preparation times. Two things must be kept in mind:

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

## LIMIT TO STRIKE RANK PER MELEE TURN

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

## MULTIPLE ACTIVITIES OUTSIDE OF MELEE

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

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

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

## MULTIPLE ACTIVITIES WITHIN MELEE

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

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

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

## MAGICAL ATTACKS AND STRIKE RANK

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

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

## HIT LOCATIONS AND WOUNDS

### LOCATION

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

### HUMANOID HIT LOCATION TABLE

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

### HIT POINTS

Each of the above areas has a certain amount of hit points, dependent on the total Hit Points of the character, as shown in the table below. Note that the total Hit Points of the various areas can add up to more than the Hit Points of the character. However, when the character has taken sufficient damage to surpass his







## RURIK'S SAGA

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

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

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

## FUMBLES

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

## EFFECTS OF A FUMBLE ON THE FUMBLER

A simple effect like ignoring armor is impossible with a fumble roll, so the authors present a table based on all the strange and silly things which have happened to them on the tourney fields of the Society for Creative Anachronism.

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

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

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

## IMPALING

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

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

1. The weapon damage and "damage add" damage should be rolled normally and added to the total possible damage with the weapon. Thus, if Rurik thrust with a spear and impaled his opponent, he would roll D6 + 1 (perhaps getting 3) and add that amount to the total possible with the spear, which is 7, for a total damage of 10 points to the hit location. If Rurik had a 1D4 damage add for SIZ and STR, he would roll that with the spear damage (perhaps getting 2). He would then have done 3 (roll for spear damage) + 7 (total possible spear damage) + 2 (roll for STR/SIZ damage add) = 12 points. This will get through most armor.

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

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

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

## PARRYING AN IMPALING BLOW

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

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

## OPTIONAL CONSEQUENCES OF IMPALING

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

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



the weapon. The necessary roll to withdraw the weapon is (STR+CON)x2 or less on D100.

### Optional Modifiers

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

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

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

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

### ATTACKING FROM ADVANTAGE

1. An attacker has a 20% greater chance of hitting an opponent when that opponent is on the ground, otherwise immobilized, or unaware of him.

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

### OPTIONAL RULES - PARRIES, CRITICAL AND FUMBLED

#### 1. Critical Parries

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

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

#### 2. Parry Fumbles

If a parry can critical, it can fumble, and the two rules must be used together. The percentage chance of fumbling with a parry is figured the same way as the fumble chance for an attack. The

### FUMBLE TABLE

<i>D100</i>	<i>Nature and Effect on Fumbler</i>
01-05	Lose next parry.
06-10	Lose next attack.
11-15	Lose next attack and parry.
16-20	Lose next attack, parry, and any Defense bonus aid.
21-25	Lose next D3 attacks.
26-30	Lose next D3 attacks and parries.
31-35	Shield strap breaks; lose shield immediately.
36-40	Shield strap breaks; as above, and also lose next attack.
41-45	Armor strap breaks (roll for hit location to determine which piece of armor is lost).
46-50	Armor strap breaks, as above, and also lose next attack and parry.
51-55	Fail and lose parry this round (takes D3 rounds to get up).
56-60	Twist ankle; lose ½ speed for 5D10 rounds.
61-63	Twist ankle and fall; apply previous two items.
64-67	Vision impaired; lose 25% effectiveness on attacks and parries (takes D3 rounds unengaged to fix).
68-70	Vision impaired; lose 50% effectiveness on attacks and parries (takes D6 rounds unengaged to fix).
71-72	Vision blocked; lose all attacks and parries (takes D6 rounds unengaged to fix).
73-74	Distracted; foes attack at +25% effectiveness for next round.
75-78	Weapon dropped (takes D3 rounds to recover).
79-82	Weapon knocked away (roll D6 for number of meters it travels, and roll D8 for compass direction it went).
83-86	Weapon shattered (100% chance if unenchanted; 10% less for each point of battle magic spell on weapon, and 20% less for each point of rune magic spell on weapon).
87-89	Hit nearest friend (hit self if no friend near); do rolled damage.
90-91	Hit nearest friend (hit self if no friend near); do full possible damage.
92	Hit nearest friend (hit self if no friend near); do critical hit.
93-95	Hit self; do rolled damage.
96-97	Hit self; do full possible damage.
98	Hit self; do critical hit.
99	Blow it; roll twice on this table, and apply both results.
100	Blow it badly; roll thrice on this table, and apply all three results.





## LEARNING FIGHTING SKILLS

### GUILD CREDIT

Bright, adventurous, men and women are at a premium in and around the Lunar Empire. The magical cults, fighting bands, and other guilds are all either (1) intermixed in the politics of the region or (2) trying to maintain enough power to keep themselves outside of same. To gain more members, the lesser skills of all are for sale, indiscriminately, often as much from the desires of the sponsoring deities as from political necessity.

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

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

### NOTES ON GUILD CREDIT

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

### TRAINING

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

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

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

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

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

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

### THE USE OF CHARISMA IN BUYING TRAINING

If a character's CHA is higher than average (13-18), he may purchase training in any skill, including the use of spells, at a discount of 5% per point of CHA over 12. Thus, a character with a CHA of 15 could purchase training in the 30-50% range with a composite bow at 680 L per 5%, instead of 800 L (15% x 800 = 120 L discount). This does not reduce the time needed for training.

### LEARNING BY EXPERIENCE

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

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

#### RURIK'S SAGA

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

### TOTAL INCREASE POSSIBLE

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

### PROGRESSING TO 100% ABILITY

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



### EXAMPLE

*Shorban the Dumb, with an INT of 8, has a minus 3% to his chance of learning from experience. After reaching 90% ability with the broadsword, he hits something with it, and his player rolls 08 on D100 for the chance of learning by experience. Without the above rule, he would have a 7% chance of learning an additional 5% in the use of the broadsword (100 - 90 - 3 = 7). Fortunately, his player remembered this rule, and he goes up to 95% after all, thanks to his INT of 8.*

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

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

### MASTERING A WEAPON

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

### SPLITTING ATTACKS

A character may split his attacks or parries if and only if each attack/parry is 50% or higher. Thus a character can only split attacks or parries if he has reached 100% ability with his

### WEAPON USE AND TRAINING

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

### WEAPON TRAINING COST TABLE

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

### NOTES:

\* The ½ effectiveness rule shown on page 28 applies only to these weapons

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

### EXPLANATION OF HEADINGS

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

05-25/30-50/55-75 -The cost to learn a 5% increase with a particular type of weapon within the percentage ranges indicated. Thus, the cost of learning broadsword is 300 L per 5% increase between 05 and 25% ability, 500 L between 30 and 50% ability, and 1000 L per 5% increase between 55 and 75% ability. Remember, each 100 L pays for a week of training at 2 hours per day. The higher costs reflect the longer times necessary to learn finer points of style.

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





## TYPES

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

## MODES

1. **ONE HANDED** - Fully controlling a weapon with one hand.
2. **TWO HANDED** - Using a weapon with two hands, with one hand as a stabilizer or support and one hand for control.

## EFFECTS OF TRAINING WITH SIMILAR WEAPONS

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

### EXAMPLE

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

*Using it two handed, he would be relegated to using it like anyone else picking it up for the first time, based on basic chance and natural ability. If the replacement weapon was some entirely different type and mode, such as a two handed thrusting spear, he would again have to rely on basic and natural ability.*

## WEAPON TRAINING COSTS

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

## SPECIFIC WEAPON CHARACTERISTICS

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

## SPECIAL ATTACK - GRAPPLING

Grappling is the ability to wrestle a foe.

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

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

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

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

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

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

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

## WEAPON DAMAGE ABSORPTION

Weapons absorb damage on a cumulative basis: 4 points of damage taken in 1 melee round will stay with the weapon throughout the fight and be added to any further damage it may take. When the damage taken exceeds the amount the weapon can take, the weapon is broken. Weapons take damage when they are (1) used to parry other weapons which successfully attack, and (2) do not successfully attack versus a successful weapon parry. There are two exceptions to this rule:

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

## TWO WEAPON USE

1. Any Adventurer using a weapon in each hand may use them for 2 attacks, 2 parries, or 1 attack and 1 parry.
2. Every Adventurer is assumed to be right handed. Use of a weapon in the "off" hand must be started at 05%, with the usual addition or subtraction for characteristic bonuses. Also, a character's DEX must be at least 1.5 times the minimum DEX needed to use the weapon (always round up) before he may use it in his "off-hand."



3. To learn how to use a weapon left handed means finding an instructor (referee's discretion on how difficult this is at any time). The cost is the same for learning the weapon right handed, so going up in training with both right and left hand sword, for example, costs a total of 1000 L per 5% increment for training between 30 and 50%.
4. Keep track of the individual weapon expertise of the character with each weapon as used in each hand. Training or experience in using a weapon left handed will not help the right handed attack or parry with the weapon. However, the 1/2 effectiveness rule does apply, so that use of a dagger left handed, for example, does allow the character to use it right handed at 1/2 the left handed ability.
5. When attacking with 2 weapons, the second attack is made at a strike rank equal to the strike rank of the first attack added to the usual strike rank for the second weapon. Thus, if the character has a strike rank of 5 for the first weapon and a strike rank of 6 for the second, the second attack will come at strike rank 11. If the 2 strike ranks add up to more than 12, then both cannot attack in one round.
6. A character using 2 weapons at 100% or more with each weapon may attack one foe twice at full attack percentage (once with each weapon). He may attack 2 foes twice at 1/2 normal attack percentage (each being attacked once with each weapon). Or he may attack one at 1/2 attack ability with one weapon and the other at 1/2 attack ability with that weapon and with full ability with the other weapon.

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

## MISSILE WEAPONS

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

### USE OF SHIELD WITH MISSILE WEAPON

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

### SHOOTING AT MOVING TARGETS

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

A target moving at an angle from the archer reduces the archer's chance of hitting by 1/2.

A target specified to be dodging as it moves reduces the archer's probability by 1/2.

A dodging character may only move 1/2 his normal movement and may do nothing else but move and dodge.

These effects are cumulative. Thus, if Arcos the Archer, with an 80% chance of hitting, is confronted by a foe who is crossing his path at a 45 degree angle and dodging, his chance of

### MORE RAMBLING RUNEQUESTIONS

*The "Crush" makes Giants, Trolls, and other strong bludgeon users totally unreasonable. I wouldn't know. I've never tried to reason with a Giant or Troll. Seriously, it was intended to make them unreasonable, as they should be.*

*In a fixed hit point system, is a geometric increase in falling damage really necessary? Probably not. This was a compromise between two of my co-authors. However, this is my column, and I say you can just add one D6 per 3 meters. Secondly, the fall from a horse seems a bit extreme. Considering that under these rules an unarmored target falling from a horse almost always breaks something. Cary, who has fallen from a horse many times, has his doubts. Having fallen from some horses myself, I have to agree with Cary. Just use the damage shown for a surprised rider who blows a "luck roll."*

*Why was the humanoid individualizer removed? We never used it and had more interesting things to fill up the space.*

*George, benefiting from a Shimmer spell (increasing his DEF from 10% to 20%) is attacked by an orc with a 40% attack, misses his parry, but the orc also effectively misses with a 27. The Shimmer spell caused the miss - does George roll for DEF increase? He probably shouldn't, but it depends on how close a watch you are keeping on things. You could also say the Shimmer spell wouldn't have helped if it wasn't for his Defense. Go ahead and let him roll for it...*

*George later hits his only time with his dagger with Bladesharp 2 on it with a roll of 65. His normal attack is only 60%. Does George get a roll for experience with the dagger? Sure, but you might be picky and make him roll the EXP on the basis of his increased attack (70%) instead of his normal one.*

*George successfully rolls for moving silently and climbing in combination - does he get experience rolls in both areas? Absolutely.*

*Can two natural weapons (e.g., two claws) strike together, on the same strike rank? They can now. This is stated in RQII, but I bring it up here for those of you who haven't seen the new edition. This was done to compensate the creatures who cannot parry because they only have natural weapons. While the adventurer is cutting off one paw with his parry, the critter can take off his head with the other paw.*

*Which has precedence, abilities or magic? Example: George casts Dullblade 1 on his opponent's blade (George has a Defense of 10%, remember). His opponent, who has a normal attack of 70%, misses with a 66. To what is this miss attributed, magic or Defense? The Magic reduced the normal attack to 65% before the Defense even came into action, so there is no DEF roll.*

*Does a character roll for increased DEF at the end of each adventure, or immediately after each successful usage? After each adventure.*

*Do Rune Priests receive the same Divine Protection as Rune Lords do? It doesn't say so in the rules, but it would seem to follow. As written, Rune Priests do not receive that protection. It is certainly a legitimate variance, however.*













## V. BASIC MAGIC

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

### BATTLE MAGIC

#### BASIC DESCRIPTION

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

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

#### POWER USE

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

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

#### LEARNING SPELLS

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

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

NOTE: To buy a variable spell, a character must pay the cost of each lower point spell as well as the level he wishes to buy. In other words, to obtain *Healing 3*, *Healing 1* and *2* must also be bought, a total cost of 3000 L.

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

#### CREDIT

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

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

#### LIMIT TO LEARNING SPELLS

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

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

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

#### CREATING NEW SPELLS

Battle magic spells cannot be developed by anyone not conversant with Rune magic. In other words, to develop a new (unlisted) spell, the character must be a Rune Priest. This is due to the necessity of Divine Intervention in devising a new spell (see *Chapter VII* for a description of Divine Intervention). A new battle magic spell developed by a Rune Priest character becomes the property of his cult and is subject to all the other restrictions regarding teaching of battle magic spells. The authors suggest that any new battle magic spells invented by the referee be introduced by a particular cult within his campaign, and the cost can be determined at that time.

## BATTLE MAGIC SPELL TABLE

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

\* The cost of the spell is cumulative. Thus a 3 point Shimmer spell would cost 1500 L and a 4 point Shimmer spell would cost an additional 2000 L.

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

### TYPES OF BASIC MAGIC SPELLS

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

### ACTIVE AND PASSIVE SPELLS

Almost all battle magic spells are passive. Once they have taken effect on their target they need not be maintained and the caster of the spell can perform other actions, including casting other spells, without affecting the spell in question. Therefore, once a character has Demoralized an opponent, the character can fight, run, or cast another spell (or the same spell) at another opponent and the original target will remain Demoralized for the total time period of the spell. If the caster takes damage from a sword blow, even one wielded by the Demoralized opponent, the opponent stays Demoralized.

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

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

### INSTANT, TEMPORAL, AND PERMANENT SPELLS

1. Instant spells are those which last from the strike rank on which they are cast through strike rank 12 of the melee round in which they are cast. Most of the detect spells are of this type. For instance, Detect Magic cast at strike rank 4 would cause an Invisible character to glow through strike rank 12 of that melee round.
2. Temporal spells are those which are effective for a definite time span and are then over. Spells like Demoralize, Fanaticism, Bladesharp, and Mobility last ten melee rounds and then are gone. They must be recast after that time to gain their benefits again.
3. Permanent spells are those whose effects are permanent. Spells like Disruption, Extinguish, Ignite, and Repair are permanent in effect. The spells last just one melee round, but their results are permanent. This is not to say that the effect of a Disruption spell cannot be Healed or an Extinguished fire relit. However, the damage does not go away of itself and the fire will not rekindle itself after a set period of time.

### FOCUSED AND UNFOCUSED SPELLS

This is by far the most complex and important difference between spell types. To be cast effectively, many spells require a focus. This focus is a carved rune of some sort which acts to tie the conscious and unconscious minds together so that the spell works. It is possible to cast any spell without a focus, but



it takes two melee rounds to do so, the first round being spent in carefully visualizing the runic symbol necessary for the spell and the target it must affect.

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

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

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

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

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

## OTHER PROPERTIES OF SPELLS

1. If damage is taken by a spell caster from spell or weapon, or the spell caster's concentration is broken in any sudden and unexpected way, before he is finished with casting a spell (i.e., at a strike rank prior to the one the spell would be cast on) he cannot cast the spell and must try again. However, no POW is lost in the attempt.
2. Spells cannot be combined with one another to make them more effective. If, for example, two characters know Bladesharp 2, they cannot each cast it on a weapon to get the effect of Bladesharp 4. Likewise, to rejoin a severed limb to a body, two characters cannot combine Healing 3 spells to get the effect of Healing 6. A full Healing 6 is necessary.
3. However, additional POW can be added to a spell, to overcome a Countermagic or Shield spell. Thus, a 5 point Disruption can be cast. It will still have the same effect (1-3 points of damage) but it will punch through most any magical defense put up against it. The POW points listed for each spell are minimum POW points necessary.
4. Once a spell has taken effect on a character, it continues even if the character moves out of the range in which the spell could be cast. For instance, if Rurik casts Fanaticism on a member of his party in a melee, the character will remain Fanatical for the full ten melee rounds, even if he should pursue the enemy beyond the 80 meter range in which the spell can be cast.
5. Where two spells are incompatible, such as Shimmer and Protection, and one of them is cast on a character after the other has already been successfully cast upon him, the second spell cast will have no effect.

6. Only one spell may be cast in one melee round unless the caster is under the influence of the Rune Magic spell, Multispell. See *Chapter VII*.

## SPELLS AND STRIKE RANK

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

**SPELL STRIKE RANK TABLE**

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

## DID THE SPELL WORK?

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

Any character may choose to receive a spell, and the spell caster will not have to overcome the resistance of the target. Conversely, a spell being cast at a conscious but unaware target, such as casting a Strength spell on a companion who does not expect it, must overcome the Target's POW.

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

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

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

## INCREASING POW

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

To increase POW in a character, he must first overcome an enemy's resistance with a spell. Spells which have a 95% chance



**RESISTANCE TABLE**

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

*The number indicated is the percentage needed for success.*

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

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

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

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

## DESCRIPTION OF BATTLE MAGIC SPELLS

### BEFUDDLE 1 Point

*80 meters, focused, passive, temporal*

This spell confuses an opponent who succumbs to it. It causes him to wonder such things as: Is that a friend? Which ones are my enemies? Why is everyone fighting? A Befuddled enemy will not attack, cast an offensive spell, sound the alarm, etc. If attacked he will parry and defend at full value, and beginning

next round his confusion will go away (the guy that attacked me is my enemy, and after he is dead his obvious allies are my enemies). Thus, with some clever management, a Befuddled opponent might end up attacking his own party for as long as the spell is in effect.

### BINDING 1 Point

*80 meters, focused, passive, temporal*

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

### BLADESHARP Variable

*80 meters, focused, passive, temporal*

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

### BLUDGEON Variable

*80 meters, focused, passive, temporal*

When cast on any smashing weapon the spell increases the chance of hitting 5% per point of spell. It also adds one point



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

**COORDINATION** **2 Points**  
*80 meters, unfocused on self, focused on others, passive, temporal*  
This spell adds three to a character's effective DEX. This will decrease strike rank by one and improve the character's chance of making DEX rolls. DEX is never raised over the species maximum. Thus, the greatest DEX a human can have is 21.

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

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

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

**Darkwall** **2 Points**  
*80 meters, focused, passive, temporal*  
This spell creates a 10 meter wide by 3 meter high wall of darkness. Thickness of this is 6 cm. This wall can be moved by the caster at 3 meters per melee round on any round that he does nothing else. Torches yield no light within the wall and creatures that can see in the dark cannot see through it. It is opaque from both sides. The wall can be formed or moved into any shape desired.

**DEMORALIZE** **1 Point**  
*80 meters, focused, passive, temporal*  
The victim of this spell loses faith in the ability of himself and his party to win the fight, find the treasure, rescue the princess, or whatever. He can still defend himself at full, but attacks at half value. The victim will not use offensive magic. The advantage of the spell is that you can attack a Demoralized foe without affecting the spell. Essentially, it softens an enemy up for the kill. If it takes place before combat a Demoralized foe generally will not attack unless ordered to. If faced with superior force, he will probably run or surrender. A Fanaticism spell will cancel the effect of a Demoralize spell, and vice versa.

**DETECT DETECTION** **1 Point**  
*80 meters, unfocused on self, focused on others, passive, temporal*  
This may be cast on any person or object within reach of the spell. It informs the caster if that personal object is detected by magic, whether by battle magic or more sophisticated means.

**DETECT ENEMIES** **1 Point**  
*40 meters, focused, instant*  
This spell gives the direction and distance from the caster of any being intending to harm a specific individual on whom the caster concentrates. If the caster does not specify someone else as the person whose enemies are being detected, it detects enemies of the caster. It is stopped by more than 3 meters of solid rock or metal.

**DETECT GEMS** **2 Points**  
*40 meters, focused, instant*  
This spell will give the number and position relative to the caster of all gems within range. Like Detect Magic it will cause detected gems to glow while the spell is in effect. The position given includes direction and distance. The spell is blocked by more than 3 meters of rock or metal.

**DETECT GOLD** **1 Point**  
*40 meters, focused, instant*  
Detects direction, distance, and approximate amount (to the nearest tenth of a kg) within the range of the spell. It is stopped by more than 3 meters of solid rock or metal.

**DETECT LIFE** **1 Point**  
*40 meters, focused, instant*  
Detects the existence of human or larger size life. Gives direction and distance from the spellcaster. Divides life forms detected into two classes, those of human size (between 3 and 21, and those of large size (from 22 on up). Life smaller than SIZ 3 is ignored. It is stopped by more than 3 meters of solid rock or metal.

**DETECT MAGIC** **1 Point**  
*40 meters, focused, instant*  
This spell gives direction and distance from the caster of all enchantments and similar magically potent objects. It does not distinguish between magical objects or enchantments, telling only that it is magical, not what or how powerful it is. Also, any magic object within range of the spell will glow, possibly warning enemies. It is stopped by 3 meters or more of rock or metal.

**DETECT SILVER** **1 Point**  
*80 meters, focused, instant*  
Similar to Detect Gold in all respects except that it detects silver rather than gold. It is stopped by more than 3 meters of rock or metal.

**DETECT SPIRIT** **1 Point**  
*40 meters, focused, instant*  
Like Detect Life in its effects except that it detects the presence of spirits. It divides spirits detected into two sizes, those of POW 18 and below, and those of POW 19 and above. It is stopped by more than 3 meters of rock or metal.







## DISPEL MAGIC

*80 meters, focused, temporal*

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

**Variable**

## DISRUPTION

*80 meters, focused, permanent*

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

**1 point**

## DULLBLADE

*80 meters, focused, passive, temporal*

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

**Variable**

## EXTINGUISH

*40 meters, focused, permanent*

This spell can be used to Extinguish either one particular fire up to the size of a fairly large bonfire, or all small fires, within 10 meters. Used either way, the fires stay out and must be relit.

**2 Points**

### EVEN MORE RAMBLING RUNEQUESTIONS

*Dullblade Spell.* If you cast Dullblade on a foe's weapon do you have to overcome the foe's POW? No. If there is a Spirit in the blade, do you have to overcome the POW of the spirit alone or both the POWs of the spirit and the holder? Just the spirit. If you succeeded in casting Dullblade 1 on a sword, the foe cannot put Fireblade on that sword because the two spells are incompatible. Can the foe cast Bladesharp on the sword? Yes. Does the Dullblade cancel 1 point of the Bladesharp? Yes, and (to answer another question) does not need to overcome resistance. And to answer some others, a Power Enhancing Crystal will not increase a Bladesharp 4 to overcome a Dullblade. If a Dullblade causes a damage result of -1 (or less), the result is zero.

*Firearrow Spell.* The spell fires the arrow as it leaves the bow. It works on Javelins as they leave the hand, etc.

*Fireblade Spell.* Fireblade works on edged or pointed weapons. It will not work on a flanged mace. Yes, the weapon is hot.

*Harmonize Spell.* Yes, if the caster is other than humanoid, he can Harmonize something else the same shape, so a dog-shaped Allied Spirit could Harmonize a horse, etc. A Spirit without shape or sealed in an item such as a sword cannot Harmonize anything because it has no shape to "slave" the target to. Yes, we intended to drop the D6 damage.

*Lightwall.* Yes, Lightwall can be molded just like a Darkwall.

*Vigor.* Yes, we intended to drop the D6 damage from Vigor, too. We compensated by making it incompatible with Strength.

Note that when the fires are Extinguished, the wood is cold and relighting must proceed as with a new fire.

## FANATICISM

**1 point/point of spell**

*80 meters, focused on others, unfocused on self, temporal*

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

## FARSEE

**1 Point**

*Touch, unfocused on self, focused on others, passive, temporal*

This spell gives the recipient vision similar to a 10x power telescope. This vision can be switched on and off by the user for the duration of the spell. Note that this is the only battle magic spell with a duration of four hours.

## FIREARROW

**2 Points**

*80 meters, focused, passive, instant*

This spell creates an arrow of fire which does 3D6 points damage if it hits. It is cast on an ordinary arrow which is consumed by the fire. If it is fired at an enemy, damage is reduced by armor. The Firearrow will last for one melee round. It cannot be reused since it continues to burn; however, it is very useful for igniting houses and the like.

This spell can also be cast on sling stones and thrown weapons. The object bursts into flame as the missile leaves the bow, sling, hand, or whatever. An impaling Firearrow does the full damage of the normal weapon (9 points for a composite bow, for instance) plus the normal 3D6 damage of the Firearrow.

This damage cannot be "resisted," as the actual attack is not magic, it is heat. This spell is incompatible with Multimissile and Speedart.

## FIREBLADE

**4 Points**

*80 meters, focused, active, temporal*

Cast on the metal part of an edged weapon, this spell causes the weapon to flame, doing 3D6 damage when it hits an opponent. This damage is not over and above the normal weapon damage, it is the only damage that is done with such a weapon. Armor will absorb damage from a Fireblade.

If the character using the weapon has a damage bonus, that damage bonus is still effective. If the weapon impales or slashes, the damage is based on the Fireblade damage, not the weapon's regular damage.

If the character using the spell takes physical or magical damage the Fireblade goes away. The weapon is not destroyed. Again, there is no "magical resistance" to this damage. This spell is incompatible with other weapon affecting spells such as Bladesharp or Dullblade.

## GLAMOUR

**2 points**

*80 meters, passive, unfocused on self, focused on others, temporal*

Adds half again to your CHA for the duration of the spell. Since



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

**GLUE** **1 point/point of spell**

*80 meters, focused, passive, temporal*

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

**HARMONIZE** **2 points**

*80 meters, focused, passive, temporal*

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

This spell can be used on non-humanoids of the same basic shape. A Wind Child could use it on a Gargoyle, for instance.

**HEALING** **1 point/point of spell**

*Touch, unfocused on self, focused on others, permanent*

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

If a Healing spell is applied directly after another Healing spell, the greater spell’s effect will take place. Thus, if a Healing 2 is placed on a wound, then a Healing 5 immediately thereafter, the character will be healed of 5 points, not 7.

**IGNITE** **1 point**

*40 meters, instant, focused*

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

**INVISIBILITY** **3 points**

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

**IRONHAND** **1 point/point of spell**

*80 meters, passive, unfocused on self, focused on others, temporal*

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

**LIGHT** **1 point**

*80 meters, passive, focused, temporal*

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

**LIGHTWALL** **4 points**

*80 meters, passive, focused, temporal*

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

**MINDSPEECH** **1 point/point of spell**

*160 meters, passive, focused, temporal*

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

**MOBILITY** **1 point**

*80 meters, passive, focused, temporal*

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

**MULTIMISSION** **1 point/point of spell**

*80 meters, passive, focused, temporal*

This is a variable spell used to increase the effectiveness of missile fire. The spell is cast upon missiles before they are fired. For each point of POW invested in the spell another missile is produced when the missile is fired. Thus, a three point spell would produce a total of four missiles. The magically produced



missiles can critical. They are otherwise the same as the original missile. The first missile rolled for is the original. Each missile fired is rolled as a separate attack. This spell has an upper limit of four points (five missiles). This spell is incompatible with Firearrow or Speedart.

The magically produced missile cannot impale, but they can critical. The arrows created by this spell are effectively solidified air. They are not magic in themselves and will not affect such creatures as Lycanthropes.

**PROTECTION** **1 point/point of spell**  
*80 meters, passive, unfocused on self, focused on others, temporal*  
 This spell adds up to four points of armor protection to all parts of the body. Note that critical hits will ignore this, just as they would armor. This spell is incompatible with Countermagic, Shimmer, or Spirit Shield.

**REPAIR** **2 points**  
*Touch, focused, passive, instant*  
 This spell can repair almost any damaged objects. With it a broken or damaged weapon can be restored to its original shape, a shield can be fixed, or a piece of armor can be mended. A Repair spell will fix up to 20 points of damage per use. All the pieces of an object must be available to be repaired. Note that when a magical object is broken, repair does not re-establish the magic in it. If a bound spirit is in an object, breaking the object releases the spirit. Repair does not get the spirit back.

**SHIMMER** **1 point/point of spell**  
*80 meters, passive, unfocused on self, focused on others, temporal*  
 This spell adds 5% per point used to the Defense of any character on whom it is cast, up to a limit of 20% (four points). The Defense acts against all who attack the user, not just one. Thus, if the character had a Defense of 15% and a Shimmer 3 going, he could defend against one foe at 30% and all others at 15%. It is incompatible with Countermagic, Protection, or Spirit Shield.

**SILENCE** **1 point**  
*80 meters, focused, passive, temporal*  
 A spell to suppress noise created by the movements of a character, monster, or object. Thus, it will suppress the clank of your plate armor while you try to hide in shadows. It will not prevent an enemy from casting a spell, shut up a friend, or keep you from casting a spell.

**SPEEDART** **1 point**  
*80 meters, passive, focused, temporal*  
 This spell will give missiles a 15% better chance of hitting and +3 damage. Note that this spell works on any type of missile, including thrown axes, knives, rocks, and bullets. This spell is incompatible with Firearrow and Multimissile.

**SPIRIT BINDING** **1 point**  
*80 meters, focused, passive, permanent*  
 This spell is used to bind spirits into familiars or magical objects. Binding spirits into familiars demands the use of special cultured animals described later in the section on spirits. Magical objects for holding spirits can rarely be obtained from a temple, but most usually must be found in the course of adventuring

(see Chapter IX, *Monster Hoards*). The following section on spirits will describe how to find a spirit to bind. On the death of the binder, the spirit is freed, even if the binder is immediately revived through Divine Intervention or other methods.

**SPIRIT SHIELD** **1 point/point of spell**  
*80 meters, unfocused on self, focused on others, passive, temporal*  
 This spell acts as a protection for a character engaged in spirit combat. Each point used will temporarily destroy two points of the POW of the spirit. It must be put up before the character engages in spirit combat and will have no effect if put on a character already engaged in spirit combat. A normal spirit may, of course, withdraw from spirit combat after losing its POW to this spell, before actually engaging in combat. This spell is incompatible with Countermagic, Protection, and Shimmer. It is also known as Spirit Screen.

**STRENGTH** **2 points**  
*80 meters, unfocused on self, focused on others, passive, temporal*  
 This spell adds half again to a character's effective STR or the duration of the spell. Thus, a STR 9 character will become a STR 14 character while under this spell (always round up). Note that this spell will never increase a character over the species maximum. Thus, STR for a human will never exceed 21. This spell is incompatible with Vigor.

**VIGOR** **4 points**  
*80 meters, unfocused on self, focused on others, passive, temporal*  
 This spell adds half again CON points to a character for the duration of the spell. It is very useful in a fight, as you can take damage that would normally kill you and Heal yourself or be Healed before the spell wears off. The CON of the character cannot be raised over species maximum, so that humans would have a maximum increase to 21 CON points. This spell is incompatible with Strength.

**XENOHEALING** **1 point/point of spell**  
*Touch, focused, passive, permanent*  
 This spell is similar to Healing in all respects except that it works on creatures of other races. In other words, if you wish to heal that warhorse you paid 3000 L for, you must have this spell.

## SPIRIT CONTACT

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

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

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

Spirits are normally indifferent to the physical world.





## SPIRIT PERCEPTION

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

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

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

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

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

## SPIRIT COMBAT

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

Combat then begins.

The spirit englobes the challenger. Each makes a "raw POW" attack on the other, matching POW versus POW just as is usually done with offensive magic. If an attack by either is successful, they have the following options in the following order:

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

he should have known the job was dangerous when he took it. The referee may take over the character.

- B. **IF THE CHALLENGER WINS** - He may bind the spirit as described in the next section, if he knows the spell of Spirit Binding and has an appropriate object to bind the spirit into.

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

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

Sometimes the only way to get rid of a spirit is to kill the Shaman or to run far away from the attacking spirit or ghost one is fighting. To do so, the character must ignore the Spirit attack. This has two effects:

1. The spirit will be able to take POW from the character every time it overcomes the character's resistance with no danger to itself, and the character cannot use his POW for overpowering spells.
2. The character can continue to move and perform physical and intellectual activity as if he were not in Spirit Combat.

A character fighting a spirit gets a POW gain roll if, at some time during the struggle, he overcomes the POW of the spirit when the spirit's POW is the same or greater than the character's.

## BINDING SPIRITS

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

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

A Shaman's bound spirits are bound to him until he cannot heal his body sufficiently to resurrect himself. If the Shaman cannot heal himself, the bound spirits are freed, just as they are when any other binder dies.

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

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



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

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

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

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

### LIMIT TO BINDING

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

### STILL MORE RAMBLING RUNEQUESTIONS

Bound Spirits no longer throw any spells. Even to help themselves. A Spirit bound into an item, or even bound into an animal, cannot sense the POW of Spirits around them. There is some evidence that Spirits like the Fetches and Controlled Spirits of a Shaman can actually be seen in a good light, and if they want to make themselves visible. It's part of the aura which makes a Shaman so distinctive. Ghosts who have been around for awhile tend to become visible in a shadowy fashion, too.

**Shaman Death.** The bound spirits of a Shaman wait to see if he can resurrect himself, because he knows how to maintain contact with them in the Spirit World. Bound and Controlled Spirits, however, cannot be called upon to supply the POW to heal the body back to positive hit points, though they can be called upon once the body is alive again. If the Shaman has lost all his stored "control power" in the resurrection attempt, the Controlled Spirits go away.

### ON SPIRIT COMBAT

A convention of play which didn't make it into RQII is the ability to ignore Spirit Attack. This means that a character who is attacked by a Ghost or a Shaman's Fetch or Controlled Spirit can refuse to fight the attack. This has two effects. 1. The Spirit will be able to take POW from the victim without danger to itself and the attack will keep the victim from using any POW to make spells. 2. The victim can continue to move, attack the shaman perhaps, and otherwise operate physically as if he was not in Spirit Combat. This technique is particularly useful when the only way to possibly survive a Spirit Attack is to kill the person who sic'd the spirit onto you.

Trying to keep more spirits than CHA allows gets the character in trouble the first time he tries to use one for anything. The spirit will rebel unless the character manages to roll his CHA x 5 as a percentage on D100 (thus, Rurik would have to roll 50 or less). If the roll is failed, the two will engage in spirit combat until one is the victor, with results as shown before. A spirit with an appreciably smaller POW than the character's will probably flee the combat, as shown in the section on spirit combat.

## SHAMANS

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

### BECOMING A SHAMAN

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

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

At the end of a year of training, a character, if deemed worthy by the shaman, may attempt to gain a fetch. To determine if the character is worthy, make a roll of 5 times the average of the character's POW and CHA. If the character decides not to attempt to obtain a fetch, fails in the attempt, or is deemed unworthy by the shaman, he may either leave forever and return to normal life or serve the shaman for another year and try again.

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

### SHAMAN FETCH TABLE

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

D100	POW	D100	Type
01-10	2D6	01-50	Friendly
11-35	3D6	51-90	Neutral
36-85	3D6+6	91-00	Malign
86-95	4D6+6		
96-00	5D6+6		

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

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

Once a friendly or neutral spirit has been called, the character tries to ally it. The apprentice adds his POW and CHA







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

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

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

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

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

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

### MORE RAMBLING RUNEQUESTIONS

*The POW gain roll was set up in slightly confusing manner. You can account for confusion with exotics by simply adding 4 to whatever the species maximum may be for all Shamans' and Priests' power gain rolls.*

*As an aside it might be interesting to alter the requirements for Priesthood to requiring the candidate to have a POW equal to his maximum dice roll. Thus, a creature with a POW of 4D6 would have to have a POW of 24 to become a Priest. This has not been playtested in any way...*

*Why were the Skills Increase Potions eliminated? Because we could rationalize no basis for them. I fought for Characteristic Increase potions, but it was voted down.*

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

A Shaman's bound spirits are bound to him until he cannot heal his body sufficiently to resurrect himself. If the Shaman cannot heal himself, the bound spirits are freed, just as they are when any other binder dies.

### SPIRIT CONTACT TABLE

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

### 7. TRIBAL/CULT SUPPORT

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

### DISADVANTAGES OF BECOMING A SHAMAN

#### 1. OBLIGATIONS TO TRIBE OR CULT

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

#### 2. DEXTERITY BASED SKILLS

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

#### 3. INCREASE OF CHARACTERISTICS

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

#### 4. VISIBILITY

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

#### 5. COMMITMENT

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

## VI. OTHER SKILLS

### INTRODUCTION

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

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

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

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

#### RURIK'S SAGA

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

### CATEGORIES

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

Other skills do not fall into any of these categories. They must be learned from the basic chance given on the tables without any bonuses. The skill of Oratory is a special case and the bonuses for it are given in the skill description.

### CRAFTS, GUILDS, AND CULTS

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

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

#### ALCHEMISTS GUILD

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

Associate membership requires a minimum 5000 L donation. For every point of CHA the character has below 9, add 500 L to the donation. There is no adjustment for high CHA. The Alchemists Guild never gives credit.

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

#### RURIK'S SAGA

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

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

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



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

## ACID MAKING

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

## ANTIDOTES

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

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

## BLADE VENOM

This is a special type of poison, made for use on a weapon. It is expensive and time consuming to learn to make. Like acid, it is rated in potency levels of 1 to 20. Damage from blade venom acts only against the hit location affected as with weapon damage. If the attack with blade venom, as shown below, does not work, the poison will have 1/2 effect.

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

Blade venom must be carefully applied. It takes 1 melee round to apply to an arrow point, 2 melee rounds for a spear point, and 5 melee rounds for a sword. At the above speeds, a character must make a roll of DEXx5 on D100 to have successfully coated the weapon. A roll of 96-00 indicates that the character cut himself and got blade venom in the cut. If he takes 3 times the

above periods he can do it safely. One dose of blade venom will coat 5 arrows, 2 spear points, or 1 sword or axe blade.

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

## SYSTEMIC POISON

This is often found in animal stings (scorpions, spiders, manticores). The effects are not immediate, and for game purposes can be said to take effect during the bookkeeping phase (see *Chapter III*) of the second melee round after injection of poison. Thus, if a character is hit in the first round of a combat, the poison takes effect during the bookkeeping phase of the third round of the combat, approximately 1/2 minute later. There are 6 types of systemic poison. They are:

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

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

## HOW POISON WORKS

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

### ALCHEMIST SKILLS TABLE

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

All alchemist skills are learned totally or not at all.  
COST - The number of Lunars it costs to learn to make a particular stage of potion. Thus it costs 500 L to learn to make a potency 1 acid and 10,000 L to make a potency 20 acid.

INGREDIENT COST - The cost of the ingredients for 1 dose of a potion. Note that 1 dose is 1/10 liter.  
POTION COST - The normal over the counter cost of one dose of the potion from an alchemist.



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

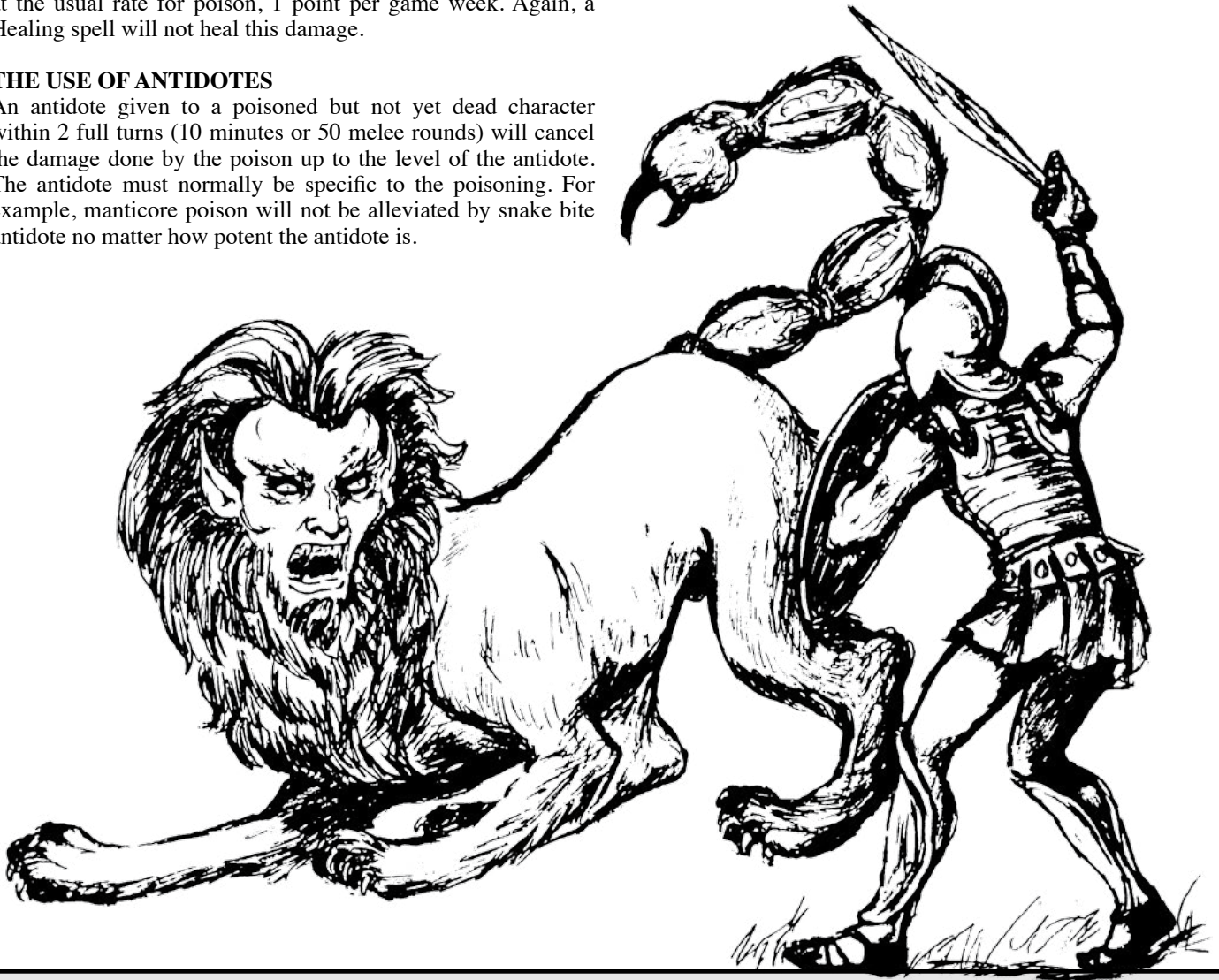
If the character resists the poison, he takes as damage to his CON ½ of the poison's potency and, if survives the fight, heals at the usual rate for poison, 1 point per game week. Again, a Healing spell will not heal this damage.

### THE USE OF ANTIDOTES

An antidote given to a poisoned but not yet dead character within 2 full turns (10 minutes or 50 melee rounds) will cancel the damage done by the poison up to the level of the antidote. The antidote must normally be specific to the poisoning. For example, manticore poison will not be alleviated by snake bite antidote no matter how potent the antidote is.

However, some antidotes are ½ effective (always round up) against other certain poisons. These are:

- |                |                            |
|----------------|----------------------------|
| Spider Venom   | Mineral Antidote           |
| Wyvern Venom   | Gas Antidote               |
| Scorpion Venom | Spider Antidote            |
| Poison Gas     | Wyvern or Mineral Antidote |



### EXAMPLE

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

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

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

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

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





## MAKING MAGIC POTIONS

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

## BATTLE MAGIC SPELL POTIONS

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

To create a battle magic spell potion, the maker must put in twice the number of POW points needed to use the spell. Thus, for a 2 point Bladesharp, 4 points of POW must be put into the potion to fuel the spell and hold it in the potion.

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

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

## HEALING POTIONS

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

## POTION OF POWER RESTORING

To make this potion, a character must put in twice the number of POW points the potion will restore. When used, it will restore the number of POW points in the potion to the Adventurer up to his

current maximum POW points. Taking a POW 3 restoring potion when the character is only down 2 POW points will restore the 2 points but the third will be wasted.

## FINAL NOTES ON POTIONS

1. Potion refers to a variety of actual forms and shapes capable of similar effects. Herb packets, salves, pills, biscuits and other shapes and sizes will all serve the same function. They are all about 1/10 liter in size.
2. If a character ingests 2 or more magical potions, neither will work and they will combine, producing unpredictable, usually unpleasant, effects in the ingesting character's body. A character only benefits from the effects of 1 magical potion at a time. It is possible to wait for 2 hours, till a character has eliminated a potion from his system and then drink another.
3. Magical potions often spoil if left unused for more than 2 months after making. Magical potions have a 10% chance of spoiling if left unused for two years, and a further 10% every two years after that. This gives a 99.9% chance of spoilage after 132 years. Poisons and Antidotes will decrease in potency every two years by 10%. Spoilage may have a number of effects, as shown in *Chapter IX*.

## FREE SAGES

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

## EVALUATE TREASURE

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

**SAGE SKILLS TABLE**

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

### EXPLANATION OF HEADINGS

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

**BASIC CHANCE** - The basic chance a character has to perform a particular skill correctly, without training.

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



## MAP MAKING

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

## ORATORY

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

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

## SPEAK OTHER LANGUAGES

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

## READ AND WRITE OWN LANGUAGE

Basic reading and writing training.

## READ WRITE FOREIGN LANGUAGES

Reading and writing a foreign language.

## GENERAL NOTES ON LANGUAGES

### COMMUNICATION

Percentage chance to speak a language has the following effects:

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

### EXPLANATION OF HEADINGS

ABILITY - Percentage chance of success in communication through training.

MEANING - Rough approximation of the level of communication.

### LANGUAGE USE

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

## EAVESDROPPING OR READING

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

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

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

## CONVERSATION

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

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

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

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

## SIMILAR LANGUAGES

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

## MOTHER TONGUE

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

## ALTERNATE SYSTEM FOR LEARNING LANGUAGES

To learn by this system, the character must have an 11% ability with the language already, and his maximum increase by this method is his INTx5%. Every week he must make an experience roll, or he has learned nothing new that week.

Every two weeks the character must make an experience roll or he will not go up 5%. The time and money increase to four weeks and 400L for each 5% increment (or attempt at same)





## JUMPING

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

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

## LOCK PICKING

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

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

## TRAP SET/DISARM

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

This ability encompasses all types of mechanical traps.

## LISTEN

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

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

## SPOT HIDDEN ITEMS

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

## SPOT TRAPS

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

## TASTE ANALYSIS

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

## CAMOUFLAGE

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

## HIDE IN COVER

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

It is possible to move and stay hidden at ½ the die roll on D100 needed for simple Hide in Cover.

## MOVE QUIETLY

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

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

## PICK POCKETS

This ability includes both picking pockets and slitting purses. It also includes the removal of jewelry such as brooches and badges. Items in direct contact with the skin, such as rings, cause the ability to function at ½ its normal level.

## NOTES ON THIEF SKILLS

1. As has been noted in the descriptions, Perception skills take precedence over other skills. A successful roll with the appropriate Perception skill will always spot what was hidden, camouflaged, etc. However, to be used, a Perception skill must be declared at the start of a round or turn, and no other skill may be used, spell cast, or weapon used during that period.
2. Except in obvious cases, two skills cannot be combined. One obvious case is Moving in Cover (½ the chance of Hiding in Cover) and Moving Quietly. When computing a character's chance of doing both of these at once, multiply the probability of Moving Quietly by the probability of Moving in Cover.

In the event that it matters which of the two skills the character fails at (Climb and Move Quietly near the top of a 13 meter cliff, for example) the player must pick one of the skills as the one on which his character concentrates. If the



roll is between the number needed to succeed at both and the roll needed to succeed at the one on which the character is concentrating, the character succeeded with the one concentrated on and failed with the other.

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

### EXAMPLE

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

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

## OTHER GUILDS AND BROTHERHOODS

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

### PLAYERS AND MINSTRELS

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

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

## MARITIME BROTHERHOOD

The mariners will teach swimming (Manipulation skill) to anyone who pays the fee. Anyone wishing to learn how to sail and navigate must join as an apprentice (see *Chapter X*).

### SWIMMING

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

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

A swimming character has only  $\frac{1}{2}$  his normal ENC ability. Thus, a 12 STR character would have a maximum ENC of 6 in the water. For every "thing" he carried over that 6, he would be reduced 5% in every DEX based skill, including swimming.

## FORESTERS

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

### TRACKING

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

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

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

## ARMORERS GUILDS

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

### EXPLANATION OF SKILLS

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

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

## HORSEMASTERS GUILDS

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

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



## LEARNING TO RIDE

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

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

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

A character falling off his riding animal will take 1D4 damage (all armor and protective magic counts) unless he is taken totally by surprise, and the player cannot make a roll of POWx5 as a luck roll. Failure results in 1D6 damage. If the animal is running or jumping, damage is 2D6. In all cases the hit location should be rolled. If the horse dies or falls suddenly, the player must:

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

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

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

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

## FIGHTING FROM HORSEBACK

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

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

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

If the character using the lance has had no training in its use, he can use it at 1/2 his normal attack chance with a one handed spear, unless his Riding ability is below that. It can also be used as a one handed spear if the character has the necessary STR and DEX to use a long spear one handed.

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

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

## CONTROLLING A HORSE DURING BATTLE

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

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

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

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

**OTHER SKILLS TABLE**

Source	Skill	Type	Basic Chance	05-25	30-50	55-75	80-100
Players and Minstrels	Tumbling	Manipulation	15%	300	600	1200	2400
Maritime Brotherhood	Swimming	Manipulation	15%	100	200	300	400
Foresters	Tracking	Perception	10%	200	400	800	EXP
Armorsmiths Guilds	Armor Making	Manipulation	00%	500	1000	2000	4000
	Weapon Making	Manipulation	00%	500	1000	2000	4000
	Shield Making	Manipulation	00%	500	1000	2000	4000
Horsemasters Guilds	Riding	Manipulation	05%	100	500	1000	EXP









The way to join the hierarchy of a cult is to become an initiate. An initiate who progresses in physical skills such as fighting may eventually become a Rune Lord. An initiate who gains a POW of 18 may eventually become a Rune Priest. It is possible in most cults to become both a Rune Lord and Rune Priest.

As stated previously, the object of the game is for an individual to acquire mastery of one or more Runes. Success in this is marked by a person becoming a Rune level character, which means that they have acquired the status of Rune Lord or Rune Priest. When they are a Rune Lord, they have proved their right to the Mastery Rune, while a Rune Priest has proved his affinity with the Magic Rune. From these bases, individuals may continue their spiritual and magical development to include whatever Runes their cult is associated with.

The next three sections describe initiates, Rune Lords, and Rune Priests, and how to become each.

## BECOMING AN INITIATE

To become an initiate, the character must be a worshipper of the god of the cult. He must swear to follow the commands of the god as expressed by the priests of the cult. He must observe the cult holy days and is expected to tithe to the cult, and lead occasional minor services.

Candidates will usually have to pass a test to become initiates. The referee may provide a suitable test, or he may use the following formula: Add the POW and CHA of the character. To this total add 1 for every 100 L the character gives to the cult as an offering. Divide this total by 3 and multiply by 5. The player should attempt to roll this result or less on D100. If successful, the character is an initiate.

### RURIK'S SAGA

*After several game years of play, Rurik finds himself with a POW of 16 and a CHA of 14. He decides that he wants to join the Sun Dome Temple. Taking 3000 L, which he has managed to save out of many adventures, he goes to the temple and puts himself before the examiners. He has a chance of  $[16 (INT)+14 (CHA)+30 (for 3000 L)]/3 = 20, 20 \times 5 = 100\%$  chance of acceptance. (No one ever said Rurik was dumb.) However, as usual, Rank still has a 5% chance (roll of 96-00 on D100) of being blackballed.*

In return for his services to the cult the initiate get the following three benefits:

### 1. DIVINE INTERVENTION

An initiate may attempt divine intervention once per week. To succeed he must roll his current POW or less on D100. If the roll is successful, the god intervenes in accordance with the description of divine intervention later in this chapter, and the character loses permanently as many points of POW as was rolled on the dice. If the player rolls exactly the current POW of his character, then the character's soul becomes a spirit in the service of the god. However, the requested effect will occur. On unsuccessful rolls nothing happens; no POW is lost.

### EXAMPLE

*Rurik's band of adventurers is assaulting a ruined castle inhabited by trolls. While rushing the main gate, Oshkosh the Odorous suddenly disappears from sight. He has stepped through the covering of a long disused well. Oshkosh is an initiate in the Orlanth cult. As he falls he calls upon his god to get him out through divine intervention. Oshkosh has a POW of 14. His player rolls a 14 on D100. Because it is a successful roll, Orlanth intervenes and lifts Oshkosh out of the well with a great rush of air. However, because the player's roll was equal to the POW of Oshkosh, the spirit of Oshkosh is taken to Orlanth and his body lies by the well. If the player had rolled 03, Oshkosh would still be alive but would now have a POW of 11. However, he would be able to regain the POW through the usual process of POW gain rolls.*

## 2. LIMITED USE OF RUNE MAGIC

Initiates may be able to obtain a cult Rune Magic spell for one use. To obtain this spell, the initiate must permanently sacrifice POW points equal to the POW point cost of the spell for a Rune Priest. Most cults restrict this to initiates going on cult missions, or as a reward to trusted and long-standing members. Again, he can regain this sacrificed POW through the usual POW gain rolls.

### EXAMPLE

*Horus the Hairy, an initiate of Humakt, has just reached a POW of 17. He wants to become a Rune Lord and is not yet qualified. He asks the local Priest of his cult for 3 points of Shield, based on his long standing service to Humakt. The request is granted. Horns now has 3 points of Shield and a POW of 14. He can only use each point of Shield once.*

## 3. SPECIAL TRAINING

If there are any special cult skills or battle magic spells, an initiate can learn them at special cult prices. The exact skills, magics, and prices vary with the cult.

## BECOMING A RUNE LORD

Any cult may have a Rune Lord or Lords, though not all cults have them at any given time. All cults are anxious to induct Rune Lords, but the candidate must meet the criteria given below.

### MINIMUM ABILITIES FOR A CANDIDATE

1. AT LEAST 90% ABILITY IN FIVE SKILLS - These skills must be in fighting or in other skills, though there is usually a minimum requirement of two 90% fighting skills. Which skills are necessary depends on the cult. The Sun Dome Temple, which makes its living in part by selling mercenaries, demands five fighting related skills, of which at least two must involve the spear, and one the bow, which are the traditional weapons of the Sky Rune. On the other hand, the Black Fang Brotherhood, a small cult of assassins devoted to a manifestation of the Death Rune, puts much emphasis on hiding and moving skills, and the making of poisons. The only weapon requirement is dagger.



2. A POW OF AT LEAST 15 - Basically, he has to have enough POW to attract a god's attention.
3. PROVE HIS DEDICATION - The cult will usually insist a candidate be an initiate for a period of at least one year.

## COMBAT BENEFITS

As a Rune Lord, an Adventurer may extend his ability past 100% by making an experience roll of his INT or less on D100. Extending one's ability past 100% has a number of benefits, though the character still has no better than a 95% chance of actually hitting.

1. If an opponent has the Defense ability (see the rules) the 100%+ ability gives a greater chance of hitting him. A defender with a 35% Defense, facing a Rune Lord with a 120% chance of hitting, will be hit by the Rune Lord on a roll of 01-85 (120-35=85). If the Rune Lord has only a 100% ability, he would have to roll 65 or less to hit.
2. An opponent's parry is also reduced against a 100%+ attack. Thus a character with a normal parry of 75%, fighting a Rune Lord with a 120% attack, has only a 55% chance of parrying the Rune Lord (120-100 = 20, 75-20 = 55).
3. While the actual chance of hitting remains no better than 95%, the chance of an impalement or critical hit continues to increase. Thus our Rune Lord with a 120% attack with a spear has a 24% chance of impaling, and a 6% chance of a critical hit, which is better than the 20% chance of impaling, and 5% chance of a critical hit possessed by the character with only a 100% chance to hit.
4. The ability to split attacks or parries also increases so that a character with a 120% chance of parrying with his shield, could make two 60% parries, one 70% and one 50% parry, or any other combination as long as no parries are reduced below 50%.

If the Rune Lord increases to 150% ability with attack and/or parry, he can split his attacks or parry among three enemies instead of two. Note that to be able to attack three opponents in one melee round, a character must be able to strike at strike rank 4 or less with the weapon he is using. The prohibitions against further attacks if an impale or critical hits scored still apply. He cannot attack or parry the same enemy 3 times.

## NON-FIGHTING SKILLS BENEFITS

The Rune Lord may also advance in non-fighting skills on the same basis as fighting advancement. The advantage of this becomes obvious when the Rune Lord with the 120% chance of Hiding must escape the notice of a guard with a 55% chance of Spot Hidden. The guard's chance of finding the Rune Lord is only 35%. Note that if the Rune Lord rolls 96-00, he has failed to Hide, and the guard will see him whether or not he Spots Hidden.

## OTHER BENEFITS

There are five other benefits to being a Rune Lord:

## 1. DIVINE INTERVENTION

The same effect as the Rune Magic spell described later. When a Rune Lord appeals for divine intervention, his player rolls D100 and consults the following table. Note that unless the player rolls 96-00, the Rune Lord will always receive divine aid. The Divine Intervention Table gives how many POW points he loses permanently as the price for this aid. However, he can eventually regain the POW through normal POW gain rolls (see *Chapter V*).

Because of his direct tie with his god, the Rune Lord may even call upon his god after death, calling for one favor, as described in the description of divine intervention found in the section on Rune Magic. Certain death gods, of course, will not answer a call for renewed life, but may answer a call to bring the Rune Lord's party out of difficulty. The call for divine intervention must be made immediately (the next melee round) after death, or the spirit of the Rune Lord will join his master's entourage and be unable to call on such intervention.

If the Rune Lord has insufficient POW to meet the demands of the god, he ceases to exist, and his spirit is drawn into the entourage of his god.

### DIVINE INTERVENTION TABLE

D100	POW Lost
01-05	0 Points
06-10	1 Point
11-20	2 Points
21-30	3 Points
31-40	4 Points
41-50	5 Points
51-60	6 Points
61-70	7 Points
71-80	8 Points
81-90	9 Points
91-95	10 Points
96-00	No Effect/No Loss

## 2. BOARD AND SUCCOR

A Rune Lord always has free room and board at any temple or other establishment of his cult. Also, his cult will usually try to get him out of any imprisonment he may have gotten himself into. The method may differ with the cult. The Sun Dome Temple, and other major cults, will usually pay a ransom. The Black Fang Brotherhood might organize a rescue mission, or take a hostage in the hope of an exchange.

The cult will usually handle any other needs of their Rune Lords, including supplying them with the price of such things as war horses and other tools of the trade. The referee of a full campaign should figure out the monetary resources of each cult, so that this ability is not overused.

## 3. ALLYING A SPIRIT

The cult will assist a Rune Lord in obtaining an allied spirit to inhabit one of his weapons (see below). Attempting to ally a spirit resembles attempting to bind it, but involves persuasion rather than combat.

The Priests of the cult can call up a spirit allied to their god. In effect, the god details one of its dependant spirits to negotiate with the Rune Lord. This spirit will have an INT of









If the character wishes to enchant further items beyond his basic set of weapon, shield, and armor, and the original set is still available, he must make another divine intervention sacrifice.

Large or old established cults generally have iron or Rune metal armor and weapons available for re-enchanting. Small, nomadic, or fugitive cults usually do not, and the new Rune Lord must quest for his iron or Rune metal. Each separate campaign must determine the availability of the materials for each cult separately.

### DURABILITY OF IRON ARMOR AND WEAPONS

Iron weapons will not take any damage from bronze weapons unless the attacker rolls a critical hit. The total points absorbed by an iron weapon are 1.5 times the total absorbed by the bronze equivalent.

Iron armor will take 1.5 times the usual damage bronze armor will take before letting damage through. Thus iron plate will absorb 9 points, not 6. Iron chainmail will absorb 8 points (in this situation, round up), iron ring mail will absorb 6 points.

### ENCUMBRANCE PENALTY FOR IRON ARMOR

As well as being stronger than bronze, iron armor and weapons can be made lighter. To account for this, an item of iron weighs one "thing" less than its bronze equivalent. Iron plate thus weighs two "things." If the bronze equivalent weighed only one "thing," the iron item must still weigh at least one "thing."

### 5. IMPROVED RESISTANCE TO MAGIC

A Rune Lord always resists magic and spirit combat with his maximum POW. Even if Rurik (with a POW of 19) were to cast 18 POW points worth of spells, leaving him with a POW of 1, he would still defend against magic with a POW of 19. His god makes up the difference, out of concern for the safety of the sacrifices Rurik will make to him in the future.

### RESPONSIBILITIES OF A RUNE LORD

A Rune Lord has responsibilities to his cult. There are two principle responsibilities, common to all cults.

#### 1. ACCOUNTABILITY

The Rune Lord is accountable to his cult, and must come at its call. He has a fair measure of independence under normal circumstances, but if a message must be carried across a thousand kilometers of wilderness inhabited by hostile natives he will be appointed to lead the expedition.

#### 2. SUPPORT

As the Rune Lord is supported by the cult, so he must support the cult. 90% of his income, and all magical items he cannot use personally, must be donated to the temple treasury. However, this donated portion of his income can be used to buy training and spells provided by the cult. Any ransoms paid for the Rune Lord will also be taken from this donation, if it is available. If it is not available, the Rune Lord's future donations will be used to pay back the cult, before they can be used for further training and spells.

Only the largest cults can provide training in all skills. The campaign referee must establish which skills are available to the Rune Lord from his cult.

### RUNE LORD-PRIESTS

A Rune Lord with a POW of 18 or higher may become a Priest of the cult he is associated with. He cannot go up in combat skills, but his god helps him remember what he knows already, so that he does not lose combat abilities the way a normal character becoming a Priest might. He keeps any benefits he has already gained from his Rune Lordship. Even a combination Rune Lord and Priest can only have one allied spirit at a time. A Rune Lord of one cult cannot become a Priest of another. A Rune Lord serving as a Priest cannot appeal for divine intervention as a Rune Lord. If the god took enough POW from him, he would go below 18 POW, voluntarily reducing his maximum POW below the 18 minimum for a Priest, which a Rune Priest is forbidden to do.

### LEAVING THE RUNE CULT

A Rune Lord could become a rogue, leaving the cult and losing the benefits of divine intervention and the allied spirit. His former god might impose further penalties. He would retain the iron weapons and 100%+ abilities he already had.

Less drastically, he may ask for a leave of absence. This may not be done immediately after his cult has asked him to perform a dangerous mission. This will involve persuading the High Priest of his temple to let him go, in a manner similar to that which got him into the cult. He must use his own money, not the cult's 90% share, when asking for a leave of absence.

His reasons for leaving by either fashion vary, but include going on a quest, which if he is skillful and the gods are kind, may make him into a Hero. Of course, many cults encourage and support such quests.

### BECOMING A RUNE PRIEST

Magic in Glorantha today is very much like the art of building bridges before Newtonian physics. Bridges were in fact built, and there were certain rough and ready rules for what was possible, but much of the theory is not worth reading. It is known that battle magic is done by the spirit of the mage, while Rune magic is done with the aid of a deity. Beyond that, ignorance reigns.

A Priest is a specialist in using magic. The only way to learn the inner secrets of magic, known as Rune magic, is to become a Priest of a particular god. Also, even if a character knew the inner secrets, he would still need the assistance of a god in casting the spells.

### BECOMING A RUNE PRIEST

Becoming a Priest is not easy. To be a Priest in a cult, the character must:

1. BE AN INITIATE OF THE CULT.
2. HAVE A POW OF 18 OR HIGHER.
3. KNOW HOW TO READ AND WRITE HIS NATIVE TONGUE.
4. CONVINCING THE EXAMINERS OF HIS CULT of his dedication to the cult and its goals. This could be done by letting the player (as the character) try to convince the referee (as the examiners) of his dedication to the cult and its goals, or use the same formula used when the character became an initiate.



Add the POW and CHA of the character. Then add 1 point for every 100 L the character donates to the temple as an “offering.” Divide the result by 3 (i.e., average POW, CHA, and offering). Then multiply the result by 5 and have the player try to roll that number or less on D100.

**EXAMPLE**

*Ariella wants to join the priesthood of Orlanth. She has a CHA of 16 and a POW of 19, which total 35. Divided by 3, that yields 12 (35 is closer to 36 than 33) which multiplied by 5 gives her a 60% chance. She would gladly donate some money to the temple to improve her chances, but her last expedition was not a great success, so she hasn't got any. This leaves a choice between a 60% chance, and honest work, patience etc. Her player decides for the dice and rolls 27. Ariella is now a Priestess.*

**BENEFITS OF BECOMING A RUNE PRIEST**

There are five benefits of becoming a Rune Priest.

**1. BOARD AND SUCCOR**

The mage is fed and boarded at any refuge of the cult (and some allied cults as well) and the cult will usually do whatever is in its power to get him out of captivity. As with Rune Lords, the cult provides a horse and armor, etc.

**2. FURTHER TRAINING**

The Priest will be trained in the Knowledge skills of the cult and in Oratory. The cult will pay for this training and the Priest is expected to repay the cult out of his later contributions.

**3. EASIER POW GAIN ROLL**

Since the Priest concentrates on learning magic and contact with his god, he needs to roll only  $(25 - \text{his POW}) \times 5$  or less on D100, rather than the usual  $(\text{species maximum} - \text{his POW}) \times 5$ . Thus, Ariella, with a POW of 18, only needs to roll 35 or less on D100 to gain POW, where a normal character would need to roll 15 or less.

**4. ACCESS TO RUNE MAGIC**

The Rune Priest gains the power to use Rune magic. These spells give a big edge in adventuring, which is one of the major reasons people more interested in power than religion become Priests. For more details on Rune spells, consult the section on Rune magic.

**5. ALLYING A SPIRIT**

The Rune Priest may ally a spirit, just as a Rune Lord does. He usually puts the spirit either into a staff or the body of an animal familiar.

**RESPONSIBILITIES OF BEING A PRIEST**

The Priest has responsibilities to his cult. There are 3 principle responsibilities, common to all cults.

**1. ACCOUNTABILITY**

A Priest is a representative of his deity, and his cult forms the focus of his life. He has certain freedoms in most cults, but emergencies will supersede his personal plans, and he must come at its call.

**2. SUPPORT**

The Priest, like the Rune Lord, must give all but 10% of his income to the temple. He must also donate to the temple any magic items he cannot use himself.

**3. DUTY**

The Rune Priest must do as the High Priest of his temple commands. His normal duties are long and time consuming. He has no time for the intense training necessary to maintain DEX based skills such as fighting. Therefore, his ability with weapons falls to his  $\text{DEX} \times 5$ , if he was that good in the first place. This also affects all other DEX based skills. There is no time for training or practice in these skills, so they will not get better as long as the character is a Priest, except through experience.

Also, there is no time for rigorous exercise courses and the like, so the character cannot increase his STR, CON, or DEX. Only POW and CHA may be improved, as increasing them requires no specialized training.

A Priest cannot voluntarily reduce his basic POW below the 18 necessary to become a Priest. If it happens to him involuntarily, treat the result as an involuntary leave of absence, except that the Priest cannot regain Rune magic spells until after he has a POW of 18 or higher.

**LEAVING THE CULT**

A Priest may abandon his vows and leave the service of the cult at any time. He cannot come back. The god(s) of the cult will not be pleased, and all Rune magic will be lost.

Alternately, he may apply for a leave of absence, to build up his DEX based skills. To do so, he applies to his High Priest and attempts to make the same sort of roll he made to be accepted by the cult. If he makes it, well and good, he's free. In applying for a leave of absence, the character must use his own money.

A leave of absence is for a stated period, never more than a game year. A Priest on leave retains the ability to use the Rune magic he has acquired, but counts in all other ways as a normal Adventurer. He loses the Priest's bonus in gaining POW but can improve characteristics, fighting ability and other DEX based skills.

**BECOMING A HIGH PRIEST**

There are two ways to become a High Priest.

**1. TAKE OVER A VACANT HIGH PRIESTHOOD**

This has problems, mainly because the second most experienced Priest takes over when a High Priest dies, and the character is likely to be the junior-most priest.

Murdering the High Priests until it's your turn is frowned upon, and thanks to divination, a character has a good chance of being caught. If the character waits until it's his turn, he will probably be at least 50 game years old. This leaves the other method.

**2. QUALIFY TO FOUND HIS OWN TEMPLE OF THE CULT**

To do this, a Priest must have minimum of 15 sacrificed points worth of reusable Rune magic spells, at least 5 of which must be divination, and 90% ability with three cult Knowledge skills. He must also have the permission of his High Priest, which is easy

to get if he goes somewhere else to set up his temple, and has sufficient funds to build the new temple.

The chief advantages of being a High Priest are: he need not obey the orders of another High Priest; he need no longer pay 90% of his income into the temple treasury; he may have initiates of the cult to obey him.

## RUNE PRIEST-LORDS

A Priest who qualifies as a High Priest with 15 or more points of reusable Rune magic spells sacrificed for has another alternative to becoming a High Priest. He may take leave from the humdrum duty of the cult and begin training his characteristics and skills toward becoming a Rune Lord of the cult. He still retains all privileges of his status as Priest.

## JOINING MORE THAN ONE CULT

To become an initiate or Priest of two or more cults, an Adventurer must first be an initiate or Priest of one cult. He must then persuade his High Priest to let him join the next cult (possible only if it is friendly) by making a roll similar to that he made to become an initiate in the first place. After that, he must try to join the new cult by making a roll similar to that he needed to become an initiate in the first cult.

**NOTE:** The Priest trying to get his superiors to let him go on leave of absence or join other cults must use his own money, not the 90% he owes the temple.

If the candidate Priest manages to persuade a second cult to take him in, he is not obligated to give it 90% of his income. He is an associate Priest and will simply buy abilities outright from the new cult. The new cult will provide him with food and board, but it will not ransom or rescue him. Learning a specialty spell of the new cult must be accompanied by a donation of 1000 L per POW point of the spell. As an associate Priest, an Adventurer need not appeal to his High Priest to go on leave, though an Adventurer must still get leave from the first cult.

## RUNE MAGIC

A Rune Priest can cast Rune magic spells. He relies on power supplied by his god to cast the spell. Gods are usually unwilling to grant humans use of their power unless they get something out of it. A Priest must permanently sacrifice characteristic POW to his god in order to acquire the right to cast Rune magic spells. Of course, he can get this POW back eventually through normal POW increase rolls.

A character makes this sacrifice by taking the characteristic POW above 18 and sacrificing it to his god at a religious ceremony. The cost in characteristic POW sacrificed to learn any particular Rune magic spell is given in each of the spell descriptions following. Learning a Rune magic spell does not require money, only the sacrifice of characteristic POW.

The Rune association of his god will affect the powers of the Priest, making him better at using the elements or powers his god is associated with. However, there are many spells common to most cults because of their wide usefulness and lack of association with any specific Rune. These are listed in the Standard Rune Magic Spells Table and described in the following pages.

### EXAMPLE: GETTING A RUNE MAGIC SPELL

*Ariella, having become a Priestess of Orlanth, was almost immediately sent out by the temple on an adventure. She not only survived but got a POW gain roll. Making that, her player rolls 15 of the POW increase roll, so she gains 2 points of characteristic POW. Her player looks over the Rune magic spells available to an Orlanth Priest. In light of recent unfortunate experience, Dismiss Elemental looks attractive, but the player finally decides that Shield would be more generally useful. Ariella, who would have a characteristic POW of 20 if she kept the results of her POW increase roll to herself, has a POW of 19 after buying 1 point of Shield. After her player decides she could use another point of Shield, she has a POW of 18. Her player would love to reduce her characteristic POW to 15, and get Dismiss Elemental III but as a Rune Priestess, Ariella is obliged to maintain a POW of at least 18, so that she can officiate in ceremonies.*

The god does not care how many times any particular spell is sacrificed for or which spell is selected, although the cult may have its own guidelines. The god is concerned solely with gaining the POW sacrificed to it.

### CASTING A RUNE MAGIC SPELL

After learning a Rune magic spell, it may be cast by reciting a formula to which the spell is keyed, either aloud or in the mind, after which the spell will take effect. Rune magic spells always take effect at strike rank 1.

Casting a Rune magic spell prevents a character from casting any other Rune magic or battle magic spells. The sole exception is Extension (see Spell Descriptions) which is cast at the same time as the spell it is intended to extend.

Casting a Rune magic spell does not reduce a character's current POW. If, in the example above, Ariella had a POW of 18 and cast 2 points of Shield, her POW would still be 18 when she casts Befuddle one round later.

Once cast, a Rune magic spell cannot be cast again until the Priest spends a day of quiet worship at a temple or holy place of the Priest's cult. This compensates the god for the POW he used in casting the spell, and deters Rune Priests from casting Rune magic frivolously. Rune Magic is regained at the rate of 1 point a day so if a Rune Priest casts 15 points of reusable Rune magic, it will take him 15 days of quiet worship to get it all back. Some Rune magic spells, notably divine intervention, cannot be regained, but must be sacrificed for again. If a spell is of this type, it will be noted as being "non-reusable" in the spell description.

The Priest can use his characteristic POW to "back up" a Rune spell. For instance, a Black Fang Brotherhood Priest, wishing to attack Ariella but knowing she may have both points of Shield up (for 4 points of Countermagic) can use 4 points of his own characteristic POW to help the 1 point Rune magic Shatter go through the Countermagic and attack Ariella.

### STACKABLE RUNE MAGIC

Battle magic spells cannot be combined with themselves to increase the total effectiveness of the spells, but some Rune magic can be. These spells are known as "stackable" spells. If a spell is stackable, it will be mentioned in the spell description. As an example, if Ariella were to decide she needed another point of Shield to add to one she already cast, or that the situation is







## DISMISS ELEMENTAL 1

Range 160 meters  
Non-Stackable

This spell can dismiss any small elemental. The caster of the spell must overcome the magic resistance of the elemental for the spell to work. The dismissed elemental is gone, and cannot be summoned again until the spell used to summon it has been regained. The elemental cannot be dismissed until it is fully formed. When dismissed, the elemental will disappear at the end of the melee round during which the dismissal spell was cast, and gets to attack during that round.

1 point

Duration Instantaneous  
Reusable

## DISMISS ELEMENTAL 2

Range 160 meters  
Non-Stackable

This spell acts just like Dismiss Elemental 1 against medium and small elementals.

2 points

Duration Instantaneous  
Reusable

## DISMISS ELEMENTAL 3

Range 160 meters  
Non-Stackable

This spell acts just like Dismiss Elemental 1 against large, medium, and small elementals.

3 points

Duration Instantaneous  
Reusable

## DIVINATION

Range 160 meters  
Non-Stackable

This spell allows the character to ask a question of his god. The answer will usually be a short sentence of up to seven words, though it may, at the referee's discretion, take the form of a vision.

1 point

Duration Permanent  
Reusable

The gods cannot see into the future, being bound by Time as the rest of Glorantha. The ritual takes 1 hour to perform, and must be done in a recognized holy place sacred to the god being questioned. The probability that a character will correctly read the signs (necessary in this ritual) given by the god in answer is POWx5 or less on D100. No one is perfect, so there is always the 5% chance (96-00 on D100) that the character will read the signs wrong. The referee must then make up a misleading answer. As usual in such cases, the referee rolls the dice.

Each POW point of this spell used allows one question to be asked.

## DIVINE INTERVENTION

Range unlimited  
Stackable no limit

May be used to pray for a miracle ("Oh Lord, bring sister Ariella back from the dead; Oh Lord, return us to your temple at Pavis; etc."). If the miracle is not too great (only one PC may be reunited with his spirit, but a whole party of up to a dozen Adventurers may be teleported out of trouble), the character's chance of getting the request is 10% per point of spell used. This differs from the Rune Lord's divine intervention. When a Rune Lord asks for divine intervention, he will usually get it, but he will lose a certain amount of POW. When a Priest calls for divine aid, the POW has been already allocated for it, and Priest loses no other POW.

1 point

Duration permanent  
Non-Reusable

If the god hears the plea and gives the miracle, the character will have to sacrifice new POW points to receive the spell again.

Miracles take up a lot of godly energy, and have to be paid for. Thus, Divine Intervention is not a reusable spell.

A given character can ask his god for a given miracle only once. If he doesn't get it then, he never will. If a god does not grant a miracle that his Priest has requested, the Priest will keep the POW points he has in Divine Intervention, and if he survives, may use them to ask for another miracle later.

Divine Intervention also has the property of helping the caster but not harming anyone else. It cannot be used to strike an enemy dead, for example. If the gods allowed their powers to be used in this fashion, they would soon be in direct conflict. This would defeat the whole purpose of the proxy wars between mortals, and threaten the world with direct conflict between gods.

In certain special circumstances, such as the enchanting of iron or Rune metal armor, only 1 point of Divine Intervention is expected by the god, and no more need be cast.

Divine Intervention cannot foretell the future or change the past. Also, Divine Intervention cannot be substituted for learning by experience or training.

## EXTENSION 1

Range 160 meters  
Non-Stackable

This spell extends the duration of a temporal battle magic spell to 1 hour, and makes it passive, if it wasn't already. It has no effect on Rune magic. Unlike all other Rune magic, it must be cast with the spell it is extending.

1 point

Duration Instantaneous  
Reusable

## EXTENSION 2

Range 160 meters  
Non-Stackable

This spell increases the duration of a temporal battle magic spell to 6 hours. It will also extend the duration of a temporal Rune magic spell to 1 hour.

2 points

Duration Instantaneous  
Reusable

## EXTENSION 3

Range 160 meters  
Non-Stackable

This spell increases the duration of a temporal battle magic spell to 1 week, and a temporal Rune magic spell to 6 hours.

3 points

Duration Instantaneous  
Reusable

## MATRIX CREATION

Range Touch  
Stackable no limit

This spell is used to create a battle magic spell matrix (see Chapter IX). The number of POW points normally needed to cast the spell must be sacrificed for Matrix Creation to create a matrix for that spell. Thus, to make a sword into a Bladesharp 1 matrix needs 1 point of Matrix Creation. Making a Bladesharp 3 matrix takes 3 points of Matrix Creation. A spell matrix may have only 1 spell in it, unless a successful Divine Intervention is used for each additional spell. If the spell is a variable spell, however, the strength of the matrix can be increased over time. Thus a 1 point Bladesharp matrix could be built up into a 4 point matrix by later use of further Matrix Creation spells.

1 point

Duration Permanent  
Non-Reusable

The matrix can also be created a part at a time, so that a Fireblade matrix, needing 4 points of sacrificed POW, can be done over the course of several weeks. Of course, it will not have the spell until the entire sacrifice is made.



A Rune Priest cannot make a matrix for a spell he does not know.

### **MIND LINK**

*Range 160 meters*

*Stackable No limit*

**1 point**

*Duration 15 minutes*

*Reusable*

This spell allows the participants to communicate telepathically and use each other's magical abilities, such as knowledge of spells and POW. Any participant in a Mind Link may use the spell knowledge and POW of other participants without their consent.

Mind affecting spells such as Befuddle and Fanaticism are transferred through Mind Link, but Harmonize, which affects the body, is not. This flow only goes to people directly in Mind Link with the target. If a Rune Priest is affected by an attack on someone he is in Mind Link with, his allied spirit will not be, and can get him out of it with a Dispel Magic.

### **NOTES:**

1. A character must allow himself to be included in the link.
2. Morale affecting spells, such as Demoralize, cast against one member of a link attack all characters linked with the target with the same attack roll. Thus, an attacker with a POW of 12 attacking a target with a POW of 14 needs a roll of 40 and gets 37. The target is Demoralized. However, the target's bound spirit, with a POW of 15, is not. Also, the Rune Priest with the POW of 18 the target is in Mind Link with is also unaffected.
3. While all participants in a link have the magical knowledge of the others, characteristics, such as INT and POW, remain the same for each.
4. Characters defend against magical attack with their own POW, and cannot draw upon the POW of others for defensive purposes.
5. If character A is linked with character B and C, characters B and C are not linked.
6. Any participant may leave the link at any time.
7. Only the knowledge from conscious communications, as are communicated by the battle magic spell Mindspeech, are retained after the link is gone. It cannot give permanent knowledge of a spell.
8. Once a voluntary Mind Link has been established, there is no limit on the range of the participants' communications.

### **MULTISPELL 1**

*Range 160 meters*

*Non-Stackable*

**1 point**

*Duration 15 minutes*

*Reusable*

This spell allows the user to combine two battle magic spells and cast them at once. These will be resolved as separate attacks. The only exception to this is the Disruption spell, which can be combined with itself and resolved as one attack doing 2D3 damage to one hit location.

This spell affects all spells cast by the recipient over the 15 minute duration. Thus, every melee round he can throw two spells. The spells may be different each round.

Multispell can be used to cast two different spells at the same time, or to cast spells at two different targets at the same time. This spell does not decrease the cost in current POW of the spells to be combined, so the user loses the total amount required to cast them separately off his current POW. Multispell will not

override the usual limitations on how much of a variable spell can be used. Also, it cannot be used to cast incompatible spells on the same target. Thus, Multispell cannot be used to create a single sword with Bladesharp 8 on it, or put Countermagic and Protection on the same character. An attack using Multispell will take effect at the highest strike rank of any spell included in the combined attack. Thus, if Ariella tried to Harmonize one enemy and Befuddle another, both at the minimum cost to cast, it would come off at her Harmonize SR of 3, not her Befuddle SR of 2.

### **MULTISPELL 2**

*Range 160 meters*

*Non-Stackable*

**2 points**

*Duration 15 minutes*

*Reusable*

Like Multispell 1, but 3 spells can be thrown at once, combined, or whatever.

### **MULTISPELL 3**

*Range 60 meters*

*Non-Stackable*

**3 points**

*Duration 15 minutes*

*Reusable*

Like Multispell 1, except that 4 spells can be thrown at once, combined, etc.

### **REFLECTION**

*Range 160 meters*

*Stackable up to 4 points*

**1 point**

*Duration 15 minutes*

*Reusable*

This spell reflects spells which fail to overcome the magic resistance of the protected character. The reflected spells then attack their caster at his current POW after casting the reflected spell. The spell attacks with the POW it was cast with.

The spell will not work if the attacking spell is of more POW points than the Reflection spell. Because battle magic is only 1/2 as strong as Rune magic, a Reflection spell stacked to 2 points

### **YET MORE RAMBLING RUNEQUESTIONS**

ON SUSCEPTIBILITY TO SPELLS THROUGH MIND LINK RQII states that someone in Mind Link with a character hit with a spell such as Demoralize is also susceptible if the attack roll would ordinarily affect him, too. There are a number of points which should be made here.

1. This also applies to spells like Befuddle and Fanaticism (which affect the mind) but not Harmonize (which affects the body).
2. Only those characters directly in Mind Link with the victim can be affected. Thus, A is hit with Befuddle, the Rune Priest B in Mind Link with him is a potential victim, but the Priest's Allied Spirit is not a potential victim. Likewise, character C, who is also in Mind Link with the Priest, is not a potential victim. However, if character A has allied or bound spirits, they are potential victims. Also, if character A has summoned an elemental, it is a potential victim.
3. The Mind Link goes around any Countermagic-type protection a character may have. If Rune Priest B, above, had a Shield 3 up, the Befuddle would go directly to his mind as if the Shield were not there. On the other hand, character C, trying to Dispel the Befuddle, would not have to get past the Shield spell, as he is already in Mind Link with B. However, if he wanted to Dispel A's Befuddlement, and A had a Shield up, he would have to get rid of the Shield first, since he is not in direct Mind Link with A.





This spell is incompatible with Absorption, Reflection, and Shield.

**VISION** **2 points**  
*Range 160 meters* *Duration 15 minutes*  
*Non-Stackable* *Reusable*

This spell gives a viewpoint which may be up to 240 meters away from the spirit of the recipient of the spell. Looking from this viewpoint is approximately like looking through the character's eyes, but it gives a 180 degree view. After this spell is cast, the viewpoint can be moved at a speed of 3 meters a melee round, and turned 180 degrees in a melee round. The two motions can be combined.

While using Vision, the character cannot use his own eyes, However, he can switch back and forth between the spell viewpoint and his own from one round to the next.

**EXAMPLE**

*Ariella has just learned the Vision spell and is ordered to check out a castle, reported to be inhabited by trolls. (As usual, Rurik is giving the orders, but he's grown slightly more cautious after the last affair.) She puts her viewpoint 10 meters from the near gate, facing back toward the gate, and sees 2 dark troll guards sleeping, and 10 trollkin avidly rolling dice. Wondering about the rest of the castle, she turns the viewpoint around and sees about a dozen defenders starting to put their armor on, etc. At the same time, she hears a number of snarls. Wanting to know whether she's about to be eaten alive, next round she switches her viewpoint back to her bodily surroundings. Rurik and about 4 others are hotly engaged with two werewolves. Trusting Rurik against werewolves, next round she switches back to her viewpoint so that, after the werewolves have been disposed of, Rurik can be given a complete account of the castle defenses.*

**WARDING** **1 point**  
*Range Special* *Duration permanent*  
*Stackable up to 4 points* *Reusable*

This spell requires 4 wands as "props." They must be exactly 15 cm in length, and may be made of light wood. It protects an area of 81 square meters or less from spells cast into it from outside, attacking spirits, or attempts to enter it from characters outside the Warded area. The spell also protects the air space above the area for a height of 3 meters, effectively creating a cube of protection.

The area protected is defined by extension from the positioning of the wands. Each point of Warding functions as 1 point of Countermagic against spells cast from outside the lines of the Warding, 1 point of Spirit Shield against enemy spirits crossing the lines of the Warding, 1 point of Disruption against all enemies crossing the lines of the Warding, and a Detect Enemies spell to determine whether the above spirits and enemies are enemies of the caster.

A sufficiently powerful Detection Blank will allow a character to walk untouched through a Warding spell because the Detect Enemies alert will not be affected.

The caster may use this spell to protect an area or an object, rather than himself. The Detect Enemies component will then detect anyone wishing to assault the area, steal an object, or whatever is appropriate to the manner of casting the spell.

If the Warding is stacked to more than 1 point Warding, treat the Disruption spell attack as if Multispell had been cast with it and combine the attacks into one attack and multiple damage value to one hit location.

Any attack spell cast across the lines of the Warding, or any attempt to cross the Warding by an enemy of the caster, will also start an intense keening noise, which should wake all within. The warning noise is not necessary and can be suppressed by the conjuring Priest if he covets sleep more than life.

Multiple point Warding can be used to double or triple the area covered by the Ward, if the user would rather cover area than increase the power of the Countermagic and Disruption. **NOTE:** The mage with 3 points of Warding can put 1 extra point into the expansion, covering thereby 162 square meters and 1 extra point into the Warding effects, giving the effect of 2 point Countermagic and Disruption.

The Warding spell lasts until the wands are removed and any attempt to remove the wands by anyone other than the caster will trigger the defenses.

It can also be dispelled with the appropriate strength of Dispel Magic.

## ELEMENTALS

An elemental is the union of a not very bright spirit, supplied by the Rune Priest's god, and a particular physical form, supplied by the local environment. There are 5 major types of elementals: Darkness, Water, Earth, Fire and Air, corresponding to the associated Elemental Runes. There are also Lunar elementals, but since the Lunar element is not present in most areas of Glorantha, they are not described here.

### GENERAL PROPERTIES

The spirit portion of an elemental consists of an INT of 1D6 and a POW equal to 3D6+6.

An elemental, having both physical and spirit aspects, is vulnerable to both magical and physical attacks.

### SUMMONING ELEMENTALS

The Elemental Rune cults can summon elementals of their Element. Elementals usually come in 3 sizes, small, medium and large. The elemental will fight for the summoning character until it is physically destroyed, or the 15 minute time limit is up, whichever comes first.

Having sacrificed for an elemental, a character will get the same elemental every time he summons it. Its characteristics will never change, even if it is physically destroyed. However, if its POW is reduced to 0, it will never return, and the character must resacrifice if he wants another elemental.

It takes an elemental 1 melee round to form, and 1 melee round to receive orders. While the summoner is giving the elemental orders, neither the elemental nor the summoner may do anything else (such as parry the blow the giant is getting in). Since no elemental has more than 1D6 INT, complicated orders are likely to be mixed up. However, the summoning character is in Mindspeech with the elemental and may change its orders at any time. And elemental may be summoned to appear anywhere within 60 meters of the summoning character. Note the difference from the usual range limit for Rune magic spells.







## FIRE (SALAMANDER)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
Movement class	6	6	6

The salamander engulfs its victims, attacking their CONs directly with 3D6 heat shock. The roll of 3D6 is matched against the CON of the victim on the Magical Resistance Table (*Chapter V*) and, if the attack is successful, the character takes the full damage rolled on 3D6 directly to his CON, as with a poison attack. If unsuccessful, ½ the amount rolled is applied against the victim's CON.

Armor will not protect against this damage, but Protection and Shield spells will.

## WATER (UNDINE)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
Movement class	6	6	6

The undine attacks by engulfs its opponents. Characters caught within it must make a die roll of their INTx5 or less on D100 or suffer 1D8 points of damage from inhaling water each melee round they are caught within.

If they make the INT roll, the player can try to roll the character's DEXx5 or less on D100 to escape from the grasp of the undine.

An undine can move away from a victim at any time. Anyone attempting to block the path of an undine will be engulfed automatically. It is usually possible to run away from an undine. Physical and magical attacks can damage the creature, breaking up the cohesiveness of its physical structure, and possibly "killing" it.

When found on or under rivers, lakes, or oceans, an undine can attack like an air elemental.

## EARTH (GNOME)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
Movement class	3	3	3

A gnome opens a pit under the feet of anyone standing on top of it. He falls into the depth of about a meter. The elemental then closes the sides of the pit in on him, doing 4D6 damage to each leg (armor will absorb this damage). If the character survives, he must make STRx5 or less on D100 to climb out of the grip of the elemental. The gnome can only attack once by this method in a given area because the pulverized dirt is too fine for another attack.

This elemental cannot be used in areas floored by quarried stone, or solid rock. However, it likes very rocky soil just fine.

## SAMPLE CULTS

### DEITIES

Gods are the most potent beings in the universe. The most powerful of them are far older and stronger than any other spirits around.

There is a hierarchy among deities, ranging from old gods like Orlanth (the Sartar Storm God) down to tribal ancestors, wood nymphs, and ancient chieftains. Any of these may be the object of a cult, though a powerful god can lend far more power to its Priests than a weak one can.

Gods pay attention to their worshippers because they make sacrifices, which add to the god's power. A deity will thus respond to requests from his priests, shamans, and initiates who officiate at sacrifices.

A god will usually ignore requests made by his ordinary worshippers because (1) they do not officiate at sacrifices, (2) they should be kept in line by the clergy anyhow, and (3) a god with a decent sized cult has not the time to deal with all of his worshippers on an individual basis.

### GENERAL

Cults may be divided into three classes, depending on how widely worshipped the god is and how powerful he/she is.

These are actually interrelated factors, as a god draws power from being worshipped.

The first and most powerful type of cult is that of a major deity. The major deities of Glorantha include the Seven Lightbringers, as well as many others. These gods usually have subsidiary deities associated with them and their Priests have access to Runepower spells of several Elemental Runes, and one, or perhaps more, Power Runes as well. One example of this sort of cult is the Orlanth cult of Sartar, which is described below.

A major cult like this will have more than half a million worshippers and a large hierarchy with many temples. They are quite formalized, and shamans have little to do with them.

The second type of deity is a medium power deity, with anywhere from fifty thousand to five hundred thousand worshippers. There are usually no associated minor deities. The Priests of such a deity have one Elemental Rune and a modifying Power Rune though perhaps the only modifier will be one of Form or Condition. The Darkness Rune cult of Kyger Litor, Mother of Trolls, is an example of this type.

The third class of cult is composed of minor deities, subsidiary deities such as mentioned above, and powerful spirits who have not managed to make the jump to godhood. Most of the spirits in the board game *Nomad Gods* are in this class. They often have only shamans interrelating with them, and no actual priesthood. If they have Priests, they can only give them 1 or 2 point Runepower spells and they often have only part of the Rune magic described earlier available. The Black Fang Brotherhood is an example of this class of cult.



## ORLANTH

### MYTHOS AND HISTORY

#### A. BEFORE TIME

The peace and harmony of the Gods Age was broken with the birth of Umath, the god of Strength and Storm who tore apart his parents to make room in the universe for himself and his kin. He introduced a new power of violence and change into the world which hastened its natural processes towards their ultimate end. After the birth of Umath the cosmos slowly learned that its perfection of creation would be followed by a perfection of destruction and a return to Chaos. These catastrophic realizations and events are called the Gods War, but their neatness and compact unity is a result of our backward looks. Even within the timeless form of mythology the events occurred as a series of actions and reactions, often instinctual, with no knowledge of their results.

Orlanth was one of the many sons of Umath. His mother was a mountain goddess named Kero Fin, and he has always been associated with mountains since then.

When he was only five hours old, say the tales, he set off on his first adventure, armed only with a comb and a rattle. With those he challenged the young god, Yelm, to a dancing contest. Orlanth did a war dance while Yelm did a ballet. The gods who judged the event were shocked at Orlanth's behavior and so awarded the prize to Yelm. Orlanth went away angry and disappointed, and so began the most famous struggle of God Time.

The Orlanth and Yelm rivalry is known in mythologies which do not even worship these two gods. In their own myths the contest is central to worship. There are many tales telling of one or the other god's victory. One such contest is when the gods made weapons.

Yelm made the silent and far-shooting arrow, inspired by the piercing effect of his rays. Orlanth got the sword which was inspired by the slicing of the wind through the world. Later the duel grew more serious and Orlanth used the new Power, Death, to kill Yelm. This brought the Lesser Darkness upon the world.

During the Lesser Darkness Orlanth continued to fight. He led a strong army of immortals with many allies. The gods of light continued to fight back, led especially by Yelmalio in Peloria. Orlanth fought Yelmalio and defeated him, and then, when the Air god withdrew, Zorak Zoran ambushed the son of the sun and wounded him even more. In this way the fires of the world grew dim.

Then it was that Chaos crept into the world upon the trail made by Darkness. Monsters and demons scouted through the cosmos, preparing the way for the Devil. Gods whose names are lost to us now died. Realms of beauty were lost, and there was fear among the gods when Flesh Man gibbered his visions of the future to them. Order slipped, Orlanth found his mother dead, saw his father suffering and chained between the Earth and Sky, and took upon himself the task to set right the wrongs which had brought such disaster about. He took what tools and weapons he could, called some friends and met others along the way, and thereby joined the Lightbringers who searched unknowable paths to rescue the world.

For his leadership of the Lightbringers and his acknowledged superiority over Yelm, Orlanth was confirmed as chief of the Air

Gods. He also achieved the title of King of the Gods. That title is recognized by Lightbringers and some others, but not by all of the deities of the world.

#### B. SINCE TIME BEGAN

The worship of Orlanth was known throughout most of the world in the Dawn Ages, and his worshippers brought the secrets of the Lightbringers down from the mountains to civilize the lowlands where the broken remnants of sun-worshippers struggled against the dark. But even inside of Time the ancient rivalry between the two deities rose again, and soon the worshippers of Orlanth in the hills and mountains were struggling with the worshippers of Yelm in the lowlands.

In the Second Age the Empire of the Wyrms Friends was a center of power for Orlanth worshippers, but the peoples turned to Dragon Magics and away from their old gods. Orlanth's people both rebelled and aided in the Wyrmith projects. In the end the Dragons had no mercy for any humans who fought them and destroyed thousands of people in the Dragonkill War of 1200. After that both Yelm and Orlanth were weak.

In the Third Age was born a new rival, the Red Moon. This goddess had some skills and magics like those of both Yelm and Orlanth, and others more arcane. Through the passage of time the worship of the Red Moon grew in Peloria, and spread southward into the highlands towards Dragon Pass. The northern gods of light fell before her march, and then she set herself against Orlanth as well, to struggle for the Middle Air. Through the years her worshippers have converted and conquered those of the storm god, and the gods themselves have been seen brooding anxiously over their children during wars between men.

The breadth of the Orlanth cult's spread is extensive, and it is understandable that such diversity would spawn some differences of worship depending upon the local customs. In general, three forms of the god are recognized. Orlanth Adventurous is the most widespread, for this god-form appeals to those who wander and adventure. Orlanth Thunderous is the weather god aspect and is worshipped where people commune with the violent storms of nature. Orlanth Rex is the King of the Gods, and is worshipped by chieftains and nobles and poets.

Orlanth Adventurous is the object of this write-up. Orlanth Thunderous is unknown in Prax, for the storms of Prax come from the Storm Bull and are more evident than Orlanth's. Orlanth Rex has no place in Prax either, where Waha rules over the tribes and imposes his social system.

#### C. LIFE AFTER DEATH

Funeral rites for the Adventurous cultists requires burning the body while chanting a chant like Daka Fal's. There is then a song to command the soul to the winds. A smoky fire is made and grave goods are included to assist the person in the land of the dead. Among his dead, some souls will know freedom for a while, but others may join minor winds or be chosen by Orlanth to serve in his band of heroes.

Orlanth Adventurous guarantees to his loyal Initiates that he will go and get their soul if the body is not treated with proper burial rites, using one method or another. This way the Adventurers need not fear dying in a strange land among foreigners.





In the hilly regions Orlanth High Priests like to have their shrouded bodies tied into trees or sometimes held aloft by specially built racks. Other places simply ask for a burning, preferring to use smoky fires. Prayers send the soul to the wind, storm, and quiet air.

## D. RUNIC ASSOCIATIONS

The primary runes of Orlanth Adventurous are Air/Storm, Motion, and Mastery. As is normal with major cults there are numerous other affiliations.

## NATURE OF THE CULT

### A. REASON FOR CONTINUED EXISTENCE

The general cosmological reasons for Orlanth's existence is the necessity of a god of the elemental Air. This is Orlanth's role in maintaining the cosmic order.

Orlanth Adventurous embodies the change which is so inherent in the world order that it can be considered part of the cosmos. It provides a cult for wanderers and others willing to move outside of their rigid tribal or civilized hierarchies.

In Prax, Orlanth provides an acceptable outlet for the dissidents who do not wish to follow the rigid role models of the Waha and Eiritha cults, yet wish to remain with the tribe. Note, for instance, that Lay Members of Orlanth may also participate in lay services for Waha and Eiritha. Most tribes have members worshipping Orlanth, and some have special societies of Orlanth Friends who follow the god.

### B. SOCIAL/POLITICAL POSITION AND POWER

Orlanth Adventurous cannot have any major positions of power on a Waha tribal council, but Rune Priests and Lords often are allowed to sit in on discussions. They also are often asked to deal with outsiders or to deliver messages to strangers, and so may acquire considerable Status as individuals. None begrudges them any credit they deserve, and all are glad for the warrior prowess the cult brings to the tribe.

### C. PARTICULAR LIKES AND DISLIKES

The cult hates all Chaos and has a permanent rivalry with Yelm and Yelmalio. This latter rivalry is expressed professionally and personally, but does not mean that the cults hate each other enough to fight at every occasion. Orlanth and Yelmalio cultists can be friends, and an open, non hostile rivalry between them will satisfy this requirement.

Orlanth Adventurous always favors associated Lightbringer cults and worshippers. He is neutral toward the rest, such as the Darkness gods or the Waha pantheon, and lets local circumstances determine local feelings.

Orlanth has a steady hatred for the Lunar Empire and all its deities and forces. This rivalry is deep and mutual. It is rare to find Orlanth and Lunar people in the same place without some trouble.

## ORGANIZATION

### A. INTER-CULT ORGANIZATION

There is no permanent structure to Orlanth Adventurous cults. Each High Priest runs an independent and separate "ministry" for his worshippers.

There are occasional Orlanth Rex Priests present, and they may command respect and hospitality from the High Priests, but

there is no fealty or permanent command between them. The individual High Priests of the cult work together as need be, but may remain independent.

### B. INTRA-TEMPLE ORGANIZATION

A "Temple" or "Ministry" of Orlanth consists of the High Priest and his worshippers. He may prefer to stay in a certain region, or be attached to a particular tribe, or city, or just wander freely. High Priests all must have a two-wheeled ox drawn cart (it may be a non-bovine ox). When the occasion demands it he may set up a temple in a few hours.

Organization below the High Priest is arbitrary and depends only on the whim or nature of the Priest. Priests and Rune Lords will normally report to one or another High Priest, though this can change at need. It is very easy to get a leave of absence from an Orlanth High Priest.

Whenever a Priest reaches the High Priest stage, they may set up their own ministry if they wish, or remain with their own High Priest as a Chief Priest. A Priest might also take over an ongoing-ministry whose Priest is incapacitated, has died, has transferred to another temple, or otherwise retired.

### C. CENTER OF POWER, HOLY PLACES

Orlanth Adventurous is, by nature, mobile and unsettled. The center for his specific worship changes with the movements of the winds and the High Priests. Temples of Orlanth in Dragon Pass and the Holy Country always include the worship of Adventurous but have few temples specifically dedicated to that aspect.

The Storm Mountains, upon the border between Prax and the Holy Country are a special place of reverence for the cult. The Old Wind Temple, at the northern end of the mountains, is well known. Priests say that there is a gateway to Orlanth's Storm Castle which appears directly above that temple on holy days. At the south end of the range is Stormwalk Mountain, where Orlanth is known to stop at times.

Within Prax itself there are fewer places of import. The Pairing Stone is noted in a legend of an ancient Hero as being the place where he was wed. In Pavis there is also a temple which is active. Within the walls of the Big Rubble is a long-deserted temple which is occasionally used for services.

### D. HOLY DAYS AND HIGH HOLY DAYS

Each Windsday is a Holy Day for the cult, and each season the Windsday of Movement Week is a High Holy Day.

Windsday/Movement Week/Storm Season is the day when all worshippers celebrate the birth of Orlanth. Two weeks of minor festivals and holidays prepare worshippers for Windsday of the Sacred Time, when they start the long and most holy ceremonies of Orlanth's descent into Darkness and Chaos in search of the Light. Like all Lightbringers they have many long rituals and dramas during the Sacred Time to celebrate the renewal of the world in the Lightbringers' Quest.

## LAY MEMBERSHIP

### A. REQUIREMENTS TO JOIN

Orlanth welcomes almost all beings who breathe air. This includes all the Elder Races (yes, Trolls too). Lay Members must have reached their maturity (between 16 and 20 for humans) and must make the choice to join by their own free will.





## B. REQUIREMENTS TO BELONG

Lay Members are required to join in the weekly services and sacrifice a point of POW, regainable like Battle Magic. They also must give three clacks, or some comparable foodstuff, to the Priest at each worship.

Lay Members are expected to act in accordance with the wishes of their Priests and to come to the aid of the cult.

## C. MUNDANE BENEFITS

Because of the wandering nature of this cult there are rarely any board or food supplied by the cult. Ransom or liberating Lay Members is also not required of the cult.

## D. SKILLS

When masters are available to teach, the cult sells any regular skill at the normal price.

## E. BATTLE MAGIC

The cult offers all standard Battle Magic spells at normal training costs.

## INITIATE MEMBERSHIP

### A. REQUIREMENTS FOR INITIATION

The prospective Initiate of Orlanth must have belonged to the cult for at least a year as a Lay Member, and must make a formal rejection of former cult ties and swear to devote himself "to the winds." He pledges himself to follow his Priest and his god. He must have a sponsor who is already an Initiate. He must pass a test given by the Priest. This test can be abstracted to be the sum of his INT, POW, and CHA, added to the number of years he served as a Lay Member, with an additional point for each 100L donated to the cult. The total is the number needed on D100 for acceptance. The Priest may choose to take into account great deeds done for the god.

### B. REQUIREMENTS TO REMAIN INITIATED

Initiates must tithe 10% of their income, including income made while on leave. Initiates are required to spend at least six weeks a year aiding in the defense of their Priest and in performing tasks for him. This is on a rotating basis and determined by the Priest.

During cult Holy Days Initiates must give up two points of POW in their prayers. They are now bound to the cult likes and dislikes.

#### EXAMPLE

Jarang Bladesong wishes to become an Orlanth Initiate; his sponsor is his Priest, Argrath Dragonspear, whom Jarang has faithfully served for six years. Jarang has an INT of 12, POW of 14, and a CHA of 11, and will further donate 2000 L to Argrath Dragonspear's temple. Recently Jarang killed a Lunar Priest intent on Argrath's life, and the Priest declares the act worth an additional 20%.

For Jarang to gain Initiate status (and also get protection from the Red Moon), his player must throw  $(12+14+11+6+20+20) = 83$ . He rolls an 03, critical acceptance! Argrath returns the 2000 Lunars as partial gratitude and greeting. Jarang now is a very loyal member of Argrath's cult.

## C. MUNDANE BENEFITS

Initiates of Orlanth may receive room and board from any Orlanth temple, though not for a period of time beyond Windsday of the next Mobility week. They may demand assistance in combat from all Air Rune cultists (Orlanth, Storm Bull, Wild Hunter, Thunder Bird, etc.), but if non-Orlanthi assist then the helpers may demand a price for it afterwards. The cost must meet the standards set forth in Orlanth's poem:

*Breath is in everyone: all Air is your friend  
All Air must move for storm or breeze.  
Answer the call for assistance  
Then charge what is fair, in your own eye.  
Pay all debts, even if it breaks you,  
Especially those gained in emergency.  
If you demand payment in your turn  
You will expect to be paid.  
Give freely! Do not break a friend.  
In emergencies a fair man will aid  
But take praise and cheers for pay.  
Do it free, they will too.*

Initiates who are captured will be ransomed by their own Priests if possible, or by friends. Rescue is as likely as ransom. Circumstances will determine which option is used.

Compensation to relatives or, possibly, the cult, is always expected by Orlanth worshippers for wrongs done to them. They will not demand payment for their own mistakes or fair injuries received. Payment may vary, though weregelds are set in civilized regions, and will be exacted in blood only if more peaceable means have failed.

## D. SKILLS

Orlanth Adventurous Initiates may receive cult training in the following skills at ½ price. Some of these are received from associate cults: Evaluate Treasure, Climbing, Jumping, Trap Set/Disarm, Listen, Sense Ambush, Spot Hidden Items, Spot Trap, Hide in Cover, Move Silently. Stormspeech, Reading/Writing Own Language, any sword. There are no special cult skills for Initiates.

## E. SPELLS

Initiates of Orlanth Adventurous have the usual opportunities for purchasing Rune Magic. They may learn Bladesharp and Farsee at ½ price.

## RUNE LORD MEMBERSHIP

### A. GENERAL STATEMENT

Rune Lords of Orlanth Adventurous are called Wind Lords, and are the embodiments of the Adventurer. His life task is to perform deeds to honor his god, and so he roams the world seeking danger and strife, impetuously taking up quarrels and fearlessly defending his friends.

He has no permanent allegiance to any "ministry" but simply moves from one to the other, serving as he can and being served by Priests and Initiates in turn.

Rune Lords are urged to become Priests as well, when they meet proper requirements.



## B. REQUIREMENTS FOR ACCEPTANCE

Candidates for Wind Lord who fulfill the minimal requirements and have been Initiates for at least a year will be accepted by the Priests almost automatically. Only a roll of 96-00 on D100 will cause rejection. Even then the candidate can try again next season.

Candidates may also attempt to become a Wind Lord even if they have not previously been Initiates. They must prove their sincerity (which the Priest will check through a Divination spell), make a contribution of at least 1500 Lunars in cash or kind (which does not aid in his acceptance roll), and pass an exam which is abstracted into POW+CHA+INT divided by 3x5 on D100.

All candidates for Wind Lord must have 90% proficiency with any sword weapon, plus 90% proficiency with any four of this list: Another Weapon, Oratory, Riding, Climbing, Shield Parry, Mapping, Spot Hidden, Hide, Move Silently, and Stormspeech.

## C. RESTRICTIONS

Wind Lords have honors to uphold, and the following challenges must be made.

If meeting a Yelmalio Priest or Lord, cry out:

*Wandering Sun, Jealous Uncle,  
I have a new Toy here, see it?  
Test me, twice if you can  
For a Gold Piece each right Answer.*

The Wind Lord and Yelmalio must then engage in a Riddling contest. (For Riddling, each Rolls INTx5 or miss the guess). The loser pays a Wheel for each wrong answer. There is a minimum of one question each.

Upon meeting any Earth Priestess:

*Sweet Green Woman, Look at me!  
I am come, the Conqueror!  
None can stand before me.  
I am yours, what Dark shall I fight?*

The Priestess may, then, order the Wind Lord to pursue and fight any force of Darkness which has bothered her in the last week. She does not have to do this, but if she does then the Wind Lord has the right to make one demand upon her Fertility spell on the next Springtime Earth Rite. (Earth Cults include Eiritha, Aldrya, Ernalda and Gata.)

Upon meeting other Lightbringers:

*Good greetings in ill times, Friends!  
No person can risk the world alone.  
Join others you can share with,  
They need not be like you.*

If any of the Priests or Lords among those met are hungry or thirsty or in need of healing the Wind Lord must help them. If the people were unfairly treated it is the duty of the Orlanth Wind Lord to investigate, though definitions of this task are intentionally vague.

Upon meeting something of Chaos:

*Foul slime, curse of existence, be gone!  
Turn your back and Flee from Me.  
I will kill you, you are evil.  
Lie and whimper before me.*

If the Chaotic thing does not do as told then the Wind Lord must fight it to kill it if possible. If it turns its back or lies and whimpers he can still kill it without any penalty to his honor or conduct. It is not necessary for a Wind Lord to attack anything he deems overly large, but he must get help and bend his efforts to destroying the Chaos as soon as possible.

Chaotic things on his hate list are Broos, Scorpion Men, Ogres, Chaos things like Gorp and Dragonsnails and Bullsitch, and people of the Lunar persuasion. It is possible for a Wind Lord to spare a Lunar if they have never been personally tainted by Chaos, but only to try to rescue them from their perverted Lunar ways.

## D. BENEFITS

A Wind Lord has the immense benefit of being called upon for many dangerous tasks and trying to outshine his contemporaries in feats of glory and prowess. He is the subject of awe, admiration, and many poems. Stranger Wind Lords are treated with respect by almost everyone they meet, and given food and shelter if they ask. Familiar Wind Lords who have proved themselves to their tribe live like Khans on the gifts which they receive from friends or people thankful or hopeful of their help. They have their choice of booty taken on raids by them and their followers, and so get to keep the best 10% for themselves.

Iron weapons and armor are rarely available to present to a Wind Lord upon his accession to the rank. He may receive one piece of iron to mark his status, but it is often the first quest for the new Wind Lord to gain his whole regalia of iron accoutrements.

## RUNE PRIESTHOOD: WIND VOICES

### A. GENERAL STATEMENT

The Wind Voice of Orlanth Adventurous is the vessel for the magics of his god to come to the world. They are responsible for the spiritual health of their entire ministry. Note that Priests must spend much of their time performing proper rites to keep the winds blowing and to bring the blessings of Orlanth Adventurous to the widespread worshippers who do not have the benefits of a Priest's presence.

These many tasks make it impossible for a Wind Voice to keep in shape by training. Thus he must be limited to an ability of DEX times 5 for all DEX-based skills. They may, of course, continue to advance toward and up to their maximum DEX limits by experience, though not by training, and still know all Knowledge skills appropriate to the cult up to the maximum possible.

### B. REQUIREMENTS FOR ACCEPTANCE

Priests of Orlanth Adventurous must be able to speak their native tongue and Stormspeech at least 80%, have a Power of 18 or more, and convince the examiners in the usual fashion. This is abstracted as a die roll of POW+CHA+(No. of hundreds of Lunars) divided by 3x5 on D100. They must also have been Initiates for at least 2 years.



## C. RESTRICTIONS

Wind Voices must never fail to succor a member of his congregation nor fail to aid an Initiate of any Lightbringers cult.

They must eat eggs once a week (a sign of contempt for Yelmalio) and can never use birds as familiars (because of the Sky connections). Cats are the preferred familiar.

The same rivalries arise for Wind Voices as for Wind Lords, but the Wind Voices do not have the standardized challenges to go through.

Their hatred of Chaos, and the Lunar Chaos connections, is intense and undisguised.

## D. BENEFITS

Wind Voices attached to tribes or clans are revered for having their exotic powers of Rune Magic normally unknown to the Waha pantheon. Although they have no official status in tribal affairs they are usually allowed to sit in on council meetings and voice their opinions to the elders.

Priests of Orlanth are always given preferential treatment when becoming associate members of other Lightbringer cults.

Priests are allowed to Initiate new members, as usual, and to keep the money given as part of their examination.

## E. RUNE SPELL COMPATIBILITY

Priests of Orlanth Adventurous may get any Standard Rune spell, including Spirit Block of Daka Fal, as in the rules. Since the cult emphasizes Mobility more than Storm, members may summon only small and medium Sylphs, but may dismiss any size of elemental.

## F. CULT SPECIAL RUNE SPELLS

### TELEKINESIS

*Duration 15 minutes*

*Reusable*

The caster may transport one object weighing no more than SIZ 20 (about 160 kilos) through the air for up to 15 minutes. In this situation 3 points of encumbrance equal 1 point of SIZ. The caster must overcome the POW of any resisting creature or thing with POW he attempts to lift.

With this spell one can pick up anything not nailed or glued down. To move something nailed or glued down, the player rolls his current POW against the STR of the nails or the glue (which must be determined by the Referee). This is the same procedure as in overcoming magical resistance. The maximum speed of the object so moved is movement class 12.

### WIND WORDS

*Duration 15 minutes*

*Reusable*

If downwind, the caster can cause the wind to bring in range conversations to his ears as if standing next to the speakers.

### GUIDED TELEPORTATION

*Duration instantaneous,*

*Reusable*

This non-stackable spell always will return the caster to a specific spot which has been made sacred to Orlanth through a complicated week-long ritual connected with acquiring the spell. Only a Priest can cast the spell, and only on himself.

## TELEPORTATION

*Duration instantaneous*

*Reusable*

Sighting for this spell must be done visually. The caster can teleport to any spot he can see, either on his own or through the eyes of a familiar or through a Mind Link or Vision spell. He cannot teleport to any place he cannot thereby see. The spell carries the caster and all his body gear but will not carry any other living thing, even should the caster wrap his arms around it. A non-stackable spell, it can be used to teleport someone else, within the same limitations.

**3 points**

*Range 160 meters*

*Non-stackable*

## SUBSERVIENT CULTS

### A. SPIRITS OF REPRISAL: THE ENFORCERS

The Enforcers are several types of spirits which are the cult Spirits of Retribution. The types best known in Prax are:

**WIND FISTS** - Ugly, bat-winged creatures which attack with bronze fists to punish worshippers who murdered a cult member, who killed someone protected by Orlanth's hospitality, or who profaned an Orlanth holy place. The Wind Fists attack when the violator is in combat. 1D6 appear and are visible but immaterial, beating upon the offender with the effect of 1D3 points directly to a random hit location each combat round. This continues until the character is down to one half full hit points, and the spirits disappear. They will appear once for each offense made.

**FLINT SLINGERS** - Long-legged spirits capable of great leaps (50m at a time) and with an 80% accurate throwing ability. 1D4+1 appear at a time to plague cultists who steal from Orlanth or Associated Lightbringer cults. They appear when the offender is in combat, circle the fight in visible but insubstantial form throwing 1 magic stone per melee round. Each strike will subtract one point of Battle Magic power from the target. They will sling until they sap two points of POW each, average, or they are chased away by a Dispel Medium Elemental spell which affects all of them. Flint Slingers will also attack any Initiate who breaks his word and leaves the cult. In this case, though, only two appear against Initiates, and four against Wind Lords or Wind Voices who left the cult.

**IMPESTS:** Small creatures which cause rashes, coughs, hives, or minor bodily problems for cultists who have committed minor infractions.

### B. SANDALS OF DARKNESS

This cult is one of the four Magic Weapon Subcults of Orlanth, and is the only one available to Orlanth Adventurous. He stole this from Kyger Litor in the Darkness. One Rune Spell is available from this for the Wind Voice.

### DARK WALK

*Duration 15 min.*

*Reusable*

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within the stated range. Blend-in is total; the spell is stackable to 2 points for double duration.

**1 point**

*Range 160 meters*

*Stackable*

## ASSOCIATED CULTS

### A. ISSARIES

This Lightbringer provides his Lock spell. High Priests need this to keep intact their wagon of sacred goods.



## LOCK

*Duration 8 weeks*  
*Reusable*

This spell is an elaboration and specialization of the Glue Spell. It lasts 8 weeks, when the spell must be reapplied. It may be cast on a door, chest lid, bag opening, or similar device. It will thereafter act as a Glue Spell with a strength equal to twice the Battle Magic power used to strengthen the spell when it was cast. It is personalized to the caster and only he may open and close the door (or whatever) as many times as desired and, when it is closed, the Lock will work again. This cannot be removed by Dispel Magic.

**1 point**

*Range touch*  
*Stackable to 4 points*

## B. LANKHOR MHY

From this Associate Lightbringer Orlanth Adventurers receive this spell:

### ANALYZE MAGIC

*Duration instantaneous*  
*Reusable*

This spell will give a true statement about at least one function of a single magical item or substance.

**1 point**

*Range 10 cm*  
*Non-stackable*

## C. CHALANA ARROY

From the all-merciful Healing Goddess the cult receives this spell:

### HEAL CONSTITUTION

*Duration instantaneous*  
*Reusable*

This spell heals Constitutions ravaged by poison or similar attack (such as an unsuccessful Sever Spirit, but not including Disease) up to one-half of the original Constitution of a character. Thus if a CON 16 character lost 10 points of CON from poison, the healer could restore 8 points with this spell. The cure takes one Game Hour per point restored to take effect, so that the character mentioned above would have a CON of 7 at the end of the first hour, 8 at the end of the next, etc.

**2 points**

*Range touch*  
*Non-stackable*

## D. ORLANTH REX

This form of the god offers this only to Cult High Priests.

### COMMAND WORSHIPPERS

*Duration 2 days*  
*Reusable*

Casting this spell causes all Initiates of Orlanth within 2.5 km and all Wind Voices and Wind Lords within 5 km hastily to finish immediate business, gather equipment, and report to the summoning High Priest within two days of the summoning spell. During this time the High Priest must remain in the same spot or else the spell disperses and releases all Orlanth Adventurous worshippers from their compulsion to report for duty. This spell is a privilege for High Priests, and must not be abused. It is used only for emergencies or for joyous celebrations.

**2 points**

*Range 5 km*  
*Non-stackable*

## MISCELLANEOUS NOTES

### A. WEAPON USE

While Orlanth Initiates specialize in use of the Sword, they pride themselves in using all weapons. Orlanth defeated all the Elemental Deities in combat and gained use of their weapons at

some time during the Gods War. Some other cults, less fortunate in receiving use of all weapons, view with dislike Orlanth's use of their favorites.

Similarly, Orlanth worshippers dislike the use of swords by Red Moon followers. The Orlanth cultists say that they have been able partially to withhold use of this weapon because the Lunar interior imperial forces prefer the scimitar. Lunar cultists brand this point as silly.

## B. HIGH PRIESTS' SHRINES

The High Priests of Orlanth must maintain a two-wheeled cart drawn by an ox of any herd species to hold their ritual equipment. They must also have a special tent which, when set up, presents a spiral shape when viewed from above. This is used for privacy in rituals when cult members cannot get away to a secret place. Most rituals are, of course, held in the open air.

## C. WEATHER

Initiates of the Orlanth Adventurous cult will be able to tell when a change in the weather is coming, and Wind Lords or Voices will always be able to tell what it will change into one day in advance.

## KYGER LITOR

### MYTHOS AND HISTORY

#### A. BEFORE TIME

Kyger Litor is one of the old Darkness gods, but one who was not important until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere, also called Hell Darkness. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of trolls.

The troll races first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor walked freely among living trolls, and she founded many houses of noble trolls to rule over the lesser breeds. These ancient beings are the Mistress Race.

When Yelm the Sun god came to Hell after his death at the hands of Orlanth, Kyger Litor was among those Darkness deities who fought against him. Like the others, Kyger Litor was defeated, and so Yelm earned his place as a god of the dead. The bright death was too much for the dark troll races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to the surface world where Night already hid, and so began the Lesser Darkness. Trolls and their dark allies fought against the forces of the surface world.

The trolls ruled much of the surface world during the Great Darkness, and they bore the brunt of the fighting against the things of Chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their existence through the wars against Chaos, and were often led by trolls and their gods. Of those gods, Kyger Litor was the most popular.

Kyger Litor built the legendary Castle of Lead in a region of the Rockwood Mountains near Dragon Pass and Prax. This region, a center of troll population called Dagori Inkarth, attracted the greatest enemies of Chaos, and aided all nearby centers of population by doing so. Kyger Litor aided Waha once, and she was once saved by Arroin the Healer. Trolls from there fought in the I Fought We Won battle where Chaos was defeated.





## B. SINCE TIME BEGAN

Kyger Litor was one of the more important deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker this time, so many could withstand it.

In the Dawn Ages (Dawn to c. 500 S.T.) the races of trolls were active and often took part in the political affairs of the regions. In the Dragon Pass/Prax area one of the members of the First Council was a troll. Even after she was removed from the Council Kyger Litor was the most popular deity among troll kind.

Near the end of the Dawn Ages, the trolls were the first to quit the Second Council which was performing a massive ritual in an attempt to create a god. The trolls claimed that this was too close to Chaos. The dragonewts eventually agreed and were the second to withdraw. The Council continued its experiment and eventually spawned Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars which destroyed the Dawn Ages.

At that time, the Broken Council (those who remained of the Second Council) cursed the troll race, and despite the best defenses of Kyger Litor and her followers, the curse struck and worked. Trolls call this the Great Woe or Curse of Kin.

The Great Woe did not destroy the trolls, but stunted their growth. Some trolls always bred true, but most births after the curse were of stunted things called trollkin. It was almost obscene that these creatures lived, but they did, and soon represented the bulk of troll population. Their inferior status was always accepted by trolls; trollkin rarely have the mental, magical, or physical abilities to think otherwise. Several attempts to break the curse have been unsuccessful. One attempt resulted in litters of trollkin being born rather than single ones. Breaking this curse is the prime interest of Kyger Litor, who wishes to cleanse her race.

The Great Woe certainly affected the trolls' fate during the Second Age, when the Old Races of troll, elf, and dwarf set upon each other to leave only mankind as the winner. Trolls were driven hither and yon in their defeats, but in the end they won all of the dark and foreboding places of the world as their potential haunts, and there they have lived through all the rest of history.

They have continued in strength in Dagori Inkarth, and from that area and others they have often traveled to plague other races. Once an army marched out and defeated the nomads of Prax, then proceeding to occupy the city of Pavis. After the Dragonkill War (circa 1100 S.T.) much of Dragon Pass was occupied by trolls. In the legends of the Hero Wars, several troll armies are noted, either for hire, or as invaders.

## C. LIFE AFTER DEATH

Trolls all know that their Goddess lives in a secret place of the Underworld and that they will be sent to her after death by the Judges of the Dead. Life in that hell is a bliss for trolls, consisting of an empty grey plain populated by giant insects which are food for the dead, and occasional springs where the dead may drink and (depending on which pool they drink from) determine what troll race they will be reborn into for their next life. (Cursed trolls are condemned to be reborn as humans, elves, dwarves, or other food creatures.) Such assurance of rebirth does not make trolls favor death any more than other races. They dislike pain and misery just as do other races, and are often fearful of their own deaths.

Funeral rites for the cult are simple. The trolls chant a prayer:

*Friend, don't be slow  
To find the home that life must know;  
The goddess will help you go.  
From the lands that see,  
I am bound and you are free;  
No longer bound must you be.  
Of Darkness you learned  
For Darkness you yearned  
To Darkness you are returned.*

The soul is sent off and the living then sit down and return the body to Darkness by devouring it. Trolls are always happy to perform these rites over any other race, animal, or plant. The cult of Kyger Litor forbids killing other trolls for food, but trolls will so kill trollkin.

## D. RUNIC ASSOCIATIONS

Kyger Litor has two runes: Man and Darkness.

## NATURE OF THE CULT

### A. REASON FOR CONTINUED EXISTENCE

Kyger Litor is the Ancestress of the races of trolls and as such forms the root of their being. She is very popular with her children and so continues to exist.

She is one of the primary fighters against Chaos. This fact is slighted by humans and troll-haters, but undeniable. Her importance in this is enough to prompt an occasional human to be adopted into her cult.

### B. SOCIAL/POLITICAL POSITION AND POWER

Human cults of Kyger Litor are never powerful. In fact, in most human societies a separate cult of Kyger Litor would be considered a perverted Daka Fal worship.

Among trolls, the cult forms the very fabric of society and it permeates everything they do. Cult positions are in many ways the same as social positions. The goddess, through her Priestesses is extremely important in determining troll behavior.

### C. PARTICULAR LIKES AND DISLIKES

Kyger Litor has a working relationship with all Darkness cults as neutral parties or potential friends. Kyger Litor dislikes all gods of light and fire. Trolls rarely befriend cultists of light or fire, and sometimes are downright fearful of their powers. This is most noticeable among weaker trolls.

She dislikes the Lightbringers for many reasons. They were among those deities which Kyger Litor fought when she first led her children to the surface world, and they deserted the defense of the cosmos when they left on their quest. Even though their quest saved the cosmos, Kyger Litor knows that she could have done well without them, and she is resentful that they brought back Light.

Kyger Litor dislikes Mostal and Aldrya, god of dwarves and goddess of elves, respectively. Both feuds started in the God Time, and have harried all three races like a plague in Time. In the Second Age, there were great wars in which the trolls lost territory, wealth, and thousands of lives to their foes. Especially disliked are dwarves, who invented iron, which trolls (and elves) cannot use at all.



## ORGANIZATION

### A. INTER-CULT ORGANIZATION

The cult of Kyger Litor is widespread, but has no set structure for determining any single head except for the goddess herself. The main principle for determining supremacy among trolls is that of might making right.

The Dagori Inkarth region has a rough hierarchy which is visible as their tribal and clan structures. These are fluid and may change with a single battle. All High Priestesses of the cult must report to the Castle of Lead when so ordered. There live many of the Mistress Race, great trolls, and hero spirits. None in Dagori Inkarth would dare to pass up the summons, nor would any want to miss the opportunity of glimpsing their deity by doing so.

### B. INTRA-TEMPLE ORGANIZATION

Clans are run by priestly hierarchies which form the social superstructure of troll communities. They are matriarchal in structure, with the Priestesses being the leaders of the community. Trolls never disavow simple strength, and it is always possible for a male troll to become a "Priestess", or for a female troll to become a warrior.

If a member of the Mistress Race is present, she will always be at the head of the community hierarchy. Without one of these dominant creatures present, the High Priestess will be the most important Priestess present.

Any number of Priestesses may report to the High Priestess, and they may be Chief Priestesses, with their own holy hierarchy, as well. The ruling factor is personal loyalty of the followers.

Only High Priestesses may have Rune Lords among their followers.

### C. CENTER OF POWER, HOLY PLACES

The center of power of the cult is in the Castle of Lead, which sits on a mountain in Dagori Inkarth. Kyger Litor herself is believed to live there, and residents of the lands about the castle claim to have seen her during their services.

There are many other important centers for her worship. She is popular wherever trolls are found. One of the most famous temples is that of Kyger Litor and Gerak Kag, in the Big Rubble, Halikiv, the Blue Moon Plateau, and the Wastes of Valind all have their centers as well.

### D. HOLY DAYS AND HIGH HOLY DAYS

Seasonal holy days are held each Darkday/Harmony week. At those times, the trolls place all their faith in the high magics of their goddess and abandon themselves to her protection and control.

Winter, or Dark season, is the special season for trolls, and their most important holy day is then. It starts at daybreak of Godsdays/Disorder week, reaches its peak during the night hours, and comes to a smashing conclusion on Darkday/Harmony week. The rituals re-enact the wading of Kyger Litor through formless Chaos until she found vile Thed, Mother of the Broods, and dashed the evil spirit to the ground and skinned her, using the hide to make magical drums which beat of themselves through the rest of the ceremony. The day ends in harmony, and the trolls may rest in triumph for having done a good job.

## LAY MEMBERSHIP

### A. REQUIREMENTS TO JOIN

Lay membership is granted to all trolls and trollkin who reach their fifth birthday. They remain lay members until they attain Initiate status.

Non-trolls may join the cult, but to become even a lay member must go through complex rituals. The chances for success are equal to the character's (POW+CHA+Lunars donated /100)/3 times 5 or less on D100. Remember to subtract 10 from the applicant's Charisma for not being a troll. A non-troll passing this exam will undergo a ritual rebirth ceremony and afterwards be addressed as a troll by all cult members. They need pass no exams other than those required of all members.

### B. REQUIREMENTS TO BELONG

Remaining a member of the cult requires the person attend at least the seasonal services, and to sacrifice a point of POW to Kyger Litor at that time. Attendance on the weekly Darkday services (other than the seasonal holy day) is not required, but it urged, and usually gains favor from the Priestesses.

### C. MUNDANE BENEFITS

The cult gives no mundane benefits to lay members.

### D. SKILLS

Lay members of the cult may purchase any standard skill for normal prices listed in the rules.

### E. BATTLE MAGIC

Lay members may purchase any standard battle magic spell in the rules except those prohibited. Lay members have no special spells. **Prohibited:** Firearrow, Fireblade, Ignite, Light, Lightwall.

## INITIATE MEMBERSHIP

### A. REQUIREMENTS FOR INITIATION

Candidates for initiation must know one weapon attack to at least 40%, a weapon or shield parry to at least 40%, speak Darktongue at 40%+, and have a POW of 10 or more. The POW requirement denies initiation to most trollkin.

Candidates must take a perfunctory examination from a Priestess; passing marks are automatic unless the member has performed hostile or questionable acts. Initiation is a matter of course for most dark trolls of 14 or more.

### B. REQUIREMENTS TO REMAIN INITIATED

Initiates must recite a grumbling prayer (learned as part of their initiation rites) each Darkday at nightfall and therein sacrifice a point of POW to their Goddess.

Initiates must obey the instructions and rules of their Priestesses. They must also have the Kyger Litor hatred for all things Chaotic, and work for the destruction of Chaos. They must join the militia.

Initiates must devour some form of vegetation each week; they must tithe 10% to their Priestess.

### C. MUNDANE BENEFITS

Initiates have a working relationship with their Priestesses similar to that of warriors to their chieftains. Favored Initiates will receive whatever they can earn or get by cheating. The best



Initiates will be chosen for the personal band of the Priestess, and may receive full board, armor, weapons, and/or training. Others, less fervent in their religion, will receive round-headed maces, shields, and a minimal militia training.

## D. SKILLS

Initiates may purchase all skills at standard prices. Their Priestess may purchase some for them as well, if they are among the chosen. There are no unique skills available to Initiates.

## E. SPELLS

Initiates may not purchase any spells forbidden to lay members. They may purchase Darkwall and Bludgeon for half price.

As is usual for Initiates, they may purchase one-use versions of cult specialty Rune spells, including Counter Chaos, Blinding, and Darksee. They may also gain one-use versions of subservient cult Rune spells, but not associate cults.

## RUNE LORD MEMBERSHIP: KARRG'S SONS

### A. GENERAL STATEMENT

Rune Lords are warrior leaders of the community. The Priestesses are powerful, but have many important functions and duties besides those of war. War is a special matter, and Kyger Litor leaves it to the Rune Lord sub-cult of one of her sons, called Karrg, who started the class. Attaining lordship in the cult is the same as joining it.

### B. REQUIREMENTS FOR ACCEPTANCE

To become a Karrg's Son, a member must have been an Initiate for at least one full year. He must know Darktongue at 80%. He must also have at least 90% in two weapons, plus a weapon or shield parry, and have at least 90% in any two of these skills: Camouflage, Climbing, Jumping, Listen, Scan, or Scrutinize.

They must also meet other normal requirements.

### C. RESTRICTIONS

Rune Lords of Kyger Litor are not allowed to speak directly with trollkin, and require underlings to act as intermediaries. They must ritually eat large quantities of vegetable matter. (Elves are considered vegetable matter.) On each seasonal holy day, a Rune Lord must eat a relative. (This can be a trollkin.)

Rune Lords cannot sleep under a roof while their people are at war. They cannot pass by a herd of sheep or pigs without trying to kill one to give to their Priestesses. They cannot have only one spouse, but must marry at least two at a time, and neither may be a Priestess of Kyger Litor, but one may be a Priestess of an associate, friendly, or neutral cult.

Rune Lords must always let a musician finish a song or tune before he praises or condemns it. (Kyger Litor loves music.) Rune Lords must own slaves (to show the superiority of trolls) and are urged to own non-troll slaves.

Rune Lords must hunt down one meal per season for themselves and their close family. They must personally kill and bring one deer, pig, horse, elf, or other appropriate food gift to their local High Priestess once per week.

Rune Lords favor black clothing, and may trim or decorate it as they wish. They must never travel about unarmed, even in their own dwelling.

## D. BENEFITS

Rune Lords are given a set of magically smithed leaden armor upon attaining their status. This is equal to good bronze in point absorption and encumbrance. Expensive sets of armor are available, set with jewels and sculpture.

Rune Lords normally bind their allied spirits into their weapons. Hafted weapons can be made of magically treated lead which break less easily, giving 5 additional damage points.

Rune Lords have the honor of leading armies into battle, and of leading small parties on specialized missions. Even Priestesses must defer to their commands when in the field with them.

Rune Lords may sponsor trollball teams in their own names.

Even in peacetime, Rune Lords are respected and honored members of the community. They may live in the temples of the cult and may treat them as their own homes.

Rune Lords may choose a number of Initiates to be their personal bodyguard and household troops. The number depends on the fame of the selecting Lord and the willingness of those selected. Most Lords prefer to have a smaller body of experts rather than a colorful parade-ground platoon.

Rune Lords determine the disposition of spoils after battles.

## RUNE PRIESTESSHOOD

### A. GENERAL STATEMENT

The Priestesses of this cult are the social leaders as well as the spiritual, forming a theocratic hierarchy based on family ties. The communities are run by noble families who also control the priesthood. The members of the priesthood are revered with mingled superstitious awe, familial loyalty, and political necessity.

### B. REQUIREMENTS FOR ACCEPTANCE

Candidates must meet the normal requirements. Their language is Darktongue, an ancient tongue with a history of written documentation from before the Darkness.

Candidates must have been Initiates for at least 2 years. They must know the spell of Mindspeech.

### C. RESTRICTIONS

Priestesses of the cult actually have few restrictions, save that they make no compromises in maintaining the cult's needs, likes, and dislikes. They must accept responsibility for their followers' welfare, and provide them with leadership. Even a troll populace will accept only limited tyranny.

DEX-based skills are limited to DEX times 5 as a percentage, as with most Priests.

## D. BENEFITS

Priestesses are allowed to extract as much as they can from their followers, and are treated with all the dignity and honor of the community. They have earned the right to speak for their followers in higher councils or with outsiders.

Dealing with outsiders includes taking care of trade benefits, diplomatic missions, and so on.

All Rune Priestesses are given a giant beetle to act as their watch creature and receive their allied spirit.

## E. RUNE SPELL COMPATIBILITY

All standard Rune spells are available from the cult of Kyger Litor. They may summon any size of shade as their Elementals.



## F. CULT SPECIAL RUNE SPELLS

### BLINDING

*Duration 15 minutes*

*Reusable*

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down to the basic 05% and visually targeted spells cannot be cast (Detect Life, or Healing still could be). Each extra Rune point use of this spell adds 25% to the chance of it working. If the caster had a Power of 18, the target would resist as if he had a POW of 23, if the caster had used two points of Blinding instead of one.

**1 point**

*Range 160 meters*

*Stackable*

### DARKSEE

*Duration 15 minutes*

*Reusable*

Allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It negates Blinding (see above).

**1 point**

*Range 160 meters*

*Non-stackable*

### COUNTER CHAOS

*Duration 15 minutes*

*Reusable*

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connection with Chaos. Thus, if a Chaotic creature has a Chaotic Feature increasing its POW from 3D6 to 6D6, it becomes a POW of 3D6 against spells cast by the protected character (cut the Chaotic creature's POW in half in this particular case). A Chaotic creature cannot regenerate from wounds made by the protected character, etc. The Priestess may cast this spell on herself or another.

**2 points**

*Range 160 meters*

*Non-stackable*

## SUBSERVIENT CULTS

### A. GREY FURIES: SPIRITS OF RETRIBUTION

Initiates who quit the cult will be sure that, some time in their life to come, they will be attacked by a Grey Fury. It may attack them in a battle, it may come in their sleep, or any time. It looks something like a gargoyle, but has a POW of 2D6+12. It knows the spells of Countermagic 4, Healing 6, and Ironhand 3, and has a basic attack chance of 55% (increased by the Fury's attack bonus). It attacks to maim and kill, but will only last for five rounds of combat. This attack may be cancelled by rejoining the cult before it has occurred.

It is possible to prearrange the attack by telling the local Priestess of intentions to quit. She is, by custom, required to summon the Grey Fury to test the Initiate's ability to survive outside the cult. Surviving the Fury, he or she is released from cult vows and allowed to leave.

### B. GERAK KAG

This is a troll hero of Pavis whose cult has spread to Dagori Inkarth. Gerak Kag was famous for his leaping ability, and he invented the Jumping spell. This battle magic spell is available only from temples featuring a shrine to this hero.

### JUMPING

*Duration 10 melee rounds, range 80 meters, stackable to 4 pts.*

**Variable**

This passive spell allows a fully encumbered person to jump up to 3 meters high or 3 meters away for the spell's duration. Every additional point in the spell adds 3 meters to the range of a jump or allows the user to lift 3 additional SIZ points or 15 ENC points. This is a special regional spell for the Pavis and Dagori Inkarth areas. It was first learned by Gerak Kag, a troll hero who also defeated the Prax nomads in battle and invaded Pavis.

## C. TREE CHOPPER

He is another troll hero, from the God Time. Tree Chopper stole a sacred axe from the Earth goddess and used it to desecrate the forests. Then he learned a magic song to make axes work for him and his followers against trees, and he taught it to the trolls. This Rune spell is called Tree Chopping Song and can be learned by a donation of 1000 L to Tree Chopper's subcult.

### TREE CHOPPING SONG

*Duration one battle or one day whichever comes first*

*Range hearing, Reusable*

**2 points**

*Non-stackable*

This ritual, which is performed as a group song, influences every Kyger Litor Cult member (Lay, Initiate and/or Rune level) within the range of the spell. All influenced may use any type of axe against Aldryami of any type with the same attack and parry percentage as they use with a mace or maul. No other weapon types convert. The caster and all participants must beat on dead logs with their mauls or maces as part of the ritual. In any battle between elves and trolls, the evening before the battle will be marked by several gatherings of trolls beating on logs and singing their guttural song.

## D. STONE BITER

This Rune spell was first taught by a troll known as Stone Biter.

### STONE-BITING

*Duration 15 minutes*

*Reusable*

**1 point**

*Range touch*

*Stackable to 4 points*

This Rune spell is for special use against dwarves only. It allows an Initiate to increase his Bite by 10% attack and 1D6 damage for each point of POW used, to no more than 4 points.

## ASSOCIATED CULTS

### A. XIOLA UMBAR

Somewhat surprisingly, this is a gentle goddess of the trolls. She is also worshipped by humans. She is often called the sister of Zorak Zoran. Although she and her cult are somewhat disparaged by the common trolls, she is important to them for caring for the helpless (often trollkin) and also by healing. For the former she is scorned; for the latter she is blessed by all trolls.

### HEALING TRANCE

*Duration as needed*

*Reusable*

**1 point**

*Range touch*

*Non-stackable*

The target of this spell will fall into a deep trance, during which his bodily processes will be sped up by a factor of 8:1. Thus, a wound which would normally take eight weeks to heal will take one, CON will build back up from poison, etc. Also, Healing can be applied one melee round after another, even in the same hit location, without a five melee round waiting period. The caster of this spell and the recipient are both in an unawaking trance



state until all of the healing is done. Both patient and healer must be fed and cared for as if they were catatonics during this period.

## B. ZORAK ZORAN

Relations between the worshippers of Zorak Zoran and the Karrg's Sons of Kyger Litor are very trollish. This means that they are friendly or neutral, and that any personal feelings are allowed to intervene between individuals or cults. In most large communities, Zorak Zoran specialists are allowed to remain if they curb their excessive destruction of troll citizens. If they cannot restrain themselves, there is likely to be a fight between Zorak Zoran and Kyger Litor factions. Afterwards, the losers of the fight will leave town. If Zorak Zoran wins, then the lords of the berserker cult will fulfill the same social roles as previously held by the Karrg's Sons.

### CRUSH

*Duration 15 mins*  
*Reusable*

**1 point**

*Range 40 meters*

*Stackable up to 4 points*

Each point of this stackable spell adds 10% to the user's chance of hitting with any affected blunt weapon and also adds 1D4 to normal damage. The weapon so treated takes on a noticeably black sheen.

## C. DAKA FAL

The cult of Kyger Litor is intimate with that of Daka Fal. The Priestesses are urged to become Priests of Daka Fal and to gain access to the many Summon spells. The usefulness of this is apparent, for the priestshoods have the same general ancestral families and know the spirits' abilities. This eliminates most of the experimental dangers of the spells, for the cult teaches genealogy. They have a known pool of available spirits this way, and a hierarchy which is in command of those capable of releasing them. This also helps explain the persistent strength of the Mistress Race trolls still alive, for they have very short genealogical connections with Kyger Litor herself, and are themselves at the top of the lists of many widespread troll families.

### SUMMON SPECIFIC ANCESTOR

*Duration combat or 15 mins*  
*Reusable*

**2 points**

*Range 160 meters*

*Non-stackable*

This spell will call a specific ancestral spirit already known to the summoner, either through cult rituals, genealogy, or the Daka Fal Rune spell of Summon Ancestor. The summoned spirit may be used for spirit attack against a foe, as ordered by the summoner. The spirit may also use known spells, but will deplete their Power to do so. In either case, if the spirit's Power reaches a level of 11 or less, the spirit will disappear (even from spirit combat) and return to the Land of the Dead. They cannot be used to memorize spells, supply Power, or teach the summoner.

## D. OTHER DARKNESS DEITIES

Trolls can, in general, worship most Darkness deities as associated cults, though they gain no special spells for so doing unless they actually join the other cult.

### MISCELLANEOUS NOTES

This form of the cult of Kyger Litor supersedes that in the first edition of *Cults of Prax*.

## BLACK FANG BROTHERHOOD

### MYTHOS AND HISTORY

The Black Fang Brotherhood was formed some 200 years after the troll invasion of the Pavis Rubble, when a human shaman met Black Fang on the Spirit Plane. Black Fang was a legendary bandit of approximately 100 years before who had raided everyone inside the Rubble irrespective of race. Black Fang's spirit serves an unnamed god and can dispense Rune magic to worshippers.

This is a small cult, whose 300 or so worshippers are assassins and cutthroats. It is organized as a large extended family with Initiates being "adopted" into the family.

### INITIATE MEMBERSHIP

Initiates are found by being known to the shaman-priests of the cult. They must work on cult missions before being accepted. Black Fang does not accept worshippers who are not Initiates.

The prospective Initiate need not meet the basic rules qualifications for initiation. Instead, the candidate must convince a Controlled Spirit of the High Priest of the cult by making the same roll against the spirit as he would have to make as a Rune Lord allying a spirit. If the roll is unsuccessful, the spirit will engage the candidate in spirit combat, because he will know too much to be let free. If the roll is successful, he has convinced the spirit and becomes an Initiate and one of the family. The spirit does not become his ally.

### RUNE LORDS & RUNE PRIESTS

A candidate for Rune Lord must be an Initiate who can brew a poison POT 20 and Hide in Cover, Camouflage, Move Quietly, and Climb at 90% each. He must also be at least 50% with dagger and Evaluate Treasure. All of these are taught to Initiates at ½ price.

Priests of Black Fang are shamans, too. Like most shaman-Priests, they have the ability to sacrifice the POW they have stored on the spirit plane for the cult's Rune magic. Because this is a small cult, only the following standard Rune magic spells are available to the Priests: Concealment, Divination, Divine Intervention, Extension 1, Mind Link, Multispell 1, Shield, Spell Teaching, Spirit Block, Vision.

The shamans of Black Fang have the special ability to use 1 point of Divine Intervention to keep an activity of one of the cult's members from being discovered by Divination.

### SPECIAL CULT RUNE MAGIC

#### SHATTERING

*Range 160 meters*  
*Non-Stackable*

**1 point**

*Instantaneous*

*Reusable*

This spell acts as 4 Disruption spells at once, all directed at one target. As it does an average of 8 points of damage when it hits, all to one area, it is a very lethal spell. The target will resist.

### MISCELLANEOUS NOTES

Membership in the cult is dangerous, as there are many who will put to death anyone suspected of being a member. However, they are often useful to the powers that be, so they are tolerated unofficially and even encouraged, as long as they serve the ends of the authorities.

## VIII. MONSTERS

### CREATURES OF GLORANTHA

Glorantha is a world with many races other than mankind. Many different gods have created intelligence in their own image, and the images have not always been humanoid.

Due to the constant contact between different species, xenophobia among the common races is virtually unknown on Glorantha. Specific races, such as dwarves and elves, dwarves and trolls, and elves and trolls, are engaged in constant warfare, but the reasons are based on ancient treacheries and religious differences.

The most prevalent race on Glorantha is mankind. Men are prolific, and they have spread throughout the world. The reincarnating dragonewts are slowly dying through evolution, the elves are too tied to their forests, and the surface world holds no appeal for the dwarves. The ancient curse resulting from the Gbaji Wars has turned the slow-breeding trolls into a fading race. Into this vacuum, mankind has stepped. Human philosophers theorize that only humanity has truly adapted to the onset of Time and made the full transition from the God Time before the Great Darkness.

Yet, during the time of the Hero Wars, there were still many strange intelligent beings on Glorantha. For convenience, they have all been lumped together in this chapter. Many of them can be played as player characters.

#### NOTES ON THE USE OF INTELLIGENT CREATURES

Many monsters should not be played as characters immediately. Players should accustom themselves to the play of human characters before branching out into the exotics. Many of the races described have clear advantages over the human. Referees desiring a certain reality in their campaign should realize that these are mostly very reclusive or rare races who stick to their own and rarely venture out amongst humanity, unless it is to fight it. Thus, the adventuresome dragonewt, ogre, or morokanth is a rarity and a campaign in which every player chose to be an exotic would be very strange indeed.

However, the occasional dragonewt, ogre, baboon, or newtling makes a refreshing change, lending an enjoyable whimsical quality to the game play.

It is not suggested that players play the subgroups amongst the races with intelligences of less than 3D6. However, if one wishes to play a dumb character, he may do so, always remembering that this is a role-playing game. Dumb monsters should be played dumb.

Species maximum amongst the various races portrayed is the maximum dice roll plus number of dice, as with humans. If the characteristic concerned has an add, such as 2D6+6, the remaining addition is considered to be one die. Thus, a characteristic of 3D6+3 has a species maximum of 21+4 or 25. This also applies to additions of 12 or 18 or 24. They all count as one additional die.

All CHA given for the individual monsters apply to their charisma among others of the same race type. When dealing with other races, especially for the purpose of joining cults dominated by another species, the character's CHA score is reduced by 10. Many cults have no such restriction on other beings, or have them for only certain other beings, but this must be established per cult.

Thus, if Rurik, with a CHA of 16, attempted to join the troll cult of Kyger Litor, his CHA would be considered as 6 for the purpose of persuading the examiners. It is quite possible for a cross-racial aspirant to have a negative CHA for the purposes of joining a cult.

Unless otherwise specified, assume that a beginning character version of one of these monsters starts out with about 25% capability in the skills shown. The percentages given herein are for monsters encountered by adventurers.

It is always possible to increase the monster's chance of hitting by assuming they are more experienced. This keeps them from pushovers once the player characters have developed. Eventually, player Rune Lords and Rune Priests will run into monster Rune Lords and Rune Priests.

Build up to this slowly so that everyone can have a good grasp of the basics before risking encounters between minor godlings.

### NON-HUMAN RACES

Many non-human races are divided into several sub-groups with different characteristics. The following are descriptions of attributes common to each of these races. Specific characteristics of each sub-group will be given in the individual monster descriptions.

The six largest groups are: the Aldryami, Beast Men (and Man Beasts), dragonewts, lycanthropes, Praxian riding animals, and trolls.

#### THE ALDRYAMI

The race known as the Aldryami consists of elves, dryads, pixies, and runners. Like their eternal enemies, the trolls, the Aldryami are vulnerable to iron, the "new metal" and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice normal damage. The Runes of the Aldryami cult are the Elemental Rune of Earth, the Power Rune of Fertility, and the Form Rune of Plant.

#### BEAST MEN (AND MAN BEASTS)

In Glorantha, the Beast Men and Man Beasts live mostly in Beast Valley. They worship at the Wild Temple and their king is the centaur Hero, Ironhoof, son of the Mistress of Animals. There are many forms of these strange hybrids, but we will deal with



the principle varieties of centaurs, manticores, and minotaurs. The Runes of the Beast cult are the Power Rune of Fertility and the Form Rune of Beast.

## DRAGONEWTS

The dragonewts are an incredibly ancient race, so ancient as to have their own Rune. They are warm-blooded reptiles but humanoid in shape, with differing appurtenances (wings, tails, etc.) appearing and disappearing, depending on their stage of development. Even among those of the same stage of development, their skin colors may be different, although it is suspected that this may be simple paint or tattoo.

When a dragonewt dies, whether in battle or otherwise, he is reborn, with all memories or experience intact. However, a dragonewt must go through the stages described later, in order, and are far more regimented than humanity or most other humanoid species.

All dragonewts are left handed. If they die, they are reborn in the “nests” of their own home city.

## LYCANTHROPE

Shape changers are a lonely breed, tainted with Chaos, and disdainful of civilization. Few know whether they are animals who can take on human shape, or humans capable of assuming the shape of an animal. In either case, they can assume the strength and senses of the animal form at the expense of some intelligence (varying as to species). In animal shape they are immune to the effects of bronze weapons, which bounce off. Only pure, Runic, metals can harm them, as well as magic. Thus, they will be affected fully by a Fireblade put on a bronze weapon, or the 3 points of damage from Bladesharp 3 put on a weapon. This damage will be absorbed by their skin armor. Because of their magical nature, one lycanthrope can wound another lycanthrope with its natural weapons.

Poison will affect a lycanthrope, if the skin of the creature is penetrated.

Lycanthropes are a very rare breed, no matter what sort of animal they become. The genes for lycanthropy are recessive, so that only matings between lycanthropes will breed true. Most children of two lycanthropes are either animal or human without shapechanging ability.

Lycanthropes can change form at will, taking 1 melee round to accomplish the change. On nights of the full moon, which happens once a week in Glorantha, the lycanthrope must change to its beast form and roam the countryside.

Their Chaotic nature gives them their abilities of shape change and invulnerability to impure metals. They do not receive any of the Chaotic Features shown in *Chapter X*.

Contrary to popular folklore, the bite of a lycanthrope does not transmit the shape-changing ability.

The lycanthropes include Bearwalkers, Tiger Sons, Tusk Brothers, and Wolfbrothers.

## PRAXIAN RIDING ANIMALS

The nomads of Prax each ride distinctive animals, whose attributes are similar in some ways to horses, but in other ways are quite different. Only a Praxian nomad could ride the animal of his tribe, and one would never touch a horse, not even to eat it. Horses are taboo on the Plains of Prax.

The statistics are given for Adventurers running into Praxian nomads, who will not get off their animals if at all possible, and for the occasional Praxian Adventurer. The riding animals of the nomads of Prax are the bison, the bolo lizard, the high llama, the impala, the rhino, the sable, and the unicorn.

## TROLLS

The troll race is sometimes called the dark men, or Men of Darkness. It is an ancient race, tied to the Darkness Rune (see *Chapter VII*), and was old in God Time, when age could not be measured. Since the coming of Time to Glorantha, the race has withered. Since the time of the Broken Council, when the combined curses of the humans and elves assailed both dragonewt and troll for their supposed treason, the trolls have suffered. The dragonewts could ignore such cursing, but as a result of the curse, the trollkin appeared, stunted progeny of the mighty troll frame.

After the Dragonkill War, trolls took refuge in Dragon Pass and Shadows Dance, retreating into Shadows Dance when more humans moved back into the pass. They are now principally a mountain-dwelling race, at perpetual war with elves and dwarves, and dealing with man as the occasion demands. The initial dispersion of trolls was so great after the Dragonkill Wars that several distinct breeds arose, as well as one blasphemous crossbreed with men.

All trolls have the same aversion to the “new metal” iron, as elves, refusing to handle it and taking double damage if hit with a weapon made of it.

Trolls are able to move in the darkest night, due to their stygian origin. They have a perception, “darksense,” not available to other races. Darksense combines hearing, smelling, feeling, and some non-specific sensing abilities, and allows trolls to maneuver as though humans in sunshine.

Though trolls hate the light, that element does no direct harm to most trolls. Cave trolls and trollkin, however, are affected by light.

## NON-INTELLIGENT MONSTERS

Besides the usual wild animals and trained animals, there are a number of strange and exotic creatures in Glorantha to bedevil and destroy the unwary Adventurer. Unless used as guard animals, they rarely carry treasure, but treasure factors (see *Chapter IX*) are given for them anyway.

The characteristics for the beasts will be a bit different. There will be no INT or CHA rolls. When trying to determine combat adds for unintelligent monsters, ignore INT for attack and Defense, because these creatures work on instinct, not intelligence.

Also, if a monster is shown to have more than one attack, it can use both at once, instead of working under the guidelines for two-weapon combat shown in *Chapter IV*. Some intelligent monsters also have this ability, and this will be shown in their descriptions.

## MONSTER DESCRIPTIONS

### KEY TO DESCRIPTIONS

Each monster will be described, then a set of statistics will be given after the description.



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**CHARACTERISTICS** - This is the description of what dice to roll, for each characteristic, if the monster is to be created from scratch as a player character, and gives the possible range for encountered monsters.

**AVERAGE** - These are the average dice roll results, for use in creating average monsters for quick play.

**WEAPON** - Describes the types of weapons or the mode of attack commonly used.

**SR** - This is the average strike rank of the monster with the weapon. An especially dexterous or large monster might have a quicker strike rank.

**ATTACK** - This is the basic attack percentage of a just-grown monster. Some monsters will be considerably more dangerous. Again, this basic information is a convenience for quick stocking of scenarios.

**DAMAGE** - This is usually expressed as a basic damage for the weapon (such as 1D4 for a claw) plus any STR/SIZ adds the average monster would have. Some may do far more, or less, damage.

**PARRY** - Again, the chance an average monster has to parry with weapon or shield.

**PTS** - How many points of damage the weapon can take before breaking, or how many points a shield will absorb before the bearer takes damage.

**ARMOR** - Either the basic armor a creature will have or the value of its skin as armor.

**SPELLS** - What spells the average being knows.

**OTHER SKILLS** - An indication of any other specialties the creature might have, due to its unique upbringing and background.

## BABOONS

Baboons are intelligent animals who dwell in plains and hilly areas. They are the victims of a curse. Like their unintelligent cousins, they travel in family groups of 15 to 20 individuals, including males, females, and children. Their weapon use is limited to slings and spears, but they are proficient with claws and teeth. They may wear armor, but must buy it from humans.

They can use all normal battle magic.

They are beasts, and any Rune magic they use will be slanted toward the Beast Rune. They are said to have a cult worshipping a monkey god with all the usual cult attributes. Baboons rarely enter other human cults since it is a rare temple which will accept a baboon as a member. To become a Rune Lord, a baboon would need skills of 90% in fighting with claws, teeth, spear, and sling. He would also need skills at 90% in Tracking, Trap Set/Disarm, and Spot Hidden Items.

Characteristics	Average		
STR 3D6+6	16-17	Move	10
CON 3D6	10-11	Hit points average	10-11
SIZ 3D6	10-11	Treasure factor	8
INT 3D6	10-11	Defense	05%
POW 2D6+6	13		
DEX 2D6+6	13		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Claw	8	35%	1D6+1D4		
Teeth	8	25%	1D8+1D4		
Spear	4	35%	1D6+1+1D4	35%	15
Sling	2	35%	1D8		

**Note:** Common technique is to stab with a spear and close to use claw or bite.

**Armor:** 1 point skin.

**Spells:** Ironhand; Protection; Speedart.

**Other Skills:** Tracking 30%; Spot Hidden Items 25%; Spot Traps 25%; Move Quietly 25%.

## BASILISKS

Unnatural creatures created by magic, Basilisks partake of the Death Rune modified by Chaos and can only be created by Priests of such cults. The secret of their creation is not in any spell, but in knowing the right time and invocations to perform the various rituals. They are produced from the egg of a cock hatched by an adder.

They have a rooster's head with a black feathered neck and the body of a small dragon with scales and a spiny crest down the back.

The main attack of a basilisk is in its glance. It does not have to catch the eye of a victim. It must only concentrate on a target over a course of a melee round and, if it can overcome the target's POW in a straight magical attack, the target dies. It does not lose POW in these attacks. The gaze of the basilisk acts as a 3 point Rune magic spell for purposes of Countermagic.

Being engaged in close melee cannot stop a basilisk from looking at its opponent. The rituals of creation constrain a basilisk from looking at its creator, but the power of the creature is such that no mage can control more than one at a time.

Characteristics	Average		
STR 2D6	7	Move	4
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	10
POW 1D6+12	15-16		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Glance	1	100%	Death
Claw	10	25%	1D3

**Armor:** 2 point skin.

## BEARWALKERS

This is a breed of naturally large and strong men and women who can change to bear shape. They are very solitary folk, usually living quite alone in the woods at all times. They are capable of retaining a large share of their human intellect while in bear form.

They cannot use offensive magic in bear form and, since they do not change anything they are wearing when they make the change to bear shape, they do not usually wear clothes, armor, nor weapons. As human shaped, they can learn anything a regular human does.







**Armor:** Leather body and legs (2 points); Composite helm (3 points).

**Spells:** Healing 2; Mobility; Binding.

**Other Skills:** Play Lyre 75%; Tracking 50%.

## CLIFF TOADS

Usually found in areas where there are large rocks, such as the ruins of old fortresses, and in rocky wilderness areas such as mountains or canyons. Being of a grey and pebbled appearance, they like areas where they can blend into the surroundings.

The small young ones are only a nuisance, going after provisions and small edible items (such as familiars). The larger, very old, adult cliff toads are known for hanging onto the side of a cliff with their sucker-tipped feet and grabbing up a large warhorse or its rider with their tongue. They then swallow the prey whole.

The tongues of cliff toads can attack at a 3 meter range for each D6 of SIZ. They grow throughout their lives.

Characteristics	Average		
STR 2-12D6	7-42	Move	Walk 1/Hop 3
CON 3D6	10-11		per D6 of SIZ
SIZ 2-12D6	7-42	Hit points average	8-20
POW 3D6	10-11	Treasure factor	5-15
DEX 3D6	10-11		

Weapon	SR	Attack	Damage
Tongue	4	35%	1-4D6
Swallow	4	80%	4-24 points

On the turn after the tongue hits, it will zip the target into its mouth 80% of the time. As the tongue sticks to the victim, a "miss" in swallowing means the victim takes 1D6+damage bonus in constriction damage, with an 80% chance of being swallowed next time.

Digestive acid has 2 levels of potency per D6 of SIZ.

## COCKATRICES

They are very similar to a basilisk, and are created by Stasis Rune Priests with a taint of Chaos. They are similar to basilisks in shape, but have more feathers. The feathers are also browner.

The cockatrice is different from the basilisk in that he turns victims to stone, instead of killing them. Only a divine intervention or some obscure form of Stasis (or perhaps Mobility) Rune magic can free a character once he is stoned. The manner in which a character can become a statue is shown below.

Characteristics	Average		
STR 2D6	7	Move	8
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	10
POW 1D6+12	15-16		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Peck	8	30%	1D10+petrifies

The peck injects a poison into the body of the victim. This poison is just a conductor for the "attack" of the cockatrice's POW

versus the victim's. If the cockatrice is successful, the victim turns to stone.

**Armor:** 2 point skin.

## DEMI-BIRDS

The mount of the dragonewts, they are in perpetual Mind Link with their riders and follow their every order. They look like great flightless birds, resembling an ostrich. This gives them the name "demi-birds."

Characteristics	Average		
STR 3D6+18	28-29	Move	12
CON 2D6+6	13	Hit points average	16
SIZ 3D6+12	22-23		
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Peck*	6	45%	1D8
Kicks*	6	45%	2D6

\* A demi-bird will peck and kick one or two foes at the same time.

**Armor:** 2 point feathers.

## DRAGONS

The dragons for which Dragon Pass is named are immense creatures whose main occupation is sleeping, dreaming of greater days during the God Time, and entertaining emissaries of the warring factions of the area. If the dragon likes an emissary, he joins its side. If he doesn't, he eats him.

True dragons cannot be bothered by individual Adventurers or small bands. And since they are above such things as the collection of gold, they have no hoards to tempt the unwary.

However, the mind of a dragon is a powerful thing. While it dreams, its baser nature, the suppressed desires for blood and gold, comes out. The dreaming thought of a dragon can wander about the entirety of Glorantha at will, and when blood and gold are available to those thoughts, a dragon may stir. His dreams take tangible form as a sort of "mind child" of the dragon.

## DREAM DRAGON

The dream dragon has physical form, created by the mind of the true dragon. Its INT and POW are taken from the subconscious mind of its creator, and cannot match the true magnitude of those of an awake dragon. The full dragon thinks of its creation as a dream, of course, but dragons have traditionally been unable to separate dream from reality.

Like a human dream, the dream dragon may manifest all the unfortunate subconscious traits of its creator, expressed in greed and bloodthirstiness. They are usually found alone, sitting on a heap of money and gems. Their usual form is serpentine with four legs and a pair of wings. They often have a fiery or poisonous breath, as shown below. There is no way to tell just what a particular dragon can or cannot use as a "breath weapon," as each is individually created at the whim of a full dragon's subconscious.





**Armor:** 3 point skin (armor worn if found).  
**Spells:** Healing 2; Disruption; Mobility; Shimmer; Speedart; Bladesharp; Repair; Binding; Fireblade.  
**Other Skills:** Hide in Cover 50%; Move Quietly 50%; Camouflage 50%; Ride Demi-bird 75%.

The beaked dragonewt earns a fighting Demi-bird and is placed into a perpetual Mind Link with it. The beaked dragonewt is an embodiment of the philosophy of assailing all problems and brushing them out of the way.

### DRAGONEWTS - THIRD STAGE: TAILED PRIEST

When the POW of the beaked dragonewt reaches 18+, he is next reborn as a tailed priest, the initiate into the Dragonewt Rune cult. As such, his DEX based skills, such as fighting, are reduced to a level of DEXx5 and most other results are similar to those affecting a human Rune Priest (*Chapter VII*). However, he is taught the use of a long, double-bitted axe as his priestly weapon up to the aforementioned DEX limit.

Characteristic	Average		
STR as was-6	13	Move	8
CON as was	16-17	Hit points average	17-18
SIZ as was -6	13	Treasure factor	25
INT as was	10-11	Defense	05%+
POW as raised	18+		
DEX as was	13		
CHA as was	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Pole Axe	5	65%	3D6+1D4	65%	15

Others as beaked dragonewt but at 65% attack.

**Armor:** 2 point skin.  
**Spells:** 1D10 Rune magic spells plus those under beaked dragonewts.  
**Other Skills:** All those under beaked dragonewts.

### DRAGONEWTS - FOURTH STAGE: FULL PRIEST

When the tailed priest has accumulated 20 or more points of sacrificed POW, he will next be reborn as a full Priest. His POW suddenly jumps another D6 and his maximum possible POW gain rises proportionately, to 28.

At this point, he once again begins to gain in fighting skills, attempting to bring himself to the level of a dragonewt Rune Lord. Once reaching this level, the dragonewt Rune Lord begins his progression towards Hero status.

Due to the nature of dragonewt existence, a dragonewt will not attempt to gain Rune mastery in any Elemental Rune, though a particular adventurous dragonewt may seek associate status with the cult of a Power Rune, such as Death or Harmony.

Characteristics	Average		
STR as was x2	26	Move	10
CON as was	16-17	Hit points average	20-21
SIZ as was x2	26	Treasure factor	25
INT as was	10-11	Defense	10%
POW as was +D6	21-22		
DEX as was	13		
CHA as was	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Klanth	4	90%	1D10+1+1D6	90%	20
Pole Axe	3	90%	3D6+2D6	90%	15
Javelin	2	90%	1D10	90%	15
Medium shield				90%	12

Other weapons as under beaked dragonewts except at 65%+ abilities.

**Armor:** Scale armor over 5 point skin (total 10 points).  
**Spells:** 20+ POW points of Rune magic spells plus battle magic spells as under beaked dragonewts.  
**Other Skills:** As beaked dragonewts at 90% range.

### DRAGONEWTS - FINAL STAGE: INHUMAN KING

When the full Priest has attained Hero status, he will be reborn as the Inhuman King, of which only one is awake and alive at any time. A slain Inhuman King is reborn as a dragon, and flies off to join the ancestral dragons, wherever they may be. At that time, one of the reserve eggs, containing a full Priest/Hero, in the Dragon's Eye (capitol of the dragonewts) is hatched and the occupant stands revealed as the Inhuman King, gaining wings and, again, a tail.

It is necessary that a replacement for the Inhuman King be hatched very soon, for as long as there is no Inhuman King, dragonewts will not be reborn, and their spirits will leave the cycle, never to be reborn.

Also, if the egg nests of the dragonewt's home city are destroyed, he will not be reborn until the Full Priests go through a long (months long) ritual to cleanse and recreate the nest. Both home city and Inhuman King must be present upon Glorantha for a dragonewt to be reborn.

### DRAGONSNAILS

Created in the Great Darkness of the Gods War when the Spire of Law exploded and the Devil was pinned in the Plains of Prax beneath the fragment known as The Block. These are giant, dragon-headed snails, often having two heads. They are found in marshes and watery areas and will eat anything organic. These are Chaos creatures with many individual characteristics which can be found on the Chaotic Features Table in *Chapter X*. They are known as a piece of the "Parts of the Devil."

Characteristics	Average		
STR 4D6+12	26	Move	3
CON 3D6	10-11	Hit points average	14-15
SIZ 4D6+12	26	Treasure factor	13
POW 3D6	10-11		
DEX 2D6	7		





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Weapon	SR	Attack	Damage
Bite*	8	40%	1D6+2D6

\* If two heads, each will bite a different target at the same time.

**Armor:** 8 point shell; 4 point body.

**Chaotic Features:** These creatures have 1D3 Chaotic Features.

## DRYADS

A totally female race which breeds with elves for continuance. They form the core of the Priests for the Aldryami cult. They specialize in magic, having little inclination toward fighting. Due to their high POW at birth, they are usually members of the Rune cult very shortly.

They are always tied to their tree of birth, and any affliction suffered by the tree is felt by them, and vice versa. They are rarely found as Adventurers, preferring to remain in the forests.

Characteristics	Average		
STR 2D6	7	Move	9
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	9
INT 4D6	14	Defense	10%
POW 2D6+8	15	Attack	10%
DEX 2D6+6	13	Parry	05%
CHA 3D6	10-11		

**Spells:** Healing 4; Vigor; Strength; Harmonize; Detect Life.

**Other Skills:** Camouflage 40%; Hide in Cover 40%; Move Quietly 40%; Listen 40%; Spot Plant 80%.

## DUCKS

This is a race cursed by the gods during the Great Darkness for not joining them versus the forces of Chaos. It is unknown whether they were originally human and became feathered and web-footed, or originally ducks cursed with flightlessness and intelligence. They reside mostly in Duckpoint (in Sartar) and must, due to their small strength, use weapons such as short swords, slings, etc.

For arcane reasons, they are allowed to join certain Death Rune cults at full CHA value, but all others deal with them at the usual -10 from CHA for being of a different race. They come in a variety of different colored feathers and are excellent swimmers, though they cannot fly, having arms instead of wings. Most armor is too heavy for them.

Characteristics	Average		
STR 2D6+1	8	Move	5
CON 2D6+6	13	Hit points average	12
SIZ 1D6+2	5-6	Treasure factor	6
INT 3D6	10-11	Defense	10%
POW 3D6	10-11		
DEX 2D6+6	13		
CHA 2D6	7		

Weapon	SR	Attack	Damage	Parry	Pts
Sling	2	30%	1D8		
Short sword	8	30%	1D6+1-1D4	30%	20
Small shield				30%	8

**Armor:** Cuirboilli body (3 points); Composite helm (3 points).

**Other Skills:** Swimming 90%; Hide in Cover 40%.

## DWARVES

Also called Mostali, the dwarves are underground dwelling artificers. They are continually at war with the elves and no friend to trolls. The enmity between elf and dwarf is long standing and reaches back to their separate creations. However, both are basically worshippers of Earth (though in two entirely different aspects) and will combine against the forces of Darkness, as represented by trolls. The byword of their relationships at all times is mutual distrust.

The dwarves have the ability to see in the dark. They were the discoverers of iron and were the first to learn to work it. Dwarves are welcome in almost any Earth Rune cult (the Aldryami is an obvious exception) as well as their own Earth/Stasis Rune cult. They can join the other Earth cults without the -10 CHA loss for trying to persuade members of other races.

However, since they dislike the surface world, they will rarely join any other Earth cult. They will often journey to the surface to gain experience and bring back to the Earth some of his plundered treasures.

Dwarves are notoriously avaricious and like money to stay in their halls once it has entered them. A beginning character dwarf will have no more money than a human townsman, though he will be well equipped with fighting gear.

Characteristics	Average		
STR 4D6	14	Move	6
CON 2D6+6	13	Hit points average	12
SIZ 2D6	7	Treasure factor	10
INT 3D6	10-11		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Axe	7	25%	1D8+2	25%	15
Warhammer	8	25%	1D6+2	25%	15
Crossbow	3	25%	1D8		
Small shield				25%	8

**Armor:** Scale hauberk (5 points); Cuirboilli limbs (3 points); Open helm (4 points).

**Spells:** Detect Magic; Detect Gems; Detect Silver; Detect Gold; Bladesharp; Disruption.

**Other Skills:** Armoring 40%; Evaluate Treasure 50%; Spot Hidden Items 25%; Spot Trap 50%; Disarm Trap 50%.

## ELVES

These are the Aldryami most often seen by other races. They are still tied to their forest in ways incomprehensible to other races. It is possible that certain trees must live for the elves to live. It is also possible that they are the mobile guardians and gardeners for the mysterious forest deities. Except in cases where their homes have been utterly devastated, elves do not migrate from their forests, although individuals seem free to come and go at will.

Elves with the proper POW (18+) automatically become Priests of the Aldryami Rune cult, a combination of Earth and





## HIGH LLAMAS

These Praxian animals look like Peruvian llamas, but are of great height, giving their riders an edge in combat by allowing them to strike down at opponents. This is simulated by allowing a llama rider striking a non-llama riding foe to roll hit location by rolling 1D10+10, giving a target area of the abdomen up to the head and doubling the chance of hitting chest or head.

Characteristics	Average		
STR 2D6+24	31	Move	12
CON 3D6	10-11	Hit points average	16-17
SIZ 3D6+24	34-35		
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Bite*	8	25%	2D8
Kick*	8	45%	2D6

\* A high llama will bite and kick one or two foes at the same time.

**Armor:** 2 point skin.

## HORSES

A horse, even the best of them, can politely be described as dumb, and those of extreme stupidity are very common.

Horses with the SIZ, STR, and skill of a trained warhorse are few and far between. They are also quite expensive. An Adventurer seeking a mount will have to make a compromise, usually in favor of a sturdy but dumb animal.

For the purposes of the game, there are four basic types of horses; the cart horse, the cavalry horse, the riding horse, and the war horse. Most of the other riding animals discussed can be considered to be in the war horse category due to their select, specialized, breeding.

When fighting on horseback against unmounted foes, the hit location struck should be found by rolling 2D6+8. This gives a hit location range of 9-20.

### Cart Horses

The cart horse includes all animals used as beasts of burden. They may or may not be usable as riding animals, but their training is such that they may not be compelled to much more than a broken trot, and that over a very short period. Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would think of riding one into battle.

### Cavalry Horses

The cavalry horse is trained to stay calm in battle and carry its rider where he wants to go amidst the noise and hubbub of a battle. They are not trained to fight in battle and because of this, they cost less to train (see *Chapter VI*). A cavalry horse can be trained to fight, at which time it becomes a warhorse (see below). However, as a cavalry horse it is not trained to fight in coordination with its rider, and a rider would have to make Riding rolls and do nothing else if the horse commenced fighting for any reason. A cavalry horse can be depended on to stay steady in the face of most monsters.

### Riding Horses

The riding horse includes nearly everything we think of today as being a horse. It can carry a rider and gear for a goodly distance during any given period if it is given adequate care and feeding. Any horse (or any of the other vegetarian riding animals mentioned later) is an inefficient fuel engine when working on grass. Oats and other high energy grains will keep a horse used to them going longer, but this usually has to be carried. A riding horse will not fight unless cornered or engaged in a territory fight with another horse. They almost never fight to kill another horse.

### War Horses

The war horse is a highly specialized animal, trained to respond absolutely to the demands of its rider and ignore outside influences. They are also trained to fight on their own. A war horse is almost always a gelding. Despite all the adventure novels, stallions are totally unreliable as war horses because they are far more interested in mares. Mares can be used for war horses, but are usually too small to be used for the kind of close-in fighting a war horse is used for.

A war horse, or similarly trained mount, will not panic and bolt at the sight and/or smell of a monster, or other form of riding animal.

The single most important cost factor in a war horse is training. A horse has a natural attack ability of 25% in each of its attacks, but must be trained to coordinate these attacks with its rider. A good trainer (see *Horsemasters Guilds, Chapter VI*) can take a horse up to 75% ability. It does not have the mentality to go beyond the limit of training.

As shown below, a war horse can be trained to do three types of attacks: kick with the foreleg; bite with the teeth; and rear and plunge. It will attack whatever is in front of it that it is either directed to attack or which attack it. Unless specifically directed, it will not attack another mount.

The zebras used by the people of Pavis are in all ways like the horses described above.

A referee may take the range of STR and SIZ shown below and divide it into subgroups to provide "breeds" of horses for the campaign.

Characteristics	Average		
STR 3D6+18	28-29	Move	12
CON 2D6+6	13	Hit points average	18
SIZ 4D6+12	26		
POW 3D6	10-11		
DEX 3D6	10-11		

Weapon	SR	Attack	Damage
Bite*	7	05%	1D10
Kick†	7	05%	1D8+2D6
Rear and plunge**	7	05%	2D8+2D6
Trample††	7	25%	4D6 to downed foe

Warhorses without riders have a natural attack of 25% with Bite, Kick, and Trample. However, they only have a 5% chance with these skills when working in coordination with a rider. They must be trained to use these skills with a rider.





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\* Will never bite the head or body of a target, just the limbs, wings, tails, etc.

† There is a 65% chance the blow will knock down a target of SIZ 12 or less, with 10% less chance for every 6 points of SIZ larger.

\*\* There is a 10% chance for every 6 SIZ points over 12 that the target will not fall down, if it is still alive and capable of standing. A horse which rears and plunges can make no other attack.

†† This will only happen to a foe who the horse has been directed to trample. They will ordinarily not do this. A trampling horse can make no other attack.

**Armor:** 1 point skin.

## IMPALAS

Small deer ridden by a tribe of pygmies, they will not fight unless cornered. They usually kick while running away.

Characteristics	Average		
STR 2D6+6	13	Move	10
CON 3D6	10-11	Hit points average	11-12
SIZ 2D6+6	13		
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Kick	8	25%	2D4

**Armor:** None.

## JACK O'BEARS

Humanoid in shape, this strange creature has what seems to be a pumpkin for a head and an exotic talent not to be sneered at.

The Jack O'Bear can ensnare another's mind in a version of the Harmonize spell, grabbing one victim a melee round up to a limit of one for every 2 points of POW it has. These victims whose magic resistance are overcome are frozen in place and helpless unless the Jack O'Bear dies or a 2 point Dispel Magic is used against the Harmonize. The Jack O'Bear's Harmonize acts as a 1 point Rune magic spell, acting without draining the jack's POW. Jack O'Bears are basically Chaotic, and the Harmonize is the Chaotic Feature they have as a result.

Characteristics	Average		
STR 3D6+6	16-17	Move	10
CON 2D6+6	13	Hit points average	15
SIZ 3D6+6	16-17	Treasure factor	10
INT 2D6	7		
POW 4D6	14		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage
Claw*	8	30%	1D6+1D6

\* These creatures can attack with two claw attacks in the same SR.

**Armor:** 3 point fur.

**Other Skills:** Hide in Cover 50%; Move Quietly 50%.

There is a 05% chance a Jack O'Bear will have another Chaotic Feature from *Chapter X*.

## MANTICORES

Manticores are lion-bodied with a scorpion tail, topped off by a human-like head. They are a surly, independent lot, usually hiring out as bodyguards to humans and others, and having little to do with their fellow beasts. They rarely use magic, preferring strength.

Characteristics	Average		
STR 4D6+12	26	Move	9
CON 2D6+6	13	Hit points average	17
SIZ 4D6+12	26	Treasure factor	15
INT 2D6	7		
POW 3D6	10-11		
DEX 2D6+3	10		
CHA 2D6	7		

Weapon	SR	Attack	Damage
Claw*	7	35%	1D6+2D6
Sting*	7	35%	1D6+2D6

\* A mantichore will use both attacks at once, at one or two opponents. The sting has a systemic poison of potency equal to its CON, usually 13.

**Armor:** 4 point skin.

## MINOTAURS

These creatures have a large humanoid body with a bull's head. Will often go berserk in combat, striking at half-again normal attack ability, but ignoring parrying and any Defense they may have. They normally disdain magic, except for Healing or Fertility spells.

Characteristics	Average		
STR 3D6+12	22-23	Move	10
CON 2D6+6	13	Hit points average	16
SIZ 3D6+12	22-23	Treasure factor	10
INT 2D6	7		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 2D6	7		

Weapon	SR	Attack	Damage	Parry	Pts
Great axe	5	30%	2D6+2+2D6	25%	15

**Armor:** Leather body and limbs (2 points), no helm, plus 3 point skin.

## MOROKANTH

Intelligent, tapir-like creatures who live in marshes and plains, as in Prax. They can become Rune Lords and Rune Priests. Rune Lord morokanth have been known to replace their regular claws with iron ones.





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Characteristics	Average		
STR 2D6+30	37	Move	8
CON 3D6	10-11	Hit points average	17-18
SIZ 2D6+30	37		
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Butt*	8	50%	1D10+4D6
Bite*	8	25%	1D10
Trample*	8	75%	8D6

\* A rhino will only make one of these attacks per melee round.

**Armor:** 5 point skin.

## ROCK LIZARDS

Rock lizards are found in the same habitat as cliff toads, and the two reptiles are thought to get along very well. Even though they eat the same sort of food, they have never been seen to fight.

Rock lizard skin looks like grey rock and is quite tough. Whenever one hits with a claw, it will hang on with that appendage and attempt to hit with the other one in the next round.

Characteristics	Average		
STR 2D6+6	13	Move	4
CON 2D6+6	13	Hit points average	14
SIZ 4D6	14	Treasure factor	8
POW 2D6+3	10		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Claw*	8	25%	1D6+1D4
Bite*	8	25%	1D10+1D4

\* Will strike with both claws at once until one hits, then hold with that one, strike with the other, and bite.

**Armor:** 3 point skin.

## RUBBLE RUNNERS

Picture a large, rat-shaped, creature about ½ meter long. Move the corners of the mouth back to the front shoulders and open the mouth about 60 degrees to reveal a row of sharp-pointed teeth. Cover the whole gruesome thing with armadillo-like scale. Realize that it is always hungry and runs in packs, and you have a rubble runner. They are usually only found in ruins and underground.

Characteristics	Average		
STR 1D6	3-4	Move	6
CON 3D6	10-11	Hit points average	8-9
SIZ 1D4	2-3	Treasure factor	5
POW 1D6+6	9-10	Defense	10%
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Bite*	10	10-25%	1D6

\* When they hit with a bite, the rubble runner will hold on and continue to bite. Roll each round to see if the "hit" is critical and will get through armor.

**Armor:** 2 point skin.

## RUNNERS

Stunted and degenerate elves, the runners have their own culture in the trees of an Aldryami forest. They prefer missile weapons and the "Whipstick," a club-like weapon which, in the hands of a runner, can be made to curl around and bind an enemy. They will not willingly leave the branches of the trees of the forest. They wear no armor or clothes, being covered by a very soft fur.

While they could learn magic if they wanted to, they rarely do. If they fight, it is with mass attacks of screaming runners, pouring out of the trees. It is thought that their dependence on trees is midway between that of the elves and the dryads.

Characteristics	Average		
STR 2D6	7	Move	5/9 in trees
CON 2D6+6	13	Hit points average	12
SIZ 2D6	7	Treasure factor	5
INT 3D6	10-11	Defense	05%
POW 3D6	10-11		
DEX 2D6+6	13		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Whipstick*	7	30%	1D6	30%	10

\* Will bind a foe's limb or strangle through all but plate armor if it hits a head location.

**Other Skills:** Hide in Cover 30%; Camouflage 30%; Move Quietly 30%; Listen 30%; Spot Hidden Items 30%.

## SABLES

Antelope also known as "Lunar deer" for the shape of their horns.

Characteristics	Average		
STR 3D6+12	21-22	Move	12
CON 3D6	10-11	Hit points average	12-13
SIZ 3D6+12	21-22		
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Butt*	7	35%	2D6+2D6
Kick*	7	35%	1D6+2D6
Bite*	7	25%	2D4

\* A sable will either: butt; or bite and kick in a melee round.

**Armor:** 1 point skin.









\* Will bite if a claw hits in the previous round. If bite connects with flesh, will hang on, continuing to bite while hind legs claw victim.

**Armor:** 1 point skin.

**Other Skills:** Track by Smell 40%; Hide in Cover 50%; Move Quietly 50%; Spot Trap 40%; Spot Hidden Items 40%.

### TROLLS-CAVE

A degenerate species of trolls, they are quite large, but have lost both intelligence and power. They have no tolerance for daylight and fire. They are not gregarious, living in no more than family groups. In compensation for their loss of intelligence and power, they have developed the Chaotic ability of regeneration. They can Heal 1 point of damage in each hit location damaged per melee round, unless the location is fully destroyed. Damage taken under sunlight or done by fire will not regenerate.

Characteristics	Average		
STR 3D6+12	22-23	Move	7
CON 2D6+6	13	Hit points average	17
SIZ 4D6+12	26	Treasure factor	12
INT 2D6	7		
POW 2D6	7		
DEX 2D6+3	10		
CHA 1D6	3-4		

Weapon	SR	Attack	Damage	Parry	Pts
Club*	5	35%	2D8+2D6	25%	20
Claw†	7	35%	1D6+2D6		

\* Equivalent to a maul.

† Usual tactic is to hit with the club then strike with the claw, but they cannot parry if they do so.

**Armor:** 3 point skin.

### TROLLS-DARK

Dark trolls are the current basic stock of trolls, deferring only to Mistress Race trolls for positions of authority. They are fully intelligent and use all weapons and magic. Thirty percent of any troll community will consist of dark trolls, with most of the rest being trollkin. Mistress Race and great trolls (and the occasional despised cave troll) make up no more than 3% of any community.

Characteristics	Average		
STR 3D6+6	16-17	Move	8
CON 3D6	10-11	Hit points average	12
SIZ 3D6+6	16-17	Treasure factor	12
INT 3D6	10-11		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Pts
Any available 4+		25%	wpn+1D6	25%	per wpn

**Armor:** As worn plus 1 point skin.

**Spells:** Any battle magic, about 5.

**Other Skills:** As bought.

### TROLLS-GREAT

This breed of trolls was created by Cragspider the Firewitch, for her personal bodyguard. At least half the great trolls alive on Glorantha are members of that organization.

They are larger than the parent breed, but have lost somewhat in intellect. Unlike cave trolls, they are capable of using weapons and armor, preferring chainmail and long weapons such as great swords and halberds. They can be taught battle magic, though their limited intelligence cuts down the number of spells they can memorize at once.

Characteristics	Average		
STR 4D6+12	26	Move	7
CON 1D4+14	16-17	Hit points average	20-21
SIZ 4D6+12	26	Treasure factor	16
INT 2D6+2	9		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 2D6	7		

Weapon	SR	Attack	Damage	Parry	Pts
Greatsword	4	40%	2D8+2D6	25%	15
Poleaxe	4	40%	3D6+2D6	25%	12
Broadsword	5	25%	1D8+1+2D6	10%	20

**Armor:** Chainmail body and limbs (5 points); open helm (4 points); plus 2 point skin.

**Spells:** At least 1 battle magic spell.

### TROLLS-MISTRESS RACE

These are the original trolls, from whom all others derive. Due to the Great Curse, their numbers have steadily dwindled, and only a few thousand are left in all of Glorantha. There are isolated hill tribes of trolls who have never seen a member of the Mistress Race. In any area where they do exist, members of this subgroup will hold as many positions of power as possible.

Characteristics	Average		
STR 4D6+6	20	Move	9
CON 2D6+6	13	Hit points average	17
SIZ 3D6+12	22-23	Treasure factor	20
INT 2D6+6	13		
POW 4D6	14		
DEX 2D6+6	13		
CHA 2D6+6	13		

Weapon	SR	Attack	Damage	Parry	Pts
Any available 2+		75%	weapon+2D6	75%	per wpn

**Armor:** Any, plus 2 point skin.

**Spells:** Any battle magic, up to the INT limit. Also, if POW is above 18, 1D10 Rune magic spells.

**Other Skills:** Oratory 75%; Camouflage 75%; Set Traps 60%; Spot Hidden Items 60%; Spot Trap 60%.

The characteristics given above are for a young Mistress Race troll, a very rare event. However, the skill levels are for a Mistress Race personage whom a band of adventurers might be so unlucky as to meet.





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Characteristics		Average		
STR	2D6+24	31	Move	12
CON	2D6+6	13	Hit points average	17
SIZ	2D6+18	25		
INT	3D6	10-11		
POW	2D6+12	19		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Gore	6	50%	1D10+3D6
Bite	6	40%	1D10
Kick	6	40%	1D8
Rear and plunge	6	40%	2D10+3D6
Trample	6	75%	3D6 to a downed foe

All notes are the same as for horses.

## VAMPIRES

This is the nobility of the Undead. They are often a former or current Death Rune Priest who has chosen to continue the work on the material plane. Usually humans chose this measure, although other races have been known to contribute to the vampire population.

Vampires have all the traditional powers and problems imputed to them. The cross being the symbol of the Death Rune (see *Chapter VII*), one tied to that Rune can gain protection from a vampire. They are twice as strong as a man. Its hit locations can take twice the normal amount of damage a human can. Once that amount has been passed, the vampire will turn into smoke at the end of that melee round and regain its hit points at a rate of 1 per melee round. If the vampire takes damage to exceed its hit points, although all hit locations are intact, it will again turn into smoke. It can do so at whim. It can also change into a bat or wolf. The smoke can move at 1 movement unit a melee round.

However, if the vampire's head has been hit beyond its hit points, the vampire falls and cannot turn into smoke. This is when a stake placed in the heart area is necessary to keep it from coming back once again. One must also cut off the head.

Characteristics		Average		
STR	3D6x2	20-22	Move	race+2
CON	2D6+6	13	Hit points average	13
SIZ	3D6	10-11	Treasure factor	15
INT	3D6	10-11		
POW	2D6+6	13		
DEX	3D6	10-11		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage
Touch*	9	50%	1D4+1D4
Bite†	9	50%	1D4

\* The touch of a vampire will reach through armor and attack a character's POW, just as a ghost does. If the vampire wins, the character loses POW.

† If the bite of a vampire penetrates armor, it drains 1D6 in STR (blood) from the victim per melee round. It will stay attached until the victim is dead or vampire destroyed.

**Armor:** None usually, can wear any.

**Spells:** If the vampire can catch the glance of a character, it can attempt to Harmonize him with no loss of POW. A roll of the target's character's POWx5 or less must be made on D100 to see if he was lucky enough to avoid the glance at the vampire.

Unlike truly alive or dead creatures, vampires cannot regain POW after losing it with the use of battle magic or spirit combat. However, their POW drain ability takes the POW of their victim and transfers it immediately to their characteristic POW and increases it. This is the only way they can increase POW, as normal POW gain rolls and POW increase rolls are not available to them. The victim of POW loss to a vampire will get his POW back, just as he would normally regenerate it after spirit combat. Vampires are also limited to their pre-death species maximum for POW, so that a vampire human could not increase his POW through POW drain past 21. Any further energy drained is lost to the vampire, as well as his victim.

## WALKTAPI

Man-like bodies with heads similar to a large octopus, an extremely Chaotic race, they can attack with all eight tentacles using the human arms as balance. They can attack as many as four foes at once, and also squirt out a poison gas cloud similar to the effect of an octopus squirting ink.

Walktapi also have the Chaotic ability to regenerate. Every portion of their body which is severed from the parent will grow into a new Walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by several days. Only Disruption spells and extremely powerful "exotic" Rune magic will permanently harm a Walktapus.

However, its regrowth ability is only 1 hit point a full turn. One can be dismembered and the survivors can leave it behind.

It will not bother them again unless they pass the same way after an hour. Walktapi have none of the other Chaotic Features listed in *Chapter X*.

Characteristics		Average		
STR	2D6+18	25	Move	7
CON	2D6+6	13	Hit points average	17
SIZ	2D6+18	25	Treasure factor	15
POW	3D6	10-11		
DEX	3D6	10-11		

Weapon	SR	Attack	Damage
Tentacle*	7	40%	2D6
Constrict			4D6

\* Can use four at once. If two have struck the same target, they will constrict every round. Armor will protect only until its absorption rate is overcome, then it is broken.

**Armor:** 4 point skin.

**Special:** Gas cloud of systemic poison in 3 meter circle. Potency equal to CON.



















under any circumstances. Binding a spirit into a crystal with POW in it will force the POW out. It cannot be tucked into “corners” the spirit doesn’t fill. If a character owning a crystal with a spirit bound in it is killed, the spirit returns to the spirit plane immediately.

## POWERED CRYSTALS

Some of the crystals formed from the blood of the gods retain a certain potency. They possess various abilities and each also has a POW. A character wishing to use a powered crystal must first attune the crystal.

## ATTUNING A POWERED CRYSTAL

To attune a crystal, a character must overcome the magic resistance of the crystal by application of his POW against the POW of the crystal. This takes 1 week. The attack is resolved as if the character had thrown a spell at the crystal. If the attack is successful, the character has attuned the crystal. If he fails in the attempt, he will lose POW as in the POW Loss Table.

### POW LOSS TABLE

D100	POW lost permanently
01-60	1 point
61-90	2 points
91-00	3 points

Attuning a crystal also counts as a successful use of magic for the purpose of getting a POW gain roll (see *Chapter V*). As soon as a crystal is attuned, it glows. Unfortunately, it is only possible to be attuned to one crystal at a time.

## ATTRIBUTES OF A POWERED CRYSTAL

The power of most of these crystals cannot be used directly by a character. The power in the crystal serves to amplify and modify the power in the spells a character casts through them. Each powered crystal has a specialized function which it makes available to the attuning character. This special function is not known until the crystal is attuned.

### CRYSTAL TABLE

D100	Type
01	Combination, roll twice and combine*
02	Extra POW, roll again and add 1D6 POW†
03-05	Healing focusing, 1D8 POW
06-08	Sensitivity, 1D8 POW
09-11	Twice POW yielding, 1D8 POW
12-14	Power enhancing, 1D8 POW
15-16	Spell reinforcing, 1D4 POW
17-18	Spell strengthening, 1D4 POW
19-20	Spell resisting, 1D4 POW
21-22	Spirit supporting, 1D4 POW
23-24	Spell storing, 1D4 POW
25-30	Flawed
31-00	POW storing/spirit trapping, 2D6+3

\* Roll D100 and divide by 4, rounding up. A powered crystal cannot be combined with a POW storing crystal.

† This additional 1D6 can be added to the POW storable in a POW storing crystal.

## TYPES OF CRYSTALS

**COMBINATION** - Roll twice and combine. Add the POWs to obtain the total POW of the crystal for attunement, but treat the two POWs separately in figuring capability. Thus, a POW 4 sensitivity/POW 3 Healing focusing crystal has a POW of 7 for attunement purposes but can only double 3 points of Healing and aid 4 detection spells.

**EXTRA POWER** - This indicates a crystal which has an extra dose of POW.

**HEALING FOCUSING** - These crystals double the effect of Healing and Xenohealing spells cast by the attuned character. Thus, a 3 point Healing spell does 6 points of cure. Note that a crystal will only double as many points of Healing as its POW. In other words, a 1 point crystal will only double 1 point of Healing.

**SENSITIVITY** - These crystals make 1 point detection spells free of any POW cost to cast. They also allow the casting of 2 point detection spells for the cost of 1 point of POW. Of course, the character must know the spells that he wishes to cast. The crystal can aid in the casting of detection spells the number of times a day equal to its POW. In other words, a sensitivity crystal of POW 7 would allow a character to cast seven 1 point detection spells per day for no cost in POW or seven 2 point spells at a cost of 1 point each, or any combination of the above.

**TWICE POW YIELDING** - The POW of these crystals can be used by the owning character to cast whatever spells he knows. The crystals yield twice their POW per day for a character’s use. The crystal regains POW separately from the character at the same speed as do humans, i.e., ¼ of their POW per 6 hours. If the POW of such a crystal is reduced to zero by misuse or emergency, the crystal is effectively destroyed, becoming only a dull pebble.

**POWER ENHANCING** - These double the effectiveness of variable strength spells (except for Healing and Xenohealing) cast by the attuned character. Thus, a 2 point Bladesharp becomes a 4 point Bladesharp at the cost of 2 POW points instead of 4. This ability will not surpass the normal limits of such variable spells, so a 3 point Bladesharp will become a 4 point Bladesharp, not a 6 point one. However, it would be possible to use a 3 point crystal to cast two 3 point Bladesharps on two weapons.

**SPELL REINFORCING** - Adds 1 point of POW per point of POW of the crystal to the characteristic POW of the user when he uses an attack spell against the POW of a target. This even allows a character to attack as if he had a POW over his species maximum. Thus, a Rune Priest with a POW of 18 and a 4 point spell reinforcing crystal could attack as if he had a POW of 22. This POW cannot be drawn on to cast spells, and cannot be used to defend against a magical attack or spirit combat.

**SPELL STRENGTHENING** - For every point of POW used in a spell, this crystal will add 1 up to its limit in POW. This is used for getting past Countermagic and Shield spells. Thus, a character with this crystal of a POW of 4 could put 4 points of his own POW behind a Disrupt and get another 4 from the crystal, which will get past most Countermagic spells. This does not drain the POW from the crystal, it will always have a POW of 4.











For those who prefer English measurement, 2.5cm equals 1 inch, and 1kg equals 2 pounds approximately.

One might roll height and weight independently on the above chart, and this will give much more variety in size. The Referee should evaluate the normal SIZ rolls for some monsters with regard to how much they should weigh in relation to their height. The following game mechanics depend on which aspects of the SIZ roll:

<b>Height</b>	<b>Weight</b>
Strike Rank	Damage Bonus
Defense	
Parry	
Stealth	Stealth

### OPTIONAL HAZARDS OF CHARACTERISTIC TRAINING

A campaign whose characters find large amounts of treasure can result in adventurers pushing their trainable characteristics up to the limit. A campaign in which virtually every character has a DEX of 21 will grow dull quickly. The following rules can be used separately or together to limit breakneck characteristic training.

1. Any kind of physical training program will be exhausting and have a chance of hurting the character. Every character attempting to extend a characteristic through training must roll his CONx5 or less on D100 or he will collapse for D6 weeks and be unable to finish the training. All money spent is lost. One roll is made for each attempted point.
2. It is also possible to train and not gain an increase thereby it. The training character's player must make a roll of the character's species maximum minus his current Characteristic x 5 or less on D100. Thus a character with a DEX of 12 must have a roll made of (21-12=9)x5, equaling 45 or less on D100, or he will not benefit from the training he has purchased. This roll must be made for every point trained for (if a character wishes to gain 5 points at once, he must make 5 rolls) and any successful rolls must be taken into account when figuring the number needed for the next roll.
3. Individual cults may have strictures on the abilities their members are allowed to train in, and this applies to characteristic training as well. The referee should determine the prejudices of the characters' cults before allowing characteristic training.

### ALTERNATE SYSTEMS OF CREATING CHARACTERS

*RuneQuest* is a game of extraordinary characters. While it is possible to enhance an Adventurer's characteristics through training, it takes a long time and much money to buy. But a character with every characteristic at average or below has little chance of survival.

The authors do not feel that a player should be penalized because he cannot roll dice for characteristics. Therefore, we state officially that it is Perfectly All Right to:

1. Throw out any character whose characteristics average 9-12 or less;
2. Roll again for a characteristic if it is 6 or lower and none of the other characteristics are above 15;
3. Roll characteristics on D20, or 2D10;

4. Roll all characteristics as 2D6+6, though (1) and (2) above would not apply in this case;
5. Assume all characteristics have a basic value of 8, then take 20 more points and assign them to characteristics, so that no characteristic is below 8 or above 18;
6. Use some other combination of dice and free will.

The idea of the game is to have fun with characters who have a chance of survival in normal circumstances. Characters should die because their players did something wrong, not because they didn't stand a chance due to bad characteristic rolls.

## B. WEAPONS DEFINITIONS

The question of just what is meant by "broadsword" or "flail" always comes up. The following definitions are meant purely for the purposes of *RuneQuest*. Other places and times may have other names for the same items, or apply the same names to different implements.

ARBALEST - a crossbow with a windlass device to cock it, for it is too hard for anyone to cock manually. It is slow to fire, but relatively easy to learn, and deadly when it hits. As all crossbows, it came as a Dwarf gift.

AXE, GREAT - a large, two-handed axe which may be either single or double-bitted.

AXE, LARGE - depending on its origin, this axe will be double- or single-bitted. It can be used one-handed by a strong fighter, but it is really intended for two-handed use. It is not meant for throwing.

AXE, SMALL - similar to the Frankish *francisca* in that it can be thrown as well as used by hand, and it may be one-edged or two. Note that throwing training is entirely separate from in-hand training.

AXE, THROWING - see AXE, SMALL

BASTARD SWORD - see SWORD, BASTARD

BLOWGUN - a hollow tube 1 meter long, used to deliver small darts by blowing through the tube.

BOW, COMPOSITE - an archery bow made of wood and horn to give it more rigidity but retain some flexibility. It requires more strength to use this than does a self-bow. It is popular in wood-shy regions.

BOW, ELF - a bow which is grown by elves from special seeds. Only the elf who planted the seed can use the bow. To another member of the Aldryami cult who uses it, the bow will be a self-bow. A non-Aldryami who tries to use it will cause it to wither and die. These bows are sometimes used by Priests and Lords of the cult to house their allied spirit.

BOW, LONG - there are no bows in this part of Glorantha comparable to the Welsh yew longbow. References to such in various texts are actually to the composite bow.

BOW, SELF - a basic bow, made of one or two pieces of wood, against which all other bows compare favorably.

BROADSWORD - see SWORD, BROAD

CESTUS, HEAVY - metal boxing gloves similar to those used in ancient Greece and Rome. These have a weight nestled within the glove for more impact.

CESTUS, LIGHT - metal boxing gloves which depend on the impact of metal, like brass knuckles, for their damage.

**CLAW** - a metal device which allows the user to claw like an animal. They are most used by intelligent animals wishing to improve their natural weapons but also by humans wishing to imitate animals.

**CLUB** - a natural weapon made from a piece of wood, often with minimal treatment. They may be Heavy or Light, and in either case are treated as Maces in this game.

**CROSSBOW, HEAVY** - this crossbow must be cocked by a lever apparatus. It is easier to load than an arbalest, but has correspondingly less impact power.

**CROSSBOW, LIGHT** - this would actually be a Medium crossbow historically, but a truly light crossbow which can be hand-cocked has no practical use except as a fowling piece. Our Light crossbow is cocked by hooking one end with a foot and using this as leverage in cocking.

**CROSSBOW, REPEATING** - special Mostali weapons which will self-destruct in the hands of any non-Mostali cultist. These are treated as Light crossbows, but they may fire once per melee round, up to their 5-round clip.

**DAGGER** - a short-bladed weapon no more than 40cm long. Daggers can be sharp on one or both edges, or be triangular in their cross-section if intended only for stabbing.

**DAGGER, PARRYING** - a standard dagger whose hit points have been increased by the addition of an elaborate guard. Because of the guard it is usable only in the hand it was made for. Its specialization makes it cost twice normal dagger costs.

**DAGGER, THROWING** - a throwing dagger is useless against most armor but it is still very useful to assassins. It is specially balanced and so costs twice normal dagger prices.

**DART** - a short, weighted point suitable for throwing. These may be kept clipped on the inside of a Large shield for convenience.

**FLAIL, GRAIN** - the agricultural implement which the War Flail is based upon. It is included for scenarios where grain threshers may be attacked.

**FLAIL, MILITARY** - this is a flail head mounted on the end of a short chain on a haft about 2 meters long.

**FLAIL, WAR** - a handle with a couple of links of chain which attaches to the equivalent of a mace head.

**GREATSWORD** - see **SWORD, GREAT**

**HALBERD** - see **POLEAXE**

**HAMMER, WAR** - a weapon designed after a hammer which often has a spike at the impact point rather than a flat head at one end, and so is used as a pick instead. A very nasty weapon, ideal for punching through armor.

**JAVELIN** - a short spear suitable for use one- or two-handed, or for throwing.

**KNIFE** - a tool or utensil suitable for eating, light work, desperate defenses, or impromptu assassinations. It is similar to a dagger but takes much less damage before breaking.

**MACE, HEAVY** - a haft with a heavy weight at one end; the weight may be spike or flanged.

**MACE, LIGHT** - a haft with a weight at one end suitable for bashing and crushing.

**MAUL** - a macehead on a long shaft, usually about 1.5 meters long.

**MORNING STAR** - a medieval weapon we could not resist adding; in this case we speak of the weapon known as a "chain flail" or as a morning star flail. It is a handle, a length

of chain, and a spiked ball at one end. Without the chain it is a simple mace.

**PEASANT WEAPONS** - people attacked at work can snatch tools with which to resist. Some are mentioned here, like Grain Flail, Knife, Sickle, Hammer, and Pick. Others, such as hoes and rakes, should be Light Maces or Quarterstaves, while shovels should be Heavy Maces, and cattle goads are useful as short spears.

**PICK, WAR** - a weapon designed after a digging pick. Its pointed head or heads are capable of punching through armor. Often it is blunt at one end and so treated as a Hammer.

**PIKE** - a special weapon used by the Sun Dome Temple and some other Sky cults. It is an overlong spear ranging from 3.5 to 5 meters in length, and was called a *sarissa* in ancient Greece.

**POLEAXE** - an axe head on a long shaft, very useful against mounted foes who think they are out of reach. About 2 meters long.

**QUARTERSTAFF** - a long wooden stick often used as a walking staff. They are not exactly like the other weapons with which they are listed, but the basic style is similar.

**RAPIER** - this is not the overlong, elaborate weapon of our Renaissance but it instead a basic cut-and-thrust weapon. Lighter than broadswords.

**RHOMPHEA** - a crescent-bladed Great Axe used by the Lunar Empire in Glorantha, and by the ancient Thracians in Greece.

**ROCK** - natural weapon of the first order. Small rocks, capable of being hurled, do little damage to one in armor, but larger rocks dropped from a height do somewhat more.

**SPEAR** - a length of wood between 1.5 and 3 meters, with a point at one end. Long ones reduce strike rank but must be used two-handed, while the shorter ones may be used one-, two-handed, or be thrown.

**STAFF** - see **QUARTERSTAFF** or **SINGLESTICK**

**SCIMITAR** - a single-edged and slightly curved sword used by the Lunar Empire in lieu of the broadsword. Otherwise like the broadsword.

**SHORTSWORD** - see **SWORD, SHORT**

**SICKLE** - a curved Lunar dagger based on the agricultural implement. It can be used to impale but cannot be thrown.

**SINGLESTICK** - a short, all-wood stick similar to a modern police billy-club.

**SLING** - the weapon which David used to kill Goliath. It is a leather thong with a cup to hold a rock. A sling stone can get incredible velocity in the hands of an expert. There is a minimum range of 5 meters.

**SLING, STAFF** - a sling mounted on the end of a stick. The added leverage increased the range and impact of whatever is thrown. The minimum range is 10 meters.

**SWORD-AND-A-HALF** - see **SWORD, BASTARD**

**SWORD, BASTARD** - also known as the Sword-and-a-half, this weapon is slightly longer than a broadsword and has sufficient space on the handgrip to be used two-handed if desired. A strong warrior can use it one-handed.

**SWORD, BROAD** - a generalized term for a sword with a blade about one meter long and double-edged. It has a point but cannot impale.

**SWORD, GREAT** - the basic two-handed sword, two-edged, which cannot be used one-handed at all. The use of this two-handed sword is an art, and despite popular belief it is not



necessary to have great amounts of room to do full damage. It is about 1.5 meters long.

**SWORD, SHORT** - this is based on the Roman *gladius*, and is a short sword about 80cm long which can be used for slashing or stabbing to impale.

**WARHAMMER** - see **HAMMER, WAR**

## C. OPTIONAL COMBAT RULES

### AIMED BLOWS

A character can affect the hit location struck by delaying his attack and waiting for an opening. The following gives two different rules for doing so. Referees should experiment with each rule and decide which one they like best.

1. For each strike rank a player delays attacking after his normal strike rank, the player can adjust the die roll for hit location by one.

Thus a character with a normal strike rank of 4 can delay to strike rank 9 and be able to add or subtract up to 5 points to the hit location he rolls on D20. If the roll is 15, the character can hit anything from hit location 20 (Head) to 10 (Abdomen). He must, however, state the hit location before rolling damage dice.

2. A character who wishes to hit a particular location must state where he desires to hit. He then waits until strike rank 12, when he attacks with ½ his normal effectiveness, if he is successful his blow hits where he wishes.

Thus a character with a 65% ability with a sword can wait until strike rank 12 and declare that he is going to try to hit his opponent in a specific location. He has a 32% chance of so doing (round down). His opponent, of course, may parry the blow. If the character rolls a 32 or less, and the blow is not parried, it lands in that location specified. The reduction in chance of hitting affects all other combat chances, including impales and fumbles.

Players should note that these rules are strictly for use with hand-to-hand combat and missile combat, not with spells.

### THE KNOCKBACK

In the course of a combat, a character may wish to knock an opponent down or force him back. This is accomplished with a Knockback.

An attempt at a Knockback must be stated at the start of a melee round, at least as an alternate. A player may say, "Bergan the Bold will fight the troll if the troll attacks him, but if the troll fights Cormik, he will attempt a Knockback on the troll." The character must then make an attack with the weapon, shield, or part of his body he is intending to Knockback with. If the attack is successful, compare the STR and SIZ of the attacker against the SIZ and DEX of the target and make an attack on the Resistance table. If this Knockback roll succeeds, the target is knocked back 1D3 meters. If 20% or less of the roll needed on the table is rolled, the target is knocked down. If 5% or less of the needed roll is made, the target lets go of any weapons he holds. In no case will the target take damage from the Knockback itself.

If the Knockback roll is not successful, the attacker must make a roll of DEXx5 or less on D100 or fall. If he does not

fall, he bounces off his target and is knocked back 1D3 meters himself. A fumbled attempt at a Knockback has the normal fumble penalties.

An attempt at a Knockback always happens on strike rank 12. The attacker may not attack in any other way, but may defend and parry normally during this round.

### SHIELD ATTACKS

It is possible to attack with a shield, giving up all chance of parrying that round with the shield. Training in this technique is rare, and should be limited by the Referee of a campaign. The costs of learning this technique are entirely separate from learning to parry with a shield.

Type	Base	05-25%	30-50%	55-75%	Damage
Small	05%	200L	400L	800L	1D4
Medium	05%	300L	600L	1200L	1D6
Large	05%	400L	800L	1600L	1D8

### SLASHING

Any cutting weapon has the chance to slash.

A slash takes place if the attack roll is 20% or less of what is needed for success. Thus if a swordsman with a 40% chance of success rolls an 8 or less on D100 he has made a slash. A slash does two things:

1. The weapon damage should be rolled normally twice and the two results added together. Damage bonuses for SIZ and STR are rolled only once. The total of the above is the damage done by the weapon.
2. The weapon is stuck in the body of the target. To be extracted in that melee round, the attacker must make a roll of half his normal attack chance with that weapon. If this roll is not made, the weapon remains where it is and the attacker can try again next melee round at his normal strike rank for attacking. If a fumble is rolled, the weapon is jerked out of the attacker's hands.

### CRUSHING

Any smashing weapon has the chance to crush.

A crush takes place if the attack roll is 20% or less of what is needed for success. Thus, if a maul wielder with a 60% chance of success rolls a 12 or less on D100, he has made a crush. A crush has one effect.

The weapon damage should be rolled normally and the regular damage bonus for SIZ and STR (if any) should also be rolled normally. The maximum damage bonus from STR and SIZ, if any, should then be added to the result. If the character making the crush has no damage bonus, the effect of the crush is lost.

### USE OF NEW WEAPONS

To every campaign there comes the player who is sure that a *katana* is the ideal weapon, and insists on his character being allowed to use one. There are those who are gung-ho for *shuriken* and *pandy bats* too.

The referee can refuse to let any weapon but the ones on the Weapons Training list into the game. However, if the referee





feels that *nunchaku* will lend the game a needed air of bizarre whimsy, he should do the following:

1. Work out with the player just what the weapon can do in game terms. Note to referees without much weapons experience: look it up. Don't take anyone's word for it.
2. Allow the character to invent, or to find the weapon. That character now has a 5% + natural ability adds and subtractions to parry and attack with that weapon. He can continue to gain in the use of it through experience. When he has reached the 90% level, he can become a Master of the weapon and begin teaching other player characters. At that point, the player and referee should work out just how much the character must charge for the privilege of learning it and how long it will take to teach each 5% increment of weapon mastery.

This is a relatively painless way of introducing new weapons into the game. Note, however, that there are no super-weapons. Our own experiences and many a conversation with martial arts teachers and students confirm that, after a certain level, it is the man (not the weapon or system) that is important.

## ENCUMBRANCE

Encumbrance is a controversial subject. Here are two suitable additions to your rules which you may use, depending on the style of your game. We expect that you will use, modify, or reject them as you see fit.

The Swenson Variant gives additional bonuses for lightly or unencumbered characters. For each point of ENC less than full, the character gets 5% additional bonus in one of the following DEX-based skills:

Attack/Parry (treated as one skill here), Defense (for those characters with no natural Defense), Stealth, or Manipulation. All bonus points must be applied to one of the skills so that a character with 3 points less ENC will go up 15% in one skill category, not 5% in three.

Finally, a character carrying less than 1/2 maximum ENC adds one to his movement rate, even if it goes faster than normal.

The Sapienza Variant gives penalties for the more a character carries. The first 1/4 ENC is free. When a character carries between 1/4 and 1/2 his full ENC, he loses one movement point. When he carries between 1/2 and 3/4 full ENC, he loses 2 movement points. At 3/4 full ENC to full ENC, he loses 2 movement points and 5% to Defense.

## D. RUNE IDENTITIES

Each elemental Rune has certain things identified with it in the mythology of Glorantha.

RUNE	COLOR	METAL	WEAPON	PHYLA
Darkness	Black	Lead	Club/Rock	Insect
Water	Blue	Aluminum	Whip/flail	Fish
Earth	Green	Copper	Axe	Reptile
Fire/Sky	Yellow	Gold	Spear/Arrow	Bird
Lunar	Red	Silver	Sickle	-

## EFFECTS OF IDENTITIES

**Color:** Rarely has any effect on the world, save that the Priests of an elemental Rune cult usually wear the appropriate color.

**Metal:** Rune Priests of a particular element have the ability to harden that element's metal into weapons with strength equal to bronze. However, iron is preferred by those races which can handle it due to its greater durability and absorption of damage.

**Weapon:** Rune Lords of a particular elemental cult will usually specialize in the cult-identified weapons.

**Phyla:** Members of the particular phyla often make excellent familiars for Rune levels of that Rune. However, they are not limited to that type of animal. Note that the Lunar "element" arose too late to acquire a phyla identification.

## E. NATURAL DAMAGES AND CONDITIONS

### FIGHTING IN THE DARK

If caught in darkness against foes who can maneuver in it, such as dwarves and trolls, a character without this ability has a basic chance of attacking and parrying equal to his normal ability minus 75%. If this results in a negative number, he will still have the usual 5% chance of success. All possibilities such as impaling, criticaling, and fumbling are included in this reduction, so that a Master with a 100% chance of hitting with his spear is reduced to a 25% chance, his impaling chance is reduced to 5%, and his critical is reduced to 1%.

A torch or lamp cannot be held in one's shield hand while fighting unless the shield is not used for parrying.

### CANDLES, TORCHES, LANTERNS

A candle is a stick of wax with a wick which burns. A candle illuminates a 1 meter radius and will go out in very little breeze. If dropped, it goes out when the referee rolls 06-00 on D100.

Torches are sticks which burn on the end, usually due to some more flammable substance on the end of the stick, possibly pre-soaked in oil. A torch held at shoulder height illuminates a 12 meter radius, while one on the ground reaches only 3 meters. If dropped, a torch will go out when the referee rolls 96-00 on D100.

A lantern is a device with reflectors and a shutter which allows a beam to be directed. Such a beam can reach up to 18 meters. These may use candles for a light source, which will have a 75-00 chance going out in a strong wind, or use burning oil wicks. These latter will not go out except in a major gale, but also have a danger if they are dropped. Use this table in case of a drop:

### DROPPED LAMP TABLE

#### D100 Result

**01-30** lamp goes out completely.

**31-70** lamp burns on, unbroken; roll for beam direction if dropped.

**71-85** lamp breaks and spreads oil over the floor, leaving a very slick surface.

**86-00** lamp breaks and spreads burning oil over floor; treat flames as a small fire (see below).



## FIRE AS A WEAPON

A torch damages a target like a light mace if it is used to strike something. If the target is readily flammable, it might also catch fire, but this is a matter of referee's judgment.

However, if a torch is held next to a target for an entire melee round, the target will take fire damage. If the torch or similar flame source is being placed against an unresisting target, the target will take 1D4 damage directly to the specific hit location the first melee round.

If the placement of the flame is by chance or the target is resisting by attempting to ward off the flame and misses any parry he may have, the target has a chance of its current POWx5 or less on D100 of putting any available armor in the way of the flame. Protection or Shield spells automatically protect against the flame.

The flammability of the target must be decided by the referee, If the target is flammable, and takes initial damage as described above, it may continue to burn on its own at 1D6 a melee round in the affected hit location, with a referee determined chance of it spreading to another hit location. If the target does not catch fire, it ceases taking damage when the flame is removed.

A being's skin and body are not readily burnable; body hair is.

## AREAS AFFECTED BY FIRE

A torch affects a single hit location. A small fire, less than a meter square, affects each hit location entering it. This is usually the legs, but can include other areas of a victim who falls into it. A large fire, more than 1 meter square, affects the hit locations entering it and may do damage to the chest through flame inhalation.

This is done in the same fashion as damage from drowning. Only large burning fires have this effect. A large bed of burning coals would only have the effect of a small fire.

## PUTTING OUT A FIRE

To put out a fire by dousing it with water or smothering it, first roll the fire damage for each hit location, then roll D6 for the extinguishing attempt against each hit location affected. If the extinguish roll is not as high as the damage roll, the difference between the two is the damage taken that round. If the extinguish roll is higher, the flame is put out and the victim takes no damage in that hit location. A successful extinguish roll for each burning hit location must be made before the fire is totally out.

## DROWNING

This rule can be used for both missed swimming rolls and immersion in an Undine or water trap. It can also be adapted to poison gas attacks. If the character was expecting the immersion, he can hold his breathe the first melee round of his Immersion. For each of the second through the fifth melee rounds, the player must roll the character's CONx5 or less on D100 to maintain the held breath. For each melee round after this, the CON roll is reduced by one multiplier. Thus, on the sixth round the roll must be CONx4, the seventh would be CON x 3, etc. After the ninth round, the player must make CON as a percentage (CONx1) until after the 15th round. The chance is then reduced to 5% unless the CON is lower than 5.

Once one of these rolls is missed, the character takes D8 points of damage to the chest each round, except for any round in which a roll of CON as a percentage is made.

If the character is taken by surprise by the immersion, the player must determine by a roll of POWx5 or less on D100 whether the character had taken a breath. If yes, then follow the above procedure entirely. If not, go directly to the drowning procedure with a damage roll of D8 in the first round.

## FALLING

This rule covers damage taken from falling down a shaft or pit or being tossed by a horse or sylph.

Damage from a fall is increased for every three meters a character falls. The following table shows the result.

### FALLING DAMAGE TABLE

<i>Fall</i>	<i>Damage to hit location</i>
0.1 – 1.0 meters	no effect
1.1 – 3.0 meters	1D6
3.1 – 6.0 meters	2D6
6.1 – 9.0 meters	3D6
9.1 – 12.0 meters	4D6
each +3 meters	+1D6

Because of the shock of landing, the normal limits to what damage a limb can take do not apply. Thus a 3 point leg on a character with 9 hit points would not have a maximum of 6 points of damage taken to the hit points, but would take all which were rolled, which could kill the character.

Forward velocity is also counted in determining damage. A fall from a horse is in the 1 - 3 meter range, but being thrown effectively converts it to the 3.1 - 6 meter range. Likewise, a Large Sylph tossing a character 9 meters is giving him the equivalent of an 18 meter fall.

Referees should make any adjustment necessary for the relative softness of the objects landed upon. Armor will protect against damage in some instances (referee discretion as to which), but Protection and Shield spells will always protect the falling character.

This falling damage should be considered as the "damage bonus" to any stakes or other pointed objects at the bottom of a pit trap. Normal stake damage is that of a two-handed spear. Armor will always count against this damage unless the referee rolls 01-05.

A falling character whose player makes a successful jumping roll can specify the hit location the character lands on.

## THROWN OR SHOT OBJECTS

While thrown or slung rocks are taken into account in the combat rules, this rule deals with the missiles slung by a giant or engine.

## DAMAGE DONE BY LARGE OBJECTS

For every 3 kilograms an object weighs, add 1D8 to the damage it does (round down). Also, in the case of a manually-thrown object, add ½ the normal damage bonus of the thrower to the damage.

An object can be effectively thrown by a character if it weighs no more kilograms than the character has STR points. Basic range is 9 meters. Add 3 meters for every point of difference between the weight and the STR. A referee should take any awkwardness or aerodynamic qualities of the object into account. Assume that 1 ENC equals 3 kilos for the purpose of this rule.

## MACHINE THROWERS

Missiles for engines should be based on the above damage plus an STR rating for the engine. Referees should determine the STR of the engine to determine what size object they can throw as shown above.

Also, the engine would get a damage bonus based on ½ the engine's STR, rather than ½ the average of the engine's STR and "SIZ".

## DROPPED OBJECTS

In cases where the object is dropped, consult the falling rules. The damage from the falling object is taken from that table, with any necessary alteration depending on the size of the object dropped.

A large object will hit several locations at once, doing the same damage to each, causing more total damage. If the object is flung downward, the ½ damage bonus is added. The weight of the object has little to do with the damage in this case.

## THROWING

Throwing accurately depends upon the character's percentage skill level. In throwing there is no equivalent to the parry. There are two ways to throw: the Pitch and the Lob. Skill at both comes under the same experience category. The pitch is a direct-fire attempt to hit a standing target; the lob is an indirect-fire attempt to hit a point on the ground.

Accurate throwing is possible to a range equal to DEXx3 meters. Damage from missile impact comes only from pitched missiles.

Missing the target places the missile off-target a distance equal to the difference between the percentage needed to hit and the number rolled, times the range from thrower to target. In the case of a lob, one would roll for direction using a D6 or D8 (depending on battle-board configuration) to indicate major compass points. For a pitch, a missed shot goes to the left or right (50% each) and carries on to the limit of the thrower's range.

### EXAMPLE

*Gworch the trollkin lobs a rotten egg at Rurik the Runelord, who is in a parade with many Pavis notables. Gworch can throw at 70% - unfortunately his player rolled a 75%, and so the egg misses by 5% times the range, which was 40m, or 2 meters. Rolling for direction, the referee discovers that Gworch has actually hit Angerbad, an important Great Troll....*

## F. REFEREE NOTES

### THE RESPONSIBILITY OF THE REFEREE

Referees may run elaborate campaigns or individual scenarios. The scenarios can be simple adventures or involved quests. They can take place above and below ground, and they can include any type and degree of character interaction.

There are two evident campaign styles popular among players we know. Both depend upon the scenarios mentioned as the basic focus for action. The styles differ mainly in the off-stage activities of the characters.

## EPISODIC CAMPAIGNS

This refers to those games in which the regular characters adventure in pre-set locales, usually starting near the objective, and spend their 'between game time' in an unspecified world with spell and skill training costs equal to those given in the rules.

## FULL CAMPAIGNS

These require more commitment to characters and to the world in which they live. Characters must take care what city they sleep in, which cults they are friendly with, or whose family they can trust. The characters may have to spend game time on worldly duties, may find themselves embroiled in a cousin's feud, or have to hide for months without play because of a government enquiry or purge. Players can find themselves on long "talking adventures," without a spell cast or a weapon bared.

Most campaigns are a blend of both types. The key is to find the style which best suits the referee and the players.

A new referee should begin simply. Plan to have a couple of beginning players, monsters, and few opportunities for error. Test a few rules at a time, and be prepared to check the book as necessary, and always discuss rules questions with the players - it's their game, too! Working together, a few trial attempts will instill you with confidence (or convince you that you don't want to referee).

## BUILDING SCENARIOS FOR CAMPAIGNS OR FOR INDIVIDUAL ADVENTURES

The referee must devise the floor plans of any building, dungeon, or cave the adventurers enter. There are ready-made plans available in most game stores for those who don't like to draw. A detailed map of the surrounding countryside, so that the players know where they are, is also necessary.

That's the easy part. These areas, above and below ground, must be stocked with monsters. The referee should think in terms of believability and consistency. A complex of caves stocked with a different monster in each cave, all of whom are mutually antagonistic, may prove exciting for the moment, but will quickly pall into boredom.

An adventure area, whether it be section of forest, cave, old ruin, river, etc., should provide the player with the following opportunities:

1. Experience in the use of his skills
2. Opportunity to obtain treasure and thereby purchase further training
3. The chance to die in pursuit of the above
4. Enjoyment while doing all of the above.

The principal idea in setting up scenarios is balance. Large giveaway treasures which can be had with no effort, or the slaughtering of inadequate guardians, will become boring. Scenarios which slaughter 90% of the party for a reward which doesn't meet expenses will become frustrating. And, of course, scenarios where the monsters are too tough to beat, no matter what the skill of the attackers, will rapidly turn off players.

This is not to say that beginning characters shouldn't encounter defenses too tough to crack. There is no point in a world where the monsters can always be beaten, no matter who



opposes them. In such world the monsters would not survive, much less accumulate treasure.

But hard nuts should not sit squarely across every path which beginning Adventurers take to progress in the world.

The referee running an ongoing campaign must have a mix of hard and soft menaces for his players to meet, and some they can't take until they've made the final steps to Rune Lord and Rune Priest. Major menaces should be adequately marked, too, to warn the wary. If a party of beginners insists on taking on the famous Troll Bridge, where parties of experienced Adventurers have failed to return, one must let them go. You never know - they might surprise you.

It cannot be too strongly stated that a referee should not become emotionally involved in the scenarios he builds. The twin banes of FRP games are angry players and angry referees.

### POPULATING YOUR SCENARIO

Referees designing cave complexes and other underground areas should concentrate on small, integrated complexes, rather than sprawling mazes full of random monsters. Even in sprawling mazes, the monsters will tend to organize themselves into spheres of influence.

An underground hideaway should be the home of an organized group of opponents with ready plans of defense and attack. This does not mean that they are all of the same race, just that they cooperate.

On the other hand, it makes an interesting scenario to have the area the scene of a struggle between two or more groups, with the Adventurers drawn into the middle. Which side will they favor?

### TREASURE

An Adventurer with a couple of successful scenarios under his belt should have accumulated sufficient Lunars to get himself out of debt to the guilds and cults. The Treasure Charts in *Chapter IX* are indications of what an individual monster could be expected to have. They can be easily adjusted to the whim of the referee.

There is nothing to say that the treasure must be in plain sight. It may be tucked away around corners, hidden behind secret panels, buried in the bedding, or occupying the monster's stomach - a few of the possible hideaways. If the monster is a guardian for someone else, the treasure also may be trapped. Give your players a chance to use their abilities to Spot Hidden Items, Spot Traps, and Remove Traps. Of course, if they don't succeed, no treasure.

### STARTING NEW PLAYERS

Experienced referees and players often forget how confusing and difficult a role-playing game is for beginners. Referees especially should make an effort to teach their players the easy way to do things, enforce the proper sequences, and answer questions which disrupt the game. If you are a beginning referee, it can be very difficult.

We advise that the referee prepare some simple scenarios using these guidelines. First, make them easy to follow for newcomers. Take them through familiar terrain, not the Riddle Maze of Elder Wisdom.

Second, give the players plenty of opportunity to use many of their non-combat skills early in the game to illustrate the D100

resolution system. Make them track, climb, roll a rock aside (thus use the resistance table) and so on. Finally, make the combat simple and use beginning types of monsters. A couple of trollkin or shadow cats are real menaces to beginning parties, while a large band of rubble runners make them both fight and think. A band of skeletons is a good morale booster for a discouraged party. But not too many! - superior numbers always tell in *RuneQuest* combat.

## G. LANGUAGES OF GLORANTHA IN THE DRAGON PASS REGION (THIRD AGE)

### HUMAN LANGUAGES

#### ESROLIAN

A language used in the Holy Country land of Esrolia. It is related to the "earth speech" of the spirits worshipped in that country. Esrolians generally learn Tradetalk as a second language. Speakers also know Earthtongue at a ratio of 1% Earthtongue per 10% Esrolian.

#### GRAZELANDER

This is the remnants of a language once known as "Pure Horse Tongue." It is spoken only by the Grazelanders as a primary language, but is very similar to the language of the horse barbarians of northern Peloria. The natives use it only among themselves, preferring Tarshite, Esrolian, Sartarite, or Tradetalk with outsiders.

#### LUNAR

This is also called "New Pelorian" and has many similarities to Tarshite. It originated in Peloria with the Empire of the Red Moon and has altered that old tongue. It is spoken by all Lunar natives, who will ordinarily know Tarshite, Tradetalk, Grazeleader, or another foreign tongue as their second language. Speakers understand Tarshite at 1/2 x their Lunar ability.

#### OLD PAVIC

Some 500 years before, this now nearly-dead language was spoken in the Empire of the Wyrms Friends. The Empire ruled Old Pavis in that age when the huge ruins were cut off from the outside world, and the native humans still speak it. Now that the city is reopened, it is again known to the outside world. It is also used in ancient religious ceremonies at Adari, but not spoken by the populace there. Speakers of this language also know Draconic at 1/4 x their Old Pavic ability.

#### PRAXIAN

The Prax Animal Nomads use this language. It is spoken by all of the tribes there, including the nonhuman morokanth, and has also been adopted by the non-herding peoples such as the Men-and-a-half, or the local Basmoli Berserkers.

#### SARTARITE

The primary language for all of the natives of the kingdom of Sartar, it was imported from the region of the Hendriki in the Holy Country when the Sartarites moved northwards, and they speak it there as well. It is the second language of the peoples of Alone and Alda-Chur, which joined the kingdom later than the other cities. Speakers are likely to know Tradetalk as a second language. Speakers will know Stormspeech as well, at 1% Stormspeech per 10% ability in Sartarite.





## TARSHITE

The native tongue for the regions of Tarsh and the Tarsh Exiles around Wintertop in the Far Place cities, the speech was imported when natives from Peloria (to the north) moved into Dragon Pass. It is sometimes called “Old Pelorian” for that reason. A speaker of it can speak Lunar to ½ his Tarshite language ability.

## TRADETALK

The cult language of the Issaries trader cult, Tradetalk has been taught by them all across the world. It is the closest thing to a common tongue which Glorantha has, and may be learned almost anywhere, including non-human areas. It is the widest-known second language.

## NON-HUMAN LANGUAGES

### ALDRYAMI

The language of elves and their kin: since the separation of the elf nations across the world, the different forests have developed some local variations of Aldryami, but these are more like accents than different dialects. All Aldryami prefer to use Tradetalk to communicate with non-elves, even if the non-elves show off their knowledge of Aldryami.

### BEASTSPEECH

The language of animals and half-animals, such as Beastmen and baboons, is very difficult for people to speak it, but it is easier for people to learn it if they can find a teacher.

### DARKTONGUE

Creatures of darkness, such as trolls, giants, shades, and their ilk, speak Darktongue. It is very ancient, and writings in it exist from before the Great Darkness.

### DRACONIC

Dragons and their kin, especially the Dragonewts, Wyrms, and such creatures, speak it. Dream Dragons almost always speak it, rarely knowing another language due to their peculiar origin. It is difficult for non-draconic types to learn, though dragonewts seem to have little problem learning other tongues. Speakers of Draconic also know Old Pavic at ½ their Old Pavic ability.

### EARTH TONGUE

The speech of gnomes, Earth cults, reptiles, and other earth-related creatures; the language has a few affinities with Aldryami.

### FIRESPEECH

Fire-worshipping or constructed creatures such as salamanders, and birds and more obscure races speak it.

### MOSTALI

The tongue of Mostali, dwarves, and their minor created races is little-used, though some miners use it as a “secret language” to confound their overseers or other foreigners.

### SEATONGUE

The watery races, including all Triolini (merpeople, intelligent beasts such as dolphins, and undines) speak this.

## SPIRITSPEECH

This is a common tongue for spirits when they do not communicate by Mind Link. It is made of parts of all the divine languages, but especially Stormspeech.

## STORMSPEECH

Native talk of sylphs, mammals, and other air spirits and cults.

## H. PREVIOUS EXPERIENCE

Player characters are assumed to be full grown and have attained their majority by age sixteen, and hence are ready to play. However, referees may allow players to build up their characters before they enter active play by using Previous Experience. This presumes that characters survive another five years beyond their sixteenth birthday.

### INCREASE IN CHARACTERISTICS

Characters may improve in several different areas, discussed separately below. All characters, though, have the same chances of increasing their personal characteristics. Roll D100 once for each of these characteristics: STR, CON, DEX, POW, and CHA.

01-03	Characteristic increased by 3.
04-10	Characteristic increased by 2.
11-25	Characteristic increased by 1.
26-00	Characteristic increased by 0.

If the result on this table would take a character past a normal species limit, then the result should be reduced to the maximum possible. Thus if a character would normally be restricted to an STR of 12 due to his CON and SIZ, then rolling on this table could not take it to 13 or higher.

### AVAILABLE EXPERIENCE

Most cultures restrict social mobility and general chances of self progress or improvement. Such restrictions vary widely; the charts in this section offer suggestions usable in the Dragon Pass region as well as many other campaigns.

Players are presumed to already have rolled up their character’s basic background on the chart in *Chapter II*. At the age of sixteen they may then choose to try any of the possibilities offered here. Except for militia training, the choices are mutually exclusive.

### PEASANTS

The tillers of the soil, and depending on their nation and province they may be free farmers, sharecroppers, serfs, or slaves. An Adventurer coming from a culture where peasants are slaves may be either freed or escaped. Peasants are the largest percentage of any civilized populace but their relative numbers among Adventurers is much smaller. Most peasants spend their lives on the land with little chance to break away for adventure or for training and their opportunities are fewer. They may, however, attempt to join mercenaries, militia, or to apprentice themselves to thieves, mariners, foresters, players, or horse masters.



## TOWNSMEN

They are the tradesmen and craftsmen. Peasants or nobles may live in a town, but they are excluded from the classification as used here. It also includes the extensive merchant class which exists in Glorantha. The crafts are divided into guilds or brotherhoods, and are represented in these rules under Other Skills (*Chapter VI*). Townsmen may join mercenaries. Otherwise, they must join the militia, and will be able to join an apprenticeship program 95% of the time.

## NOBLES

These are the leaders of the communities. They may inherit their position, receive it as a grant from a king, or be elected, depending on the region and time. Their position usually includes wealth, and they are the fortunate few of their worlds who have fame, money, and power at their disposal. Noblemen may join mercenary bands, but even if serving with a foot regiment they will get cavalry experience instead. Nobles would never think of apprenticing themselves, and they are generally the ones who train the militia not learn from it.

## BARBARIANS

Classically defined, they are people who do not speak the way you do. In *RuneQuest*, we use the term for a wide spectrum of nomadic herdsmen, primitive villagers, hunter-gatherers, and idyllic rural or pastoral herdsmen. They are less likely to live in towns and are forbidden to learn apprentice skills. They may join mercenaries.

## MILITIA

Militia training varies widely through time and space. In the Dragon Pass area there are many societies, but none of the dominant ones disarm their peasantry. All able-bodied free men (and women, in some places) are required to show up for muster and training for the defense of their community.

To join the militia, a character must have the minimum STR and DEX requirements to handle the basic militia weapons of one-handed spear and medium shield. They are expected to supply these weapons themselves and are allowed any sort of armor which they can afford and can carry.

Militia training through the year, including possible time spent in wars or in fighting outlaws, is free. It will be equal to 900 Lunars worth of training for the first five years, split between the militia weapons of one-handed spear and medium shield. A militiaman will also have 1D4 opportunities to fight and will get that many chances to go up in his spear and shield parry through experience. Thus an average character with no bonuses will be 25% with the one-handed spear and medium shield through training only.

Each year after the first five spent in the militia will get a further 200 Lunars per year of spear or shield training.

Another weapon should be added to militia armament This is traditionally a sword, axe, or mace type. Just what type is left to the discretion of the referee, but it might depend on local usage (such as the Frankish preference for axes) or might be totally uncontrolled. Such secondary weapons are also called weapons of desperation, and are not intended for long use in combat if possible. Hence there is no training in this for militia.

## APPRENTICESHIPS

Not anyone can be accepted for apprenticeship. Foreign barbarians are out of the question, and no master could trust a nobleman who lowered himself to this work. Some crafts accept peasants, but the more specialized among them often do not. These attitudes are reflected in the list below.

There usually are no physical requirements needed to become an apprentice. Slow or unfit workers simply advance slower. Nor is it necessary to have equipment.

Apprentices are expected to work for their master in return for teaching They may also live and board there. They will also be required to join the militia and will get appropriate experience from that. They cannot join mercenaries and be an apprentice.

Townsmen wishing to join a guild may do so on a roll of 01-95 on D100.

Peasants wishing to join have a more difficult time, and must make a roll depending on the type of guild they wish to join. To join the Horsemasters Guild, a peasant must roll his Horsemanship ability as a percentage. To join the Maritime, Foresters, or Players guilds, peasants must roll 01-70. To join the Thieves, they must roll luck (POWx 5), to be contacted by a secretive master thief. Armorers guilds take peasants on a roll of their STR+CON divided by two and multiplied by five, as a percentage. Free Sages require a roll of a peasant's INTx5 as a percentage to join. Alchemists allow peasants to join if they roll INTx3, plus each 100 Lunars given gets an additional 5% to their roll.

Barbarians may join their own tribe's Horsemasters Guild if they have one. They may not join any town guilds.

### A FEW MORE RAMBLING RUNEQUESTIONS

*On previous Experience, where did the Noble section go? We decided it would be much easier if the Noble either became a Mercenary, which can be interpreted to mean service in a national army, or just bought whatever training he needed. Unfortunately, this was not made explicit.*

### ON THE SUBJECT OF PREVIOUS EXPERIENCE...

Greg Stafford rewrote my original draft. In the process he dropped the necessary roll to become a mercenary. Add all seven characteristics together and try to make that number or less on D100. This is fairly easy for most characters (a totally average character would need to have 73.5 or less rolled on D100) but it can trip up the best characters around.

Oh yes, I managed to leave out dragoons (which are common in the Lunar empire) in the list of possible mercenary companies. Those of you setting up your own charts should take this possibility into account. Riding Skills would be in the 30% range, I imagine, but the other skills would be like Infantry, not Cavalry.

### NOTE OF THANKS

There are a lot of you out there who have helped the second issue of *RuneQuest*, and the game in general, immeasurably. Thank you all, we could never have done it without you. In particular, John Sapienza, Mark Chilkenskas, Mark Swanson, Dan Pierson, Rudy Kraft, Bill Keyes, and whole list of people whose names appear on the second page of RQII, and bunch we left out accidentally, have been invaluable, and we hope you've gained as much from the final results as you put into them.

## EXPERIENCE GAINED

In the course of a year an apprentice will be trained 12 hours per week and work for his master the rest of the time. This amounts to 100 Lunars a week times 40 weeks (Gloranthan years are 40 weeks long) for a total of 4000 Lunars worth of training in the guild skills per year of service. For most guilds, an apprentice will be trained in all the skills of the guild, and this means that he cannot learn more than 4000 Lunars worth of any one skill.

Sages are an exception. The Sages guild only insists that its apprentices split this training between at least two of the available skills. Thus they can become specialists in a few skills.

Armorers are another exception. The Armorers traditionally train an apprentice in only one of their skills, leading to an apprentice with a 75% level in one of their skills when the five year period is over.

### EXAMPLE: DEVORA THE THIEF

*Devora was fortunate enough to be contacted shortly after her sixteenth birthday and be asked to join a local band of burglars. After five years she has spent her equivalent of 4000 L of training thusly:*

Skill	% Ability	Cost
Climbing	60%	4000 L
Jumping	80%	4000 L
Trap Set/Disarm	40%	4000 L
Move Silently	50%	3800 L*
Spot Traps	50%	3800 L*

\* The cost of individual skills cannot exceed 4000 L, and Lunars lost cannot be used elsewhere.

## LEAVING APPRENTICESHIP

Apprentices who leave their teachers may retain associate status in the guild without paying a fee for it. They will have to pay for any continuing education with their earned money. They can receive no credit for further training.

Most masters are also tight-fisted, but may help out favored students. To find out how much money apprentices leave their craft with, the player multiplies the character's CHA times a roll of D100 to find the number of Lunars saved or given to him as a gift. Even thieves must do this, yielding up their loot to their masters while apprenticed.

## BARBARIANS

Previous experience for barbarian tribes is differently handled. Rather than assuming that a beginning character has had wide exposure to many weapon types and customs and cults, it presumes that the barbarian has been raised in a strict and somewhat primitive environment. This gives him some advantages of training, but shorts him in others.

Experience is the most obvious difference. For example, when a beginning character starts out from a barbarian tribe he will know only his tribal weapons (as outlined below) and he will know these at an ability of 15% plus his personal attack and parry bonus. All other weapons will be treated as 5% ability, though, and any training must be begun at that level despite any attack bonuses.

Previous experience for the barbarians who choose to stay in tribe and learn tribal skills is different. They will be trained for free up to the percentages cited below rather than any set cash amount. All unnoted skills are at their basic chance + natural ability.

## BASIC TYPES

In the Dragon Pass area the following tables can be used to give an approximate division between the nomadic animal or horse-riding nomads and the mountain or forest-dwelling hunter/farmer.

### D100 Type

01-60 Foot Barbarian

61-00 Mounted Barbarian

## FOOT BARBARIANS - WEAPONS

Each tribe will have its own specialized weapons. On the following lists roll twice for column A and once for column B. If the same weapon is rolled twice, or both shields are rolled, then roll one die again until a different result is obtained:

### 1D6 Weapon A

- 1 one-handed mace
- 2 large shield
- 3 one-handed axe
- 4 one-handed sword
- 5 one-handed spear
- 6 medium shield

### Weapon B

- 1 sling
- 2 two-handed spear
- 3 two-handed axe
- 4 javelin
- 5 thrown axe
- 6 bow

Characters gaining previous experience from a foot barbarian tribe will know one weapon at 40% plus natural ability, and the other two at 20% plus natural ability bonus.

## FOOT BARBARIANS - SPELLS

These people have a full range of spells. A character with foot barbarian background will have 1D6 points of battle magic, taken from the following list: Bladesharp 2, Bludgeon 2, Countermagic 2, Detect Detection, Detect Enemies, Detect Gems, Detect Gold, Detect Life, Detect Magic, Detect Silver, Detect Spirit, Detect Traps, Detect Undead, Detection Blank 2, Dispel Magic 2, Disruption, Dullblade 2, Extinguish, Fanaticism 2, Farsee, Glue 2, Healing 2, Ignite, Ironhand 2, Light, Mindspeech 2, Multimissile 2, Protection 2, Shimmer 2, Silence, Speedart, Spirit Shield, Xenohealing 2.

Old warriors who've stayed with the tribe would have larger complements of spells at the rate of 1D4 points per five years of service with the tribe.

## FOOT BARBARIANS - OTHER SKILLS

Beginning characters will have all of the listed skills here at 30% despite any natural bonuses, plus any three chosen at 50% plus natural bonus. These are available to foot barbarians: Camouflage, Jumping, Set/Disarm Traps, Spot Traps, Climbing, Move Quietly, Spot Hidden Items, Tracking, Hide in Cover, Oratory.

## MOUNTED BARBARIANS - WEAPONS

Mounted barbarians have little available variety of weapons because of the inefficiency of many weapons from animal-back. Roll 1D8 until three different weapons are chosen for the tribe. Choose only one shield.



<b>1D8</b>	<b>Weapon</b>	<b>1D8</b>	<b>Weapon</b>
1	One-handed sword	5	Lance
2	One-handed axe	6	Javelin
3	One-handed spear	7	Small shield
4	Bow	8	Medium shield

Characters from these tribes will know one weapon at 40% ability plus their natural ability, plus two other weapons at 20%. All other weapons are at 5%.

### MOUNTED BARBARIANS - SPELLS

The spells available are the same as those for foot barbarians.

### MOUNTED BARBARIANS - OTHER SKILLS

Mounted barbarians with previous experience start at 70% Riding ability, plus natural ability, and two other skills at 50% each plus natural bonus. All others listed begin at 30%, without bonus. Skills available are: Camouflage, Hide in Cover, Oratory, Riding, Spot Traps Tracking, Spot Hidden Items.

### MISCELLANEOUS

1. Armor for barbarians is presumed to be leather and cuirboilli. In a group which is encountered, 30% may have metal armor, and these will also likely be the experienced warriors or adventurers.
2. Money for barbarians should be treated as in *Chapter II*, with each character beginning with D100 Lunars.
3. Defense should also be checked for all characters with experience. Due to the constant conflict he lives in, a player character should be allowed 1D4 Defense experience rolls (INT as a percentage on D100) as part of his prior experience. This applies to characters who start out with a Defense bonus, of course.

### MERCENARIES

The constant friction at the edges of the Lunar Empire fosters companies of mercenaries. These mercenaries hire out to various employers throughout Glorantha. They constantly recruit to replace losses from death or resignation. These companies often become incorporated into a national force on a temporary basis. These mercenaries resemble the *condottieri* of medieval and renaissance Italy, or the Greek hoplites under Xenophon who were employed by Persian emperors.

The referee should determine how many mercenary companies are in the area of the campaign and what sort of company each is. These companies can provide prior experience for characters, employers for characters, or opponents.

### TYPES OF COMPANIES

Basically, a mercenary company will be either infantry or cavalry. Infantry in turn divides into Heavy, Medium, and Light, as determined by weapons and armament; cavalry divides into Heavy and Light. To randomly determine the available regiments, use this chart:

<b>D100</b>	<b>Type</b>
01-20	Infantry, heavy
21-50	Infantry, medium
51-75	Infantry, light

<b>76-85</b>	Cavalry, heavy
<b>86-00</b>	Cavalry, light

### INFANTRY - SKILLS

The following list shows what skills can be increased by serving as a mercenary. Two of these may be chosen by player characters as their preferred skills, and when they leave the mercenaries they will have these at a 50% ability plus natural bonus, and all the others will be at 30%. Available are: Camouflage, Hide in Cover, Spot Hidden Items, Spot Traps Tracking.

### INFANTRY - SPELLS

A player character coming from a mercenary infantry company will know 4000 L worth of the spells on the list following, gained as part of their experience. Available are: Bladesharp, Countermagic, Demoralize, Detect Enemies, Healing, Mobility, Protection, Repair, Speedart.

### INFANTRY - WEAPONS

Weapons vary according to the type of company.

*Heavy Infantry* - this unit specializes in heavier weapons and armor, sacrificing speed for staying power. The following combinations of weapons are available to heavy infantry mercenaries, and the referee is always free to add more or change the combinations:

<b>D6</b>	<b>Weapon Combination</b>
1-2	one-handed spear, shortsword, large shield
3-4	two-handed spear, one-handed sword, small shield
5	javelin, one-handed axe, large shield
6	two-handed axe, one-handed sword

*Heavy Infantry Armor*: heavy or light scale hauberk, plate greaves and vambraces, closed helm.

*Medium Infantry* - medium infantry moves faster and lighter, and has a greater variety of weapons than does a heavy infantry unit.

<b>D6</b>	<b>Weapon Combination</b>
1	one-handed spear, one-handed sword, medium shield
2	two-handed spear, one-handed axe
3	crossbow, one-handed sword, medium shield
4	javelin, one-handed axe, medium shield
5	two-handed axe, one-handed sword
6	javelin, two-handed spear, shortsword

*Medium Infantry Armor* - ring mail hauberk, cuirboilli greaves and -braces, open helm.

*Light Infantry* - these are the skirmishers and missile users, the scouts and foragers. Roll for a particular company combination.

<b>D6</b>	<b>Weapon Combination</b>
1	Bow, one-handed sword, small shield
2	Javelin, sling, small shield
3	Javelin, short sword, small shield
4	Sling, one-handed sword, small shield
5	Javelin, one-handed spear, small shield
6	Crossbow, one-handed sword





*Light Infantry Armor* - leather hauberk, pants, vambraces, and composite helm.

## CAVALRY - SKILLS

When a character leaves the mercenary cavalry, he will have a Riding skill at 80%, including natural bonuses, plus any one other skill at 50% plus natural bonuses, and all others at 30% or natural ability, whichever is larger. Available are: Camouflage, Hide in Cover, Riding, Spot Hidden Items, Spot Traps, Tracking.

## CAVALRY - SPELLS

The character finishing a stint with a mounted mercenary company will know 2500 Lunars worth of spells from the list which follows, in addition to Xenohealing 2. Available are: Bladesharp, Countermagic, Demoralize, Detect Enemies, Healing, Mobility, Protection, Repair, Speedart.

## CAVALRY - WEAPONS

*Heavy Cavalry* - used for the charge, meant to break up infantry formations and ride them down. Roll for the particular company.

D6	Weapon Combination
1	bow, lance, one-handed sword
2-5	lance, one-handed sword, medium shield
6	javelin, one-handed spear, one-handed axe

*Heavy Cavalry Armor* - heavy or light scale hauberk, plate greaves and vambraces, closed helm; horses may have leather barding.

*Light Cavalry* - used much the same way as light infantry. Some are missile users, some are used to harry retreating foes and scout. Roll 1D6 for the weapon combination of a particular company.

D6	Weapon Combination
1	bow, one-handed sword, small shield
2	bow, lance, one-handed sword
3	crossbow, one-handed sword, small shield
4	javelin, one-handed sword, medium shield
5	lance, one-handed axe, small shield
6	lance, one-handed sword, medium shield

*Light Cavalry Armor* - cuirboilli cuirass, greaves, vambraces, leather skirt, and open helm.

The player character starting out as a graduate of one of these mercenary companies will be at 50% plus natural ability bonus with one of the weapon skills of his company, and 30% plus natural ability bonus with the others. All other weapons present the usual basic chance use.

## MISCELLANEOUS

1. Mercenaries have many opportunities for looting, and as many chances for losing the loot again. Roll D100 and multiply the result by the INT of the character. The result gives how many Lunars the mercenary left his last service with.
2. A mercenary player character may attempt D6 Defense experience rolls (INT as a percentage on D100) as part of

his experience. This only applies if the character starts out with a Defense bonus.

3. A referee may wish to base a series of scenarios around the adventures of a mercenary band. There is no reason that a character must leave his mercenary company to become an adventurer.
4. Nobles who become mercenaries will probably become officers of the company. As such, their best weapon will be whatever one-hand weapon the company specializes in, and their other skills use will be that of a cavalry mercenary, if their company is infantry or is cavalry.
5. Mounted barbarians will only join cavalry companies. If none are available, they will not join a mercenary company. Foot barbarians will only join infantry companies.
6. For a character to join the mercenaries (which also can be understood to be the national army of his nation), the player must roll the character's total characteristics or less on D100. Thus Rurik, with STR 12, CON 16, SIZ 12, INT 16, POW 12, DEX 6 and CHA 10 has a total of 84, and therefore an 84% chance of being accepted. Referees might want to add modifiers for social status.

## I. DISEASE

There are five main Gloranthan diseases:

**Wasting Disease** - this disease steals STR points. When all of a character's STR is gone, he is helpless and soon will die.

**Brain Fever** - this assaults the mind, the INT of a character. When all INT is gone, the character is in a coma and will soon die.

**Soul Waste** - a disease which attacks in the spirit plane, attempting to destroy the victim's POW. A character without POW has totally ceased to exist.

**Creeping Chills** - attacks the CON of a character. When the character's CON reaches 2 or 1, he is unconscious; when it reaches zero, he is dead, and his spirit has departed.

**The Shakes** - steals DEX until the character is a mass of uncontrolled motor nerves.

## CONTRACTING A DISEASE

A character can be exposed to disease in many ways. Broos are constantly carrying one disease or another, and some areas such as swamps and some old ruins are plague spots. During wars, long sieges often provide breeding grounds for disease. One of the cults of Glorantha is that of Mallia, Mother of Disease. Her Priests have many ways of creating and encouraging disease.

## DISEASE EFFECTS AND RESISTANCE TO DISEASE

When a character contacts a disease, the player must make a roll of D100 of his current hit points (or the character's CON if their current CON is lower than their hit points)x5 or less. If the roll is successful, the character has not contracted the disease.

If the roll is unsuccessful, the player tries the same roll again. If it is successful this second time, the character has contracted the chronic stage of the disease. He will lose a point of the characteristic affected each game month (every 4 game weeks). Each game month, the player will try to make the roll again. Once he is successful, the character has recovered from



the disease, but the loss of characteristic is permanent until trained up again. The first point off the characteristic is lost at the time of contracting the disease.

While suffering from the chronic form of the disease, the character can continue with his daily routine and operate as usual, except for the effects of the slow erosion of the characteristic.

If the second roll is unsuccessful, the player rolls again to try to make the needed roll. If he is successful this time, the character has contracted the acute form of the disease. He loses 1 point of the characteristic every game hour.

Every game hour the player may attempt to make the hit point roll again, but only if the character has been totally resting the previous game hour.

Thus, if Horus the Hairy is hit by the Creeping Chills in the acute form, he loses 1 point of CON an hour as his friends get him back to town (a 5-hour trip). After 1 hour of bed rest, Horus' player attempts to make the hit point roll. Horus has 12 points of CON and was of average SIZ. After 5 hours of travel and an hour of bed rest, he has 6 points of CON left. Computing  $6 \times 5 = 30$ , but Horus' player rolls a 40, so Horus loses another point of CON, giving him a 25% chance. The player rolls 04 on D100, and Horus starts to recover. However, Horus now has a CON of 4.

If the player fails the third roll, the character has contracted the terminal form of the disease. He loses 1 point of the characteristic every full turn (5 minutes) and only divine intervention can halt (not reverse) the course of the disease.

## OTHER DISEASES

The diseases given here are sample diseases. There are many more in Glorantha, often comparable to those found on 20th century Earth. The ones described are easy to keep track of, but those referees wishing more variety are encouraged to create new diseases and effects.

## J. SAMPLE ENCOUNTER CHARTS

What enemies are met and when they are met is a subject of much debate. One school of thought believes that pre-set scenarios with deliberate construction and residential populations presented in a logical and realistic order is the best way to play FRP. The other school says that a randomized encounter chart full of vagaries and whimsical chance must be followed to avoid referee involvement or favoritism. A wise referee uses both methods, tailoring them to suit the players, the scenarios, and the mood of the moment.

The following encounter charts are offered as a general introduction to types available and as a suggested method of presentation. After terrain is discussed, the first chart is the Chance of Encounter chart, which includes the number of times per day to roll. If something is encountered, then the referee should roll on any of the appropriate Regional Encounter charts. If there is not an automatic result from said encounter (such as elves being met by dwarves), then the referee may use one of the Response tables to see what the encountered beings do.

## TERRAIN TYPES

The different types of terrain are self-descriptive; combined with this list below they give a fair idea of the countryside.

**Chaos Nests** - these foul places are where things of Chaos have been allowed to gather and grow; they are festering places worth destroying just for the sake of sanity and the universe.

**Cultivated Areas** - this means a farmed area with relatively dense populations.

**Dwarf Mountains** - an area which is known (at least by the referee) to be inhabited by Mostali.

**Elf Woods** - the forests inhabited by the Aldryami. There is little doubt of being found in these places.

**Mountains** - the bleaker and more rugged slopes and hills are intended here, not the foothills which are included in Open Country.

**Marsh** - this includes large swamps, like the Upland Marsh, or smaller bogs tucked away and forgotten in many other terrain types.

**Open Country** - this includes fertile lands suitable for hunting, hiding, herding, and so on. Land will include some trees, occasional villages, and so forth.

**Prax** - the wide chaparral area of the right-hand map on page 125. It is an open plain useful only to herdsman and their beasts.

**River** - includes the banks, lakes, islands, and streams too small to be put on the maps. Be sure to integrate this chart with areas it flows through, thus using Forest/River charts, for example.

**Ruins** - Glorantha has many ruins. The Big Rubble is a huge one, while Prax is dotted with remnants of the Gods War civilization.

**Towns** - towns on the coast or on major roads will be larger than those on smaller roads or in isolated areas.

**Troll Areas** - shadowy lands wisely ignored by most of mankind.

**Woods** - forested areas where trees are the dominant vegetation, though such areas will include open areas of ground, as well.

### SAMPLE TERRAIN ANALYSIS OF MAPS ON FOLLOWING PAGES

<i>Place on map</i>	<i>terrain type</i>
Better Place	open country
Caravan Alley	Prax
Dagori Inkarth	troll area
Esrolia	cultivated
Far Point	cultivated
Good Place	open country
Grazelands	open country
Head Acres	open country
Hendreki	cultivated
Long Dry	Prax
Lunar Tarsh	cultivated
Orani's Mistake	Prax
Sacred Ground	open country
Sartar	cultivated
Shadows Dance	mountain
Snakepipe Hollow	chaos nest
Stinking Forest	elf woods
Sun Dome	cultivated
Troll Woods	troll area
Upland Marsh	marsh
Vale of Flowers	open country
Wintertop	mountain















- 73-74 10 point skin (treat as armor)
- 75-76 12 point skin (treat as armor)
- 77 appears to be a harmless creature until engage in melee
- 78-80 regenerates 1D6 hit points per melee round in hit location until dead
- 81-82 capable of leaping up to 10 meters
- 83-84 undetectable by use of magic
- 85 appearance extremely confusing (treat as 40% Defense)
- 86-87 valuable gem (treat as roll of 03) inside the beast
- 88-90 agonizing screams when moving
- 91-92 stench overpowering: make Constitution x 5 or less on D100 or lose consciousness
- 93-94 can reflect spells up to 1D6+2 Power back at caster
- 95-96 this hideous beast demoralizes all who gaze upon it - like a spell but as if cast with a POW of 36
- 97-98 Size +2D6
- 99 roll twice
- 00 this endearing beast has a Charisma of 5D6, and it attacks via Charisma vs. Intelligence. If it succeeds, the character will try to make friends with it, accompany it in the future on adventures, and act as its bodyguard. It already has 1D6 bodyguards. Treat the attack as magical, except that Charisma is used. You will fight with it against your friends if they attack.

## N. BIBLIOGRAPHY

A complete bibliography of our favorite fantasy and historical books would be too extensive for this column. This list contains those which we felt exemplary or exceptional.

- Bibby, George. *4000 Years Ago* - check your library for other titles as well; anything by Bibby is recommended.
- Byfield, Barbara N. *The Book of Weird* (formerly *The Glass Harmonica*) - a delightfully-written and illustrated encyclopedia of things fantastical.
- Coles, John. *Archeology by Experiment* - excellent description of the practical side of archeology, easily relatable to FRP games.
- Connolly, Peter. *The Greek Armies, The Roman Army, and Enemies of Rome* - three educational picture books of incredible detail and content.
- Draeger, Dorm F., and Smith, Robert W. *Asian Fighting Arts* - an excellent survey of what it really takes to master a weapon.
- Foote, Peter (ed.). *The Saga of Grettir the Strong* - one version of the making of a hero, direct from the Age of Heroes of Iceland.
- Funcken, Lillane and Fred. *Arms and Uniforms: Ancient Egypt to the 18th Century* - first-class illustrated book of historical costumes and weapons.
- Howard, Robert E. *Conan* (and others) - the archetypical noble and savage barbarian written with muscle and guts; his notes have been finished with less gusto by other writers as well.
- Keegan, John. *The Face of Battle* - the descriptions in this book are a must for anyone wanting to know some truth in grisly detail about ancient and medieval warfare.

- Leiber, Fritz. *Swords in the Mist* (and others) - a basic source of modern fantasy; the stories about Fafhrd and the Grey Mouser are classics.
- Magnusson, Magnus (ed.). *Njal's Saga* - an excellent look at a Dark Ages culture, and some rousing fighting besides.
- Malory, Thomas. *Le Morte d'Arthur* - more information on heroic actions, though of a limited cult. Useful too for inspiration on possible events for FRP.
- Moorcock, Michael. *Elric* (and others) - a basic source of modern fantasy.
- Smith, Clark Ashton. *Hyperborea* (and others) - more standards of fantasy fiction, which everyone should at least taste.
- Stone, George Cameron. *A Glossary of the Construction, Decoration, and Use of Arms and Armor* - heavy emphasis on Japanese fighting gear, but worth it anyway.
- Sturlasson, Snorri. *King Harald's Saga* - a superb epic tale by Iceland's most famous saga writer, proving you do not need fantasy to create legend.
- Tolkien, J. R. R. *Lord of the Rings* - a modern fantasy classic. Tolkien is rightfully accorded as the Master of fantasy, and if you have not yet read LotR, please do yourself a favor. Of his other works, see also *The Silmarillion* - notes of the Master compiled posthumously by his son, Christopher. These are a chronicle of the earlier ages of Middle Earth.

## OTHER FANTASY ROLE-PLAYING GAMES

- NOTE: These are historic, not current, addresses from 1980.
- Chivalry & Sorcery; Bunnies & Burrows; Flash Gordon & the Warriors of Mongo; Starships & Spacemen* - all from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576.
  - Empire of the Petal Throne; Knights of the Round Table; Space Patrol; Superhero 2044* - all from Gamescience (Lou Zocchi & Associates), 1956 Pass Rd., Gulfport MS 39501.
  - Advanced D&D; Dungeons & Dragons; Gamma World; Metamorphosis Alpha; Star Probe; Star Empires* - all from TSR Hobbies, Inc., PO Box 756, Lake Geneva WI 53147.
  - Bushido; Space Quest* - Tyr Gamemakers Ltd., PO Box 414, Arlington, VA 22210.
  - The Fantasy Trip* (includes *Wizard and Melee*) - Metagaming, PO Box 15346, Austin, TX 78761.
  - Tunnels & Trolls; Monsters! Monsters!; Starfaring* - all from Flying Buffalo, Inc., PO Box 1467, Scottsdale, AZ 85252.
  - Traveller; En Garde!* - Game Designers' Workshop, 203 North St., Normal IL 61761.
  - Legacy* - Legacy Press, 217 Harmon Rd., Camden MI 49232.
  - Arduin Grimoire; Welcome to Skull Tower; Runes of Doom* - all from James E. Mathis, 2428 Elisworth (102), Berkeley CA 94704.
  - Star Trek* - Heritage Models, Inc., 9840 Monroe Dr. (Bldg. 106), Dallas TX 75220.

## FOR LIVING IN THE PERIOD

The Society for Creative Anachronism (SCA). Write to Society of Creative Anachronism, Inc., Office of the Registry, PO Box 594 Concord, CA 94522.

## FOR MULTI-SIDED DICE

Write for prices to Lou Zocchi & Associates, 1956 Pass Rd., Gulfport MS 39501.



## O. OTHER GLORANTHAN MATERIAL

Glorantha is the discovery of Greg Stafford, who has accumulated that universe's myths, legends, history, and other lore since 1966. In that time he has written over a million manuscript words about that subject. Some material has appeared previously in fanzines, but they now are out of print and no longer available. Other material has appeared since 1975 in various Chaosium publications. This appendix is a guide to those sources.

Following a listing of the published sources are sketches of proposed publications on the subject.

### PUBLISHED SOURCES

#### WHITE BEAR & RED MOON

This game started it all. A boardgame based on Dragon Pass and the wars fought between Prince Argrath of Sartar and the Lunar Empire. It includes more than the rules and the game components: there are brief histories of the many non-human races native there, and the colorful heroes/superheroes of the age. By Greg Stafford.

#### NOMAD GODS

The second boardgame published. This one deals with the Animal Nomads of Prax and Pavis. Compatible with WB&RM, but it deals with a different type of magic system and has new victory conditions. By Greg Stafford.

#### RUNEQUEST

The basic FRP system for Glorantha. There is light background for Glorantha contained in it. By Steve Perrin and Ray Turney.

#### CULTS OF PRAX

Extensive mythical, magical, and social notes on the religious systems of Prax and Pavis. A deep look at the lifestyles of some of Glorantha's more primitive residents. By Steve Perrin and Greg Stafford.

#### SNAKEPIPE HOLLOW

A very dense Scenario Pack, including the toughest and grossest monsters and treasures in Dragon Pass. Scenarios, NPCs, and background add to the lore of this dangerous region in Dragon Pass. By Rudy Kraft and Greg Stafford.

#### APPLE LANE

Scenario Pack with adventures for beginning characters and/or referees. Depicts a Sartarite hamlet, its residents, and includes local background for the area. By Greg Stafford.

#### BALASTOR'S BARRACKS

Scenario Pack of an unexplored ruin in the Big Rubble of Old Pavis, searching for the long-lost axe of Balastor, last Champion of Pavis. By Steve Henderson.

#### THE WYRMS FOOTNOTES

Chaosium house organ, a periodical containing pre-publication notes on many Chaosium items, Runequestions (by Steve Perrin), and regular features on Glorantha, such as "Gods and Goddesses" which appears each issue.

### THE WILD HUNT

This is an Amateur Press Association zine which occasionally includes a section by Greg Stafford called "Son of Sartar," which are notes from his personal Dragon Pass campaign. Also has excellent material by other contributors on RuneQuest and related subjects.

### DIFFERENT WORLDS

A general FRP magazine which includes Glorantha data such as new cults, Heroquest previews, and designers' notes. Edited by Tadashi Ehara.

### SOURCES TO BE PUBLISHED

The following are planned for publication, but no particular date of publication has been set for any item below.

#### MASTERS OF LUCK AND DEATH

The third boardgame in the Dragon Pass trilogy. This one is not going to be a war game per se, but instead is a Heroquest to become the ruling deity on the board. This is done through various magical alliances and rites, dealing with various parts of the spirit plane. It covers the tide-wracked Holy Country. By Greg Stafford.

#### THE HERO WARS

A history of the world of Glorantha. Sets down the background of the world, including mythical, historical, and geographic sections, concentrating on Peloria's Third Age, the Lunar Empire, and on Dragon Pass, which staunchly rose to fight the Empire. Profusely illustrated, with many maps. This also will provide many specific Heroquest paths for the Third Age. By Greg Stafford.

#### HEROQUEST

An FRP game wherein the mighty of Glorantha may enter into the lands of legend and myth, penetrating the immortal stories to participate in the Gods War, fight against Chaos in the Great Darkness, or aid in the trials of the Lightbringers or the Protectors. A revolutionary concept and approach to myth, magic, and role-playing. By the Chaosium.

#### THE PAVIS CAMPAIGN

Maps, personalities, histories, local cults, and other material centering on the city of New Pavis and the extensive ruins of the Big Rubble, or Old Pavis. Material drawn from the campaign of Steve Perrin.

#### THE SARTAR CAMPAIGN

Maps, personalities, histories, local cults, and other material about the storm Kingdom of Sartar. Includes tribal specifics, extensive Road Encounters section, and a full explanation of the Orlanth cult. Based on the campaign led by Greg Stafford.

#### AND MORE

The following includes items planned but not yet being worked on: Cults II, the Dark Troll Campaigns, the Elf Campaigns, the Mostali Campaigns, the Lunar Cults, the Grazelands Campaign, the Fronela Campaign, Ships and Islands, etc.





## P. THE SAPIENZA CHARACTER SHEETS

John Sapienza created the following sheets. They are useful for keeping track of your characters and the monsters they face.

### *RUNEQUEST CHARACTER SHEET (Mk 4)*

The basic sheet for control of your humanoid character.

### *RUNEQUEST CHARACTER SHEET (mk 4a)*

This sheet controls non-humanoid characters, such as centaurs. Each hit location has a range of numbers. Mark the number showing the hit points of the character in that location and use the range to determine the total damage taken in the location.

### *RUNEQUEST LEADER AND FOLLOWER SHEET*

Controls monster leaders needing a lot of detail, and their less detailed followers.

### *RUNEQUEST SQUAD SHEET*

This controls squads of monsters, most of which are identical, with 1-2 more individual leaders.

### *RUNEQUEST SNAKE SHEET*

Snakes have many traits in common. This sheet presents up to 24 snakes with a minimum of creative effort.

### *RUNEQUEST GAME MASTER'S PLAYER-CHARACTER SHEET*

A sheet to be filled out by the players, so that the referee can determine the capabilities of characters, and thereby not run them into problems too strong or too weak for them.

## Q. A PRICE LIST OF GOODS

The following is not an exhaustive list of items which can be bought in Glorantha. The prices do indicate item comparative costs purchased in the Dragon Pass area. The list is generalized: for example, Cooking/Eating gear could be broken down into individual pots and eating utensils. Referees wishing to do so are encouraged to do so.

### LIVING COSTS WHILE STAYING AT AN INN

#### FOOD

Cheap meal - 2 C                      Good meal - 5 C  
Banquet - 1 L                          Trail provisions - 5 L per week

#### DRINK (Cask = 5 liters, Keg = 15 liters.)

Mug of ale/beer - ½ C              Mug of wine - 2 C  
Cask of ale/beer - 5 C              Cask of wine - 20 C (2 L)  
Keg of ale/beer - 15 C              Keg of wine - 6 L

#### ROOM (per day)

Common room floor - 1 C      Private room - 2 L  
Dormitory - 5 C                  Hot water - 2 C  
Shared room - 1 L per person

#### CLOTHING

The figures encompass replacements over the period shown. Nobles will include extras necessary for their status as well.

Peasants - 2 L yearly  
Townsmen - 5 L yearly

Adventurers - 10 L monthly  
Nobles - 20 L monthly

#### STABLE COSTS (by day)

Stall - 1 C                              Stall and feed - 5 C  
Special care - 1 L

#### TRAIL FODDER

Oats - 2 L weekly

#### GENERAL COSTS

The figures represent the average weekly expenses for a person staying in regular, non-inn lodgings (a rooming-house, etc.), including some bought meals, small-scale spending, and such: Adventurer, 5 L weekly      Noble, 10 L weekly.

#### TRANSPORTATION

Average Cart Horse - 50 L (18 average HP)  
Average Riding Horse (untrained) - 100 L (18 average HP)  
Average Cavalry Horse (battle-trained) - 1500 L (20 average HP)  
Average War Horse (attack-trained) - 5000 L (25%, all attacks; 22 average HP)  
Two-Wheeled Cart - 35 L  
Four-Wheeled Cart - 85 L

#### EQUIPMENT

Hammer - 2 C                          Mallet - 5 C  
Climbing Pack - 20 L              Fish Hooks - 2/C  
Writing Tools - 10 L                Papyrus or Vellum - 5 C (per sheet)

#### CAMPING GEAR

Cooking/Eating Gear - 2 L      Large Tent (5 men) - 40 L  
Small Tent (1 man) - 10 L      Fire Starter (bow & block) - 1 L  
Medium Tent (3 men) - 25 L      Back Pack - 1 L  
"Adventurer's Pack" - 25 L (includes pack, water skin, 30m rope, peasant clothes, hand axe, hammer, stakes, fishhooks, line, sack, cheap knife, bandages, cooking gear, and blanket).

#### EXPEDITION GEAR

15m Rope - 5 L                      10 Wood Spikes - 1 L  
3m Pole - free                      Lamp - 5 L  
Lamp Oil - 5 C/load                Large Sack - 5 C  
Small Sack - 2 C                      Torches - free

#### RIDING GEAR

Saddle - 20 to 200 L  
Barding - 5X Equivalent Human Armor

#### WEAPONS AND ARMOR - see lists in book

#### CONTAINERS

Wine/Water Skin - 1 L              Jug (2 liter) - 2 L  
Keg (15 liter) - 15 L                Flask - 1 L  
Cask (5 liter) - 5 L                Barrel (50 liter) - 25 L

#### MUSICAL INSTRUMENTS

Lur Horn - 25 L                      Bugle - 5 L  
Harp - 10-50 L                      Lyre - 20-100 L  
Reed Pipes - 1-5 L                Bagpipes - 10-25 L







RuneQuest® Leader & Followers Sheet

NAME		STR.	INT.	TOTAL HIT POINTS									POWER POINTS											
SOCIAL CLASS		CON.	POW.	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9			
NATION & CULT		SEX	DEX	10	11	12	13	14	15	10	11	12	13	14	15									
RACE		CHA	MOVEMENT	16	17	18	19	20	21	16	17	18	19	20	21									
		BASE S/R	(DEX S/R)	22	23	24	25	26	27	22	23	24	25	26	27									
SHIELD		Parry	% Pts	DEFENCE									ARMOUR TYPE & NO.											
WEAPON		S/R	Dam	WEAPON									WEAPON											
S/R		Dam	% Fum	S/R									S/R											
Atk		% Impale	% Crit	Atk									Atk											
Parry		% Hit Pts	% Hit Pts	Parry									Parry											
WEAPON		S/R	Dam	WEAPON									WEAPON											
S/R		Dam	% Fum	S/R									S/R											
Atk		% Impale	% Crit	Atk									Atk											
Parry		% Hit Pts	% Hit Pts	Parry									Parry											
ABILITIES/SKILLS		WEAPON		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Camouflage (10)		S/R	Dam	Atk									Atk											
Climbing (15)		% Fum	% Impale	Crit									Crit											
Eval. Treas. (5)		% Hit Pts	% Hit Pts	Parry									Parry											
Hide in Cover (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Hide Item (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Jumping (15)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Listening (25)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Lock Picking (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Mapping (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Mv. Silently (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Oratory (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Pick Pockets (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Riding (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Spot Hidden (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Swimming (15)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Tracking (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Trap, Set/Dis (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Trap, Spot (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
EQUIPMENT/MAGIC ITEMS/WEALTH/NOTES		EQUIPMENT/MAGIC ITEMS/WEALTH/NOTES																						

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John T. Sapientza, Jr.







All snakes move 4, have a normal defence factor of 5%, and usually no armour; treasure factor is 6.

Roll 1D6 for each snake in a group to determine its type:

- 1 - WEAPON SNAKE (sword)
- 2 - WEAPON SNAKE (mace)
- 3 - FANG SNAKE

- 4 - SPIT SNAKE (acid)
- 5 - SPIT SNAKE (skunk)
- 6 - STAKE SNAKE

WEAPON SNAKES

1. SWORD ID6+1 Hit 25% S/R 9 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Sword HP 12  
Specials.....
2. SWORD ID6+1 Hit 25% S/R 9 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Sword HP 12  
Specials.....
3. SWORD ID6+1 Hit 25% S/R 9 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Sword HP 12  
Specials.....
4. MACE ID6 Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Mace HP 12  
Specials.....
5. MACE ID6 Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Mace HP 12  
Specials.....
6. MACE ID6 Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Parry 25% Mace HP 12  
Specials.....

SPIT SNAKES

1. ACID ID6 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID4 Hit 10% S/R 10  
Specials.....
2. ACID ID6 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID4 Hit 10% S/R 10  
Specials.....
3. ACID ID6 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID4 Hit 10% S/R 10  
Specials.....
4. SKUNK OIL Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID6 Hit 10% S/R 10  
Specials.....
5. SKUNK OIL Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID6 Hit 10% S/R 10  
Specials.....
6. SKUNK OIL Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
BITE ID6 Hit 10% S/R 10  
Specials.....

FANG SNAKES

1. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....
2. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....
3. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....
4. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....
5. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....
6. BITE ID4+ID6 Blade Venom Hit 25% S/R 10 (HEAD HP.../BODY HP.../TAIL HP...)  
Specials.....

STAKE SNAKES

1. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....
2. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....
3. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....
4. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....
5. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....
6. SPRING ID6+1 Hit 25% S/R 6 (HEAD HP.../BODY HP.../TAIL HP...)  
Range 3m  
Specials.....



## R. THE BIRTH OF THE MINOTAUR

### BY GREG STAFFORD (WYRMS FOOTNOTES #12)

*In ancient days a great young god, the Storm Bull, sought new wonders to call his own. When he crossed the Bridge of Passage it bent under his weight.*

*At the Court of Conflict the Storm Bull engaged in contests with Kargan Tor, God of Endings. Special abilities and powers were the prizes. Storm Bull won some of the contests and lost others. In the end he had acquired those abilities evident in his Battle Rage.*

*As he crossed the earth with great swaggering strides one day he spied a most beautiful woman and became enamored of her. During those days of love and life she bore the Storm Bull a son who begat a race of half-men/half-beasts. Their father was called Minotaurus and their mother is a daughter of Uleria, Goddess of Love. The race, called Minotaurs, inherited their grandfather's Rage as a natural ability and are greatly feared for their battle lust.*

### THE BATTLE RAGE

Minotaurs are subject to great fits of battle frenzy in times of great excitement during combat. While enraged the minotaur becomes a killing machine, attacking again and again sometimes forgetting friend and enemy as his rational mind is consumed with a single burning desire for death and killing.

### CAUSE

A minotaur will involuntarily slip into Battle Rage if he either achieves a special hit on an opponent (20% of his attack percentage) or if he suffers any blow which does physical damage.

If the damage was caused by missile fire, long range magic, or a party of enemies obviously far too large for the minotaur to successfully combat, the minotaur will not become enraged if he successfully rolls less than his INT x 3% on D100.

A lesser imitation of this frenzy is available to all men through the battle magic spell Fanaticism.

### DURATION OF THE RAGE

The Battle Rage will last for 25 – INT of the minotaur in melee rounds. Once this time is up he will become enraged again if conditions warrant it. Alternately, the Chalana Arroy Comfort Song spell will calm them.

### AFTEREFFECTS

Once the Rage is done, the minotaur must rest for a time equal to his natural battle frenzy. When he has finished resting he will then weep for an identical period and then fall into a deep slumber for the Rage's duration x 5.

### COMPATIBILITY WITH MAGIC

Both the battle magic spell Fanaticism and the Storm Bull Rune Magic spell Berserker provide lesser imitations of the Battle Rage. If a minotaur under the effects of a spell is later forced into a natural Battle Frenzy, he will use those abilities rather than the spell's effects. The duration is counted from the time of the natural enragement. Attack skills are not affected by both spells and the Battle Rage.

### EFFECTS OF BATTLE RAGE

1. The enraged minotaur will ignore the pain of all damage unless his total hit points have been exceeded when he falls over dead. He will not become functionally incapacitated if his limbs are severed (though he will fall through the loss of a leg or drop his weapon if his arm is severed). The minotaur in Battle Rage will not go unconscious if his head, chest, or abdomen hit points are exceeded by 6 points.
2. He gains all the effects of a Vigor spell, though it is not actually cast on him. This adds half-again to his CON. This will not take the minotaur above his species maximum.
  - 1) The enraged minotaur is unaffected by mind-affecting spells. It is impossible to Befuddle, Demoralize, or Harmonize him with battle magic, or to Fear, Morale, or cause Madness on them through Rune Magic.
  - 2) The skin of a minotaur will act as if it were two points stronger in absorbing damage when Enraged. This is cumulative with armor and Protection spells.
  - 3) He will fight at half-again greater skill. If the attack percentage is greater than 100% then several foes may be attacked in a single melee round, as long as the attack on each is not less than 50%.
  - 4) The minotaur may not cast defensive spells nor parry while affected by Battle Rage. His Defense ability will function at ½ (round up) ability.
  - 5) The enraged minotaur will fight the entire duration of the rage. If enemies are about to attack he will attack them. If none are, he will attack the nearest friend instead.

## S. DIVINE INTERVENTION AND DIVINATION

### BY GREG STAFFORD (FROM WYRMS FOOTNOTES #12)

*Many conversations and games I have been in at home and at conventions have shown me a number of uses and abuses of these divine powers which are available to people. In general, there is an immense misunderstanding of their limitations. This essay is an attempt to clarify the methods which we accept and find acceptable.*

In general, the gods are not omnipotent, omniscient, or omni-anything. They are limited by their own capabilities and, more severely, by their binding outside of time. They have lost almost all of their capacity to act independently or to create. They are essentially incapable of anything new.

### DIVINATION

Divination is used to gain information for one's self which the god has. However, the god is incapable of telling what he does not know. The problem lies in determining just what, exactly, he does know.

Guidelines to be used must begin with an understanding that a god will know those things which occurred to him, and also have a good idea of what has happened to his Rune Lords and Priests who are, in fact, extensions of the god. Extrapolating from this, I rule, in my games, that a god can tell where his priests and lords are while they are alive, and be able to tell what killed them if they were able to tell at their own death.





cult members. The Thanatar headhunters are a prime example of ritual enslavers. Their Create Head (both Major and Minor) rune spells are rituals which trap the victim's spirit in his head so that the POW and spells of the victim may be used by the Thanatari cultist. When the ritual is completed the head will not be able to use Divine Intervention from his old god and will not be able to pass any information seen or heard to the god. The god will be able to tell other Divining cultists where the victim lost his head, and any information which he chose to pass on before his head was lost, but nothing after that point.

Divine Intervention cannot be used against worshippers of the same god. In general, a god will not DI against himself. The worshippers of the Orlanth temple in the Aranwyth tribe will be refused if they attempt to call upon Orlanth to help them invade the temple of Orlanth worshippers of the Culbrea tribe. Instead, he would probably let his worshippers decide which he favors by acting neutrally towards both and letting their actions carry or lose the day.

DI also cannot be used to change the world or to make new things. The conversion of magical energy into physical form is excessively expensive, if possible at all.

Furthermore, gods are incapable of creating a new spell just because the worshippers thought it up. They are fixed and bound into their set patterns and only a Heroquest will be able to change that. Even so, the new spell can only be a Battle magic spell and will be a cult secret only as long as the person who invented it remains a cult hero. If they do not attain worship after death then the spell will also disappear from the cult lists.

Gods are also unlikely to help creatures not of their own religion or lineage. For instance, the Kyger Litor cultist shouldn't expect her goddess to resurrect any non-trolls, and the Eernalda initiates can't expect that Zorak Zoran will be able to help her. It might be possible that a person has gained the loyal following of peoples outside of his religion, and in such cases the leader should be able to assist all of his followers via his god. An anti-Chaos party consisting of a Zorak Zoran leader, for example, having Storm Bull, Babeester Gor and Kyger Litor followers should be able to escape a Thanatar temple if the leader called upon his god, and the god responded. It isn't so easy for one of the followers to be able to do so. Simply put, the deity has no guarantee that the creatures it helps will do anything, feel anything, or think anything favorable for the favor. Leaders will presumably benefit from aiding their followers, though. This makes the idea of Divine Intervention for Sale tenuous at best, silly in normal terms, and offensive at worst.

Resurrection is one of the most common uses of Divine Intervention. We generally rule that a deity can resurrect one person or thing using DI, not a whole party. Bringing something back to life is a major effort. It is, however, possible to Heal a whole party through DI.

Using DI to raise characteristics is a common question. Humakt does it regularly, some other gods less regularly. Just because one deity can and does do it does not mean that the others have the same inclination. In general we allow a characteristic to be raised by one point only for a successful Divine Intervention. The characteristic affected may not be raised above the character's species maximum, and it may be attempted only once for each characteristic. Individual referees are left to decide if this happens instantaneously (how tight did

you mention that your armor felt?) or over a period of growth time. Frequently the exact mechanics depend on the nature of the request.

I have seen some wonderful limits on Divine Intervention imposed through the use of crocking, limiting or faulting the desired result by making the results as minimal as possible but still falling within the limits of the wish. One time while playing in Los Angeles I saw a character resurrected in the midst of a melee, a common event, but with only 1 Hit Point! Another, which I've used, is to Teleport a party out of danger but leaving behind all their weapons, treasure, magic items, and clothes. Another variation on the theme is to have all initiates of the god come out with their goods intact but with everyone else naked. There is no reason for the god to extend himself to strangers, after all.

Divine Intervention can be used to escape from spirit combat. The only way to do it successfully is to DI out of range of the attacking spirit. In general, the safest way to do this is to DI back into one's own temple. Anything else may not get away from the spirit, although bound spirits generally have a limited range. Allied spirits have no range limit and may choose to accompany the character calling for the divine assistance. Then, only home temple defenses prevent the spirit from continuing to attack the character.

Another point often brought up is whether Rune Lords and Rune Priests continue to receive the benefits of initiate-type Divine Intervention. They do, but it is foolish, particularly for Rune Lords, to use initiate-type DI because there is much less chance of it working and the cost is likely to be much greater. Priests using initiate-type DI are a different matter. They have spells which they might use, but with only a couple of points of the Rune Spell Divine Intervention they may attempt initiate-type DI if it has a greater percentage chance of being successful. A Rune Lord-Priest has the most options available to him. However, since only a single DI use can be made for a single action, the method used should be chosen carefully. The death of a character is the ultimate example. If a character has 10 points of Rune Spell DI then that is the obvious course, but few characters in our campaign ever approach that amount. Death of a RLP would probably indicate using the Rune Lord's type of Divine Intervention for sure success. However, death of another party member may not be worth knocking the POW of the Rune Lord-Priest down automatically for, so use of a few points of Rune Spell DI is suggested as the best option. This is all left up to the individual, of course.

If they are careless or very lucky or foolish they might even prefer the initiate-type, though I can't imagine why!

A character may not use DI to bring himself back from the dead at some time in the future. The gods have no control or concept of time, and they are unable to transport someone into the future of past.

In closing, I confess that I am confident that there are many unanswered questions here, and many more which you have encountered and which would boggle me to try and resolve, but I hope that these guidelines are extensive enough to answer most questions and point out a general direction. Remember too that this is YOUR game, and if you don't like these interpretations then you are free to change them. After all, YOU are the god of your game and world, not me.







explorers seeking new realms. Healing priests would regularly be called to aid war parties, fix the land, or act as goodwill ambassadors.

Furthermore, the less civilized a society is the less formalized and separate the priesthood will be. The herd priestesses who oversee the care of nomadic animals live right in the middle of the wilds. The warrior priests of a nomadic society will lead lives little different from their followers in such a hostile environment. Hunter priests will probably bless everyone before the hunt and thank the gods afterwards, but go off and hunt as well.

Thus it is entirely possible that a character's actions may change very little if he joins the right priesthood, though he will certainly have additional duties and responsibilities. What, then, is the difference in joining the priesthood?

The difference between priests and their initiates is their motivation. Priests are obliged, by virtue of their position and power, to act for the good of the temple first, which presumably means the good of the society which maintains that temple through their tithes. To fail to do so would undermine their own power base and soon cause the temple to fail through lack of money or food (from tithes) or lack of Power and initiates. Individuals, on the other hand, need not feel so obligated to their societies and can work for the good of themselves, their band, their family, or whatever other organization they follow. In return they lack the support and widespread contacts which the temple priests may have.

As mentioned, any temple hierarchy is an established bureaucracy which will maintain its own position. Applicants for the priesthood must convince the examiners that they, too, will maintain that prestige of the temple through their appropriate behavior. They must show that they have the good of the temple and the society foremost in their minds, and that they will maintain themselves in the area to perform required duties. Applicants must prove that they will obey the orders of their superior priests, even when it means endangering themselves in some unusual situation, or taking some unpopular duty.

Thus it is unlikely that Rune Priests will be found wandering about the world, seizing whatever they want and riding off with it. They have too many duties and responsibilities which always accompany the privileges and advantages of their position.

Of course, if you have an Orlanth priest in a conquered kingdom where the invaders are oppressive and allow Chaos to occasionally run wild then there is much adventure likely to run your way. Therein lies danger, excitement, and adventure: the height of Role Playing.

## U. GHOSTS AND SPIRIT COMBAT

*(BY TOM HOLSINGER IN WYRMS FOOTNOTES #13)*

### GHOSTS

The definitions of ghosts as monsters and of the Create Ghost Rune Spell are incompatible. They don't provide sufficient information concerning what ghosts are bound to. I say that they are bound to a specific inanimate object and may not move more than 10 meters from it (i.e. they can't pursue, which is a change from the existing rules that I have made for reasons of balance and plausibility). Usually they are bound to a stone or a plank in a floor but they can also be bound to portable items such as weapons, armor, etc. One of my characters is a Zorak

Zoran initiate named Krotch who sacrificed (and ate) his trollkin brother named Hymie. Krotch then bound Hymie's spirit to his belt buckle with a one-use Rune spell.

Discorporate spirits on the Material Plane are visible. They look like the traditional ghost, i.e., translucent and wavering/flickering. Discorporate spirits have a 75% Hide in Shadows ability. Their apparent shape is that of their most recent body (i.e., a trollkin ghost is recognizable as a former trollkin). Details of facial features will be recognizable only to the people in close contact (immediate family or associates) with the spirit's former body. Krotch can't communicate with Hymie save through Mindspeech and hand signals/pantomime.

*Example: If Hymie comes tearing around a corner looking terrified and with immaterial hands tries to push Krotch back, then makes the rune for Fire/Sky by forming a circle with his thumb and forefinger and pushing the extended index finger of his other hand through the circle, he is trying to inform Krotch that there is a Rune Lord-Priest of Yelm coming.*

### SPIRIT COMBAT

There are two changes that must be made in the existing rules for playability reasons. The Battle Magic spell Spirit Screen/Shield should simply block off 2 points of the attacking spirit's POW (per point of spell) when used, not destroy the POW. Otherwise a character with 8 points of Spirit Screen up would destroy all spirits of POW 16 or less who attacked him. This spell, and the Rune Spell Spirit Block, should work defensively only; i.e., not help a character when he hits back in spirit combat.

The second change that needs to be made is to add a new rule that spirit combat cannot take place if the defender (after allowing for any Spirit Block or Spirit Screen he may have on) has ten or more points of POW than the attacking spirit. Otherwise a spirit with a POW of 3 could attack a Rune Priest with a POW of 20 and keep him from casting any spells (characters in spirit combat may not cast Battle Magic or use Rune spells). This makes spirit combat too powerful and needs to be toned down.

The question here is one of a policy on how powerful spirit combat should be. My personal opinion is that it should be devastating to the weak or unprotected characters but almost useless against powerful characters willing to pay a high price for enough protection. The way to have spirit combat hurt the powerful characters is one already suggested in the rules; have the defensive spirit spells be incompatible with their magical and physical counterparts. This was really brought home to me during the Temple of Heads (Thanatar) adventures at *Origins* and *DunDraClone* in the San Francisco Bay area in 1981 when my character had the awful choice of having either no magical protection or no spirit protection up. Fortunately there was another party member who had Countermagic 10 plus a POW Enhancing 10 crystal, so my character was able to have 20 points of Countermagic (with Extension II) to go with 2 points of his own Spirit Block. Then a discorporate Thanatari allied spirit spotted him (Concealment is no protection from a spirit's perception of sources of POW) and hit him with a 2 point Rune Spell backed with 20 points of POW, thus blowing away the Countermagic and leaving my character with no protection against further spells. My character's POW was not overcome by the Sever Spirit so he survived the spell.



The powerful characters should be able to defend against attacks from a single source without much trouble; what should bother them is a combination of physical, magical, and spiritual threats so that defense is a matter of balancing and risk-taking. Then the path to victory lies through tactical skill rather than sheer power, which makes the game more enjoyable.

There were some other innovations in spirit combat tried at those conventions. I came up with the idea that Lunes and probably Shades can affect disincorporate spirits because their attacks are against the mind rather than the body. One of the safest places to be in a Thanatar temple is inside several Lunes (with plenty of Countermagic up against the Lunes) so that the ghosts have to undergo several madness attacks before getting to the character. Befuddle, Fear, and Mind-Blast also work against them, though not Sleep. Also, a spirit engaged in spirit combat should be able to ignore Befuddle as that sort of combat is almost identical.

Ken Kaufer, the originator of the Gloranthan character Londra, has some experience in Greg Stafford's experimental *HeroQuest* rules, and he said that in those playtest sessions, the spirits on the Spirit Plane were real wimps compared to those on the Material Plane. On the Spirit Plane they can be affected by those spells which do hit points of damage, such as Bladesharp and Disruption. Those spells reduce the spirit's POW in the same fashion that damage affects CON. Ken feels, and I agree, that this should be reversed. The Spirit Plane is where spirits normally reside and they should be more powerful there than on the Material Plane.

We tried this at *DunDraClone*, in an adventure involving Hymie and Krotch where the following occurred. The party had collected several mysterious rings which were assayed. It was discovered that they gave the wearer a chaotic feature, whereupon one character said, "Hey, neat" and put one on while standing right next to a Zorak Zoran initiate (Krotch did his duty - a Minor Moment in Troll History). The chaotic feature turned out to be "spirit attacks the character who killed it in spirit combat." Krotch would have been in serious trouble but for the presence of Hymie and this experimental rule. Hymie intercepted the attacking spirit for one round of spirit combat and sensibly fled as it had double his POW. This bought Krotch the one melee round of time necessary to put Bludgeon 3 on his heavy mace before the spirit attacked him. Then, instead of fighting back in spirit combat, he beat the spirit to death with his mace, reducing its POW by three points each melee round with the Bludgeon 3. Of course he hit himself for normal damage every time he missed the spirit and it appeared to onlookers that Krotch was flagellating himself while being strangled by a ghost. It worked though.

We also tried limiting Spirit Screen and Spirit Block to a maximum of four points each, just as Protection and Shield, because the rule about spells doing points of damage still seemed too powerful.

There are some bugs in this idea. A character can put Ironhand 4 on both fists and do eight points of damage per melee round to spirits. I would say that Battle Magic spells which do not overcome a spirit's POW, such as Bladesharp, Bludgeon, and Ironhand, should only do half or a quarter as much damage as the number of points in the spell. Disruption and Rune spells such as Crush should do full damage. Battle Magic spells that do not

require overcoming the target's POW should have no effect on spirits on the Spirit Plane, where Disruption and Crush should do half damage.

It is not possible to fake spirit combat; you are either trying to do it or you aren't. A character can only be involved in spirit combat with one spirit per melee round. If Hymie warns Krotch that a POW 25 spirit has threatened to devour his soul and is heading his way with malicious intent, Krotch cannot tell Hymie to fake spirit combat with him. Krotch cannot cast any spells while Hymie's POW is within 10 points of Krotch's (Krotch has a POW of 12, Hymie has 9).

Furthermore it is not possible to engage in any activity that requires mental concentration while attacking in spirit combat, such as melee, missile fire, or chess. It is possible to do so while merely defending from spirit combat, as that is an innate ability (similar to resisting magic that has to first overcome your POW). As far as I know this is the way the *RuneQuest* rules are supposed to work, though they do not go into this detail.

I would add something additional, that a more powerful spirit can push aside a lesser spirit that is engaged in spirit combat. In the example above, Krotch would obviously find it preferable to engage in spirit combat with Hymie rather than a spirit almost three times Hymie's POW and it should not be possible for that to happen. I therefore urge that it be possible for spirit combat to be interrupted at the end of a melee round by a spirit more powerful than either of the spirits presently engaged in spirit combat. It should be allowed to then engage whichever of the initial two spirits it desires and exclude the other.

#### WYRMS FOOTNOTES EDITOR'S NOTE

The spell descriptions for Spirit Block and Spirit Screen/Shield given in the *RuneQuest* rules are inadequate and do not work well. The new definitions provided by Tom in his article under the Spirit Combat section above have officially been adopted by Chaosium Inc.

## V. RURIK RUNESPEAR

### (FROM WYRMS FOOTNOTES #13)

Rurik's father was an innkeeper who followed the Sartar colonials in the fruitless immigration to Pavis. As Rurik grew up he became totally enraptured by the stories of the adventurers who frequented his father's tavern. In particular, he admired the shining armor and deadly spears of the Yelmalio initiates who would come by after serving guard duty.

Rurik ran with the street gangs which are rife throughout New Pavis, a holdover from the bad old days when humans had to share the Rubble with the trolls. He made the transition from street-tough to adventurer (and incidentally, was disinherited by his father) when he killed the bully Herkan Quickword in Gimpy's Tavern.

Despite his later accomplishments, Rurik could never shake his problem with trolls. It was as if the gods had set him up to be caught, pounded on, and, alas, finally slain by them. His longstanding hatred of the Darkness Men probably had much to do with his ill luck.

When faced by the Giant of the Garden once, Rurik killed him with a single arrow. When faced by a priestess of Kyger Litor, in contrast, Rurik led his friends into an ambush by trolls



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