

RuneQuest II



EMPIRES



INTRODUCTION



This book deals with states and empires: how they are made, how they function and how they die. History has taught us that no empire is permanent; some are long-lasting, with the benefits they bring echoing down through the ages, yet no empire lasts forever. Yet when they exist, they are the mightiest institutions of rule possible, encompassing continents and diverse cultures, creating a common unity despite differences of language and belief. Empires are forces for change and stability; for construction and destruction. They may last centuries – as did the Roman Empire – or they may be short-lived and fragile, yet extensive. *RuneQuest Empires* explores these facets.

More precisely, *RuneQuest Empires* quantifies empires in terms of the *RuneQuest* mechanics. Many *RuneQuest* campaign settings have an empire as their backdrop: witness *Glorantha* with the mighty empires of the God Learners, Empire of the Wyrms' Friends and Dara Happa. Imperialism forms the background to many campaigns, because its institutions engender exploration, conflict and adventure. An active imperial nation is forever looking for new conquests or new ways to exploit or tame its conquered territories. For the conquered, the Imperial state might be an enemy to be actively opposed and battled against. If your *RuneQuest* campaign has an empire at its heart – or if your players' characters have reached the point in their careers where they can be part of forging an empire, then this book is for you.

Naturally enough this book is scattered with examples of various empires. Three are prominent: the God Learner Empire from *Glorantha*, the Bright Empire of Melniboné from Michael Moorcock's *Elric* saga and the Roman Empire of our own Earth. You do not need to play in either Glorantha, the Young Kingdoms or Rome to understand the examples presented here but if your campaign is based in either, then the examples will help illuminate the settings. If you have no experience of these worlds, then these examples still serve as active illustrations and may even inspire you to investigate them.

NEW REALMS

RuneQuest Empires also takes the *RuneQuest* game into new areas.

First, countries and empires can be played almost as characters, lending a new dimension to *RuneQuest* campaigns, or providing a game within a game, if you so choose. The rules presented allow for mighty conflicts and the annual administration of states, either to form a backdrop to a traditional campaign, or to be played through as a game in its own right.

Second, noble characters who might find themselves in charge of estates, or even whole countries, now have the tools with which to play through the administration of those estates, again on an annual basis and in addition to their traditional adventuring career.

Thirdly, *RuneQuest Empires* offers ways for Adventurers to become embroiled in the wide-scale activities of states or imperial powers. This book provides information on how Adventurers can be a part of mass battles and how they can engage in specific types of activities at their homeland's request or order. These are to be considered optional rules and not used as a substitute for the enjoyment of roleplaying individual scenarios. However the information in the *Empires At War*, *Imperial Service* and *Building Kingdoms* chapters provide wonderful opportunities for solo gaming at a variety of levels.

Finally, *RuneQuest Empires* describes mechanisms for developing factions and guilds – organisations that involve large numbers of members and exert some form of influence, often political. The material in the *Factions and Guilds* chapter allows these organisations to be created to a reasonable degree of depth, complete with their customs, practices, affiliations/alliances and magic.





STRUCTURE OF THIS BOOK

RuneQuest Empires is divided into the following chapters.

Chapter One: Empires Defined

What is an empire? How do they come into being? This chapter examines the formation, existence and end of empires, setting the scene for the following chapters.

Chapter Two: Characteristics of *RuneQuest Empires*

The game mechanics for *RuneQuest Empires* are defined here. Empires can, in many ways, operate as characters: this chapter shows you how.

Chapter Three: Imperial Economics

The economics of empires; trade, commerce and financial management.

Chapter Four: Empires at War

Almost every empire is forced to wage war – either internally or against rival empires. This chapter provides mechanics for handling conflict within empires and between empires.

Chapter Five: Religion, Magic and Myths

How does religion, faith and belief fit into an empire? This chapter examines this fundamental question. It also introduces magic used on a state scale.

Chapter Six: Factions and Guilds

Designing and creating political factions and mercantile/craft guilds. Everything from membership through to benefits and obligations.

Chapter Seven: Imperial Service

Using this chapter Adventurers can take-on abstracted long-service missions on behalf of their faction, guild, state or empire. Of particular use where solo play is concerned, this chapter provides a detailed structure for political, diplomatic, mercantile, religious and espionage missions.

Chapter Eight: Building Kingdoms

In this chapter we provide rules and guidance for building the most outward signs of empire – fortresses, strongholds and castles. The chapter also provides an abstract system for managing estates.

Chapter Nine: Renown

Renown and reputation for *RuneQuest* Adventurers is the scope of this chapter: gaining a reputation, its benefits (and drawbacks) and keeping it intact.

Chapter Ten: *RuneQuest* Imperial Characters

How to manage *RuneQuest* characters in an overtly imperial setting, examining how the characteristics of an empire influence a character's capabilities and vice versa. This chapter also includes new professions concerned with imperial administration.

Chapter Eleven: Sample *RuneQuest Empires*

The God Learners, the EWF, Elric's Bright Empire and Rome are defined in terms of the mechanics provided by this book.





EMPIRES DEFINED

History is littered with empires: the Roman, the Assyrian, the Phoenician, the Persian; and the worlds of fantasy follow suit – the Bright Empire of Melnibone; Granbretan’s Dark Empire; and the dual empires of Glorantha – the Middle Sea Empire of the God Learners and the draconic Empire of Wyrms’ Friends. These real and fictitious empires are very different beasts but all have one thing in common: the desire to expand territory and develop a unified system of politics, belief and trade that will ensure that the empire endures.

Imperial ambition stems from the human need to demonstrate superiority in some capacity, be it militarily, economically or religiously and, usually, all three at the same time. Imperialism is the system by which a dominant power is able to control the trade, investment, labour and natural resources of other peoples. It can be peacefully brought into being, or, as is most common, it involves armed conquest and warfare with territory expanded by force and sovereign states being absorbed into the fabric of empire whether they like it or not. Furthermore, empires are relatively slow-moving beasts, taking decades, if not centuries, to come into being. Imperial ambition begins with the will to create something larger than a single state and develops with the capacity to make it happen. Successful empires are capable of achieving incredible feats of endeavour, militarily, economically and culturally, leaving the enduring mark of their ways long after the empire itself has fallen. At its height an empire defines the way of life for its dominions but even after its decline its structures, ideas and monuments are rarely eradicated forever. History remembers empires even if it does not always celebrate them and the fortunes of empires define much of the history of our own world.

THE STRATEGIES OF EXPANSION

The economists Herschel Grossman and Juan Mendosa define three approaches to the formation of empires which fit the scope and themes of *RuneQuest* Empires. Essentially, any nation attempting to conquer another has one of three strategies open to it: *Uncoerced Annexation, Coerced Annexation and Attempted Conquest.*

Uncoerced Annexation

This strategy relies on the empire or ambitious country to be able to compensate the country it is attempting to annex to a sufficient extent to make the prospect of annexation enticing. It also means that incorporating the annexed country into the empire will yield economic or military advantages that the empire will share with the annexed country. This strategy avoids the expense of sending massed troops to seize the territories desired and then hold them, battling potential insurrection whilst the nation is fully assimilated into the empire.

Coerced Annexation

Coerced Annexation relies on the country to be annexed realising that military conquest will occur if it does not agree to join the empire. It usually comes about by the assembly of sufficient military force on the country’s borders, forcing the capitulation of the desired territory to capitulate, rather than defy, the superior empire. The attraction of this strategy from an imperial point of view is that the empire has no obligation to share its gains from annexation with the annexed country. The downside, however, is that the empire will need to maintain some form of military and governing presence in the annexed territories in order to ensure compliance.

Attempted Conquest

This involves an attack on a country to gain conquest, pure and simple. It commits military and economic resource to achieving annexation but is risky in that it can fail if the defending country can field enough resource to resist the attack. Even if the conquest succeeds, the empire can look forward to dissent and insurrection for years to come, which absorbs further resources that may mitigate the gains the annexation would have brought if more peaceful methods had been used. However, where an imperial state can be certain of swift success, it is a viable strategy as it ensures that the annexed nation need not gain from the benefits annexation yields and neither does a co-operative government need to be formed as an immediate concern (although one may develop, in time).



These three strategies form the core of the mechanics found in this book. However it must always be remembered that empires take time to evolve – decades and, often, centuries. They are complex societies that, eventually, become unsustainable, leading to decay and collapse. No central seat, no matter how advanced in terms of economy, government or ambition, can maintain control over a wide and ever-extending dominion indefinitely; at some point the advantages of imperialism become exhausted, either as a result of the strain of sustaining them or because the competing ambitions and desires of the dominions force a collapse of the central institutions that once supported them. This book does not delve deeply into such complex reasons and abstracts a great deal of the true workings of empires.

BENEFITS OF BELONGING

Empires are not just about conquest and forced acceptance of a distant ruler. If they were, the Roman empire would most likely have struggled to endure for as long as it did. Imperialism can bring considerable benefit: investment, education, trade and a prosperity that might be difficult to achieve with independence.

Nations that voluntarily join an empire do so for a specific need. One such need is simply the desire to avoid conquest: joining an empire before it conquers you saves lives, resources and is arguably a solid basis for mutual co-operation in the future. However avoiding conquest is not always the reason for volunteering to become part of a wider whole. If an empire can demonstrate its benevolence to other nations, it stands a higher chance of achieving uncoerced annexation. Similarly if a dominion shows marked prosperity to its neighbours, the need to maintain pace can act as a galvanising influence towards becoming a similar dominion.

Imperialism, then, is not always about conquest and annexation. It is often about being part of a club where the benefits far outweigh those of isolationism. In using *RuneQuest* Empires as a basis for running campaigns at this level, the benefits of belonging should always be heeded; it is not solely a question of might and domination.

REMNANTS OF EMPIRE

Collapsed empires always leave a mark – physically, culturally and politically. An empire always translates some of the processes and institutions of the imperial seat to its dominions and these may well endure after the empire itself has ceased to exist. Buildings,



language and cultural traditions will also remain, although they are likely to erode over time; yet still some traces of the empire will be there for later generations to discover and ponder, using or ignoring them as circumstances dictate. Empires can be long-lived things, with their deeds having an effect long after their echo.

THE HUMAN LEVEL

At a human level, empires require an understanding of the complexities surrounding them. The most successful empires are driven by people who can see both the opportunities and limitations of expansion and maintenance and can lever both to create expansion and maintain control of the dominions. This book explores that to some extent but also creates a framework for Adventurers to help shape and influence this human facet of empires – both at the imperial level and the level of the dominion. **Chapter Six: Building Kingdoms**, is the place to start for those characters who have reached a point in their careers where rulership is a real concern.

although an atheist state or empire is likely to have a very low REL Characteristic.

Wealth (WTH)

Wealth measures the riches of the state or empire in terms of its property, assets and natural resources. Wealthy states can use their WTH Characteristic to influence others in much the same way that MIL can be used to threaten and dominate. WTH is not necessarily a measure of commercial maturity however: trade is governed by the Commerce capability (see page 9). A state might be wealthy but not know it; or it might be relatively poor but adept at bargaining which helps maintain its position. WTH is also used to determine the tribute the states of an empire pay to the imperial coffers through taxes and other offerings.

Determining Characteristics – Individual States

Individual states, including the imperial seat, can determine their Characteristics randomly or on a points allocation basis. However the Characteristics of an empire are also based on the combined Characteristics of its dominions and so are not determined either randomly or on a points system.

Characteristics are also open-ended: there is no maximum value, with the exception that MIL and SIZ cannot exceed the corresponding Characteristics of any empire they belong to. Furthermore, most Characteristics can increase and decrease as a result of various factors such as success in battle, or through natural disasters that affect different aspects of the state or empire. For instance, a plague could halve a kingdom or empire's SIZ, whilst leaving its LAW and WTH intact. These effects are described later in this chapter.

Random Characteristics

If a state is to be randomly determined, Characteristic values are rolled on 3D6. These can be rolled per Characteristic, in order, or 3D6 can be rolled 6 times, the results noted and then assigned to each Characteristic according to preference or need to reflect a particular facet of the state.

For example, Filkhar is a country controlled by the Bright Empire of Melniboné. Simon, the Games Master, decides to use a fully random method for deciding Filkhar's Characteristics for his campaign and so rolls 3D6 for each Characteristic in turn with the following results:

MIL 7
LAW 11
SIZ 7
COM 11
REL 13
WTH 9

Filkhar is therefore not especially strong militarily as its MIL is below the average for a 3D6 roll. Its LAW is average, indicating

that Filkhar's government is reasonably mature and stable with a developed social base. With a SIZ of 7, it is not a densely populated state, having a population of around 1.25 million. Its COM of 11 shows that Filkhar's internal communications are reasonably developed but perhaps not especially refined. Its REL of 13 is above average, indicating a strong religious inclination – in this case to the Church of Law (one of the powers from Michael Moorcock's Elric saga). Finally its WTH score of 9 means that, whilst not poor, it is below average in terms its resources and other assets – perhaps struggling as a result of battles with some of its neighbours or with unexploited resources.

Points Allocation

This can be done in one of two ways. Either allocate **65 points** amongst all the Characteristics with the proviso that **no Characteristic** can be less than 3; or, allocate the following values to Characteristics as appropriate: **11, 10, 9, 8, 4 and 3**. Then, distribute a further 20 points amongst the Characteristics as one sees fit.

For example, Simon now decides to determine the Characteristics for Argimiliar, Filkhar's neighbour and rival. This time, he goes for a Points Buy method using the predetermined values and 20 booster points. He allocates the points as follows:

MIL 8 + 6 = 14
LAW 11
SIZ 11 + 4 = 15 (Population 3 million)
COM 9
REL 3 + 5 = 8
WTH 4 + 5 = 9

Argimiliar is therefore strong militarily, has a disciplined government (Simon decides that it is a military dictatorship), is well populated, but has less than brilliant internal communications (the military dictatorship tightly controls what the people know), is quite weak religiously (the military suppresses the Church of Law but allows it some freedoms to keep the populace happy) and is of average wealth.

ATTRIBUTES

Attributes are derived from characteristics in a very similar way to the attributes Adventurers have in *RuneQuest*. The attributes for a state or empire are as follows:

Military Damage

Military Damage is used to determine how much damage the armed forces of a state or empire inflict during warfare. The attribute is based on a combination of MIL and Warfare and is calculated according to what proportion of the MIL characteristic is fielded in a warfare round (see the Empires At War chapter for more details). Cross reference the army's MIL *fielded* in the following table. It also receives a +1 bonus for every full 50% Warfare skill. So Filkhar, with a MIL of 7 and 55% in Warfare



inflicts 1D6+1 damage; an army with a MIL of 24 and a Warfare of 100% would inflict 2D10+2.

Military Damage

MIL	Damage
1-2	1 point
3-4	1D2
5-6	1D4
7-9	1D6
10-12	1D8
13-15	1D10
16-18	1D12
19-20	2D6
21-23	2D8
24-26	2D10
27-29	2D12
30-32	3D6
33-35	3D8
36-38	3D10
39-40	3D12

Damage, when rolled, reduces the MIL of the losing side. When MIL reaches zero, then the force has been defeated and cannot continue the campaign.



Note also that as the size of the MIL reduces, so does the damage it is able to inflict. A force that drops from MIL 18 (1D12 damage) to 9 would only be able to inflict 1D6 damage, unless it can summon reinforcements.

Initiative

Initiative equates to Strike Rank and determines when, in a warfare round, a state or empire's forces act. The Initiative attribute is based on the overall MIL characteristic (not the MIL fielded, as in Military Damage) and the COM characteristic. Add these characteristics together and divide by 2 (rounding up). Like Strike Rank, Initiative is modified by a die roll to determine the order of combat.

Population

Population is determined by SIZ. If it is necessary to determine the number of people in a given state, for a typical fantasy campaign (equating to quasi-Romanic or even medieval states), then use the following table as a guide for population values.

Population Values

SIZ	Population
1	100,000
2	300,000
3	500,000
4	650,000
5	800,000
6	1 million
7	1.25 million
8	1.5 million
9	1.75 million
10	2 million
11	2.25 million
12	2.5 million
13	2.75 million
14	3 million
15	3.25 million
16	3.5 million
17	3.75 million
18	4 million
19	4.25 million
20	4.5 million
21	4.75 million

Then a further 0.25 million for each point of SIZ thereafter

These figures are a guide only and based, very roughly, on the size of the Roman Empire circa 1-2AD. The precise populace will only be known to a state or empire if it undertakes a reasonably accurate and regular census (usually only capable by states or empires with a LAW of 15 or higher). Figures will differ between SIZ points, so a nation with a SIZ of 11 might have anywhere between 2 million and 2.25 million.



CAPABILITIES

Just as individual characters in *RuneQuest* are defined by skills, states are defined by similar measurements known as Capabilities.

Capabilities reflect the state's essential abilities: to wage war for instance, or its loyalty to an empire. Capabilities are, just like skills for characters, based on the Characteristics to determine their base value and, just like characters, be improved – either from becoming part of an empire or, in the case of empires, from conquering individual states.

The list of Capabilities also comes in Basic and Advanced forms, like *RuneQuest* skills once again.

Basic Capabilities

All individual states and empires have these Basic Capabilities.

Basic Capabilities Table

Capability	Characteristics
Commerce	WTH+SIZ
Dogma	REL+LAW
Espionage	COM+WTH
Government	LAW+COM
Warfare	MIL+REL

Commerce (WTH+SIZ)

The Commerce Capability measures the state or empire's competence and skill in trading with others. The Capability is used in negotiating high-level trade deals, bargaining on the size of tributes or taxes and generally measures the strength and size of its mercantile base. When two entities, such as separate states, enter trade negotiations, Commerce rolls are made in an Opposed Test. The winner strikes the most advantageous deal or gets its way in the negotiations.

For example, Rome's Commerce Capability is 120%, indicating a powerful trading nation with healthy imports and exports and an adventurous, effective, mercantile profession. It intends to strike a trade deal with Egypt over the price of gold. Egypt's Commerce is 90% – it is a good, strong, trading nation but not as powerful as Rome itself. In the Opposed contest to resolve the price of gold Rome rolls a 75 whilst Egypt rolls 07, a critical success. Egypt, through Queen Cleopatra's clever machinations, manages to get the price it is looking for and Rome is forced to capitulate to the Egyptian terms.

Dogma (REL+LAW)

The state or empire's strength of political and religious will. This capability measures how effectively doctrines, ideologies, religious attitudes and political structures are wielded internally and forced upon others. The higher the value, the more strident, forceful and capable the state or empire is in enforcing its will and principals. Dogma can also be used as a measure of how religiously intolerant

a state is: the higher the value, the more intolerant it is towards differing beliefs.

For example, Pete, in developing his Gloranthan God Learner campaign, finds that the island seat of the God Learner Empire, Jrustela, has a Dogma Capability of 90%. It is religiously vociferous, intending to stamp its beliefs on all those it conquers and has the political will to impose its ideologies and practices.

Espionage (COM+WTH)

The state or empire's capability in discovering and keeping secrets – from its own people, other states or within an empire. The higher the score in this Capability, the more mature the apparatus for espionage and the greater the determination to use it to achieve superiority in some shape or form. Good Espionage relies on mature communication networks and the resources with which to fund it.

For example, Simon, in developing his Bright Empire campaign for the Elric of Melniboné game he is running, finds that the theocratic island of Pan Tang (the baddies of the campaign) has an Espionage Capability of 80%. It has extensive and developed communications through the various cults of Chaos and is capable of spying on those it considers enemies – which is everyone, even its own people. It has a whole network of spies and informants, at home and abroad, who carry out the theocracy's dirty work.

Government (LAW+COM)

This Capability measures the competency of the state or empire's government, including its supporting bureaucracy (if it has one) and the power and competency of its provincial governors and representatives. A high Government Capability indicates a competent, well-run government. A low value indicates general incompetence, corruption and poor administration. Note that the Government score is not necessarily an indication of overall corruption: states or empires with a high Government score might be rife with corruption, whilst those with a low score might be honest and weak. In general though, the lower the Government Capability, the more corrupt a government is likely to be.

For example, Danny's Rome campaign values Judea's Government at 44%. In his campaign, Judea's system of government is weak-willed and prone to frequent changes of administration. It is, however, relatively honest with only minor corruption amongst petty bureaucrats.

Warfare (MIL+REL)

The Warfare Capability reflects the state or empire's ability to wage war effectively. The score reflects the discipline, size, resources and strategic deployment of armies, navies and other forces. The higher the rating, the more effective the power is when it goes to battle. The nature of war at this level is explored more thoroughly in the *Empires at War* chapter, beginning on page 32.

For example, Pete's God Learner campaign rates the God Learner Empire at Warfare 115%; the God Learner war machine is extensive, religiously driven and brilliantly organised. When it goes to war against the rival Empire of Wyrms' Friends, which has a Warfare rating of 110%, it has the better chance of defeating its dragon-worshipping enemy – even though the EWF is larger in terms of population and stronger in terms of its MIL Characteristic.

Advanced Capabilities

In the same way that characters have certain skills reflecting particular specialities, so do states and empires. Advanced Capabilities reflect fields of expertise that are not necessarily common to all states and empires in the same campaign. Advanced Capabilities are derived from the Cultural Background and the Capabilities stage of generating a state or empire.

MaGic (REL+SIZ)

This Capability measures the state or empire's expertise and reserves of magic (be it Common Magic, Divine Magic or Sorcery – or a combination of them). The strength of the REL Characteristic is important, as religiously mature powers are more likely to be able to use magic to greater state effect. Similarly SIZ, in terms of population, reflects the overall magical power of the populace in terms of belief and magical energy.

For example, Simon decides that Filkbar, in his Elric campaign, will have the Magic Advanced Capability at its base score of 20% (SIZ 7 + REL 13). It has some sorcerous ability amongst the various cults of the country but its small size in terms of population makes the Capability somewhat lacking when faced with more sorcerously inclined opponents such as Pan Tang or Melniboné.

CuLTure (COM+10)

The state or empire has a strong tradition of pursuits in the cultural arts: music, scripture, poetry, sculpture, fine art and so forth. The importance with which it considers that these pursuits depend on the value of the Culture Capability score, which also reflects its ability to influence other states or empires with its own cultural practices. A particular fashion, for example, might be adopted by a province if the empire succeeds in beating the province's Culture in an Opposed Test. If a state is under some form of cultural challenge from another and it has no Culture Capability with which to resist, then the opposing power only needs to roll its own Culture successfully to export the cultural pursuit.

For example, Rome has Culture 110%, reflecting its devotion to the arts and fashion. Briton, on the other hand, has no Culture Capability, whilst Greece has Culture 95%.

The fashion for declamatory poetry celebrating the Emperor Hadrian is strong in Rome and Simon checks to see if Briton and Greece follow suit. As Briton has no Culture with which to resist and Rome's Culture roll is 41% – a success – declamatory poetry catches on amongst the romanised Britons with no effort at

all. However Greece, where poetry is already at a refined level, requires an Opposed Test. Rome rolls a 32, adjusted to 42 for its 10 percentiles above 100; Greece rolls 92. As Greece has the better success under the Opposed Test rules, poetry celebrating Hadrian is positively a flop, with the Greeks preferring to stick with their own poems celebrating the deeds of the Greek heroes and kings of old.

Technology (LAW + WTH)

In a fantasy world, technology may not have advanced very far beyond simple items such as waterclocks or windmills. However, some states or empires may have a relatively advanced technological base as a result of research, education, ingenuity or even magical experimentation. Rome, for example, advanced the world considerably through its many technological innovations such as the hypocaust, the aquaduct and roads. This Capability measures a power's technological base and maturity, with the higher Technology score reflecting a higher propensity to develop and invest in technological and scientific exploration. The Capability is used to see if a particular new avenue of research is successfully pursued (rolled in an Opposed Test against Government or Dogma, for example), or if technological advances are successfully implemented elsewhere (an Opposed Test against Loyalty). Where two powers have developed similar innovations, then Technology Capabilities are Opposed Tested against each other, with the winner having the innovation that becomes accepted, widespread and moves into the annals of posterity.

In Simon's Elric campaign, for instance, the nation of Vilmir (Technology 56%) attempts to export its new fangled Steam Grinder, designed for milling flour, to Imrryr, Melniboné's capital and the seat of the Bright Empire. Imrryr has no Technology Capability but has Magic at 90%, so Vilmir must overcome that discipline in an Opposed Test. The roll for Vilmir is 31 whilst Imrryr rolls 78. The scientists demonstrate the Steam Grinder to the Emperor Sadric, who responds by having an earth elemental conjured that completes the work in half the time and at double the quantity. Sadric has the hapless Vilmirian scientists ground in their own contraption and the remains sent back to the Vilmirian puppet administration in a flour sack.

Diplomacy (COM + LAW)

The Diplomacy Capability is the refinement of the political process as reflected in the Government Capability. Diplomacy relies on finding peaceful resolutions to potentially violent conflicts and establishing good relations in areas where a state or empire might be viewed with suspicion or hostility. The Capability reflects the investment in diplomats, forging the right connections, establishing good relations and a willingness to use diplomatic efforts in preference to such Capabilities as Warfare, Dogma or Government – which are often aggressive or antagonistic responses. Diplomacy can be used to contest against any of the Basic Capabilities with success achieving a *peaceful* resolution to a problem that would otherwise result in potential violence. Diplomacy can also be used if an Espionage Capability test fails,

leaving the sponsor state vulnerable to accusations of treachery – and hence violent repercussions. A successful Diplomacy test, either opposed or unopposed, depending on the circumstances, manages to wheedle the sponsor out of an embarrassing and damaging incident.

The God Learner Empire has, through breaking certain sacred myths of the Kralori people, brought its empire to the brink of war with Kralorela, a land of Glorantha's east. Kralori troops are sailing against key dominions of the God Learners intent on sacking cities in retaliation for having their myths ruined. God Learner diplomats are despatched to meet the Kralori War Chiefs and, as they speak for the Jrusteli Emperor, the God Learner Empire's Diplomacy of 68% is used to resolve the conflict. The Kralori resist the efforts with their Dogma Capability of 81%, in an Opposed Test. The God Learner Diplomacy roll is 61 and the Kralori Dogma roll is 59. The easterners argue vociferously for the rape of their myths but the smooth-talking Jrusteli diplomats manage to convince the Kralori that the myths, really, were inconsequential but offer to teach the Kralori magical elite the secrets of certain sorcerous texts that have perplexed them for centuries. The Kralori accept the terms and war is averted.

Loyalty (LAW + COM)

Loyalty is handled slightly differently to other Advanced Capabilities. Any country that is conquered by another country or empire automatically gains the Loyalty Capability at its base value. It cannot be bought with Capability points.

Loyalty is a measurement of how loyal a province or dominion is to the ruling power. A high Loyalty signals a propensity for acceptance and obedience. A low value reflects recalcitrance and a propensity for rebellion.

A Loyalty test is called for whenever a ruling power imposes or inflicts measures on a province or dominion that it has not readily agreed to. If the imposition is the result of a previous Opposed Test (such as the empire trying to impose new laws using its Government Capability, for instance, resisted by the dominion's Government), then a Loyalty test is required. If the ruling power has Diplomacy, it can try to increase the Loyalty Capability of the resisting country by the following:

Diplomacy Critical Success:	+20%
Diplomacy Success:	+10%
Diplomacy Failure:	-10%
Diplomacy Fumble:	-20%

There is thus the chance for Diplomacy efforts to do more harm than good.

If the resisting country's Loyalty test succeeds, then the country as a whole accepts the commands or conditions of the ruling power, albeit grudgingly. If the success is a critical, the acceptance is joyous – perhaps much to everyone's surprise. If the Diplomacy test fails,

then the country is prepared to take action of some kind – be it a reduced tribute, refusal to pay that year's Corn Tax, or to expel the empire's diplomats. It may also lead to war, using the Warfare rules. If the Loyalty roll is a fumble, then armed rebellion is guaranteed. See the *Empires at War* chapter for more information on rebellion and insurrection.

CULTURAL BACKGROUNDS

Every state has a cultural background which may, but not always, reflect the predominant cultural backgrounds of Adventurers. Once Characteristics and Basic Capabilities have been defined for a country, choose one of the following cultural backgrounds. The background defines the bonuses to Basic Capabilities and access to Advanced Capabilities. It may also apply modifiers to the country's starting Characteristics.

Barbarian

Barbarian states have no developed central capital city, with the government tending to be reliant on tribal and clan alliances. Literacy levels tend to be low and the state revolves around time-honoured cultures, practices, superstitions and taboos. Barbarian states may have some semi-developed sea-going capability (such as the Vikings) but are, largely, workers of the land and raiders of other territories. The propensity for violent conflict tends to be quite high, reflecting territorial concerns and the use of diplomacy either rare or non-existent.

However Barbarian cultures are neither ignorant nor uneducated. Learning and knowledge may not be codified and stored, as in many civilised nations, but it is there in stories, myths, oral traditions and social practices. Civilised nations may scorn barbarians and civilised empires see them as easy conquests but the Barbarian culture usually displays a rugged tenacity that surprises those who feel it is a backward society or easy victory.

Note that the Barbarian cultural background also includes nomadic cultures.

Characteristic Modifiers

MIL	+1D3
COM	+1D3
SIZ	-1D3 (minimum 3)
WTH	-1D3

Basic Capabilities

Dogma +10, Warfare +20

Advanced Capabilities

Magic. If Magic is not part of the campaign, then increase either Dogma or Warfare by a further +10.

Civilised

The Civilised culture is based around urban centres: towns, cities and great metropolises. Store is placed in the arts but may equally



be placed in warfare and subterfuge. Government is supported by an organised bureaucracy and a governing body such as a forum, senate or parliament – although religious agencies such as temples and churches may exercise rule, or have a heavy influence.

Civilised societies have reasonably developed trade and commerce systems with international imports and exports bolstering the economy. Coinage is used although it may not be commonplace for the lower orders of the society, where barter still holds sway in the markets. Essentially the Civilised society is organised and takes care with its organisation, using centralised mechanisms of state to ensure decision making and matters of domestic and foreign policy are co-ordinated.

CHARACTERISTIC MODIFIERS
LAW +1D3

BASIC CAPABILITIES
Commerce +10, Government +5. Choose one of the following at +5: Dogma, Espionage or Warfare.

ADVANCED CAPABILITIES
Choose any two Advanced Capabilities at the base value.

Maritime

To all intents and purposes Maritime cultures are Civilised but the society has a heavy reliance on the sea – either due to a long coastline or because the country is an island or peninsula. As well as the trappings of a Civilised culture, Maritime cultures naturally have very well developed navies, both for war and

commerce. International trade is common and the society may have an appetite for far-flung exploration.

CHARACTERISTIC MODIFIERS
COM +1D3

BASIC CAPABILITIES
Commerce +15. Choose one of the following at +5: Dogma, Espionage or Warfare.

ADVANCED CAPABILITIES
Choose any two Advanced Capabilities at the base value.

Primitive

Primitive societies have no form of government beyond

simple tribal rituals. The ruler is usually the strongest individual, supported by a religious agent such as a shaman, although this is not always the case. The economy is hunter-gatherer subsistence with no coinage and primitive tools and techniques. The extent of the primitive culture's domain is usually defined by hunting trails and how far the hunters and gatherers are prepared to walk to find food. There is no domestication of animals and, whilst tribes might war with each other, there are not organised armies or fighting forces.

Primitive cultures cannot form empires but can be part of one.

CHARACTERISTIC MODIFIERS
All Characteristics suffer a -1D3 penalty and no Characteristic may exceed 10.

BASIC CAPABILITIES
Dogma +15, Warfare +5

ADVANCED CAPABILITIES
None

GOVERNMENT

Having determined the culture for the state, now determine the type of government it has. In game terms this equates very roughly to a character's profession and each government type has different bonuses to Capabilities and Characteristics.

The government types can occur in any of the three cultural backgrounds and are as follows:



Autocracy

Government by a self-appointed individual. This may be a charismatic or military dictatorship but central power is concentrated into the hands of one person. However, autocrats need some kind of power structure to rule effectively. Very few autocrats are in a position to rule with only their personal charisma and skills however great they may be. Most autocrats depend on their nobles, the military, the priesthood or others, who could turn against him.

Aristocracy

An Aristocracy is a hereditary form of government, where rule is established through an internal struggle over who has the most status and influence over society. Power is maintained by a hereditary elite, either a caste, class, tribe, clan or family. Aristocracies exist through a belief in their own superiority (the divine right to rule, for example) and often include a monarch who, although a member of the aristocracy, rules over the aristocracy as well as the rest of society.

Democracy

Democracies attempt to place power within the hands of the people, with political will exercised through debate and majority voting, to greater or lesser degrees. In ancient Greece, the notion of democracy saw all *eligible* citizens participating in the debate and making of legislation but in this sense democracy becomes unwieldy, leading to either stagnation or a paralysis of power when no clear direction forms. More common is the variation of parliamentary democracy where the people elect representatives to undertake the process of government on their behalf, devolving the bulk democratic process to a small number of individuals but controlling it through elections to decide *who* will represent them.

Despotism

Despotism is rule by a single authority, either an individual or tightly knit group, which rules with absolute political power and everyone else is considered their slave: it is differentiated from an autocracy in this chief respect. The Pharaoh of Egypt is an exemplary case of a despot in the ancient world.

Diarchy

One of the oldest forms of government, a Diarchy is a form of rule in which two *diarchs* are the heads of state. In most diarchies, the diarchs hold their position for life and pass the responsibilities and power of the position to their children or family upon death. Examples of diarchies are found in ancient Sparta, Rome and Carthage.

Gerontocracy

A Gerontocracy is a form of oligarchic rule in which rule is by leaders who are significantly older than most of the adult population. Often the political structure is such that political power within the ruling class accumulates with age, so that the oldest hold the most power. Those holding the most power may

not be in formal leadership positions but often dominate those who are. Gerontocracy's stability is seen as its strength, although in societies that have to cope with rapid change, the decreased faculties of the Gerontocrats can potentially be a handicap in providing effective leadership.

Meritocracy

In a Meritocracy, political power is given to those who demonstrate the capability (the merit) to wield it, rather than those who inherit it or who are the wealthiest of society. In a meritocracy, society rewards those who demonstrate talent and competence, or who demonstrate the right to rule through past actions or by competition.

Monarchy

A Monarchy is ruled by a Monarch (a king or queen) who is acknowledged to have a divine right to rule. The monarch may be all-powerful but is likely to be supported by a landed or wealthy nobility and other institutions such as a parliament or assembly. Indeed, power may not be absolute: constitutional monarchies are a combination of a monarchy and another governmental form which sees the monarch as the ceremonial figurehead with little in the way of direct power. It is usual for monarchies to transfer power through the family or dynasty according to tradition or rules of succession. In monarchies following primogeniture, the crown passes to the eldest son. Members of the extended monarchical family have an entitlement to the crown based on their position within the family but the transfer of power usually occurs according to strict precedents. Breaks in those precedents can plunge the monarchy into deep crisis.

Plutocracy

Government by the wealthy. In this form of government power is concentrated in the hands of the wealthiest in society, regardless of competence or capability. A common feature of plutocracies is very low social mobility coupled with very high economic inequality. Plutocrats secure their own position at the top of the heap with little consideration for the conditions being suffered down through the social orders. Only wealth can bring power; capability counts for little.

Republic

Republics have no single individual at the head of power and government is by a representation of the people. This means that republics share many characteristics with other forms of government listed here, with the exception of a monarchy. Republics can therefore be plutocratic, democratic, autocratic and so on – and for this reason republics do not have a separate entry in the following table: select a form of government to accompany the republican style.

Theocracy

Government by a religious elite with a deeply entrenched view that a god, or pantheon of gods, is responsible for the direction of power and rules through their priesthood. Religion is therefore

the dominant force for power and economic progress in the state and religious codes, practices and traditions govern many, if not all, social codes.

Governmental Types

	Characteristic Modifiers	Capabilities
Autocracy	MIL +1	Warfare +10,
Aristocracy	—	Culture +5, Government +10
Democracy	COM +1	Diplomacy +10
Despotism	—	Espionage +10, Warfare +5
Diarchy	—	Government +10, Choose from: Culture +5 or Diplomacy +5
Gerontocracy	LAW +1	Diplomacy +10
Meritocracy	LAW +1 or COM +1	Choose from: Diplomacy +10, Government +10 or Warfare +10
Monarchy	—	Culture +5, Choose from: Diplomacy +10, Government +10 or Warfare +10
Plutocracy	WTH +1	Commerce +10
Theocracy	REL +1	Choose from: Espionage +10, Magic +10 or Warfare +10

Having chosen the government type for the state, apply the Characteristic and Capability bonuses found in the Governmental Types table. It is quite permissible to combine two government types as long as they are compatible, but no more than two may be combined.

ATTITUDE

What is the state's attitude and approach to outside influence? Is it welcoming or opposed to it? How does it view other states? Is it willing to trade peacefully, or does it seek aggressive expansion?

Once the type of government has been decided, the state's attitude must be decided, too. It can either be rolled for randomly or selected to fit the characteristics the players or Games Master have in mind.

Attitude is composed of two parts: **Temperament** defines the attitude to others whilst **Stance** determines the state's approach to foreign policy.

Temperament

Aggressive

The state is aggressive towards its neighbours, engaging in raids and skirmishes whenever needs dictate. It may believe itself superior culturally, militaristically, religiously or in all these areas.

Defensive

The state reacts violently if threatened but does not act aggressively towards others.

Neutral

The state has no particular policy or outlook on outside influence. It acts as needs dictate.

Stance

Expansionistic

The state seeks to expand its borders and territory, either through trade or military endeavour. It may harbour imperial ambitions.

Insular

The state does not welcome outside influence and seeks to cut itself off from others, engaging only in essential trade but maintaining its culture and traditions with single-minded zeal.

Open

Outside influence is welcomed and embraced. The state enjoys free trade and cultural exchanges, with open borders and a willingness to absorb the ways and lifestyles of others.

Passive

The state has no aggressive tendencies and maintains no regular army.

Stable

The state has struck a balance between its different cultural aspects and has no real aggressive or defensive tendencies.

Obviously some combinations work together whilst others do not. A state can be, for example, Aggressive in Temperament but not Passive in Stance. It could, however, be Aggressive and Insular, or Defensive and Expansionistic. Choose a complementary Temperament and Stance for the state being created and in accordance with the kind of government that would most likely foster these kinds of behaviour.

FREE CAPABILITY POINTS

Having determined Characteristics, Capabilities and government type, the state can be rounded out by developing the base Capability scores.

Each state gains 100 Free Capability points that can be spent on developing Basic and Advanced Capabilities.

- Basic Capabilities increase by 1% for each Capability point spent.
- New Advanced Capabilities can be bought for 10 Capability Points and further developed at the same cost as Basic Capabilities.
- Existing Advanced Capabilities can be developed by 1% for each Capability point spent.

- There is no cap on how many Capability Points can be allocated to either Basic or Advanced Capabilities.

The Cultural Background of the state may limit the new Advanced Capabilities that can be bought:

Advanced Capabilities By Cultural Background

Cultural Background	Permitted Advanced Capabilities	Prohibited Advanced Capabilities
Barbarian	Magic, Diplomacy, Culture	Technology
Civilised	All	—
Maritime	All	—
Primitive	Magic	Technology, Culture, Diplomacy

Example

Simon continues to develop Filkhar for his Elric campaign.

The Characteristics for Filkhar are as follows:

MIL 7
LAW 11
SIZ 7
COM 11
REL 13
WTH 9

Population 1.25 million

Its Basic Capabilities are therefore:

Commerce 16% (WTH+SIZ)
Dogma 24% (REL+LAW)
Espionage 20% (COM+WTH)
Government 22% (LAW+COM)
Warfare 20% (MIL+REL)

The Cultural Background is Civilised, which means that Filkhar's Capabilities benefit from Government +5 and Commerce +10. Simon decides to increase Warfare by +5 and he chooses Culture and Diplomacy as the two Advanced Capabilities.

Commerce 26%
Dogma 24%
Espionage 20%
Government 27%
Warfare 25%
Culture 21% (COM+10)
Diplomacy 22% (COM+LAW)

As a Civilised culture Filkhar also gains +1D3 to LAW; Simon rolls a 3, taking LAW to 14 and increasing the Dogma, Government and Diplomacy Capabilities by 3% also.

As Filkhar is a Monarchy, ruled by King Jerned, its gains Culture +5 and Simon decides to add 10 to Diplomacy. Filkhar is now thus:

MIL 7
LAW 14
SIZ 7
COM 11
REL 13
WTH 9

Commerce 26%
Dogma 27%
Espionage 20%
Government 30%
Warfare 25%
Culture 26%
Diplomacy 35%

With his 100 Free Capability Points, Simon allocates 30 to Commerce, 30 to Warfare, 20 to Culture and a further 20 to Diplomacy. So, Filkhar's Capabilities are now:

Commerce 56%
Dogma 27%
Espionage 20%
Government 30%
Warfare 55%
Culture 46%
Diplomacy 55%

Filkhar is a civilised monarchy with a decent trading reputation even though its wealth is below average. When in conflict Filkhar can go to war or negotiate a diplomatic solution with equal competency, although it is not especially strong in either field but neither is it particularly weak.

IMPROVING STATES

Just as characters improve over time, so do individual nations and in broadly the same way.

Whilst characters have the opportunity to improve skills once every adventure or so, nations improve once per year. A nation gains 4 Improvement Rolls each year which can be made for any of its Capabilities. Roll 1D100:

- If the result is higher than the current capability rating, it increases by 1D4+1%.
- If the result is lower than the current capability rating, it increases by 1%.
- If the result is *exactly* equal to the current capability rating, it increases by 5%.

So, after a year of campaign time, Simon decides to improve Filkhar's Commerce, Dogma, Espionage and Government Capabilities. The dice rolls respectively are: 83, 35, 99 and

The Imperial Seat can be either Barbarian, Civilised or Maritime in its Cultural Background but never Primitive.

Like other nations, the Imperial Seat receives both Improvement Rolls and Imperial Influence increases (the latter reflecting the upward influence of the dominions which, whilst subservient to the empire, still have their own qualities to contribute).

In Pete's Glorantha game, the Imperial Seat of the Empire of Wyrms' Friends is the region of Dragon Pass. Using the dice roll method it has the following profile, taking into account the 200 Free Capability point allocation:

Dragon Pass (Civilised Autocratic Theocracy)

MIL 16 (+1 for Autocracy)

LAW 18(+2 for Civilised – roll on 1D3)

SIZ 19

COM 17

REL 17 (+1 for Theocracy)

WTH 17

Population 4.25 million

Commerce 86%

Dogma 85%

Espionage 39%

Government 65%

Warfare 83%

Magic 86%

Diplomacy 35%

Imperial Characteristics

The Empire's characteristics are based on those of the Imperial Seat but modified by the dominions that form the empire – because an empire is also greater than the sum of its parts. Modify the Imperial Seat Characteristics for the Empire as follows:

- For each Characteristic a dominion has between 14 and 17, the Empire's corresponding Characteristic increases by +1.
- For each Characteristic a dominion has between 18 and 21, the Empire's corresponding Characteristic increases by +2.
- For each Characteristic a dominion has of 21+, the Empire's corresponding Characteristic increases by +3.

The exception here is SIZ, which is based on the total SIZ of the dominions.

EWF Dominions' Capabilities

	Commerce	Dogma	Espionage	Government	Warfare	Magic	Culture	Technology	Diplomacy
<i>Prax</i>	35%	40%	16%	28%	49%	21%	17%	–	–
<i>Dara Happa</i>	68%	75%	44%	75%	81%	90%	58%	28%	29%
<i>Pent</i>	29%	52%	19%	24%	52%	36%	22%	–	–
<i>Northern Ralios</i>	49%	54%	31%	38%	49%	60%	24%	25%	21%
<i>Fronela</i>	66%	66%	62%	55%	60%	58%	31%	28%	22%

To calculate the profile of the Empire of Wyrms' Friends, Pete needs to know the EWF's dominions, which are as follows:

EWF Dominions

	MIL	LAW	SIZ	COM	REL	WTH
<i>Prax</i>	8	7	8	7	12	9
<i>Dara</i>	16	15	10	16	17	13
<i>Happa</i>						
<i>Pent</i>	9	8	9	12	10	9
<i>Northern Ralios</i>	10	11	8	8	8	14
<i>Fronela</i>	13	13	15	16	14	15

The EWF's Characteristics are therefore based on those of Dragon Pass, modified by the Characteristics of each dominion, as follows:

MIL 17 (+1 for Dara Happa)

LAW 19 (+1 for Dara Happa)

SIZ 69 (Population of around 16 million)

COM 19 (+2 for Dara Happa and Fronela)

REL 19 (+2 for Dara Happa and Fronela)

WTH 17 (+2 for Ralios and Fronela)

Imperial Capabilities

An Empire's capabilities are based, again, on the Imperial Seat and modified by the Capabilities of its dominions.

The Imperial Seat Capabilities are increased by one twentieth of the corresponding Capability for each dominion.

To continue the EWF example, the dominion's capabilities are below.

Note: each dominion also has a Loyalty Capability but it is not necessary for this example.

Which means that the EWF's Capabilities are:

Commerce 98% (+12%)

Dogma 99% (+14%)

Espionage 47% (+8%)

Government 76% (+11%)

Warfare 97% (+14%)

Magic 99% (+13%)

Technology 4% (+4%)

Diplomacy 38% (+3%)



The Empire as a whole does not benefit from any additional Free Capability Points although it does gain Improvement Rolls in the same way as individual nations, once per year. Note, however, that the Empire does not see its Capabilities increase as those of the dominions increase.

THE VASTNESS OF EMPIRES

‘When Alexander saw the breadth of his domain, he wept for there were no more worlds to conquer.’

The only limit to an Empire’s size is the number of countries available to be absorbed or conquered, but then that is really the only way for an empire to truly grow. It will certainly mature with time although its size will stay the same (or reasonably so) unless it makes new conquests or sheds old ones.

To gain new dominions, the empire needs to either conquer them or absorb them into its fabric. Not all dominions are conquered aggressively; some states are gradually absorbed into an empire over a great deal of time and through stealthy, non-aggressive means. It depends on the empire and the nation in question.

Aggressive Conquest

The most common way to gain a new dominion is to subjugate it with military force. More on this form of conquest is covered in the *Empires at War* chapter.

Passive Conquest

Passive conquest works through similar mechanisms to Aggressive Conquest but does not result in the loss of life (usually).

- The empire chooses one of the following Capabilities to use for the conquest: **Commerce, Diplomacy, Dogma or Magic.**
- The defender can choose to use the corresponding Capability, or may defend using a different one: Magic against Commerce, say. Usually the highest Capability is the best to use for resistance.

- Opposed Tests are conducted and the winner determined.
- If the empire succeeds it gains peaceful control of the defender and increases its SIZ by the defender’s loss.
- Because the conquest was peacefully achieved, the new dominion’s Loyalty score is at a bonus of +15%.
- If the empire loses, it may try one further attempt at conquest – either peaceful or aggressive – in the same game year. However, if it succeeds on the second attempt, then the +15% Loyalty bonus is not applicable.



IMPERIAL ECONOMICS

This chapter looks at the economics of empires, expanding on the previous chapter and looking in more detail at resources, commerce, economic growth and the events that effect imperial economics.

WEALTH AND WEALTH POINTS

This chapter makes frequent use of the WTH characteristic. It is the foundation of any state's economy and WTH is used to manage resources in a variety of ways. A distinction needs to be drawn between Wealth Points and the WTH Characteristic: the former is used for resource management throughout the year, whilst the Characteristic is the power base for the economy.

TIME CYCLE AND EVENTS

The standard unit of time for states and empires is 1 year. During the year a number of things must be done, in the following order:

1. Generate a number of Wealth Points equal to the power's WTH characteristic. Add this to any surplus carried over from the previous year.
2. Pay tribute and taxes (for states that are part of an empire).
3. Repay any debts that fall due.
4. Roll for Event Effects.
5. Make Improvement Rolls for Capabilities or Characteristics.
6. Spend Wealth Points in support of Characteristics.
7. Resolve any Wealth Point deficit.
8. Make War (Optional).
9. Test for Insurrection.

Generating Wealth Points

The WTH characteristic generates Wealth Points that are then spent during the course of the year. Thus, WTH forms the basis of the economy. If a power has any surplus Wealth Points at the end of a year it can add them to next year's pool to help resolve all the subsequent actions. *For example, a state with a WTH of 10 generates 10 Wealth Points per year. If, at the end of a year, it has only spent 8, it can carry 2 Wealth Points over to the next giving it 12 Wealth Points for the next year's actions.*

Note, though, that some Events may influence the number of Wealth Points for the forthcoming year.

Improvement Rolls

Improve the state's Capabilities or Characteristics as described on page 6 of the previous chapter.

Tribute and Taxes

If a state is part of an empire, it has to pay tribute and taxes. See the Tribute and Taxes section on page 28.

Repay Debts

It might have been necessary to borrow to meet commitments. Debts usually fall due either 1 or 3 years after the loan has been made. Failure to repay a debt will trigger certain consequences, which may include war.

Support Characteristics

Wealth Points are spent supporting the essential needs of the power. See the Wealth section, below.

Resolve Wealth Deficit

If not enough Wealth Points are available to meet the support of Characteristics, then the deficit needs to be resolved somehow. See the Wealth section on page 26.

EVENTS

All manner of things can befall a power: famine, disease, pestilence – or a gold strike, favourable alliance or a magical happening that benefits all.

Events are split into two types: Mishaps and Good Fortune. Mishaps represents set-backs, upsets, disasters and so forth that have a negative effect on a power's well-being. Good Fortune represent the opposite; events that contribute to prosperity.

Exactly what a nation or an empire experiences in any given year is dependent on the Fortune Roll, which represents the fickle hand

of fate. Every nation or empire will experience at least one Event: how many and of what kind, is determined by the roll of 1D100.

Fortune Roll Results

Fortune Roll (1D100)	Number and Type of Events
01–03	Three Good Fortune
04–12	Two Good Fortune
13–22	One Good Fortune
23–77	One Mishap, One Good Fortune
78–87	One Mishap
88–97	Two Mishaps
98–00	Three Mishaps

Having determined how many Good Fortune and/or Mishaps are experienced that year, roll on the Event Category table to determine the category each Good Fortune and Mishap falls into:

Event Categories

1D100	Event's Category
01–20	Cultural
21–40	Economic
41–60	Military
61–80	Nature
81–00	Political/Religious

Then, roll 1D10 on the appropriate table – Good Fortune or Mishap – for the Event's Category.

For example, Gaul's Fortune Roll result is 74 – it experiences both a Mishap and a Good Fortune Event this year. The Event's Category roll for the Mishap is 64: Gaul must roll on the Nature Mishap table. The Event's Category roll for the Good Fortune is 44: Gaul rolls on the Military Good Fortune table.

Cultural Events

Cultural events influence the culture and society of the nation or empire. They reflect events related to the arts, social behaviour, cultural change and so forth. Both Good Fortune and Mishaps use 1D10 to determine the event's specifics.

Good Fortune Events

1D10	Good Fortune
1	Social Advance: A breakthrough in some form advances the mechanics of society in some way (improved literacy for example). Increase the WTH Characteristic by 1.
2	Fortuitous Marriage: A member of the ruling class makes a fortuitous political marriage, bringing 1 additional Wealth Point for this year.
3	Fashion Shift: A particular fashion or trend captures both the national and international mood. Either increase the WTH Characteristic by 1 or gain a 1D4+1% increase to the Culture Capability. If Culture is not already possessed, gain it at its base value.
4	Major Text or Philosophy: An important educational or academic work brings interest and renown. Either Dogma or Law increases by 1D4+1%, or gain +1 to COM or LAW.
5	Festival or Market Prosperity: A cultural tradition, such as a festival or a particular market, becomes the centre of much interest and attendance. Either increase the WTH Characteristic by 1 or gain a +1D4+1% increase to either Commerce or Dogma.
6	Important Person: A particular individual rises to significant prominence culturally. Gain a 1D4+1% increase to the Culture Capability. If Culture is not already possessed, gain it at its base value.
7	Important Event: A very important cultural event takes place in a town or city of the realm. This affords the opportunity for considerable prestige. Make a Government Capability roll: Critical Success: Gain 1 WTH and 1 LAW. Success: Gain 1 WTH or 1 LAW. Failure: No Gain or Loss. Fumble: Lose either 1 WTH or 1 LAW as a result of the event being mis-managed.
8	Cultural Influence: Customs or practices from outside the realm have an impact on the populace. If the nation has the Culture Capability, make a roll against it; otherwise roll against Government at a –20% penalty. Note the roll's result: Critical Success: Culture increases by 15%. If Culture is not possessed as a Capability, it is gained at the base value +5%. Success: Culture increases by 5%. If Culture is not possessed as a Capability, it is gained at the base value. Failure: No Gain or Loss. Fumble: The cultural influence is adverse. Lose either 1 WTH, 1 LAW or 1 COM as a result of the adverse impact.
9	Artistic Discovery: A major artwork is rediscovered, thought lost, that is of particular cultural or financial significance. The work can be kept, in which case gain 1 COM; or it can be sold, in which case gain 1 WTH.
10	Cultural Exchange: A shared social or cultural pursuit develops a diplomatic relationship. Gain a 1D4+1% increase to the Diplomacy Capability. If Diplomacy is not already possessed, gain it at its base value.

CDishaps

1D10 Mishap

- 1 **Cultural Faux Pas:** A cultural mistake causes an incident that proves costly, Lose 1 WTH unless a Diplomacy roll is possible to avert the disaster.
- 2 **Cultural Schism:** A cultural schism leads to a religious or political crisis. Roll either Government or Dogma to avoid losing 1 LAW or 1 REL.
- 3 **Social Unrest:** Failures in social policy, or its general neglect, increases the chance of Insurrection by +10%.
- 4 **Crime:** Make a Government Capability roll. If successful, there is no other consequence. If failed, crime in the state escalates – lose 1 WTH. If fumbled, lose 1D3+1 WTH.
- 5 **Cultural Set Back:** For some reason (religious or government repression; economic stagnation, for example) society experiences a set-back. One Improvement Roll for this year is lost.
- 6 **Cultural Subservience:** Social customs, practices or beliefs are subject to outside interference, albeit on a temporary basis. Make either a Culture roll or Government (at –20%) roll. If successful equilibrium is returned. If failed, gain a further Mishap this year, determined randomly.
- 7 **Regression:** For some reason customs, beliefs or practices undergo a regression to more austere times. Reduce WTH by 1 or forfeit an Improvement Roll for this year.
- 8 **Unpalatable Beliefs:** A sect or faction within the state or empire develops customs or beliefs that are unpalatable or at distinct odds with cultural norms. Lose 1D3 WTH as a result of the confusion. If a successful Government or Dogma roll can be made, this WTH lost can be reduced by 1 (taking it to 0).
- 9 **A Hero Discredited:** A hero of the state or empire is somehow discredited. Make an Espionage roll. If successful, the attempts to discredit him are annulled. If the Espionage roll fails lose an Improvement Roll for this year.
- 10 **Vile Foreign Propaganda:** Foreign enemies start to spread falsehoods about the state or empire. Make either a Diplomacy roll or Government roll (at –20%) to counter the accusations successfully. If unsuccessful, lose either 1D3 WTH or 1D3 COM.



Economic Events

These events affect the economy and financial well-being of a nation, power or empire and can include hard, fiscal turns of fortune as well as less tangible economic issues.

Good Fortune Events

1D10	Good Fortune
1	Technological Breakthrough: A technological discovery provides one of the following benefits: either a gain of 1 WTH, gaining of the Technology Capability at its base value, or an increase of 5% in the Technology Capability if it is already possessed.
2	Trading Success: A trading mission has profound success. Gain 1D3 Wealth Points.
3	Improved Communications: Trading efforts establish new routes of communication. Improve COM by 1.
4	Promising Negotiations: Mercantile negotiations establish potential new avenues of trade. Do not gain anything this year but next year gain an additional 1D3 Wealth Points.
5	Knowledge is Power: Merchant venturers establish important intelligence contacts in foreign territories. Increase Espionage by 1D4+1%.
6	Steady Trade Avenues: Commercial efforts create stable markets. Gain 1 WTH.
7	Tribute Reduction: If the state pays tribute, it is lowered by 1 Wealth Point for this year.
8	Improved Efficiency: Improvements in trade and government practice mean that one Characteristic does not need to be funded this year.
9	New Strategies: The mercantile class develops new trading strategies. Increase Commerce by 1D4+1%.
10	New Goods for Sale: The state develops something brand new that is highly desirable to foreign markets this year. Gain 1D3 Wealth Points and increase COM by 1.

Mishaps

1D10	Mishap
1	Trade Disaster: A trading mission fails horribly. Make a Commerce roll to minimise the effects: Critical Success: Gain 1 Wealth Point. Success: No Wealth Point loss. Failure: Lose 1D3 Wealth Points. Fumble: Lose 3 Wealth Points.
2	Mismanagement of the Economy: The government badly mis-manages the economy. Lose 1 Wealth Point this year.
3	Financial Corruption: Corrupt treasury officials misappropriate funds. Lose 1 WTH and increase the chance of Insurrection by +5%.
4	Increased Overheads: The cost of funding one Characteristic is increased by an additional 1D3 Wealth Points this year.
5	Economic Espionage: Make an Espionage roll. If successful, foreign spies intending to disrupt the economy are rooted-out and executed. If the roll fails, lose either 1 WTH or one Improvement Roll for this year.
6	False Hopes: Prospects for economic prosperity prove to be false. Make a Government roll: Critical Success: Disaster is averted. Success: Lose 1 Wealth Point. Failure: Lose 1 Wealth Point and increase chance of Insurrection by 10%. Fumble: Lose 1D3+1 Wealth Points and increase chance of Insurrection by 10%.
7	Trade Routes Crippled: Bandits or pirates plague a trade route. Make a Warfare roll: Critical Success: Law is restored. Success: Law is restored but at a financial cost; lose 1 Wealth Point for this year. Failure: Military efforts to quell the raids fail. Lose 1 WTH and 1 COM. Fumble: Military action provokes a disastrous response from a neighbouring state – even if it is an ally. Fight one Campaign Year of Warfare with this neighbour before a settlement is reached.
8	Debtors Default: Money owed to the state is not repaid. Make a successful Diplomacy roll to avoid losing 1D3 Wealth Points this year.
9	Trade Ally Dispute: A trading ally increases levies. Make a Diplomacy roll (if the state does not have the Diplomacy Capability, then consider this a Failure): Critical Success: Diplomatic efforts restore the status quo. Success: The status quo will be restored next year; lose 1 Wealth Point this year. Failure: Diplomatic efforts fail. Lose 1 Wealth Point this year and next year. Fumble: Diplomatic efforts are disastrous. Lose 1D3+1 Wealth Points this year and 1D3 Wealth Points next year as the ally increases levies in other areas.
10	Tax Hikes: It becomes necessary to increase taxes. Make a Government roll. Critical Success: The populace sees the necessity for the higher taxes and pays. Success: The populace grudgingly accepts the new taxes but increase chance of Insurrection by 5%. Failure: The populace rejects the new taxes. Lose 1 Wealth Point and increase the chance of Insurrection by 10%. Fumble: Rebellion – Insurrection is automatic this year.

Military Events

Military Events concern the protection of the nation or empire.

Good Fortune Events

1D10	Good Fortune
1	Prudent Spending: The military's costs are optimised this year. MIL can go without funding.
2	Elite Units: Investment in elite units pays dividends. Make a Government roll: Critical Success: Increase MIL by 2 for this year, at no extra funding. Success: Increase MIL by 1 for this year, at no extra funding. Failure: Increase MIL by 1 next year. Fumble: No MIL increase.
3	Strategic Improvements: Strategic and tactical thinking improve, leading to a more effective fighting force. Gain 1D4+1% to the Warfare capability.
4	Weapon Excellence: Improvements in weapons mean that, for this year, Military Damage increases by 1 step. It reverts to normal from the following year.
5	Mercenary Capital: Mercenary units hired to neighbours and other foreign powers earn the state money. Gain 1 Wealth Point.
6	Piracy and Privateers: The state sanctions privateers and turns a blind eye to certain acts of piracy. Make a Warfare roll: Critical Success: Gain 1D3+1 Wealth Points. Success: Gain 1 Wealth Point. Failure: No Wealth Point gain. Fumble: An enemy state declares war as a result of the privateer policy. Fight one warfare campaign with a selected enemy state.
7	Military Research: Military research leads to improved technology in other areas. Gain +10% to the Technology Capability, or gain that Capability at its base value if not already possessed.
8	A Hero Emerges. A military hero emerges; gain <i>one</i> of the following benefits: +1D4+1% to Diplomacy +1 COM +1D4+1% to Warfare
9	New Communication Routes: Military pathfinder expeditions open new routes of communication. Gain 1 COM.
10	Military Support: The military wholly backs the ruling power. Gain +1D4+1% to either Government or Dogma (if the state is a theocracy).

Disasters

1D10	Mishap
1	A Hero Discredited: A hero of the state or empire is somehow discredited. Make an Espionage roll. If successful, the attempts to discredit him are annulled. If the Espionage roll fails lose 1 MIL as a result of the slurs.
2	Treachery! Traitors steal valuable military secrets and information. Reduce either Warfare by 2D6% or Initiative by 1D4+1.
3	Attempted Coup: A military coup is staged against the government. Make an <i>opposed</i> roll between Government and Warfare Capabilities. If the Government wins: the Coup is put-down but at considerable cost to finances and military strength – lose 1 Wealth Point and 1 MIL. If the Military wins, reduce LAW by 2 and choose a new form of government to replace the existing regime from one of the following: Autocracy, Despotism, Republic, Theocracy.
4	Covert Defeat: A secret operation in hostile territory goes wrong. Make a Diplomacy roll to save the situation: Critical Success: No repercussions. Success: Lose 1 Wealth Point but repercussions are averted. Failure: An enemy state declares war as a result of the covert action. Fight one warfare campaign with a selected enemy state. Fumble: Lose either 1D3 MIL or 1D3 COM and an enemy state declares war as a result of the covert action. Fight one warfare campaign with a selected enemy state.
5	Military Overspend: It costs 1D3 additional Wealth Points to fund the MIL Characteristic this year.
6	Military Cut-Backs: Expenditure costs reduce the effectiveness of the military. Reduce either MIL by 1, Warfare by 5% or Military Damage by 1 step.



1D10 Good Fortune

- 7 **Spies Amongst Us:** Spies feed-back key information to potential aggressors. If the state is fighting a military campaign this year it rolls 1D6 for Initiative rather than 1D10.
- 8 **Incorrect Intelligence:** Spies working for the state get their facts wrong. Make an Espionage roll:
Critical Success: The mistakes are realised and countered; no repercussions.
Success: If the state is fighting a military campaign this year it rolls 1D6 for Initiative rather than 1D10.
Failure: If the state is fighting a military campaign this year it automatically loses the Initiative roll.
Fumble: If the state is fighting a military campaign this year, it automatically loses the Initiative roll and suffers a -20% penalty to Warfare.
- 9 **Military Blunder:** The military insists on changes that are misinformed. Lose 1D3 Wealth Points as a consequence.
- 10 **Military Repression:** Civil unrest is cruelly put-down by the military. The result is a massacre; increase chance of Insurrection by +20%.

Nature Events

Nature Events represent the natural world and include natural disasters, such as drought and famine, as well as nature's bounty, such as bumper harvests and perfect weather.

Good Fortune Events

1D10 Good Fortune

- 1 **Bumper Harvest:** Increase Wealth Points by 1D3.
- 2 **Resource Discovery:** A new resource (a seam of coal or a precious metal) is discovered. There is no WTH gain in this year but next year, WTH is *permanently* increased by 1D3 points.
- 3 **Baby-Boom:** An increase in fertility boosts the population. Increase SIZ by 1 and gain 1 additional Wealth Point this year.
- 4 **Natural Disaster:** Not for this state but for a neighbour, which improves this state's markets. Gain 1D3 Wealth Points this year.
- 5 **Nature's Bounty:** Nature is favourable this year. Next year, ignore any one Mishap result.
- 6 **Trade Winds:** Merchants from unknown foreign climes are brought to the state by favourable trade winds or newly discovered routes. Gain 1 WTH and 1 COM.
- 7 **Disease-Free Year:** There are no reports of plague or disease from anywhere in the realm. Reduce the Insurrection chance by 10% and gain +1D4+1% to Government, reflecting public contentment.
- 8 **Miracle of Nature:** A Natural disaster is miraculously averted. Gain +1D4+1% to Dogma as the populace give thanks to the gods.
- 9 **Quality of Goods:** The quality of harvests and livestock is superb. Gain an additional Improvement Roll for this year.
- 10 **Silver Linings.** Roll on the Nature Mishap table; however, the Mishap also leads to an unexpected benefit. There is no Wealth Point gain in this year but next year, WTH is *permanently* increased by 1D3 points.

Mishaps

1D10 Mishap

- 1 **Conflagration:** A major fire devastates a key city or the capital. Lose 1D3 Wealth Points to represent the cost of rebuilding, lost commercial opportunities and trade disruption.
- 2 **Drought or Famine:** One or the other devastates this year's harvest. The Wealth Point cost to support the SIZ Characteristic becomes 1 Wealth Point to support 4 SIZ. Increase the Insurrection chance by 10%
- 3 **Flood/Earthquake:** A natural disaster such as a flood or earthquake devastates the country. Reduce SIZ by 1 and WTH is reduced by 1D3. Increase the Insurrection chance by 10%.
- 4 **Pestilence:** Crops are ravaged by insects or disease, Reduce WTH by 1. Increase the Insurrection chance by 10%.
- 5 **Plague:** A plague devastates the country affecting towns and cities, commoners and nobles. Reduce SIZ by 2 and WTH by 1D3.
- 6 **Unexplained Blight:** For reasons unknown, crops fail. Make a Dogma or Magic roll:
Critical Success: Prayers or magic help limit the damage. No losses suffered.
Success: Prayers or magic ease the damage. Lose 1 Wealth Point.
Failure: Neither prayers nor magic work; lose 1D3 Wealth Points.
Fumble: The Gods have Foresaken the state. Lose 1D3 Wealth Points this year and gain an additional Mishap (determined randomly) next year.



1D10 Mishap

- 7 **Mysterious Illness:** A mysterious illness afflicts several major settlements. Lose 1 Wealth Point this year.
- 8 **Winter of Discontent:** An exceedingly harsh winter makes the populace discontented. Make a Government roll or Dogma roll (if a theocracy):
Critical Success: The people grumble but accept the cold.
Success: The people are moody and restless. Increase Insurrection chance by +5%.
Failure: The people have had enough! Why do the rulers do nothing while people freeze? Increase Insurrection chance by 10%.
Fumble: Agitators stir the crowds. Increase Insurrection chance by +15%.
- 9 **Poor Quality:** For unknown reasons, food and livestock is of very poor quality this year. Lose one Improvement Roll.
- 10 **Curse!** The gods curse the state for some reason. Make a Dogma roll:
Critical Success: The Gods are appeased.
Success: The Gods are appeased but the people are scared – increase Insurrection by +5%.
Failure: Reduce any one Characteristic by 1 point.
Fumble: Reduce any one Characteristic by 2 points.

Political/Religious

These events concern the machinations of both political and religious institutions, both of which seek power and the means to control it.

Good Fortune Events**1D20 Good Fortune**

- 1 **Magical Benevolence:** A gift from the gods, or some form of magical event (or explained that way by the religious leaders) brings prosperity. Increase any one Capability by 1D4+1% and increase WTH by 1 point as the event attracts foreign interest and respect.
- 2 **Political Upheaval:** A sudden change in political thinking or the structure of government. Make a Government Capability roll:

Critical Success: Raise 3 additional Wealth Points.
Success: raise 1D2 additional Wealth Points.
Failure: Lose 1D2 Wealth Points.
Fumble: Lose 3 Wealth Points due to financial mismanagement.

In all cases, increase the Insurrection chance by 10%.
- 3 **Religious Upheaval:** Religious upheaval affects the cost of upkeep this year. Make a Dogma Capability roll:

Critical Success: REL does not need to be funded this year with no penalties for underfunding.
Success: Upkeep cost is 1 Wealth Point for every 5 points of REL.
Failure: Upkeep cost is 1 Wealth Point for every 3 points of REL.
Fumble: Religious schisms and crisis. REL must be funded for the usual cost of upkeep but Dogma cannot be used this year.

In all cases, increase the Insurrection chance by 10%.
- 4 **Tribute Reduction:** If the state pays tribute, it is lowered by 1 Wealth Point for this year.
- 5 **Fortuitous Diplomacy:** A diplomatic endeavour bodes well. Make a Diplomacy roll:

Critical Success: Gain either 1D3 Wealth Points or an additional Improvement Roll.
Success: Gain 1 Wealth Point.
Failure: No consequences.
Fumble: Gain an additional Mishap next year.
- 6 **Religious Discovery:** Priests make a major religious discovery that answers many religious questions or helps explain many myths. Gain +1D4+1 to either Magic or Dogma Capability.
- 7 **Heroic Leader:** The Ruler or head of state emerges as a hero in the eyes of the populace. Increase LAW by 1 and reduce the chance of Insurrection by 10%.



1D20 Good Fortune

8 **Centre of Pilgrimage:** A Religious site in the nation becomes an object of pilgrimage. Increase REL and WTH by 1D3.

9 **Rebellion Quelled:** Make an Espionage roll:

Critical Success: Rebels are caught and dealt with. Increase either Government or Warfare by 1D4+1%.
Success: Rebels are dealt with before finances can be disrupted. Gain 1 Wealth Point.
Failure: No consequences.
Fumble: Roll immediately on the Military Mishaps table on page 23.

10 **Improved Efficiency:** Improvements in trade and government practice mean that one characteristic does not need to be funded this year.

Mishaps

1D20 Mishap

1 **Assassination:** The ruler or rulers are assassinated. Reduce LAW Characteristic by 1D3 and reduce Government Capability by 10% for each LAW Characteristic point lost whilst equilibrium is restored. The Government type may be changed to reflect a new administration or retained as a similar administration steps into the breach. Make a Government test; if the test fails, Civil War breaks-out. Apply the Civil War effects from this table.

2 **Civil Unrest:** Something the government does causes unrest unless a Government test is successful. If the test fails, lose 1D3 Wealth Points through lost commercial opportunities and trade disruption.

3 **Civil War:** Threat of civil war. Make a Government or Diplomacy test to avoid losing 1D4 WTH due to lost commercial opportunities and trade disruption and the cost of fighting the war. Increase the Insurrection chance by 10%.

4 **Corruption:** High level corruption in the government. Reduce Wealth Points by 1. Make a Government test to avoid the corruption being made public. If the test fails, increase the chance of Insurrection by 10%.

5 **Corruption:** High level corruption in the church. Reduce Wealth Points by 1. Make a Dogma test to avoid the corruption being made public. If the test fails, increase the chance of Insurrection by 10%.

6 **Unpalatable Beliefs:** A sect or faction within the state or empire develops customs or beliefs that are unpalatable or at distinct odds with cultural norms. Lose 1D3 Wealth Points as a result of the confusion. If a successful Government or Dogma roll can be made, this Wealth Point loss can be reduced by 1 (potentially reducing it to 0).

7 **Priestly Overspend:** It costs 1D3 additional Wealth Points to fund the REL Characteristic this year.

8 **Scandal:** A scandal paralyses the ruling class. Make a successful Espionage or Diplomacy roll to avoid the consequences. This costs a Wealth Point. If the roll fails, then the Wealth Point must be spent and the Government Capability suffers a -10% penalty for the rest of the year.

9 **Government Overspend:** It costs 1D3 additional Wealth Points to fund the LAW Characteristic this year.

10 **Attempted Coup:** A military coup is staged against the government. Make an *opposed* roll between Government and Warfare Capabilities:

If the Government wins: the Coup is put-down but at considerable cost to finances and military strength – lose 1 WTH and 1 MIL.

If the Military wins, reduce LAW by 2 and choose a new form of government to replace the existing regime from one of the following: Autocracy, Despotism, Republic, Theocracy.

WEALTH

The wealth of nations and empires is abstracted in the WTH Characteristic. This score represents the exploitable resources that the power has and therefore how much revenue it can generate in a single year, represented by Wealth Points. The WTH Characteristic may change each year, reflecting different conditions and circumstances. It is important to track the WTH value and the Wealth Points generated to see how the resources of the state are being managed. Wealth Points must also be spent each year to support the machinery of the state.

Each Characteristic of the state needs to be supported by Wealth Points. This represents the essential cost of running the state and different Characteristics have different costs attached to their upkeep. 1 Wealth Point achieves the following:

- Produces enough food to support **5 points of SIZ**.
- Fund **3 points of MIL** to field in the event of war (otherwise the upkeep of armed forces is part of the LAW upkeep).
- Fund **4 points of LAW** in covering all essential state expenditure (excluding the costs of war).
- Fund **6 points of COM** in terms of essential internal and external communications.



- Fund **4 points of REL** in terms of supporting priests, building and maintaining temples.

In all cases round fractions up. For example, to upkeep a COM of 17 it would cost 2.83 Wealth Points. Round this to 3, representing the way in which administrations inflate their costs when bargaining their own budgets.

For example, Filkhar's WTH is 9 and generates 9 Wealth Points this year. Assuming it does not go to war with Argimiliar this year, to fund its LAW (14), SIZ (7), COM (11) and REL (13), it needs to spend a total of 12 Wealth Points – or 3 more Wealth Points than it has.

Wealth Surplus

Any surplus Wealth Points, after all Characteristics have been supported, debts repaid and taxes/tribute paid, is carried over to the next year and added to the Wealth Point total.

Wealth Deficit

If a state finds that it does not have enough Wealth Points to cover its essential expenditure it has a number of options.

- Reduce the funding for that Characteristic or refuse to fund it altogether. This has consequences for Capabilities but may be a sensible option in the long-run.
- Try to find extra Wealth Points from within untapped resources or selling assets.
- Borrow what is required.



If the deficit cannot be resolved, it is carried across to the next year, reducing the replenished Wealth Points at the start of the year – solving that may be problematic if tribute needs to be paid or old debts made good.

Reduced Funding

A state is not obliged to fund a Characteristic completely. It can fund part of the Characteristic or offer no funding at all. Reducing the funding has a negative impact on the state's Capabilities, as indicated in the following table:

Characteristic	Reduced Funding Consequence
LAW	Every unfunded point reduces the Government capability for that year by 5%.
SIZ	Every unfunded point increases the chance of Insurrection for that year by 10%.
COM	Every unfunded point reduces the Espionage capability for that year by 5%.
REL	Every unfunded point reduces the Dogma capability for that year by 5%.

In Filkhar's example, it is 3 Wealth Points short of what it requires for the year. It therefore decides that it will reduce the funding of the REL by 3 points. For the remainder of the year Filkhar's Dogma Capability will be reduced by 15%, to just 12%... the priests of Arkyn are not happy...

If a Characteristic is completely unfunded then certain Capabilities **cannot** be used that year:

LAW: Government and Diplomacy
 COM: Espionage
 REL: Dogma and Magic

The only exception is MIL. MIL can be left unfunded unless the state intends to go to war – or is forced to do so (see Borrowing). The upkeep costs of the military form part of the general LAW upkeep (wages and essentials) but deliberate war in a year is expensive, often requiring additional taxes to be levied to cover the cost of making arms, training warriors, stockpiling supplies and so forth.

Tapping Resources

The sensible course for balancing a deficit is to try to realise assets or untapped resources through sale, hard work or ingenuity. The state is permitted one roll against either Commerce or Technology, with the following results:

Critical Success: Gain 1D4+1 Wealth Points.
 Success: Gain 1D3 Wealth Points.
 Failure: No Gain or Loss.
 Fumble: Lose 1D3 Wealth Points (i.e. increasing the deficit).

Resources represent a temporary way of generating Wealth Points; however the economic damage caused by doing this reduces the WTH characteristic by 1 point permanently.



BORROWING

Wealth Points can be borrowed from neighbours, allies or even internally, from the state's nobles. To borrow Wealth Points, make a Commerce roll at a penalty of -10% for each Wealth Point borrowed. The success of the Commerce test determines the length of the loan.

Critical Success:	Repayment of loan in 3 years (or earlier).
Success:	Repayment of the Loan in 1 year.
Failure:	Loan is denied.
Fumble:	May not attempt to borrow money for the next 1D3 years.

If the loan is repaid early, this is to the greater good and whoever made the loan will look favourably on future deals: gain a 10% bonus to any future Commerce rolls when seeking to borrow Wealth Points from that source.

If a loan is not repaid when it falls due, then the consequences can be serious. The borrower needs to make either a Government or Diplomacy roll.

Critical Success:	The loan is extended for 1 additional year.
Success:	War is averted but the borrower cannot borrow from that source again.
Failure:	The lender uses force to seize assets and punish the borrower. War is declared which will take place in the next year. See the next chapter for details.
Fumble:	The lender invades immediately. The borrower must somehow fund one year's worth of MIL upkeep in order to defend itself. If it does not, then it cannot use the Warfare Capability to defend and must rely on Diplomacy. If it has no Diplomacy Capability then it is invaded and punished. It loses 1D3 MIL permanently and suffers a Warfare penalty of -5% for every MIL point lost.

TRIBUTE AND TAXES

If a state is a dominion of an empire, then it pays tribute and taxes to the Imperial Seat. The base amount of tribute is always 1 Wealth Point. However, any additional amount depends on how well the state's administration can negotiate with the Imperial Seat (usually via the local governor). An Opposed Test is called for with the state using either Government or Diplomacy and the Imperial Seat using the highest Capability from Government, Diplomacy, Dogma (if it is a theocracy) or Warfare (to threaten armed enforcement of the tribute).

- If the dominion wins the contest, then tribute remains at 1 Wealth Point.
- If the dominion loses the contest, then tribute is a minimum of 2 Wealth Points, or 50% of any surplus Wealth Points the dominion has at the end of the year (round fractions up), whichever is higher.

- If the dominion loses the contest and fumbles, then tribute is a minimum of 2 Wealth Points or 100% of any surplus Wealth Points, whichever is higher.

Making War

If a state has the Wealth Points to fund its MIL Characteristic, it can make war on its neighbours for whatever reason necessary: as punishment, for economic gain, or to start an empire of its own. The next chapter, *Empires at War* deals with war between states and empires.

EMPIRES

The rules in this chapter apply both to individual states, imperial dominions and empires themselves. Each goes through the same timecycle stages, resolving the economics and events in turn.

If you are running an empire, then the sequence needs to be repeated for each dominion in the empire, as well as for the empire as a unit, using its own profile.

Tribute

Empires collect the tribute and taxes offered by their dominions. The amounts collected are added to the empire's Wealth Points at the start of the empire's own timecycle. Therefore the timecycle for each dominion should be resolved first.

The empire does not, however, have to collect tribute in the form of wealth. If it needs to, it can exact tribute in the form of troops, compelling a dominion to send the equivalent number of points in MIL instead (or a combination of MIL and WTH). This is particularly useful for an empire that is preparing to fight a campaign where it needs to boost its military reserves. If an empire demands military tribute instead of wealth, the dominion *cannot* contest it.

For example, Dara Happa owes the Empire of Wyrms' Friends 3 Wealth Points, which it can pay that year. However the EWF, preparing to fight a major campaign against the God Learners in the land of Fronela, instead compels Dara Happa to send 2 MIL and 1 Wealth Point, knowing that it will most likely incur losses against the well organised Rightness Army of the God Learner Empire.

Imperial Governors

Every dominion in an empire is assigned a governor who acts with the authority of the emperor within a far-flung dominion. The governor may rule outright but as is most often the case, he allows the dominion a certain degree of continued local rule, with himself directing key decisions and acting as an imperial veto on others. The governor is also responsible for enforcing imperial decrees and decisions in a dominion whenever necessary and for ensuring that tribute is collected and returned to the Imperial Seat.





For example, Filkhar knows it will be attacked by Argimiliar next year. Its Loyalty to the Bright Empire is 28% and it succeeds its Loyalty roll with a 26. The Bright Empire sends 2 regiments of its finest Warrior Slaves to supplement its beleaguered dominion but demands an additional 2 Wealth Points in tribute at the start of the next year – along with the return of its warriors.

Imperial Decree

An empire's Imperial Seat can try to impose conditions or laws on its dominions, reflecting trends in the Imperial Seat or elsewhere in

A dominion under the control of a governor can use certain of the empire's Capabilities in place of its local ones. The Capabilities that can be substituted are: Commerce, Culture, Diplomacy, Dogma, Espionage and Government. Even though the governor himself may not necessarily have the full weight of these credentials, he will be supported by an administration that does (bureaucrats, spies, religious advisers and so forth).

Using imperial Capabilities is a matter for the local circumstances but it is certainly one of the advantages of being part of an empire: the weight, skill, experience and reputation of the empire counting for much in the overall affairs of state.

Imperial Military Aid

If a dominion requires military aid from the empire, it can request it by making a standard Loyalty test. If successful, military aid, in the form of MIL points, is sent at the start of the next year. The dominion's Loyalty test success determines what aid arrives:

- Critical Success: The Empire sends 1D3 points of MIL at the start of the next Year.
- Success: The Empire sends 1D3 points of MIL at the start of the next year but requires either Wealth Points or MIL from the dominion, equal to the MIL provided, as **additional** tribute for the **following** year.
- Failure: No MIL is offered
- Fumble: The request is denied and an additional 1 Wealth Point in tribute is demanded in the next year.

The MIL points sent by the empire are temporary and revert back to the empire once the war they are needed for is complete.

the empire. These might be cultural, financial, legal, militaristic or religious.

Each year the Imperial Seat makes a Government test. If successful, then the Imperial Seat decides to strengthen its hold over its dominions through one of these methods and a method should be chosen. If the Government roll fails then the Imperial Seat is too concerned with internal affairs to worry about the dominions that year.

The empire pits the relevant Capability against a resisting Capability in each dominion. For example, a Religious decree could be resisted by either Dogma or Government.

- Critical Success: The dominion has accepted the decree and life continues.
- Success: The decree is imposed but the dominion is allowed to make a Loyalty test to see how its populace reacts to the decree. The Loyalty test can be influenced by Diplomacy.
- Failure: The decree is not imposed and the dominion has successfully resisted the attempt.
- Fumble: The decree imposition has failed so miserably that the dominion's Loyalty to the empire is shaken: the Loyalty Capability for that dominion is **reduced** by 1D6%.

If the dominion fails a Loyalty test, insurrection can occur, modified by any local circumstances from the Events table for example. See the next chapter for handling insurrection.

The same Imperial Decree can be made to all the dominions in the empire or different decrees can be made for different dominions.

Imperial Decree Table

Decree Type	Example	Capability
Cultural	A fashion, trend or cultural pursuit is actively propagated throughout the dominions.	Culture
Financial	The empire needs money for some pursuit that affects the Imperial Seat only – but the dominions are needed to foot the bill.	Commerce
Legal	A new law needs to be introduced across the empire, or local laws need to be amended to the empire's advantage.	Government
Militaristic	The empire needs soldiers for the Imperial Army to fight a war in another province or against an outside aggressor. It looks to the dominions for conscripts.	Warfare
Religious	The imperial religion makes decisions that have consequences for dominions and their local religions. If the empire is a theocracy, then a Religious decree is usually the first choice.	Dogma

Outside Interference

The mechanics in this chapter are concerned with events for individual states, as well as states within an empire. But what of outside the Empire? An empire might be all-encompassing and have no rivals elsewhere in the world. Or, as is more common, there will be other, powerful, single states, alliances of states and even other empires that seek to challenge it.

Once per year, the empire should roll on the following table to determine if there is any external interference in its affairs. The entry for each event shows how it should be resolved and the consequences.

EMPIRES AND COLLAPSE

Every empire has its limits. At some stage it reaches a point where the benefits of expansion, or the benefits of a wide dominion, cease to be a benefit and become a burden. Other factors also contribute to the collapse of political will or stability; a debilitating or protracted war; widespread rebellion as dominions find their own voice and challenge the old order. Usually empires collapse because of a combination of all these things. Imperial collapse is a complex area to reflect within game rules and collapse does not happen overnight; it can take years, decades or centuries. Sometimes the remnants of an old empire arise as a new one. Sometimes the empire implodes altogether and leaves behind nothing but ruins.

In *RuneQuest Empires*, collapse begins in any of the following circumstances:

- A Characteristic, such as MIL, LAW or WTH, is reduced to zero or less, signalling the impotence of the Characteristic to enforce imperial domination and a breakdown of the very structure of empire.
- Military defeat of the Imperial Seat and the creation of a new regime that is capable of replacing the old.
- The WTH Characteristic of the Imperial Seat is no longer capable of sustaining the demands of its dominions, leading to the release of dominions in order to conserve resources and strength.
- A cataclysm that destroys the structures of empire; such as the Dragonkill of Glorantha that ends the EWF, or the magical implosion and sinking of Jrustela that defeats the God Learners.
- A single dominion becomes powerful in its own right and is capable of challenging the empire, leading to it breaking away and regaining independence.

Collapse may therefore be sudden but in all likelihood it will take years. However, once the Imperial Seat falls, or loses power, it signals to the dominions that change is inevitable and leads them to either challenge the damaged imperial state or to simply break away and stop obeying it. These circumstances need to be adjudicated by the Games Master.

If an empire reaches a state where a Characteristic is reduced to zero, then the rot has already set in. Its Capabilities are reduced according to the rating of its Characteristics, leading to diminished Capabilities but equally it must follow this procedure:

Every year a Government test must be made. If a critical success, then the Imperial Seat regains 2 points in the affected Characteristic. If a standard success, it regains 1 point. For a fumble, it loses a further 1 point and it can go into negative figures. The Imperial Seat can also regain 1 Characteristic point for every dominion it voluntarily releases from the empire, simulating the retraction of resources from that dominion and a return to the seat of government.

An Imperial Seat with a score of -3 or less in any Characteristic is deemed to be Collapsing. Roll on the Collapse Effects table each year to determine the knock-on effects of the Collapse.

Stagnation

The *maximum* number of dominions any empire can sustain before it starts risking collapse is equal to its LAW+WTH divided by two. If the empire equals or exceeds this number of dominions in its power, then it must roll on the Collapse Table regardless of whether other circumstances have initiated a collapse already. In this case, the empire is considered to be stagnating.

The empire can, of course, ignore the warning signs and attempt to continue expanding but if it does so, every additional dominion above its maximum number of dominions adds one extra roll on the Collapse Table each year.

External Events Table

1D20	Event	Resolution
1-10	No External Event	—
11	Aggressor Empire	Another Empire is emerging and encroaches on the Imperial Territory. War is required to eject the invader.
12	Aggressor State	A lone state outside the Empire launches a conquest attempt on a dominion. The Empire must use its own force to crush the aggressor. If it succeeds, then the aggressor state becomes a conquered territory.
13	Conquest Opportunity	A previously ignored territory becomes attractive for conquest. Roll 1D10 for the reason why: 1: Plentiful natural resources. 2: Wealthy with gold and jewels. 3: Politically aligned to empire. 4: Enemy of a rival empire or territory. 5: Religiously opposite but weak and ready for conquest. 6: Magically astute but presently weakened. 7: Good but weakened military. 8: Occupies strategically important area. 9: Superb, deep-water port. 10: A combination of 3 of these.
14	Discovery	An important discovery enhances one of the Empire's Characteristics by 1 point. Select one or roll randomly.
15	Distant War	War between distant states or empires disrupts communications within the empire. Lose contact with 1D3 dominions. Unable to collect tribute from them this year and unable to issue decrees.
16	External Political Upheaval	The international political situation alters. Make a Government roll. If successful, the empire capitalises on it and gains 1D3 Wealth Points. If the roll fails, there is no political capital to be had.
17	Magical Breakthrough	Magical research outside the empire leads to new developments within. The empire gains +1D4% to its Magic Capability.
18	Magical event	A magical event outside the Empire has one of the following effects on the Empire (roll 1D4): 1: One of the empire's dominions is captured and magically controlled. Magical force of some kind is needed to remove the intruder. 2: The Empire's magical power increases. The empire gains +1D4% to its Magic Capability. 3: The Empire is under direct threat and must wage a Magical battle with its own Magic Capability. 4: The Magical Event paralyses the Empire. It cannot carry out any actions this year.
19	Social Breakthrough	A social development outside the empire finds its way into the dominions. Empire must make a successful Government or Dogma roll to quell these intrusive ways. If it fails, then its tribute for next year is reduced by 1D4.
20	Technological Breakthrough	A technological advance outside the Empire is highly desirable. The Empire must make a Diplomacy roll to acquire knowledge of the technology. If the roll fails, the Technology Capability cannot be improved next year.

Collapse Table

1D100	Collapse Effect
01-40	Chance of Insurrection in each remaining dominion increases by 40%.
41-70	Insurrection in each dominion is automatic.
71-75	Collapse has a knock-on effect for MIL – reduce MIL by 1D3 points. If MIL is already at -3, reroll on this table.
76-80	Collapse has a knock-on effect for LAW – reduce LAW by 1D3 points. If LAW is already at -3, reroll on this table.
81-85	Collapse has a knock-on effect for COM – reduce COM by 1D3 points. If COM is already at -3, reroll on this table.
86-90	Collapse has a knock-on effect for REL – reduce REL by 1D3 points. If REL is already at -3, reroll on this table.
91-94	Collapse has a knock-on effect for WTH – reduce WTH by 1D3 points. If WTH is already at -3, reroll on this table.
95	Collapse has a knock-on effect for MIL – reduce MIL by 1D6+1 points. If MIL is already at -3, reroll on this table.
96	Collapse has a knock-on effect for LAW – reduce LAW by 1D6+1 points. If LAW is already at -3, reroll on this table.
97	Collapse has a knock-on effect for COM – reduce COM by 1D6+1 points. If COM is already at -3, reroll on this table.
98	Collapse has a knock-on effect for REL – reduce REL by 1D6+1 points. If REL is already at -3, reroll on this table.
99	Collapse has a knock-on effect for WTH – reduce WTH by 1D6+1 points. If WTH is already at -3, reroll on this table.
00	Roll Twice on this table and apply the results.

EMPIRES AT WAR

Great empires are not maintained by timidity.

— Tacitus

It is inevitable for countries to go to war and imperative that empires do so if they are to make, maintain and defend their conquests. This chapter concerns itself with wars on a national and imperial scale.

This chapter offers an abstraction of warfare where it is not necessary to plot and manage each and every battlefield of a particular campaign and only the overall result is important.

The Brutalities of War

War is a crippling event. Entire generations can be lost, as reflected in the direct application of damage to the MIL Characteristic. Loss on this scale takes many, many years to recover from and imposes incredible economic and social hardship. The rules for warfare in this chapter attempt to convey the devastation of sustained military campaigning and following a policy of out-right genocide: attempting to wipe-out an opponent's army, or even allowing your own to be reduced significantly in size, will have long-lasting repercussions for military strength, social morale and the economy, so that any conquests made can become valueless.

THE CURRENCY OF WARFARE

Two elements are crucial to warfare on this scale: the MIL Characteristic and the Warfare Capability. Other Capabilities also play their parts but MIL and Warfare are the most important.

MIL represents the military might the state or empire fields in a campaign. It can be some, or all, of the MIL Characteristic, depending

on funding or whether or not it is prudent to use the entirety of a military force. When a nation's or empire's armies sustain damage, its MIL is reduced. If it is reduced to zero, then the state has been defeated (temporarily, if it still has MIL undeployed and in reserve, or completely if its entire MIL Characteristic is used in the campaign).

The Warfare Capability is used to determine the outcome of battles, whether you inflict damage on the enemy army and if you gain a strategic advantage via Warfare Manoeuvres.

The Capabilities of Espionage, Dogma and Magic, can be used to bolster either Initiative, the MIL Characteristic or Warfare Capability, respectively. Their effects are discussed in detail later.

WARFARE TIMESCALES

Time in this level of warfare is measured in one year periods, with the elapsed time representing the build up of troops, fleets and other resources, awaiting the correct season for strategic movement and the eventual armed confrontations which are resolved in one or more battles. This annual period is known as a *campaign*.

A campaign is held between two opponents. If a nation is facing several belligerent enemies, then it must support a separate campaign for each foe.

The nation of Shekia is engaged in a war with two of its rival neighbours, Osterland and Romania. Acting in concert its enemies each launch an invasion, thus Shekia must engage in two campaigns simultaneously.

The campaign period lasts until one of the two sides retreats, surrenders, fortifies or has its mobilised force defeated. An army suffering heavy losses might choose to withdraw, whereas an army sustaining moderate losses might decide to fortify itself into a city, awaiting reinforcements before continuing to conquer the region during the next campaign season. Much will depend on the circumstances and resources available.

COSTS OF WAR

The ability to field an army, either in aggression or defence, depends purely on available wealth. If, during a standard timecycle, the state or empire has enough Wealth Points to fund an army (it costs 1 Wealth Point to fund 3 MIL), then it can do so. This might mean squeezing other resources which could have consequences for the state, or it might be easily affordable but Wealth Points must be in place before war can be waged.

Wealth therefore determines the size of the force that is deployed. A state with only 2 Wealth Points, for example, could deploy a force of MIL 6; with 6 Wealth Points it could deploy a force of MIL 18 – assuming it has the MIL reserves in the first place.

If a country has allies and it can make a Diplomacy test opposed by the ally's Government, then it can gain additional MIL from that ally but at a cost of 1 Wealth Point for every 2 points of MIL. If the opposed test fails, then the ally cannot, or will not, send troops for that campaign.

If the state going to war is an empire, then it can draw upon the MIL of its dominions, either in the form of promised tribute or by compelling the dominion to send troops to supplement the Imperial Army. The Wealth Point cost is the same if a dominion is compelled but the dominion is allowed to make a Loyalty test to see how the demands are greeted by the government and populace. If the Loyalty test succeeds, then the dominion supplies the MIL resource demanded. If the Loyalty test fails, then there is a chance of Insurrection (see page 44).

The Wealth Points spent on funding the military campaign last for the entire year. If military action is to be sustained, then Wealth Points must be continually spent. However, sustained war is debilitating on the economy and the cost increases year on year.

For the first year of warfare, it costs 1 Wealth Point for each 3 MIL. For the second 1 Wealth Point for every 2 MIL and in the third and subsequent years 1 Wealth Point for every 1 MIL. This represents the escalating costs of diminishing supplies, dealing with casualties and so forth.

Cost of War Examples

Filkbar decides to make war against Argimiliar, which has continually demonstrated aggression towards its smaller neighbour. With 3 Wealth Points available that year, with all other essentials taken into account, Filkbar can fund an army of MIL 9. However, as it only has MIL 7 in terms of its own reserves, it decides to field MIL 6 (at a cost of 2 Wealth Points) instead, holding 1 point back.

If the campaign runs into a second year, sustaining a MIL 6 campaign will cost 3 Wealth Points and, if the campaign runs into a third year, then the cost will become 6 Wealth Points.

On the other hand, the God Learner Empire, with a surplus Wealth Points of 18 can afford, in its first year of combat

against the EWF, to field a force of 54. The Imperial Seat does not have an army of that strength but it can compel assistance from its dominions and does so through a mixture of tribute and demands, gaining an extra 12 MIL to add to its base of 20. This Imperial Force of MIL 32 will cost the God Learners 11 Wealth Points in the first year, 16 Wealth Points in the second year and 32 Wealth Points in the third. If the God Learners are to wage a sustained campaign against the EWF, it will need to raise and save substantial capital from its dominions.

PREPARING FOR WAR

Wars are fought as campaigns. A campaign focuses on the invasion of a specific territory or the defence of a region against an aggressor. It is possible to become involved in several campaigns simultaneously, each one assigned its own fraction of the power's military strength, espionage, dogma and magic capability and resolved independently.

Before the campaign starts, the participating forces need to be assembled, strategic information gathered and magical augmentations enchanted. Using the Capabilities of Espionage, Dogma, Magic and Technology, a number of benefits can be gained which affect the campaign.

Military Strength

Before the campaign starts, it must be assigned a portion of the nation's MIL Characteristic. Once the campaign starts, this value cannot be replenished until the following year.

Espionage

A cunning nation spies on its foes and attempts to pre-empt or sabotage their efforts. This is where the Espionage Capability is used.

The Espionage test is always unopposed and represents months of field work by a network of spies and agents, not simply a single mission against the enemy. The success of the Espionage roll affects Initiative, offering a bonus or penalty, depending on the level of success of an Espionage roll. The roll represents gathered intelligence, sabotage, misinformation and other tactics during the campaign, allowing a force to strategically outmanoeuvre its enemy.

If a state is engaged in multiple campaigns, it may split the value of its Espionage Capability between them. Only one Espionage test is made per campaign.

Espionage Campaign Modifier

Espionage Roll	Initiative Bonus
Critical	+1 per 10% of assigned Espionage Capability.
Success	+1 per 20% of assigned Espionage Capability.
Failure	—
Fumble	-1 per 20% of assigned Espionage Capability.



For Example, the tiny kingdom of Shekia has an Initiative of 12 and Espionage 65%. It is spying on Granbretan and its allies in France, in advance of the Dark Empire’s invasion of the Shekian homeland. Shekia devotes 35% of its Espionage to spying on Granbretan and 30% on the allies in Breton. Rolling for Granbretan, it score 03 – a critical success, which will give it a +4 Initiative bonus come the war (+1 for each 10% assigned to Espionage and rounded up).

For Breton, it scores 29, a success, and a +2 Initiative bonus (+1 per 20% of Espionage assigned, rounded up).

The Initiative bonuses must be used separately in campaigns against each foe; they cannot be combined.

Dogma

Nations of great faith can call upon their more pious or fanatical believers as levies to augment the military. The number of points of MIL which can be called upon depends on the success level of the Dogma Roll and the value of the Capability. If the roll is fumbled, some members of the military forces become so aggravated that they desert.

As an additional benefit, these fundamentalists are supported by their faith, so cost no Wealth Points when mustered. However

when the campaign season concludes, they dissipate, returning to their former lives. The bonus MIL generated by the use of Dogma are the first casualties to be incurred in any battle.

As with Espionage, if occupied in multiple campaigns the value of the Dogma Capability can be split between them. Only one Dogma test is made per campaign.

Dogma Campaign Modifier

Dogma Roll	MIL Modifier
Critical	+1 per 10% of assigned Dogma Capability.
Success	+1 per 20% of assigned Dogma Capability.
Failure	—
Fumble	-1 per 20% of assigned Dogma Capability.

Magic or Technology

If sorcery or science is part of your world, then an empire or state that has the relevant Capability can make a Magic or Technology test in a bid to improve its Warfare Capability. This represents the assignment of magical resources to the fielded military force, whether they be long duration ritual enchantments, accompanying cadres of warrior priests or scientific weaponry.

If facing multiple opponents, the value of the Magic or Technology Capability can be split between them. However, only one Magic or Technology roll is made per campaign.

Magic or Technology Campaign Modifiers

Magic or Technology Roll	Warfare Modifier
Critical	Add one fifth of the assigned Capability.
Success	Add one tenth of the assigned Capability.
Failure	—
Fumble	Subtract one tenth of the assigned Capability.

Melnibone with its Magic capability of 139% is attacked on two fronts. It decides to split its magical resources, assigning 50% to the Purple Isles to the east and 89% against the Pang Tang to the north. In the campaign against the Purple Isles the Melniboneans roll a normal success, adding a bonus +5% to its Warfare Capability (one tenth of the assigned 50%). However, against the Chaos Horde it critically succeeds, gaining a +18% bonus to Warfare (one fifth of the assigned 89%).

WAGING WAR

Once the strengths and capabilities of the participating forces are determined, the campaign can begin. Campaigns are resolved as a series of battles, using the following rules.

Combat in *RuneQuest Empires* uses a simple cycle, repeating for each subsequent battle until the campaign ends. The warfare sequence is as follows:

1. Determine the remaining MIL fielded in this campaign.
2. Calculate any reduction in Military Damage.
3. Determine Initiative for each side.
4. Side with highest Initiative chooses objective.
5. Roll Warfare for Attacker and Defender.
6. Resolve outcome of the battle.
7. Apply any Manoeuvre effects and resolve damage.

Determine Initiative

To determine which side has the strategic advantage, each side rolls 1D10, adding any modifier due to Espionage, and adds it to their base Initiative. Whichever State has the higher total wins and decides the objective of that particular battle.

If facing multiple opponents, Initiative must be rolled separately for each campaign. If both forces get the same Initiative value, the side with the better Espionage value wins the tie.

The first battle of the campaign season starts with the introverted Melnibonean Empire gaining an Initiative of 24 and the Purple Islanders 27. Winning Initiative, the Purple Islands fleet decide to strike at the province of Vilmir, which the Empire is forced to defend. However, in the northern campaign

the Melniboneans, who have assigned most of their agents to spy on Pang Tang, win Initiative. The Empire seizes the moment and performs a proactive dragon strike against the Chaos Horde still gathering on the islands, taking the fight out of their territory. Since neither battle was conclusive, the campaign continues and Initiative is rolled again.

Decide Objective of Battle

Whichever side wins Initiative has the option of deciding what the objective of the battle is. Choose one of the following options. Note that a defender that wins the Initiative cannot select Invade as the objective unless they themselves intend to invade an aggressor's territory:

- **Invade:** Invade a territory belonging to the Empire or Nation against which the campaign was started. This is normally the initial act which starts a war but some invasions bog down and never successfully gain a foothold into enemy territory.
- **Contest:** Engage enemy forces present within the same region. Once a territory has been invaded, both sides must continue to whittle down each other's forces until their resolve breaks or the armies are completely eradicated.
- **Fortify:** Hold up in a defensible location and await reinforcements. When a side is facing difficult odds, it may decide to refuse direct battle and try to protect its remaining forces. This may involve barricading itself into a major city or retreating into difficult terrain such as swamps or mountains. If successful, this option concludes the campaign that season.
- **Retreat:** Withdraw from the region entirely to preserve remaining forces. If a force cannot complete its conquest or is needed for a different campaign, it can retreat in order to save its strength. If successful, this ends the campaign.

The side which lost Initiative may only respond as best it can to counter the objective.

For the purposes of the battle, the Attacker is considered the side which is on foreign territory, whilst the Defender is the side on home or allied territory. If both opponents are contesting undefended territory belonging to neither side, then the winner of Initiative is deemed the Attacker.

Resolve the Battle

Resolving the outcome of the battle requires each side to roll a Warfare test. The result depends on which specific objective was selected. A difference in the rolled levels of success may result in a Warfare Manoeuvre being gained, which should be selected prior to rolling any damage.

As per *RuneQuest* combat, these are unopposed rolls but subject to the Skills Over 100% rule as described on page 35 of the *RuneQuest Core Rulebook*.

Invading a Territory

Before the ownership can be contested, the territory must first be invaded. Attempting to march into a region requires both sides roll a Warfare test.



If the attacker succeeds the Warfare test, it penetrates the territory, establishing a foothold. Roll Military Damage and apply the result to the defender's MIL Characteristic. Failure indicates that the invasion was either ambushed or foundered before it could begin.

If the defender succeeds in its Warfare test, then it takes advantage of border defences and repulses any foothold gained. Roll Military Damage and apply the result to the attacker's MIL Characteristic. Failure allows a successful attacker to move into the region and begin contesting its rule.

It is entirely possible that some campaigns might result in a succession of rebuffed invasions before the attacker gives up, or the complete slaughter of the defenders before the invaders can enter unhindered.

Contesting a Territory

Contesting territory involves the eradication of enemy forces present within the region. A territory can be contested only if it has been successfully invaded first.

If either the attacker or defender succeeds its Warfare test, it may roll Military Damage and apply the result to the opponent's MIL Characteristic. If one or other fails the roll, then they were routed from the field and inflicted no significant damage to the winner. If both fail, then battle was refused.

In addition, the territory also suffers destruction from the battle. If the attacker's Warfare test was successful, it may roll its Military Damage and apply the result to *one* of the nation's Characteristics; LAW, COM, REL or WTH. This represents the attrition of local government, closing of travelling routes, religious repression and general looting which occurs in a war zone.

If both sides are contesting a region outside of their borders, then they both apply their damage roll to the territory, ravaging the land in their struggle.

Fortifying within a Territory

At any point, either side may switch to a passive footing and cease the campaign in an attempt to await reinforcements or impose economic difficulties on the opponent. This is usually performed by fortifying oneself within key cities or using difficult terrain to prevent full scale military engagements.

When this objective is selected, the fortifying side becomes the defender and the opposing force is regarded as the attacker. The attacker is allowed a single chance to attack the entrenched force. If they are not expelled, the campaign ends for that year in a siege.

If the attacker succeeds the Warfare test, it penetrates the fortifications. However, the difficulty of the assault halves the Military Damage applied to the attacker's MIL Characteristic.

If the defender succeeds in its Warfare test, then it manages to repulse any assault that penetrates the stronghold and the campaign ends for that year. Roll Military Damage and apply the result to the attacker's MIL Characteristic. Failure against a successful attacker forces the defenders to flee, allowing the campaign to continue.

If either side is destroyed as part of the battle, the war *may* be continued for that year, with the remaining forces moving onto a new target.

As per Contesting a Territory, damage can be inflicted on the region if the besieging force is the invader.

Retreating from a Territory

A side may choose to disengage from a campaign for a variety of reasons but usually because it is losing and wants to preserve any remaining MIL strength for another day. A successful retreat requires that the withdrawing force leaves the territory it is currently fighting in. If a retreat fails, the withdrawing force may end up being cut off or besieged, unable to escape the territory and facing further battles.

If the retreating side succeeds the Warfare test, it manages to march out of the region and the campaign ends for the year. Since its objective was withdrawal, it does not inflict any damage against the opponent.

If the opposing side wishes to pursue, it is allowed *one* free attack against the disengaging force. Assuming it succeeds in its Warfare test, it may roll Military Damage and apply the result to the attacker's MIL Characteristic. If it decides to forgo this opportunity, the withdrawing force escapes unhindered.

A force fighting within its own home territory *cannot* retreat. It can only surrender.

Withdrawing from a territory inflicts 1D3 points of damage to the retreating Nation's LAW, COM and WTH, as a result of the ignominy of defeat.

Success Levels and Warfare Manoeuvres

After both sides have rolled their Warfare tests, compare the *success levels* of the results. Differences in levels of success are calculated by how many *steps* lie between the two. In other words, if both combatants roll a critical, then the difference between them is 0.

The Levels of Success Table summarises the differences in success levels depending on the attacker's and defender's rolls.

Gaining a level of success over an opponent allows the combatant to perform an opportunistic *Warfare Manoeuvre*. Warfare Manoeuvres confer some form of advantage over the opponent which can be of significant benefit in further battles during the campaign.



Levels of Success

		Attacker's Roll			
		Critical	Success	Failure	Fumble
Defender's Roll	Critical	—	Defender gets 1	Defender gets 2	Defender gets 3
	Success	Attacker gets 1	—	Defender gets 1	Defender gets 2
	Failure	Attacker gets 2	Attacker gets 1	—	—
	Fumble	Attacker gets 3	Attacker gets 2	—	—

For each level of success over their opponent, the winner selects an applicable Warfare Manoeuvre from the list. So, for example, if the defender beat the attacker by two levels of success, then it chooses two manoeuvres.

Some manoeuvres — those marked with an asterisk — can only be applied if the combatant rolled a critical success.

WARFARE MANOEUVRES SUMMARY TABLE

Ambush*
Capture Baggage
Entrap
Forced March
Genocide
Hit and Run*
Holy War
Innovative Tactics
Loot and Pillage
Morale Boost
Night Attack*
Outflank Defenders
Overrun Defences
Ritual Invocation*
Steal Initiative

**Critical Success Only.*

The different Warfare Manoeuvres are detailed here. Note that some Warfare Manoeuvres take immediate effect whilst others are applied in the next round of combat.

When choosing a Warfare Manoeuvre, take into account the governmental style of the Aggressor or Defender. For example, a Theocracy might opt for Holy War or Ritual Invocation instead of Morale Boost. Conversely, a defensive state would opt for Hit and Run tactics rather than maximising bloodshed to others.

Ambush (Critical Success Only)

The enemy is lured into a cunning ambush by use of deception or tactics. The Military Damage of the ambushing army is increased by one step.

Capture Baggage

The army ransacks the enemy's baggage train. They gain a one-off bonus of 1D3 WTH for the remainder of that year. This manoeuvre can only be taken once by each side during a campaign.

Entrap (Vs. Retreat Only)

This manoeuvre can only be used against enemies attempting the Retreat objective. The army cuts off the opposing force, preventing it from successfully withdrawing. The enemy must attempt another Retreat in order to escape.

Forced March

Taking advantage of scattering its opponents, the army withdraws from the territory, ending the campaign. The heroic effort of the march avoids any propaganda damage for retreating.

Genocide

The army uses its victory to sweep the countryside, butchering the population in a murderous rage. It may roll damage and apply it directly to the territory's SIZ.

Hit and Run (Critical Success Only)

By refusing to engage fully, any damage the army suffers is reduced to the minimum possible. For instance, an enemy that would normally inflict 1D6+2 damage will instead inflict only 3 points of damage.

Holy War

The army's religious fervour increases its morale. In the next battle, the army may boost its Warfare Capability by a bonus equal to its REL Characteristic.

Innovative Tactics

The army develops new battlefield techniques to outwit the enemy. In the next battle it may choose to reverse the reading of the dice roll result, so that the tens die becomes the units and visa versa.

Loot and Pillage

The army uses the chance to loot and pillage, providing a one-off bonus to WTH of 1D6 but *permanently* reduces the WTH of the territory by the same amount. Once the territory's WTH reaches zero, there is nothing left to reap.

Morale Boost

By careful use of propaganda and indoctrination, the army is invested with a sense of its own indomitable prowess. In the next battle, its Warfare Capability gains a bonus equal to its COM Characteristic.

Night Attack (Critical Success Only)

The army stages a follow up night attack, taking the enemy by complete surprise. Roll half damage against the opposing force,

remembering to revise the Military Damage value for any losses incurred during the previous battle.

Outflank Defenders (Invading Only)

The invading army is able to outflank the defenders at a national border, even if the defender mounts a successful defence.

Overrun Defences (Vs. Fortify Only)

This manoeuvre can only be used against enemies attempting the Fortify objective. By paying a traitor to grant them access or by finding an unsuspected weakness, the army manages to overrun the defences of a Fortified force, even if they were initially repulsed. This results in the enemy losing the stronghold, allowing the campaign to continue.

Ritual Invocation (Critical Success Only)

The army performs a mighty ritual upon the battlefield, using the blood and dead to summon supernatural aid. During the next battle its Warfare Capability is augmented with a bonus equal to five times the number of **damage points** rolled during the battle. This bonus cannot exceed the value of either the Dogma or Magic Capability assigned to the campaign.



After sinking the fleet of the Purple Isles off the coast of Vilmir, the Menibonean navy uses the deaths to invoke aid from Strassha, Lord of the Waters. During the battle a total of 13 points of damage were inflicted on both sides. The elemental lord accepts these sacrifices and grants a one-off bonus of 65% to the fleet's next Warfare test. However, since this is more than the Magic Capability currently assigned to the Vilmir campaign, the Melnibonean sorcerers can only channel 50% of this bonus in the next battle.

Steal Initiative

By interrogating prisoners or capturing plans, the army wins such an overwhelming advantage that it automatically wins Initiative in the next battle.

Damage

The damage a state or empire inflicts during a campaign is based on its Military Damage attribute, as described in the **Characteristics of RuneQuest Empires** chapter. Remember that damage is based on the amount of MIL Characteristic **fielded** and receives a +1 bonus for every full 50% possessed in the Warfare Capability.

Damage, when rolled, reduces the MIL of the opposing side. MIL is a **finite resource**: when depleted through war it does not regenerate each year as Wealth Points may do. For this reason damage is applied directly to the MIL Characteristic instead of against an abstract pool of Military Points.

When MIL reaches zero, then the force has been completely defeated and cannot continue the campaign. During a battle both sides take damage simultaneously.

Note also that as the size of the force reduces, so does the damage it is able to inflict. An army that drops from MIL 18 (1D12 damage) to 9 would only be able to inflict 1D6 damage, unless it can summon reinforcements.

Since most battles also inflict damage on the surrounding region, it can be seen that waging war for too long over a territory can ruin it completely, potentially causing famine, rebellion and population displacement.

Losses to the MIL Characteristic can only be recovered, over time, through the use of Improvement Rolls.

Surrender

A side may choose to surrender at any time. If so, no further battles occur and the opposing side is victorious: it claims the territory disputed during the campaign as its prize, absorbing it into its empire or taking control of that dominion to perhaps begin a new empire. The surrendering side does not automatically lose any LAW, WTH or COM, as it would if it had retreated; instead it is allowed to make a Government Capability roll to convince its populace that surrender was the only sensible and logical course of action. Note the success level of the roll:

Critical Success:	The surrendering side loses no points of LAW, COM or WTH and its populace accepts the decision.
Success:	The surrendering side loses 1 point of either LAW, COM or WTH and the populace grudgingly accepts the decision.
Failure:	The surrendering side loses 1D3 points of either LAW, COM or WTH.
Fumble:	The surrendering side loses 1D3 points from all three Characteristics – LAW, COM <i>and</i> WTH.

Warfare Example

This example of *RuneQuest Empires* Warfare uses two nations from the *Elric of Melniboné* setting: Pan Tang and Jharkor. These are dread times: the End of the World is nigh and Jharkor is battling to stave-off an invasion by Pan Tang and its hordes of chaotic, demonic, servants.

The statistics for the two nations are:

<u>Jharkor</u>	<u>Pan Tang</u>
MIL 11	MIL 16
LAW 10	LAW 6
SIZ 10	SIZ 10
COM 8	COM 6
REL 8	REL 16
WTH 10	WTH 10
Initiative: 10	Initiative: 12
Military Damage: 1D8	Military Damage: 1D12
Commerce 52%	Commerce 33%
Dogma 31%	Dogma 75%
Espionage 55%	Espionage 68%
Government 24%	Government 32%
Warfare 51%	Warfare 70%
Culture 36%	Magic 75%
Technology 21%	Culture 22%
Diplomacy 30%	Technology 12%
	Diplomacy 15%

Both nations are fielding their entire military forces, so the full MIL value are used. At stake is the freedom of the western continent. If Jharkor falls, then the free nations of the west fall with it: Chaos will triumph.

Campaign Round 1

Preparations

Both sides check for Espionage, which will affect the Initiative for the forthcoming clashes. Jharkor's Espionage roll is 04 (from 55%) – a critical success; it gains +6 to its Initiative. Pan Tang's Espionage roll is 55 (from 68%) – a success, gaining it +3 to Initiative.

Next comes Dogma to see if forces can be augmented through the fanatical followers of Law (in the case of Jharkor) and the rabid proponents of Chaos (in the case of Pan Tang). Jharkor's Dogma roll is 10 (from 31%) – a success, gaining it +1 MIL (taking it to 12). Pan Tang's is 61 (from 75%) gaining it +3 MIL, and taking it to 19. Pan Tang's Military Damage is now 2D6; Jharkor's stays the same.

As the final preparation, both sides roll against Magic or Technology in a bid to improve the Warfare capabilities. Jharkor has no Magic and rolls against Technology: 19 (from 21%) – a success. It gains +3 to its Warfare, taking it to 54%. Pan Tang rolls against Magic scoring 76 – a surprising failure. Its Warfare remains at 70%.

Initiative

Jharkor's Initiative is 16 +1D10 for a result of 22. Pan Tang's is 15 +1D10 for a result of 16. Jharkor has the strategic advantage. It decides that the Objective will be to Fortify, in the hope that allies from Shazar and Ilmiora can come to its assistance.

As Jharkor is Fortifying and Pan Tang is an invader, Pan Tang is deemed the Attacker for this campaign. Both sides roll Warfare. Jharkor (Warfare 54%) rolls 24 – a success. Pan Tang (70%) rolls 84 – a failure. As Jharkor, the defender, won the Warfare test it repulses Pan Tang's attempts at invasion and also gains a Warfare Manoeuvre. It chooses Holy War: this victory over Pan Tang is viewed as a sign that the gods of Law are on the side of Jharkor and it gains a Warfare bonus equal to its REL = +8. For the next campaign, Jharkor will have Warfare 62%. There is no damage inflicted in this campaign round.

Campaign Round 2

Preparations

Jharkor's preparations yield the following results:

Initiative: +3
Dogma: +1 MIL (total of MIL 13, 1D10 Military Damage)
Technology: +0 Warfare (total of Warfare 68%)

Pan Tang
Initiative: +0
Dogma: +3 MIL (total of MIL 22, 2D8 Military Damage)
Magic: +7 Warfare (total of Warfare 77%)

This time Pan Tang wins the Initiative and chooses to Invade. Warfare rolls are made; Pan Tang scores 06 – a critical success and Jharkor scores 08 – a success. Pan Tang gains a Warfare Manoeuvre and chooses Ritual Invocation which provides a Warfare bonus equal to five times the damage rolled during this battle. Both sides are able to inflict damage as both successfully made their Warfare rolls. Pan Tang's damage is 11 and Jharkor's is 4. Damage is applied to the MIL Characteristic and so, at the conclusion of the second year of war, Pan Tang's MIL is 18 and Jharkor's 3.



Next round, Pan Tang will, through its Ritual Invocation Manoeuvre, gain +75 to its Warfare – five times the amount of damage rolled by both sides. This will take it to Warfare of *at least* 145%, its capabilities swollen by the ranks of undead chaos warriors resurrected by Pan Tang’s warrior-necromancers. And, as no aid has come from either Shazar or Ilmiora, Jharkor opts to surrender.

The west has fallen. Chaos is one step closer to ruling the world...

VICTORY AND DEFEAT

At the end of a campaign one side will be victorious and the other defeated. What happens next depends on the circumstances.

It is not necessary for either side to fight to the bitter end. A defender can surrender and, as is frequently the case throughout history, thereby preserving what remains of military strength because it is simply prudent to do so. Likewise an aggressor with its hands on victory does not need to wipe-out its enemies: doing so often defeats the entire object of a campaign in the first place.

Thus, victory conditions are an abstraction and to be determined according to circumstances and, to some extent the political nature of the respective rulers. Some despots may be entirely happy to see their military forces annihilated but that will have consequences that need to be adjudicated in other ways – perhaps at that ruler’s expense.

Victor is the Defending State or Empire

In this case the winner is defending its own territories from invasion. Through achieving victory the defender has:

- Driven the aggressor out of its lands.
- May take 1D3 WTH from the loser’s WTH Characteristic. This represents seizure of assets, supplies and equipment, the ransoming of prisoners and the payment of compensation.

Victor is the Aggressive State or Empire

Where the victory is the aggressor’s, the victor has the option to:

- Occupy the region, temporarily or permanently.
- Withdraw (having proved its point or fulfilled its objective).
- Issue demands to the defeated state.

Occupying a region involves considerable expense. First of all, WTH must be allocated to an armed presence that remains in occupation. The WTH cost is 1 WTH for every 3 MIL of the occupying army. The occupier must also manage the resources of the occupied state in the same way it manages its own; however, it can use the conquered state’s existing WTH to do this. Yet, due to the occupation and the upheaval in the economy, then WTH of the occupied state is subject to a reduction of 1D4 WTH at the start of each year – so full WTH never truly regenerates as it would if the state was unoccupied.

Occupation can remain for as long as the occupier can continue to fund the conquered territory: this is how empires can be built. During the occupation the aggressor may face insurrection or armed force from an opposing empire or allied state. Insurrection is handled later but any attempt to retake the state by an outside force involves further warfare, unless a negotiated settlement using Government or Diplomacy tests, can be arranged.

A conquered state is also open to the possibility of Insurrection. This is an armed uprising or rebellion by the populace aimed specifically at the occupying forces. The chance for Insurrection to occur is equal to the conquered state’s MIL + LAW + SIZ Characteristics. And then modified by any other factors as indicated in the Insurrection section on page 44.

If the aggressor chooses to withdraw, having achieved its objectives, then it may do so without any further consequence, leaving behind whatever mess it has made during the conflict.

If the aggressor chooses to issue demands to the rulership of the area it has invaded, it may spend 6 months without incurring occupation, as described previously. Government, Diplomacy, Dogma or other rolls may be called for, according to the nature of the demands, during this period of ‘free’ occupation of the area. However, at the end of the 6 months the aggressor must then either occupy the area, incurring the occupation terms as described, or it must withdraw.

Defeat

A defeated defender is usually subject to the terms of the aggressor. If the defender is a lone state then a period of occupation usually begins with the two sides using Opposed Government tests to arrange the way the state will be governed in the future. If the aggressor wins the contest, then it dictates the terms which may be:

- Pay reparations or tribute.
- Agree to become part of the Empire peacefully, retaining its own government and paying tribute.
- Agree to become part of the Empire peacefully but cede to Imperial rule, which involves the placing of a governor and the permanent garrison of armed forces.

If the defeated party is the aggressor, then its forces will become the prisoner of the defender. The defender can negotiate, using Government or Diplomacy tests, the return of these remaining assets, usually in return for WTH and/or assurances of no further aggression. If the defender wins the opposed Government or Diplomacy test it dictates the terms; if the aggressor wins the negotiations then it has successfully contracted the return of whatever assets the defender holds and there are no further consequences. The aggressor may even launch additional warfare attempts, if it wishes, in a bid to regain what it may have lost.



RUNEQUEST ADVENTURERS IN WARFARE

This chapter has so far concerned itself with the clash of states and empires; what of *RuneQuest* Adventurers who may be a part of a campaign that uses *RuneQuest Empires* to help determine the shape of the world at a macro level?

Naturally the *RuneQuest* combat rules determine the outcome of combat at a personal level and this is fine for scenarios taking place in a detailed time frame where the clash of swords on shields is an essential part of the story being told. However, there may be occasions where the fortunes of Adventurers as part of a large warfare campaign are important – where an Adventurer is one amongst hundreds or thousands of troops caught in a *RuneQuest Empires* warfare campaign. Using the rules for personal combat in a macro-level setting is simply not feasible as it becomes necessary to abstract a character's overall fortunes as part of a much larger force and over an extended period of time.

The rules here thus measure Adventurer fortunes as part of a Warfare Campaign. In each campaign year Adventurers use the following sequence to determine what happens to them: success may result in glory and renown; failure in ignominy and, possibly, death.

These rules can be used to abstract the results for a party of Adventurers rather than singularly. If the Adventurers are fighting together, presumably as a unit, then the average scores in the appropriate skills are calculated to represent the group: For example, three warriors with Combat Styles of 80%, 65% and 50% averages to 65% – so that is the value used for the group as a whole.

Adventurers in Warfare results are always calculated *after* the outcome of the clash between states because the status of the side they serve is important in determining what happens to the Adventurers. The events of large scale battles are, by and large, outside the control of individuals who are caught in the mayhem of the battlefield.

Adventurer Attitude

Adventurers must state what *attitude* they are adopting for the campaign round:

Bold: The Adventurer throws himself into the thick of the battle at all opportunities, frequently risking life and limb.

Dutiful: The Adventurer fights as ordered, working as part of his unit to achieve objectives or carry out orders but no more.

Cautious: The Adventurer fights defensively and acts to preserve his own life, rather than putting the wider needs of the army first.

Adventurers choosing to be Bold take their highest Combat Style and use its critical range as a modifier to a 1D10 roll to determine the outcome of the campaign for their character.

Adventurers choosing to be Dutiful take their highest Combat Style and use *half* its critical range (rounded up) as a modifier to a 1D10 roll to determine the outcome of the campaign for their character.

Adventurers choosing to be Cautious gain no modifier to the 1D10 roll.

X Kills: The Adventurer has killed this amount of the enemy during the campaign.

Capture: The Adventurer is captured by the enemy. He may attempt to make a Resilience roll at –40%; note the level of success.

Critical Success: Make a dramatic escape and accrue 1D4 Kills.
 Success: Escape but suffer a Wound as a result.
 Failure: Remain captured. The Adventurer may be either imprisoned as a Prisoner of War or, more likely, ransomed back to his own side.
 Fumble: Suffer a Wound result, plus the Adventurer may be either imprisoned as a Prisoner of War or, more likely, ransomed back to his own side.

Encounter: The Adventurer experiences an encounter with a specific foe that leads to a memorable exchange. Roll on the Battle Encounters table on page 43 to determine the nature of the foe's capabilities and play through the combat using the *RuneQuest* rules.

Escape: The Adventurer escapes from the battlefield after his side has lost the campaign. He escapes with whatever he was carrying into the battle and loses any possessions that may have been lodged elsewhere (which become the spoils of the victor).

Wound: The Adventurer is wounded. Make a Resilience roll:

Critical Success: Character suffers 1D4 points of damage to a random location.
 Success: Character suffers 1D8 points of damage to a random location.
 Failure: Character suffers 1D8 points of damage to 1D3+1 random locations
 Fumble: One random location suffers a Major Wound as per page 95 of the *RuneQuest Core Rulebook*. The Adventurer will survive this trauma but the affected location cannot be restored to full Hit Points via any means, including Healing Magic. Once healed as far as possible, the affected location will always be 2 Hit Points lower than its original value. Alternatively, if the affected location is a limb, the Adventurer may opt to lose that limb (through amputation during or after the combat) and gain Glory.



Adventurers in Battle Results

1D10	Victorious	Winning	Stalemate	Losing	Defeated
1	—	Wound	Wound	Wound	Wound, Escape
2-3	1D2 Kills	—	—	—	Wound
4-5	1D2 Kills, Encounter	1D2 Kills	—	—	Wound
6-7	1D4 Kills	1D2 Kills, Encounter	1D2 Kills	—	Wound
8-9	1D4 Kills, Encounter	1D4 Kills	1D2 Kills, Encounter	1D2 Kills	Capture
10-11	1D6 Kills, Wound	1D4 Kills, Encounter	1D4 Kills	1D2 Kills, Encounter	Wound, Capture
12-13	1D6 Kills, Wound, Encounter	1D6 Kills, Wound	1D4 Kills, Encounter	1D4 Kills, Capture	Encounter
14-15	1D8 Kills	1D6 Kills, Wound, Encounter	1D6 Kills, Wound	1D4 Kills, Encounter	Escape, Wound
16-17	1D8 Kills, Wound	1D8 Kills	1D6 Kills, Wound, Encounter	1D6 Kills, Wound	1D4 Kills, Escape
18-19	1D8 Kills, Wound, Encounter	1D8 Kills, Wound	1D8 Kills	1D6 Kills, Wound, Encounter	1D4 Kills, Wound
20	2D6 Kills, Wound	1D8 Kills, Wound, Encounter	1D8 Kills, Wound	1D8 Kills	1D6 Kills, Wound, Encounter
21 and higher	2D6 Kills, Wound, Encounter	2D6 Kills, Wound	1D8 Kills, Wound, Encounter	1D8 Kills, Wound	1D8 Kills, Wound, Encounter



Foe Levels

Level	CA	Damage Bonus	Hit Points	Combat Style	Armour/ Location	Strike Rank	Weapon
0	2	-1D2	1 Hit Point/ location lower than the Adventurer	3D6-3% lower than the Adventurer's highest Combat Style	2 AP	5 points lower than the Adventurer	Weapon of Size one step lower than the Adventurer's main weapon.
1	2	None	Same Hit Points/ location as the Adventurer	3D6-3% lower than the Adventurer's highest Combat Style	2 AP	5 points lower than the Adventurer	Weapon of Size one step lower than the Adventurer's main weapon.
2	2	Same as Adventurer	Same Hit Points/ location as the Adventurer	Equal to the Adventurer's Combat Style	Same as Adventurer	Same as Adventurer	Weapon of Size equal to the Adventurer's main weapon.
3	2	Same as Adventurer	+1 Hit Point/ location higher than the Adventurer	Equal to the Adventurer's Combat Style	Same as Adventurer	Same as Adventurer	Weapon of Size equal to the Adventurer's main weapon.
4	3	+1D2	+1 Hit Point/ location higher than the Adventurer	3D6-3% higher than the Adventurer's Combat Style	4 AP	Same as Adventurer	Weapon of Size one step Higher than the Adventurer's main weapon.
5	3	+1D2	+2 Hit Points/ location higher than the Adventurer	3D6-3% higher than the Adventurer's Combat Style	5 AP	5 points higher than the Adventurer	Weapon of Size one step Higher than the Adventurer's main weapon.
6	3	+1D4	+2 Hit Points/ location higher than the Adventurer	4D6+1% higher than the Adventurer's Combat Style	6 AP	5 points higher than the Adventurer	Weapon of Size two steps Higher than the Adventurer's main weapon.

Battle Encounters

1D100	Foe Level	Surrenders	Accepts Surrender
01-10	0	When Injured	Never
11-30	1	When Injured	Never
31-70	2	Serious Wound	When Adventurer suffers Major Wound
71-80	3	Serious Wound	When Adventurer suffers Major Wound
81-90	4	Major Wound	When Adventurer suffers Serious Wound
91-95	5	Major Wound and Persistence roll	When Adventurer suffers Serious Wound
96-00	6	Major Wound and Persistence roll	When it is clear that Adventurer is outclassed or losing

Battle Encounters

The Battle Encounters table is used to determine the level of the opponent in an encounter on the battlefield. The combat is resolved using the *RuneQuest* combat rules but the attitude of the foe determines part of the outcome of the combat – meaning that a fight to the death is not always a surety.

The foe is accorded a level which determines his Combat Actions, Hit Points, Combat Style score, armour and weaponry. See the battle encounters table above.

Surrenders: This entry dictates when the foe surrenders to the Adventurer:

When Injured:	Foe surrenders as soon as damage to Hit Points is sustained.
Serious Wound:	Foe surrenders only when a Serious Wound has been sustained.
Major Wound:	Foe surrenders only when a Major Wound has been sustained. Level 5 foes are permitted to make a Persistence roll (50% +5% per level



of Foe). If the roll is a critical success, the foe will not surrender under any circumstances. If a success, the foe fights for a further round of combat before surrendering. If a failure, surrender is immediate and, if a fumble, surrender is immediate and grovelling.

Accepts Surrender: This entry indicates the conditions under which a foe is willing to accept an Adventurer's surrender, or offers it as an honourable part of combat. If an Adventurer surrenders or accepts surrender, he must make an Influence test:

- Critical Success: Foe allows the Adventurer to escape with dignity intact.
- Success: Foes allows the Adventurer to escape but grudgingly.
- Failure: Adventurer is taken as a hostage to be ransomed back to his own side.
- Fumble: Adventurer is taken as a prisoner of war with incarceration to follow.

Glory

Defeating a foe encountered on the battlefield earns an Adventurer Glory. Glory is equal to the foe's level. Glory can be traded for Renown, as described in the *Renown* chapter, later in this book. An Adventurer also gains a number of points of Glory equal to the number of Kills he makes during a campaign.

Death on the Battlefield

These rules are not geared towards Adventurer death on the battlefield, despite the obvious dangers and typically high body-counts of any sustained, pitched battle. The reason is simple: these battle rules are a vast abstraction and simplification of battle conditions and to engineer the death of a character using such rules would be to short-change players and swiftly remove the enjoyment of the system. Whilst Adventurers may die in the course of an encounter with a particular foe, really it is better to leave an Adventurer's fate to detailed roleplaying where options can be fully exercised, opportunities seized, magic used and so forth.

Thus, the Adventurers in Battle rules are designed to offer opportunities for glory against a backdrop of wider warfare; not a realistic, deadly, recreation of individuals mired in the chaos and brutality of war.

Adventurers in Battle Example

Jurgen is a mercenary fighting against the Dark Empire of Granbretan in the Hawkmoon setting. His Combat Style is Longsword and Shield at 110%. He is in the employ of a Germanian city state defending against the invading forces of Granbretan, which is busy attempting to annex the Rhine lands.

In the warfare campaign, the Germanian City State of Mainz has just won its campaign for that year but has not yet defeated completely the Granbretanian forces. This means that Jurgen will use the Winning column of the Adventurers in Battle Results table. During this campaign he is acting Boldly meaning that he adds his Combat Style critical range (11%) to the 1D10 roll. The result of the die roll is 9, for a total of 20: 1D8 Kills, Wound, Encounter.

Jurgen rolls 5 for his 1D8 Kills – he gains 5 points of Glory from these warfare kills. He also sustains a Wound. His Resilience is 75% and the result is 58 – Jurgen sustains 2 points of damage to his Abdomen; this is a Minor Wound, so of little consequence in the wider scheme of things. He also has an Encounter and rolls 1D100 to see what level of foe he must face in significant, single combat. The result is 82 – a Level 4 Foe. His foe has 3 Combat Actions, a +1D2 Damage Modifier, 1 additional HP per location more than Jurgen, wears armour equivalent to 4 AP on all locations and has a Combat Style of 3D6–3% higher than Jurgen's (for a total Combat Style value of +10%), a Strike Rank equivalent to Jurgen's and fights with a weapon one size step larger than Jurgen's longsword (a poleaxe).

As a Level 4 foe, Jurgen earns 4 Glory if he defeats him. The foe surrenders if he sustains a Major Wound and may accept surrender if Jurgen suffers a Serious Wound. The fight commences...

... and, after three rounds of brutal hand-to-hand combat, Jurgen has managed to slice through his opponent's armour and reduce his abdomen to Major Wound status. The felled Beast Mask warrior pleads for his life and Jurgen, in a reflective mood, allows him to crawl back to his lines. Although Jurgen did not kill the warrior, he gains an additional 4 Glory to add to his current 5 already earned on the battlefield this campaign.

INSURRECTION

Insurrection or armed rebellion takes place within a state and is the action of the people against those who directly govern them rather than against an outside aggressor.

Insurrection can occur at any time but is usually in response to continued negligence, corruption, suppression or intimidation by the ruling power. If the government is effective, the elements contributing to insurrection are curbed and controlled but if the government lacks diligence and ignores the warning signs, then insurrection is more likely to happen.

The basic chance for insurrection is always 5%, representing that small part of the populace who are vocal and active enough to criticise the status quo. This base chance of insurrection is increased by various modifiers – either from the annual events as described on the Events Tables from the previous chapters or from specific circumstances of government. To find out the percentage chance of insurrection:

5% + Event Modifiers + Insurrection Modifiers

Insurrection Modifiers

Government Type	Modifier
For each previous <i>successful</i> Insurrection attempt	+5
The state is occupied by a hostile force	+15
Autocracy	+10
Aristocracy	+5
Democracy	0
Despotism	+10
Diarchy	+5
Gerontocracy	0
Meritocracy	0
Monarchy	0
Plutocracy	+10
Theocracy	+5
New government imposed by an outside or Imperial power	+15

For example, the Bright Empire of Melniboné has replaced the monarchy of Jharkor with a regional governor. The base chance for insurrection is 5%+15% = 20%, along with any Events modifiers for each year.

Once the chance for insurrection is calculated, an Insurrection test is made to determine if an insurrection occurs in that year, with the following results:

- Critical Success:** Insurrection is vociferous and far reaching. Apply maximum damage to one chosen, rather than randomly determined, Characteristic of the realm.
- Success:** Insurrection is sustained and effective. Apply normal damage to one Characteristic of the realm.
- Failure:** Insurrection is put-down by the forces of the realm. Chance for further insurrection suffers as penalty of -10%.
- Fumble:** Insurrection is anticipated and quashed before it even begins. No damage sustained by the realm and chance for further insurrection is at a -20% penalty.

Insurrection Damage

Insurrection tends to inflict damage to far more than just the military forces of the realm: economic, social and governmental institutions are damaged as the insurrection uses subtle tactics against the oppressor. This can almost be likened to damaging a particular Hit Location for a character and is therefore treated in a similar way.

The base damage for an Insurrection is 1D3 and is applied directly to a Characteristic of the state, determined randomly. If, in the

following year, the insurrection attempt is again successful, then its damage increases along the following scale:

Length of Insurrection	Damage
Base Damage	1D3
Year 2	1D4
Year 3	1D4+1
Year 4	1D6
Year 5	1D6+1
Year 6	1D8
Year 7	1D8+1
Year 8	1D10
Year 9	1D10+1
Year 10	1D12
Year 11 and each subsequent year	1D12+1

This escalating damage represents the increasing confidence, vigour and effectiveness of the rebels, along with growing aid from outside the realm. If an insurrection attempt fails, then its Damage is reduced by one step. So, for instance, an insurrection in its fifth year would inflict 1D6+1 damage. If the insurrection test fails in year six, its damage capability in year 7 would be 1D6. Each failed insurrection attempt continues to reduce the damage capability.

Applying Damage

Damage is applied randomly to a Characteristic, rolled on 1D20:

1D20	Characteristic
01–04	REL
05–09	COM
10–13	MIL
14–16	WTH
17–20	LAW

The damage sustained by the realm represents the overall political, social and economic effect of the rebellion on the affected state. As a Characteristic is damaged, so are those Capabilities linked to it: Every point of damage represents a -5% reduction in the corresponding Capabilities.

For example, in the Jharkorian rebellion against the Bright Empire, 1D3 points of damage is inflicted against the LAW Characteristic, for a result of 2 points of damage. This results in Jharkor, as a realm under Melnibonéan governorship, suffering a -10% penalty to its Dogma and Government Capabilities, plus any Advanced Capabilities, such as Diplomacy.

When a Characteristic reaches zero or lower, it has been effectively paralysed by the effects of the Insurrection. It cannot wield power through that Characteristic and its commensurate Capabilities will have been significantly compromised. Without outside intervention, the state will fall to the leaders of the Insurrection. However, the damage a Characteristic sustains can be mitigated, in the same way armour mitigates against physical damage to a character's Hit Location. The realm can use points of *another*



Characteristic to reduce the damage that the original Characteristic has sustained, on a point for point basis.

For example, Jharkor's Melnibonéan administration has just sustained 2 points of damage to its LAW. It could use 2 points of WTH to reduce that damage to zero, representing a diversion of financial resources to restore government offices, draft-in replacement government officials and bribe insurrection leaders. Alternatively, it could use MIL to do the same thing, representing a use of the standing army to combat the rebels but weakening Jharkor's ability to field troops in other conflicts.

Reaching zero in a Characteristic substantially weakens the administration of the realm:

COM

The state's communication apparatus has been completely disrupted. The government is unable to co-ordinate internal communications and has lost the ability to speak with the populace rationally.

LAW

The government itself has broken down completely and the Rule of Law has ceased to have any effect. The state is plunged into anarchy until a new administration can be introduced.

MIL

The standing military has been rendered completely ineffective. It has not been wiped-out entirely but its effectiveness as a tool of the state has been neutralised.

REL

The incumbent religious beliefs have been shattered and religion cannot be used to control the populace. Gods might be abandoned or replaced with new ones.

WTH

The state cannot trade and its financial reserves are paralysed, rendering it effectively bankrupt.

Reducing a Characteristic to zero allows the rebels to attempt to seize control of the state. If two Characteristics are reduced to zero, then seizing control is automatic.

To seize control a final Insurrection test is made but this time it is an Opposed Test against the current Government Capability of the state. If the Insurrection test wins the contest, it assumes control of the state. If it fails, then the state can continue to resist the insurrection, but must engage in a similar Opposed Test each year until it either loses or can be bolstered by an outside power (such as reserves from elsewhere in the empire).

Taking Control

When an insurrection succeeds in defeating the incumbent power, it takes control of the state. New states born of insurrection

are inevitably weaker than those they replace. The new state's Characteristics and Capabilities must be recalculated to represent the restructuring of the infrastructure.

MIL: The new MIL Characteristic is based on half the existing MIL +1D6.

LAW: The new LAW is rolled on 2D6.

SIZ: Unchanged.

COM: The new COM is rolled on 2D6.

REL: The new REL is based on half the existing REL +1D6.

WTH: The new WTH is rolled on 2D6.

Capabilities are recalculated using the new Characteristics and with a pool of 50 Free Capability Points.

Other elements of the state, such as cultural background (a civilised state can be plunged into barbarism, for example), Government type and Attitude, must be figured according to the particular nature of the new state.

Example of Insurrection at Work: Jharkor Rebels Against the Bright Empire

The Jharkorians have experienced hundreds of years of Melnibonéan rule and oppression. The country of Jharkor is ruled by a Melnibonéan prince and his native, puppet government. Jharkor's Characteristics are:

MIL 14

LAW 12

SIZ 9

COM 9

REL 12

WTH 11

In the first year of this example, corruption has increased the chance of insurrection by 10%. The base chance for insurrection is:

5% as the base, plus:

10% for the effects of corruption, plus:

15% for the hostile Melnibonéan force.

For a total of 30%. The Insurrection test is rolled at the end of the Jharkorian economic year and the 1D100 result is 19 – a success. The native Jharkorites rise-up against their decadent masters and inflict 1D3 points of damage against the COM of the realm, with rebels attacking Melnibonéan manors and couriers. The damage result is 2, reducing Jharkor's COM to 7. The governor of Jharkor spends 1 WTH to mitigate this damage. Jharkor's Characteristics are now: MIL 14, LAW 12, SIZ 9, COM 8, REL 12 and WTH 10.

In the second year, the Insurrection base is 5+ 5+15= 25%, for the previous insurrection and the hostile rule, plus a further 10% as drought hits the region; so 35% in total. The Insurrection roll is a success again, as the boldened Jharkorites continue their attacks against the palaces of the Melnibonéan government (18 on the



damage location table: LAW). This year, their damage capability is $1D3+1$ and the rebels inflict 3 points of damage against the LAW Characteristic. The hard pressed Melnibonéans decide not to counter the damage and the LAW Characteristic is reduced to 9 as swathes of rebel Jark tribesmen raze and pillage the dreaming spires of government in the capital city of Dhakos. Jharkor's Characteristics are now: MIL 14, LAW 9, SIZ 9, COM 8, REL 12 and WTH 10.

By the third year and following another year of drought, the chance of insurrection has risen to 40%. This time, though, the Insurrection test is a failure: any insurrection is curbed by a ready Melnibonéan response.

In the fourth year the Insurrection test is $15+15 = 30\%$. However, the dice roll is 01 – a critical success. This time the rebels inflict a maximum of 3 points of damage against a location of their

choosing: the rebels choose LAW again, aiming to inflict maximum chaos on an already damaged governor. The governor decides to counter the damage with 3 points of MIL, throwing troops at the fierce rebels. Jharkor's Characteristics are now: MIL 11, LAW 9, SIZ 9, COM 8, REL 12 and WTH 10.

By year five further corruption and pestilence has increased the chance of insurrection to 45% and once again the insurrection test succeeds. The rebels inflict $1D3+1$ damage, for 4 full points, concentrating their efforts on the REL Characteristic as temples of Chaos are attacked and sacked. The Melnibonéan governor counters the damage with mass sacrifices in retaliation, mitigating part of the REL damage with 1 point of SIZ. Jharkor's Characteristics are now: MIL 11, LAW 9, SIZ 8, COM 8, REL 9 and WTH 10.

In year six the Insurrection chance is now 55% and it critically succeeds. The rebels can inflict $1D4$ damage at its maximum and against a specified target, which is once again LAW. Melnibonéan nobles are driven from their palaces and villas and the governor does not attempt to mitigate the damage. Jharkor's Characteristics are now: MIL 11, LAW 5, SIZ 9, COM 8, REL 12 and WTH 10. The Bright Empire's hold over Jharkor is slipping.

Time passes...

By year eleven and following more successful insurrection attempts, the Jharkorians have finally managed to reduce the LAW Characteristic to -2 . Melniboné's control of the country is effectively broken and the rebels use their Insurrection chance of 70% against the drastically weakened Government Capability of 30% in an opposed test. The Insurrection test is victorious and, in a final push, Melniboné is forced to retreat from Jharkor completely. The Jharkorian natives must now rebuild their country: the new Characteristics for a free Jharkor are:

MIL ($5+1D6 =$) 7
 LAW ($2D6 =$) 8
 SIZ (Unchanged) 9
 COM ($2D6 =$) 6
 REL ($6+1D6 =$) 8
 WTH ($2D6 =$) 10

The Jharkorians create a new, civilised monarchy, based on their old tribal structure, and start to rebuild their country's capabilities with their 50 Free Capability Points.

RELIGION, MAGIC AND MYTHS

The essence of religion consists in the feeling of an absolute dependence.

— Friedrich Schleiermacher

The formations of nation states and empires are frequently based on the development or expansion of religious ideals. As empires grow, so the gods worshipped by the imperial seat are exported to the dominions, either to co-exist with, or supplant, the incumbent deities. This chapter looks at the influence of religion throughout states and empires and how to reflect it in the *RuneQuest Empires* game rules. It also examines the use of magic and the influence of myths and runes – and how all three can be used at a state or imperial level.

RELIGION AND DOGMA

The REL Characteristic reflects the strength of religion, as a guiding, social and economic force, in a state or empire: the higher the REL value, the more religiously ardent or dogmatic the state or

empire is likely to be but the overall expression of that vehemence is through the Dogma Capability.

If an indication of how religiously fervent a nation or empire is likely to be is needed, use the following chart:

If the REL Characteristic defines how ardent a state is religiously, then the Dogma Capability defines how effectively the agencies of the religion (priests, monks, proselytizers, missionaries and so on) use their faith in both spreading the word of their god(s) and using religion as a tool for achieving other ends. Dogma reflects the will and capability of the religious infrastructure – even if that infrastructure is relatively low-key – to assert itself.

Where individual nations are concerned, REL and Dogma reflect only the state of religious observance in that nation. However where a nation comes into conflict with another, or where an empire is seeking new territories, REL and Dogma are used to determine the degree of tolerance for the incumbent religion, if it differs from the empire's and as a measure of how the empire's religion is brought to bear on the dominion.

REL Characteristic	Degree of Fervour
1–3	Religiously ambivalent. May be an atheistic state or merely acknowledge but not worship a god or gods.
4–6	Loose worship of gods but no strong desire to develop the religion or impose it upon others.
7–9	Gods are actively worshipped but religion is not the driving force behind state concerns.
10–12	Gods are worshipped actively and their causes promoted but religious institutions exist in balance with government institutions. The state exhibits high toleration of other religions.
13–16	Religious concerns dominate social life and are promoted in government. Outside religions are acknowledged but tolerance and acceptance of them is not high.
17–18	Religion is the dominant social and political force. The government may well be a theocracy and will always have strong religious representation. Other religions are scorned and barely tolerated.
19+	Religion utterly dominates society and government. The government is a theocracy and all other religions are considered heretical and to be destroyed.

MYTHS

All nations have certain core myths, related to their cultural background and religious beliefs, that have helped shape their society and inform cultural development. To a very large degree myths are absorbed and abstracted in the REL Characteristic and Dogma Capability but, when faced with a potential religious struggle where the incumbent religion and faith might be placed in danger from an encroaching one, certain core myths can be used to strengthen a nation's resolve and ability to ward-off threats.

National Myths

The myths every nation or empire has access to fall into the following categories:

- **The Creation Myth:** How did we come to be?
- **The Perpetuation Myth:** Why are we as we are?
- **The Protection Myth:** How do we defeat our enemies?
- **The Treasures Myth:** What treasures do we have to aid us?

Each myth, just like myths used personally by *RuneQuest* cultists, has a resonance; however, the resonance of National Myths is rated on a scale of 1 to 4 with 4 being the strongest. Players should, for each of the myths, rank them in order, from 4 down to 1. Thus, a nation's Creation Myth could be Resonance 4, its Perpetuation Myth 3, its Treasures Myth 2 and its Protection Myth 1.

Myths are then used to aid a state or empire in the waging of Religious Warfare, as follows:

- **Creation Myth:** Adds a bonus of its Resonance multiplied by 5 to the Dogma Capability.
- **Perpetuation Myth:** Reduces Religious Damage by an amount equal to its Resonance in the same way Armour protects in personal combat.
- **Protection Myth:** Adds a bonus to Religious Damage equal to its resonance.
- **Treasures Myth:** Adds a bonus to Initiative equal to its resonance.

Myths continue to work throughout a Religious Warfare campaign but can be negated or manipulated by certain Religious Advantages.

RELIGIOUS DOMINATION

Any state or empire with a REL of 17 or higher may seek to impose its religion on another state. If the REL is higher than 18 it always seeks to impose. Empires or nations with a REL of between 10 and 16 generally practice tolerance, allowing incumbent religions to co-exist but erecting their own temples and shrines alongside those of the existing religion.

If REL is 17 or 18, a Dogma test must be made, with success indicating that the state or empire immediately begins the process of religious domination. If REL is 19 or higher, the process is automatic.



If the Dogma test fails, then no *immediate* attempt at religious domination is made; however, a further Dogma test should be made every 1D4 years to see if domination does begin.

War of Religious Domination

To successfully impose a religion on another entity, the state or empire must defeat the incumbent religion in a war of religious domination. This is a battle, using Dogma rolls to replace Warfare, with the 'damage' reflecting the conversion of the target populace and the systematic destruction of the incumbent religion. Modifiers to the Dogma Capabilities are available through the Magic Capability and modifiers to the damage through the MIL Characteristic.

Just as the 'attacking' religion can inflict damage, so can the defending religion, again with similar modifiers for Magic and MIL. The object is to reduce the REL Characteristic to a point of submission, which is less than one third of its starting value (rounded up).

Religious Damage

Just as the MIL Characteristic determines Military Damage, the REL Characteristic determines Religious Damage. Note that damage does not represent loss of forces or personnel; it represents the erosion of the incumbent faith and the ability to replace it with other beliefs:

Religious Damage

REL	Damage
1-2	1 point
3-4	1D2
5-6	1D4
7-9	1D6
10-12	1D8
13-15	1D10
16-18	1D12
19-20	2D6
21-23	2D8
24-26	2D10
27-29	2D12
30-32	3D6
33-35	3D8
36-38	3D10
39-40	3D12

The Religious Domination Sequence

The sequence for this kind of religious war is very similar to that used for military warfare. Each side is allowed a preparation phase wherein the Magic Capability is used to enhance its Dogma Capability. The strength of various key myths and the possession of runic affiliations provide additional enhancements (see the sections on Myths and Runes on pages 49 and 55 in this chapter).

Initiative and Objectives

Initiative is used in exactly the same way as for Warfare, with the winner of the Initiative determining the Objectives for the forthcoming religious battleground. The Objectives are as follows:

Steadfast Faith: This Objective sees one side, usually the Defender, proselytising fiercely to maintain the veracity of its myths, truths and ideals. The side choosing this Objective gains a degree of 'religious armour' equal to the REL Characteristic divided by 5. This armour reduces the Religious Damage of any attack in the same way physical armour protects against physical damage.

Contest: Religious ideals clash and contest for supremacy. Both sides must whittle-down the religious strength of the opposition until their resolve breaks or enemy religious ideals have been eradicated.

Reconcile: Instead of attempting to destroy incumbent or invading religious beliefs, attempts are made to reconcile the two, focusing

Levels of Success

		Aggressor's Roll			
		Critical	Success	Failure	Fumble
Defender's Roll	Critical	—	Defender gets 1	Defender gets 2	Defender gets 3
	Success	Attacker gets 1	—	Defender gets 1	Defender gets 2
	Failure	Attacker gets 2	Attacker gets 1	—	—
	Fumble	Attacker gets 3	Attacker gets 2	—	—

on similarities, common myths, common customs and worship practices.

Retire: Withdraw from attempts to dominate religiously. If successful, this ends the campaign.

Resolving Religious Domination

Each side rolls against Dogma. As with any other kind of combat, scoring a higher level of success yields a manoeuvre, called in this case a Religious Advantage.

The side attempting to impose its faith on the other is termed the Aggressor and the resisting side the Defender.

If both Aggressor and Defender are successful in their respective Dogma rolls, then the outcome depends on the Objective, as described.

Steadfast Faith: Both sides roll for Religious Damage, applying the result to the opposing side's REL Characteristic. The side choosing this Objective gains a degree of 'religious armour' equal to the REL Characteristic divided by 5. This armour reduces the Religious Damage of any attack in the same way physical armour protects against physical damage.

Contest: If both sides succeed in their Dogma roll, they deal Religious Damage to the other, representing clashes of ideology, conversion and so forth.

If only one side succeeds in the roll, then the side that failed inflicts no damage but sustains it from the other side.

Reconcile: If both sides successfully roll Dogma, treat the outcome as a stalemate. If one side is successful and the other fails, then the successful side applies damage not to the REL Characteristic but to the losing side's Dogma Capability, reflecting the reconciliation of competing beliefs which effectively reduce the potency of core beliefs.

Retire: Withdraw from attempts to dominate religiously. If successful, this ends the campaign.

Religious Advantage

Attaining a level of success over the opponent allows the more successful side to choose a Religious Advantage to supplement any effects as determined by the outcome of the Objective.

For each level of success over their opponent, the winner selects an applicable Religious Advantage from the list. So, for example, if the defender beat the aggressor by two levels of success, then it chooses two Advantages.

Some Advantages – those marked with an asterisk – can only be applied if the combatant rolled a *critical* success.

Religious Advantage Summary Table

Attain Insight
Create New Myth*
Create Schism
Disprove Myth*
Evangelical Conversion
Government Embrace
Manipulate Myth
Steal Initiative
*Critical Success Only.

Attain Insight

Using this Advantage allows the side attaining it to roll Initiative on 2D6 for the next campaign.

Create New Myth*

The side with this Advantage creates a new myth that provides strength and renewed faith. It gains +1D3 REL and may use this to 'heal' any religious damage already sustained.

Create Schism

A schism is created in the opposing side's religious beliefs. The opposing side's Religious Damage is reduced by 1 step for both this and the next campaign. This advantage can be stacked, meaning that, if a side scores two or three Religious Advantages over its opponent it can reduce its Religious Damage by up to 3 steps – and perhaps render the opposition incapable of inflicting any damage at all in the subsequent round.

Disprove Myth*

A key myth of the opposition is disproved. The side gaining this Advantage must choose one of the opposition's myths with the proviso that the myth's resonance cannot exceed the highest resonance of its own myth. The myth chosen can not be used to confer any benefits in the next campaign round.

Evangelical Conversion

The side with this Advantage creates a sub-sect of evangelists from the opposition's faithful. Roll 1D3 with the result being applied to the Religious Damage of the winning side in the next campaign (so a side with this Advantage gains either +1, +2 or +3 to its existing Religious Damage).

Government Embrace

Key members of the opposition's ruling class are converted to the winning side's beliefs. Religious Damage is applied to the LAW Characteristic in addition to the REL Characteristic.

Manipulate Myth

An opposing side's myth lends its effects to the side with this Advantage, for the duration of this campaign round, although it still continues to affect its owner.

Steal Initiative

By interrogating captured or converted priests the advantageous side wins such an overwhelming Advantage that it automatically wins Initiative in the next clash.

AFTERMATH

The result of one state gaining religious dominance over another is as follows.

The defeated nation regains its REL Characteristic at half its original value, plus 1D6. This may mean that a nation becomes more religious but the REL of the defeated country cannot exceed that of the state that imposed the religion. Its religious institutions become subservient to the victorious nation's and new temples will be built to the new gods, supplanting the old gods completely, given time.

There are also additional benefits, described later in this chapter.

Peaceful Religious Domination

If the REL score indicates that the empire would not normally impose its religion on another community, or if a dominion is actively open to religious domination, then the imposition rules described previously need not be used.

The acceptance of a new religion, or the transfer of religious ideas, by peaceful means, takes time. It is also based on an exchange of cultural motifs such as language, learning, trade and quiet, steady, missionary endeavour. This is a long process but it avoids the hostilities of religious war and the bloodshed that accompanies it.

Indeed, many nations have religions co-existing side-by-side: a very good example being Japan where the religions of Buddhism and Shinto, whilst being very different in terms of belief, share certain, complementary concepts and allow both faiths to exist peacefully and harmoniously.

Peaceful religious domination or co-existence should be managed by the Games Master. It is not necessary to play through the transfer or absorption of a different religion in the same way that a violent imposition might require. Assume that the new religion gradually replaces the old, co-existing with it, over a number of years equal to the REL of the nation receiving the religion. It is the Games Master's choice whether or not, at the end of this period, the old and new religions co-exist peacefully and beneficially, or if the old supplants the new completely.

Benefits of a New Religion

Whether or not the religion is imposed, transferred peacefully or co-exists happily with an incumbent faith, there are benefits to the nation adopting it.



Cultural Benefits

The nation adopting the new religion either gains the Culture Capability at its base percentage, if it does not already have it; or it gains a bonus to its Culture Capability equal to one quarter of the nation or empire's own Culture Capability.

This represents the transfer of cultural ideals and trends as the new religion makes itself felt in the state.

Magical Benefits

As with Culture, if the state receiving the new religion has no Magic Capability, it gains it at its starting percentage or gains a bonus equal to one quarter of the empire's. This reflects the new magical practices of priests, heroes and gods working for the religion.

Trade Benefits

Nations sharing the same religion gain a +15% bonus to their Commerce Capability when trading with each other or using Commerce as some form of influence. A common religion acts as an enabler for better trade agreements although it does not, in itself, guarantee vast wealth or profits.

COSTS OF RELIGION

Supporting any form of organised religion costs money. The essential costs of supporting the network of temples, churches, priests and so forth are included in the general WTH expenditure for the nation and need no additional expenditure: it is assumed that the religion for the nation receives financial support from the government and from donations by worshippers.

However, if a state or empire is actively engaged in promoting the religion outside of its own borders, either as part of a religious crusade or forced domination, or as a simple, peaceful, cultural exchange, it costs 1 WTH per year to maintain the activity.

The creation of new religious buildings – temples and so forth – is covered in a later chapter.

There is, however, another cost of exporting a religion. Where a religion is *imposed* on another country, it affects both the Loyalty Capability and the chance for Insurrection. Every point of REL for the imposing nation acts as a penalty to the Loyalty of the receiving nation and as a positive modifier to the chance of Insurrection.

For example, the Young Kingdoms nation of Pan Tang, a nation worshipping Chaos, conquers nearby Dharijor. The conquest is relatively peaceful as Dharijor is predisposed to Pan Tang's aims. Dharijor gains a Loyalty (Pan Tang) Capability of 26%. However, Dharijor has its own worship of Chaos and, if Pan Tang tries to impose its own ways on Dharijor, using its REL of 19 (Pan Tang is a theocracy), Dharijor's Loyalty is reduced to 7% and the chance of Insurrection increased by 19%. It may be better for Pan Tang to take a peaceful approach to exporting its version of Chaos worship to Dharijor.

MAGIC

In *RuneQuest Empires*, magic is highly abstracted. The *RuneQuest* game systems for magic are based on the personal application of magical power and so the Magic Capability used in *RuneQuest Empires* is meant to reflect the concerted efforts of many, many individuals using their personal magic to achieve specific effects. It is, when dealing with events on a state scale, difficult to reflect the very personal magical capabilities as *RuneQuest* defines them.

There are, however, state-based rituals and powers that a nation can draw upon, using the concerted efforts of its priests and magicians, to apply magic in less abstracted forms. No distinction is made between different magical types, as these powers will combine some, or all, of these magical types into the rituals the state employs in its many endeavours. Consider the magical abilities as an optional system if a more complex, magic-heavy, *RuneQuest Empires* game is desired. Note also that the magic in this section is state-based. It does not replace personal magic and neither are the magical effects available to individuals (who must still rely on their personal magic, if they have it).

REL and Magic Points

The REL Characteristic is the basic currency for magic at this level. Every nation and an empire as a whole, has Magic Points equal to its REL Characteristic.

The maximum total Magnitude a state can have in magical effects cannot exceed REL. When used, Magic Points, rather than the REL Characteristic, diminish and, when they reach zero, the state has reached the limit of its magical capabilities for that year.

For example, Gaul, in the Roman Empire, has a REL of 6. Its Magic Points are also 6 and it can have magical effects with a total Magnitude of 6, also.

Time to Cast and Duration

The time to prepare and cast magical effects at this level is considered to be a matter of weeks or months but for game purposes is ready to be exercised whenever a magical effect is needed. There is therefore no specific Time to Cast measurement.

Magical rituals either work here and now, against a specific target, or have a delayed effect. Here and now magic is classed as *Instant*; delayed magic as *Delayed*. The effect's description determines how and when Delayed magic takes effect.

Casting Magic

For an effect to work successfully, a Magic Capability test must be made. If the effect can be resisted (specified in the effect's description), then resistance is made using a Magic Capability test. If a casting attempt fails, then 1 MP is lost. If the casting attempt is a fumble, then the full Magnitude in MP is lost.





Regaining Magic Points

Magic Points are regained at the rate of 2 every six months. So after one year, 4 points will be regenerated and after 1 year 6 months, 6 regenerated and so on. Magic Points are always regenerated at the start of the new year cycle.

Learning New Magical Effects

New effects are developed through the spending of Improvement Rolls, which can be reserved for the purposes of acquiring new magic and thus accumulated year on year.

It costs 1 Magic Point to improve an existing Magical Effect, or to learn a new one.

Magical Effects

Bonds of Loyalty

Magnitude: 4
Instant
Resistance: Yes

Bonds of Loyalty increases the Loyalty Capability by 5% for every point of REL the casting empire has. Thus, an empire with REL 10 would increase the Loyalty score of a dominion by 50%. The Duration of the spell is one year and it may be resisted by the dominion using its own Magic Capability. If the Resistance test is a

success, then the Loyalty increase is halved; if it is a critical success, then it is negated completely. If the Resistance test fumbles, then the Loyalty increase is doubled – in both percentage and Duration.

Characteristic Blessing

Magnitude: 8
Instant
Resistance: No

Characteristic Blessing increases a specific Characteristic by half again on a successful casting and doubles it for a critical casting. A fumble reduces the Characteristic by half. The Duration is one year. The only Characteristic exempt from this spell is SIZ.

Separate versions of this spell exist for each Characteristic, with the exception of SIZ.

Damage Enhancement

Magnitude: Variable
Instant
Resistance: None

The Damage Enhancement effect has several separate forms, one for each point of Magnitude of the effect (Damage Enhancement 1, Damage Enhancement 2 and so on). Each Magnitude is therefore a separate spell that counts separately against the REL Characteristic.

The damage of an army is increased by +1 for each point of Magnitude invested in the spell. It takes the form of magical enhancements to weapons, the strength and stamina of armies and so forth.

Damage Limitation

Magnitude: Variable
Instant
Resistance: None

The Damage Limitation effect has several separate forms, one for each point of Magnitude of the effect (Damage Limitation 1, Damage Limitation 2 and so on). Each Magnitude is therefore a separate spell that counts separately against the REL Characteristic.

This effect absorbs damage inflicted by opposing armies. It takes the form of magical barriers, magical armour, the intervention of the gods and so forth. Each point of Magnitude invested in the spell reduces damage sustained against the MIL Characteristic by 1 point.

Divine Blessing

Magnitude: 4
Instant
Resistance: None

This effect allows one annual Mishap (see *Economics of Empires* chapter) to be ignored as petitions to the gods or sorcerous rituals come to the rescue.

Enhance (Capability)

Magnitude: 3
Instant
Resistance: None

A separate effect exists for each Capability (Diplomacy, Dogma, Espionage and so forth). When successfully cast, the Capability is enhanced for a whole year. If the effect success was a critical, then the Capability receives a +40% bonus; if a standard success, a +20% bonus. If the casting fails, no bonus is received but if the casting is fumbled, then the Capability suffers a -20% penalty and the Magic Points are still expended.

Major Curse

Magnitude: 10
Delayed
Resistance: Yes

Major Curse is cast in advance and targets one Capability of the caster's choosing. The defender may resist with a Magic Capability test of its own, with success negating the curse.

A Major Cursed Capability is automatically downgraded by two levels of success: critical to failure; success to fumble, when it is used by the cursed nation. The effects last for one year if the casting of the Minor Curse was a success and two years if it was a critical success.

Minor Curse

Magnitude: 6
Delayed
Resistance: Yes

Minor Curse is cast in advance and targets one Capability of the caster's choosing. The defender may resist with a Magic Capability test of its own, with success negating the curse.

A Minor Cursed Capability is automatically downgraded one level of success: critical to success, success to failure and failure to fumble, when it is used by the cursed nation. The effects last for one year if the casting of the Minor Curse was a success and two years if it was a critical success.

Negation (Capability)

Magnitude: 10
Instant
Resistance: Yes

This spell negates a Capability of an opposing state completely, if the spell is not successfully resisted. There is therefore a separate spell for each Capability but the resistance is always with the Magic Capability. The negation lasts for one year and takes the form of bad fortune, curses and other impediments to the Capability being used.

Critical Success:	Capability is negated for two years.
Success:	Capability is negated for one year.
Failure:	No effect.
Fumble:	The caster's own Capability is negated and at full MP cost.

Offspring

Magnitude: 10
Delayed
Resistance: Yes

This effect increases the SIZ of a nation in terms of its population. It takes 1 full year to prepare the spell and cast it, then a further full year for it to take effect. The effect is permanent.

The spell increases the SIZ of the nation by 1D3 for the basic spell and then by a further +1 for each additional Magic Point invested in the casting. As a burgeoning population imposes a burden on local resources, the spell is resisted by the Magic Capability of the

affected nation. If the Resistance test is a success, then the SIZ increase is halved (to a minimum of 1) and if a critical success, then the increase is negated altogether. The resisting nation must also expend Magic Points equal to the reduction of the increase.

Quell Insurrection

Magnitude: 6

Instant

Resistance: No

This effect reduces the chance of Insurrection to its base of 5%, effectively negating all Insurrection modifiers. It works through the magical mollification of the populace, contriving a belief that all is harmonious and for the public good. There are always some who are unaffected by the spell, or see through it, hence the remaining base 5% chance of an Insurrection occurring.

Seasons of Plenty

Magnitude: 6

Delayed

Resistance: No

If using the Lordly Year system from the *Building Kingdoms* chapter, this spell, successfully cast, increases the Seasonal Income for *all* estates in the realm by half again. If the casting is a critical success, then Seasonal Income is doubled. If the casting is a fumble, then Seasonal Income is reduced by half. These modifications are in addition to all other Seasonal Income modifiers, and applied *after* all standard modifiers have been figured.

Before casting the spell, the season it will effect must be chosen: this can be the next season, or any season thereafter but it cannot be cast and take effect in the same season.

Supernatural Army

Magnitude: 8

Delayed

Resistance: None

This effect must be cast at the start of a year, in preparation for warfare later in the year. It has a Duration of two years.

The effect summons a supernatural army (demons, divine soldiers, a force consisting of demigods, monsters and so on). The

supernatural army provides the following benefits according to the degree of success of the casting:

Critical Success: +8 MIL, +40% to Warfare

Success: +4 MIL, +20% to Warfare

If the casting fails, then the army does not materialise. If the casting fumbles, then the supernatural army manifests but turns on those it has been called to aid: -4 MIL and -20% to Warfare for the Duration of the spell.

Tapping

Magnitude: 8

Instant

Resistance: Yes

This effect taps the Magic Points of the defending state, placing them at the disposal of the caster to use in the year following the casting of the spell. If the defending state cannot resist the Tapping, it loses the Magic Points tapped but regenerates Magic Points as normal.

On a critical Tapping success, the caster seizes all the Magic Points of the opposition. On a normal success it taps half of them. If the roll fumbles, it not only loses the Magic Points for the Tapping Spell but transfers them to the state it was trying to affect.

RUNES

If the runes play a part in your *RuneQuest Empires* games – and they would certainly play a part in any *RuneQuest Empires* based in *Glorantha* – then these, too, can confer magical effects.

For a state or empire to be able to draw upon and wield a rune's power it must be attuned to it; that is, the cults of that state must have completed the appropriate rites or HeroQuests to channel the rune's power in ways that the state can make use of it. Attuning a rune requires a successful Magic roll: success is achieved if the roll is a Critical Success: a normal success is considered a failure.

Only one rune can be attuned at a time and the attuning attempt lasts for one year. If an attempt is failed it cannot be re-attempted that year. A state can only attempt to attune runes associated with it: thus, an Orlanthi nation could not attempt to attune the Light rune and a sun worshipping nation could not attempt to attune the Motion rune, for example.



Rune	Effect
Air	The state gains additional Nature Good Fortune roll.
Beast	Warfare Capability is temporarily increased by 15+1D10%.
Chaos	Either the Magic <i>or</i> Warfare Capability is temporarily increased by 15+1D10%.
Cold	The state can ignore any Nature Mishap event.
Communication	COM Characteristic is temporarily increased by 1D6+1 points.
Darkness	Any state attacking the user of this rune suffers a -25% penalty to its Warfare or Magic Capability.
Death	Military Damage is two steps higher than that for the base MIL Characteristic.
Disorder	Any state attacking the user of this rune suffers a -25% penalty to its Warfare or Magic Capability.
Dragonewt	Any state attacking the user of this rune suffers a -25% penalty to its Magic Capability.
Earth	The state gains additional Nature Good Fortune roll or it can ignore any Nature Mishap event.
Fate	The state gains an additional 1D3 Good Fortune events, determined randomly.
Fertility	WTH Characteristic is temporarily increased by 1D6+1 points <i>or</i> the state gains a single use, at no Magic Point cost, of the Seasons of Plenty spell.
Fire	Military Damage is two steps higher than that for the base MIL Characteristic.
Harmony	One Capability is increased so that it is on a par with the highest of the state's Capabilities.
Heat	State gains an additional Nature Good Fortune roll.
Illusion	Espionage Capability is temporarily increased by 15+1D10%.
Infinity	The state can re-roll up to three adverse dice-roll results, whatever their circumstances. This power can be used on enemies, if wished.
Law	LAW Characteristic is temporarily increased by 1D6+1 points.
Light	The state can negate the effects of the Darkness rune, if Darkness powers are used against it.
Luck	Magic Capability is temporarily increased by 15+1D10%.
Magic	Magic Points are temporarily increased by 1D6+1 points.
Man	Government Capability is temporarily increased by 15+1D10%.
Mastery	Any one Capability is temporarily increased by 15+1D10%.
Moon	REL Characteristic is temporarily increased by 1D6+1 points.
Motion	Initiative is temporarily increased by 1D6+1 points.
Plant	WTH Characteristic is temporarily increased by 1D6+1 points.
Spirit	State may ignore any Political/Religious Mishap event.
Stasis	During warfare, all opponents suffer a -5 penalty to Initiative.
Truth	State gains an additional Political/Religious Good Fortune roll.
Water	The state gains a single use, at no Magic Point cost, of the Seasons of Plenty spell.

FACTIONS AND GUILDS

So far *RuneQuest Empires* has concerned itself with states and imperial powers; but within these are two elements that can often be considered as states or empires in their own right: factions and guilds. This chapter looks at how each can be used as a backdrop to the state/imperial mechanics used in the earlier chapters and at how each functions for Adventurers.

The previous volume *Guilds, Factions and Cults*, published for the previous edition of *RuneQuest*, described factions and guilds in similar terms to states, with their own Characteristics and Capabilities. *RuneQuest* Games Masters who have access to that volume (now out of print) can continue to use it for running guilds and factions as megagame organisations. *RuneQuest II* Games Masters, however, may wish to use these, abbreviated rules as part of their *RuneQuest Empires* games instead.

ORGANISATIONS

Factions and guilds are both organisations: groups dedicated to supporting, promoting or following a particular cause or ideal. Factions tend to be political organisations whilst guilds focus on trade and commerce.

Both are defined in terms of a Framework, which describes the organisation's goals, ideals, resources and so forth. The framework uses Affinity Points to help determine the strength and availability of certain resources. The number of Affinity Points available to any organisation, be it faction or guild, depends on the organisation's size:

Size and Affinities

Organisation Size	Minimum LAW	Affinity Points	Average Affinity Points
Small	3	1D6	4
Medium	6	2D6	7
Large	12	4D6	14
Huge	18	6D6	21

The size of any organisation is limited by the LAW Characteristic of any state it exists within, reflecting the maturity of political systems which then flow into the formation of organisations such as guilds. The Minimum LAW column in the Size and Affinities table shows the minimum LAW Characteristic that a state or imperial power must have to support a typical organisation size.

Thus a state with a LAW of 12 could support any number of Small, Medium or Large organisations but could not support Huge ones. Huge organisations would actually be a threat to the government and probably prove to be uncontrollable.

The actual size, in terms of membership numbers, of an organisation is difficult to quantify and need not be of huge importance. However, if membership numbers are needed, the Membership Size table provides a handy point of reference.

Membership Size

Organisation Size	Members	Average Members
Small	3D10 x3	51
Medium	3D10 x10	170
Large	3D10 x 100	1,700
Huge	3D10 x 1,000	17,000

FACTIONS DEFINED

Factions are diverse and their structures far less rigid or wretched in convention, than either guilds or cults; but, with some degree



of organisation and, often, single-minded will on their side, they are no less powerful, even though their aims may be short lived. Most factions are very loose organisations, having no definitive list of members but some have a formal internal structure with membership lists, regular meetings, official positions – such as negotiators, conveners, whips and organisers – and a definitive policy position on every issue affecting the broader organisation. Such factions will typically be binding – that is, they rely upon all members casting their votes in accordance with the faction’s official stance.

The aims of a faction are as diverse as the different types of bodies within which they appear. Typically, however, they include: advancing a particular policy, ideal or goal, preventing the adoption of alternatives and supporting given individuals to positions of power within the organisation or in the wider political world. A faction can primarily be based around supporting a given person or group, or a single major aim, with little in the way of common agenda, or it can have a comprehensive and definitive set of policies. Either way, factions typically revolve around *personality*, with a few individuals playing key roles, acting as a magnet for like-minded people, leading the activities of the faction and acting as a prominent voice for the shared objectives of the faction. Such individuals can be referred to by a variety of names, such as *powerbrokers* or *factional chiefs*.

Factions tend to be less concerned with representation (as are guilds) and far more focused on attaining power and exerting influence. Their aims and methods of operation are therefore concerned with persuading others to subscribe to their agenda and in placing key members in positions where influence can be exerted. Where one faction develops within an organisation, there will usually be at least one other that develops in opposition to it. Opposing factions may try to match each others’ level of organisation and internal discipline and may engage in negotiations and trade-offs to ensure that the organisation’s activities are not compromised and that every group has a chance to obtain at least some of its goals. But where the aims of competing factions are diametrically opposed, destruction of the opposition is almost always sought. This is not the waging of physical war necessarily (although it does happen) but via more clandestine methods: smear campaigns, rumour-mongering, bribery, blackmail and other tools of skulduggery.

The existence of a factional system can have serious negative consequences for a political organisation. If factional strife becomes intensive and public, the organisation may suffer from perceptions of disunity. Taken one step further, if the conflict is particularly severe, it may cause ruptures within the organisation that seriously impede its effectiveness, leading to its break-up or collapse.

To avoid harm factions tend to operate under strong secrecy and with minimal public scrutiny and this often leads to the proliferation of unethical behaviour. Individuals who abandon a faction may be subject to intense personal attacks their former comrades sabotage careers, expose personal secrets, blackmail, extort and emotionally terrorise. A climate of intense factional

conflict can also motivate individuals to focus on attacking their factional enemies rather than furthering the broader organisation.

The Faction Framework

Designing a detailed faction is handled via the Faction Framework. The framework outlines the crucial elements of a faction, in the same way as for Guilds and Cults, handled in the chapters either side of this one.

The elements of the Faction Framework are:

- Concept and Aim
- History and Context
- Power Base
- Affiliations
- Opposition
- Affinities
- Magic and Powers
- Obligations and Deficits
- Membership, Officers and Ranks
- Training

The overall approach to developing a faction should be to approach each element in order, allowing ideas to build, based on the decisions made for the preceding element. Therefore, the first element that needs consideration is the Concept.



Concept and Aim

What is it that a faction is fighting for? What does it hope to achieve? What are its aims and goals? These need not be strictly defined or highly detailed; indeed, a concept and aim might simply be to 'stop another faction'. But generally a faction has a sense of passionate focus that drives its members to do the things they do. Some examples of factional concepts and goals:

Beast Orders of Granbretan: Militaristic factions with a totemistic focus on a single animal. Members wear masks representing their animal and are focused on replicating its behaviour in a warlike manner in the service of King Emperor Huon. Beast Orders are naturally antagonistic to each other and are encouraged to be so, each attempting to secure as much wealth and personal power as possible, in the hope of impressing King Emperor Huon and gaining his favour.

Hunting and Waltzing Bands of the Empire of Wyrms' Friends: Proselytising mystics who aim to convert others to draconic worship and therefore improve their own personal power in the scheme of the Great Dragon To Be.

Godlearner Knife Divisions: Politically motivated factions vying for control of the Middle Sea Empire through devotion to either the Missionaries, Postponers, Realists, Inherents or the Delayers. Knife Divisions are so called for their incisive grasp of the political condition but also for their tendency to stab in the back friends and foes alike.

The Concept and Aim of the faction can, and most likely will, change. Although the general goal will remain constant, the way of attaining it often shifts markedly according to how successful prevailing tactics and strategies have proved to be. Moderate factions can become radical and extreme; extremist factions can become moderate as they achieve their goals. Be prepared to have the concept and nature of the faction change.

History and Context

What caused the faction to emerge? What is the parent organisation that the faction is a part of? How is it viewed by others? Is this faction a long-standing one or a relatively recent development? If its aims are achieved, will it remain coherent? Does it have a timescale?

All these questions form part of the history and context part of the framework. For your faction, you need to define, in a few words or a short paragraph:

- How and why your faction came into being.
- How your faction is viewed by others, especially the parent political organisation.
- Any direct opposition it has (you can then define the opposition as a full *RuneQuest* faction, or simply leave it for the Games Master to work-up).
- What it will do once it achieves its goals.

Again, you can be as detailed or as vague as you wish, letting game play determine specifics but at this stage you should have a general idea of what your faction is about.

Power Base

Key to the operation of an organised faction is the existence of a power base. This will typically be some office, division or branch of the broader organisation over which the faction has effective control. Sometimes a power base may be an external or affiliated organisation that is involved with the broader organisation in some way. A power base serves several key functions:

- Acting as a recruitment centre for new members.
- Promotion of homogeneity within the membership – crucial for maintaining factional cohesion.
- As an organising centre for factional events and activities.
- Advancing the career of selected members and allowing them to gain skills that will increase their effectiveness and clout.

The Power Base is defined by spending Affinity Points. The cost is dependent on its type and nature:

Power Base Affinity Cost

Power Base Type	Affinity Points
A loose group of sympathisers	1
Secretariat in a wider political organisation	2
A small, local guild	3
A medium sized guild with power in several towns or a large city	4
A large guild with extensive operations	5
A small, local cult	3
A medium sized cult with established influence	4
A large, powerful cult with extensive operations and reputation	5

Some of these potential power bases – guilds and cults – are self-explanatory and dealt with in this book but a couple require further explanation.

Loose Group of Sympathisers

The power base is a very loosely organised group of like-minded people who wish to maintain some distance from the faction but are, nevertheless, supportive of its aims and happy to help in a non-confrontational, clandestine capacity. Sympathisers can be relied upon to gain new recruits, supply information and spread rumours. A power base of this kind needs no detailed definition but it is recommended that it be given a skill that covers its ability to support the faction: Sympathise. The Sympathise skill covers all ad-hoc functions of the sympathisers from recruiting new, active faction members through to supply or disseminating information. The base percentage for the skill is equal on the faction's SIZ+WTH Characteristics. It can be strengthened by spending an additional Affinity Point for every additional 10% to boost the skill.



For example, the Nine Path Brotherhood is a Draconic Hunting and Waltzing Band of Glorantha that seeks to bring Lord Great Burin to power as the leader of the Eternal Dragon Ring. Its power base are those converts it has made in the city-states of the Janube Valley in the land of Fronela. The Nine Path Brotherhood spends 1 Affinity Point to gain these Loose Sympathisers and the Sympathisers have a Sympathy Skill of 22% (the Nine Path Brotherhood's SIZ of 13 and WTH of 9 added together). By spending a further 2 Affinity Points the Brotherhood increases the skill to 42%; clearly it is spending time in cultivating its reputation amongst the Janube sympathisers, making them more willing and competent to support their ideal.

SECRETARIAT

A secretariat is any official office within a larger political group that supports the faction's aims. This could be a ministry, an office of civil servants, a large department or even a group of prominent individuals. However, they are in a place and position of influence and so form the faction's power base by dint of this situation.

Like Sympathisers, a Secretariat has a single skill to define its capabilities in assisting the faction: in this case it is called Influence and it works in the same way as the Sympathy skill. However it is based on different Characteristics of the faction. Secretariat Influence is based on COM+SIZ and it can be boosted by 10% per additional Affinity Point spent.

For example, the Modernisers are a faction within the authoritarian court of Queen Yishana of Jharkor, a kingdom of Elric's Young Kingdoms. They seek to replace the queen with a republic and have, as their power base, the Royal Exchequer, which is concerned at the way Yishana squanders public money on finery and unsuitable lovers. As the Modernisers have a COM of 12 and SIZ of 16, the Exchequer's Influence is 28% and the Modernisers spend a further 3 Affinity Points to boost this to 58%.

GUILDS AND CULTS

If either a guild or cult forms the power base, then the Characteristics, Capabilities and other resources are used to support the faction's goals. This does not mean that the guild or cult is a puppet for the faction; rather it means that the faction has a great deal of sympathy within the guild or cult which makes it willing to support the faction's aims and cause.

AFFILIATIONS

Affiliations are created through the spending of Affinity Points in a similar way to both guilds and cults. A faction can be affiliated with another as long as their aims and goals are not contradictory or diametrically opposed.

The Affiliations Table shows the cost, in Affinity Points, for buying affiliations at different strengths.

The resources an affiliated faction has depends largely on the faction; but it will include elements of its power base – so one

faction could draw upon the use of an affiliated faction's power base Sympathy or Influence skills, or the Capabilities of an entire cult or guild.

A faction can have as many affiliations as it can afford and, indeed, need have none at all.

Factions may establish affiliations with cults and guilds directly – essentially widening its power base – achieving similar benefits, at a cost of 1 Affinity Point higher than that listed (so a Loose affiliation would cost 2 Affinity Points).

AFFILIATIONS WITH INDIVIDUALS

Factions can buy affiliations with particular individuals in precisely the same way as guilds. Generally affiliations of this kind are made with influential people who are *outside the power base*; those in a position to assist the faction and help advance its agenda. The Games Master will need to create the game statistics for such Non-Player Characters (which they will invariably be) and should also calculate the individual's Renown, as per the Renown chapter starting on page 109.

The Affinity Point cost for cultivating a relationship is similar to that for an affiliation with another faction. The cost is based on the Reputation score of the individual with a modifier for the strength of the affiliation:

Individual Affiliations

Affiliation	Affinity Point Cost
Loose affiliation of general friendship	1 point for every 20 points of Renown
Formal, weak alliance	1 point for every 15 points of Renown
Formal, strong alliance	1 point for every 10 points of Renown

Thus, to form a Formal, Strong Alliance with, say, a ranking bureaucrat who has the influence in the court or in a parliament and who has a Reputation of 40, it would cost 4 Affinity points. A Loose affiliation would cost only 2 points but the bureaucrat's influence exerted on behalf of the faction would be correspondingly weaker.

OPPOSITION

Factions rarely operate in a vacuum; the aims of one faction are usually anathema to another group, with a rival faction rising to counter the other – and, sometimes, multiple factions will arise, if the faction you are creating has strong ideals, views or goals that might be deemed politically dangerous, subversive, heretical, rebellious and so forth.

You can, as part of the Faction's Framework, create an opposing faction in its entirety, or simply give it a name and assume that it stands for the reverse of what your faction represents. Alternatively you may leave the entire thing to chance and use the Opposition table to decide what opponents stand in the way of your faction. Modify the roll on the Opposition table by subtracting either your faction's highest INF Characteristic, or its SIZ (but not both).



Affiliations Table

Affiliation	Affinity Point Cost
Loose affiliation of general friendship	1
Formal, weak alliance	2
Formal, strong alliance	3

Opposition

1D100	Opposition
01–10	No Opposition. Your faction has either discredited it, destroyed it or occupies a position where opposition is impossible to mount effectively.
11–20	Low level opposition. A few individuals voice their opinions but there is no organised faction operating against you.
21–40	A loose affiliation of individuals has formed, making their views known in influential circles.
41–60	A formal opposing faction with a secretariat in a wider political organisation as its power base.
61–80	A formal opposing faction with a small, local guild or cult as its power base.
81–90	A formal opposing faction with a medium sized guild or cult with power in several towns or a large city as its power base.
91–00	A formal opposing faction with a large guild or cult with extensive operations as its power base.

What are the tactics of the opposition and its disposition? Roll on the Attitudes table.

Attitudes

1D100	Opposition
01–10	None.
11–20	Muted verbal opposition conducted in political arenas but otherwise negligible.
21–40	Constant protests at how your faction operates and its aims, conducted in political circles.
41–60	Orchestrations of public opposition, including smear campaigns and rumour-mongering.
61–80	Confrontational and antagonistic tactics levelled against individuals in your faction, designed to discredit and harm reputation.
81–90	Intermittent physical attacks carried out by third parties the opposition has hired.
91–00	Constant physical, verbal and political assaults against your faction, conducted by both opposition members and third parties.

Faction Affinities

Faction affinities are resources a faction can buy using Affinity Points. The typical kinds of resources factions are able to secure are as follows, along with their Affinity Point cost.

Affinities

Affinity Type	Affinity Point Cost	Actions/Effect
Informer	1 per informer	A sympathiser in a place of power can be called upon to secretly supply the faction with inside information and facts. The Informer may be vulnerable and so the faction may need to provide security and must always provide discretion. The Informer is usually paid for his information but this may be in kind and not necessarily money.
Spin Doctor	2 per Spin Doctor	The faction employs the talents of someone highly skilled in presenting a positive gloss in terms of public relations, for the faction's activities and can turn bad press into good press through cunning manipulation of the facts, publicity and so forth.
Rabble-Rouser	2 per Rabble Rouser	The faction benefits from having someone willing to stir-up trouble at public gatherings, in taverns and inns – anywhere where gossip and opinion are formed. His talent lies in orchestrating confrontation to the faction's advantage (or the disadvantage of the opposition).
Corrupt Official	3 per Official	A bureaucrat or other official person who is prepared to provide not just information but also take direct action, in exchange for money, whilst remaining outside the faction. Corrupt Officials can rarely be trusted and some may play both sides of a faction. But whilst benefiting the faction, they have their uses.



Affinity Type	Affinity Point Cost	Actions/Effect
Secrets and Lies	2 per Secret or Lie	The faction knows something about the opposition, or the object that the faction has issue with: this might be a secret or it might be an untruth; whatever its nature, it is highly damaging to the person or office it concerns – even if it is a complete fabrication. The faction can use this information as a lever to gain its own ends, or simply keep hold of it until the right time presents itself. Discuss the nature of the information with the Games Master.
Publicity Agent	1 per Agent	A Publicity Agent ensures that news beneficial to the faction gets out in some shape or form but is not, himself, a Spin Doctor – merely an active sympathiser. The Spin Doctor and Publicity Agent roles can be combined at a cost of 3 Affinity Points.
Supportive Myth	4 per Myth	The faction is in possession of a myth, perhaps attached to its power base that supports its aims. See page 150 of the <i>RuneQuest Core Rulebook</i> for how myths work and calculate the myth's Resonance. The myth shapes behaviour of faction members in the same way as it does for cult members and reinforces the faction's ideals, explaining their cause and justifying their actions.
Supportive Doctrine	2 per Doctrine	The faction is in possession of written or codified doctrines (philosophical texts or theses; religious documents; charters, affidavits and so forth) that support and justify the faction's stance and direction. The doctrine acts as a form of myth, in that it drives behaviour. Calculate its Resonance based on a dice roll of 5D10+50. The doctrine offers the same kinds of insight as a myth (see page 150 of the <i>RuneQuest Core Rulebook</i> for how myths work) and influence behaviour.
Thugs	2 per 5 thugs	Thugs are heavies who can be relied upon to promote the faction's agenda by physical violence when it is needed. They do as they are told or directed and have no qualms about going to extremely violent lengths. Thugs have the following statistics, identical for each Thug:

STR 16, CON 12, DEX 13, SIZ 15, INT 7, POW 10, CHA 7

Combat Actions 2, Damage Modifier +1D4, Strike Rank 10, Magic Points 10, Move 4m

Skills

Athletics 42%, Evade 34%, Influence 44%, Perception 26%, Persistence 31%, Resilience 40%, Stealth 35%, Streetwise 44%, Throwing 30%, Unarmed 55%

Combat Skills

Any Weapon 73%

Thugs have no intrinsic loyalty and, if captured or threatened with superior force, tactics or intellect, soon break.

Sacred Symbol or Relic	2 per Symbol or Relic	This is a symbol of the faction's righteous struggle or cause. Like a myth or a doctrine, it drives behaviour and a Resonance should be calculated for it based on a dice roll of 5D10+50. The relic offers the same kinds of insight as a myth (see page 150 of the <i>RuneQuest Core Rulebook</i>) and influences behaviour.
------------------------	-----------------------	---

Magick and Powers

Factions generally have to rely on whatever magic their individual members have, or that are possessed by the power base. Divine Magic is not available. Common Magic and Sorcery may be, however.

Common Magick

Factions can buy the Common Magic skill at a cost of 1 Affinity Point. Each point of Magnitude of a spell costs a further 1 Affinity Point.

SORCERY Spells

Factions can buy the Sorcery (Grimoire) and Manipulation skills at a cost of 2 Affinity Points per skill. The value of each skill is the skill's base percentage plus 3D10%. The Grimoire the faction possesses contains 1D4+2 spells. Additional spells cost 3 Affinity Points each.

Heroic Abilities

Factions may also offer Heroic Abilities, again with the proviso that the ability fits with the faction's area of expertise and can be





defined narratively in the history and context of the faction to show how that ability came into the faction's remit. Heroic Abilities cost 1 Affinity Point to buy and become available to members as per the description of the Heroic Ability in terms of Hero Points and Minimum Skill Level.

Obligations and Deficits

The commitment to a faction is one of belief depending on current circumstances. As a faction typically pursues a single goal, changing circumstances can diminish the faction's aims, its importance or make it obsolete altogether. A faction committed to replacing a ruler, for example, is effectively obsolete once regime change occurs; unless the faction has a broader aim and remit, it has no continued reason for existence.

However the strength of feeling amongst members can keep factions going in the face of changing circumstances and long after the goal has been achieved. Continued existence depends very much on what attracts people to the faction in the first place: passion, commitment to the cause and shared ideals.

People join factions because they believe strongly enough in the faction's goal and are amongst people who think and feel the

same. However, unlike a cult or guild, a faction's obligation is to its cause rather than its members. Those who dissent or lose commitment can be jettisoned without necessary detriment to the cause: the cause has no duties or obligations towards the welfare of its members; no specific reason to reward loyalty; and no inherent need to regard their feelings in any way shape or form.

But, members' obligations to the faction and its cause are driven by passion (and, perhaps, opportunism; but chiefly passion) to see change. Characters who are members of a faction, or might become members of one, can gauge their passion using the Passion mechanics described here. Of course, passion can be roleplayed, so consider the Passion mechanics as optional (and they have considerable use beyond just a faction).

Passion

A character's passion for a thing is measured like any other skill – on a scale of 1 to 100 and above – and should be recorded as an Advanced Skill on the character sheet. The object of the passion can be anything – a person, a group of people, a country, an object, an ideal: essentially it reflects the faction. Passion can be established at any point – either during character creation or, and perhaps most interestingly and appropriately, during game play, but passion must be in place for all characters forming a faction, so that a measure of obligation and commitment can be made. All a character needs to do is stipulate that he intends to Love or Hate something. If this is stated during character creation, there is no cost in terms of skill points: the Love or Hate skill is not counted as either a cultural, professional or freely chosen skill, it simply comes into being.

If the Love or Hate is established during play, then it costs 1 Hero Point to establish it at its base value. If the circumstances warrant it, then the Games Master can choose to waive the Hero Point cost.

The starting value of the Love or Hate varies according to the type of Love or Hate being declared:

All the Starting Percentages may be modified by the Games Master to reflect deeper or lesser devotion; thus, Hate (EWF Bastards) might begin for a character at 35%, using the Starting Percentage calculation but, because the character is a devout God Learner who loathes all things draconic, the Games Master decides to increase the Starting Percentage to 45%, taking into account the loyalty to Loskalm.

Where a person or people are concerned, the passion *does not need* to be reciprocated. It is up to the Games Master to decide if it is or not and the Player must decide if unreciprocated love will strengthen his character's Love/Hate, or weaken it. If the decision is made to strengthen the depth of feeling (unrequited love often drives the heart to *deeper* fondness or infatuation), then the Love/Hate value can be increased (or decreased, if the depth of feeling is diminished) by 1D10%.



Love and Hate Starting Percentages

Loving or Hating...	Starting Percentage
A person, in a romantic context	Character's POW+CHA, plus , Loved one's POW+CHA
A person in a platonic context (a friendship, for example)	Character's POW+CHA, plus , Loved one's CHA
A group of people	Character's POW+CHA, plus 10+1D10
A country	Character's POW+CHA, plus 10+1D10
An object (the RuneStaff, for example)	Character's POW+CHA, plus 10+1D10
An Ideal (Tanelorn, for example)	Character's POW+CHA, plus 10+1D10
A political goal (Get the EWF into power in Loskalm, for instance)	Character's POW+CHA, plus the faction's INF
Opposition to another faction (Stop the EWF at all costs, for example)	Character's POW+CHA, plus the faction's INF

Where a faction is concerned, a successful test against the passion skill determines if a character is prepared to join the faction and what degree of commitment he offers it. If the passion is Hate (something) and the faction is dedicated to getting rid of the object of hatred, then a successful test against the Hate means the character is prepared to join the faction: he will remain obligated to it until either his hatred diminishes or the faction's aims are accomplished. If his test is critically successful, then he is an ardent supporter and will throw himself into the faction's business.

Similarly, if the passion is Love (something) and the faction seeks to preserve the object of affection, then a successful roll indicates obligation to the cause and membership of the faction.

If the passion test fails, then the character has clearly found something within the way the faction works that does not compel him to join. At this point, the faction itself can exert some influence, especially if it feels the character has something important to offer. The faction can use the higher of its Favour **or** Recruitment Capabilities in an Opposed Test against the character's Persistence in a bid to win the character over. Furthermore, it can call upon its power base or affiliated individuals to assist in the attempt with skill augments to the Favour or Recruitment Capability roll. If the faction wins in the Opposed Test, then the character is convinced and joins; if it fails, the character remains unconvinced. If the faction fumbles, then it has created a truly negative impression in the character's eyes. However, if it succeeds critically, then the character has been fully swayed as though he had made a critical success on his first passion test.

Increasing and Decreasing Passions

Like any skill or Pact, Love and Hate can increase through Skill Improvement rolls, if the Player wishes to spend a roll on the relationship. However, if, during play, something happens that would deepen the passion, or diminish it, the Games Master can either impose an immediate increase or reduction of up to 20%, depending on the circumstances; or he can call for the character to roll for the increase (or diminishment) himself.

1D10	For a minor deepening or diminishment (She says 'I love you!' unexpectedly).
1D10+5	For a substantial deepening or diminishment (Malagan slaps Farris in the face, following an

Passion Example: Farris, El'nassa and Malagan

Farris, a warrior, has fallen in love with the daughter of the local chieftain. Farris's POW and CHA total 22 and the chieftain's daughter, El'nassa, has POW and CHA totalling 32. Thus, Farris's **Love (El'nassa)** is at 54%. However, because Farris has to keep his love a secret from the over-protective chieftain, the Games Master decides to increase this by 5%, so **Love (El'nassa)** is now 59%. Pete, Farris's player, also decides that El'nassa has never declared her love for Farris and Farris knows that the sorcerer, Malagan, has also been courting her. Because Farris's love is unrequited, Pete reasons that Farris's infatuation for the princess is deeper and so it is increased by a further 1D10% – resulting in 8%. Therefore, Farris's **Love (El'nassa)** is now at 67%.

And, because Farris hates the sorcerer Malagan, who is his rival for El'nassa's affections, the Games Master gives Farris Hate (Malagan) at 52% (Farris's POW+CHA, plus Malagan's POW+CHA of 30). He also declares that, because Malagan has caused Farris's exile from Pikarayd, following the revelation of his feelings towards El'nassa, Hate (Malagan) increases by 20%, so it is now 72%.

Farris loves El'nassa – but he hates Malagan more.

Some time later, Farris encounters a faction of people who, like him, despise Malagan and the way he controls the chieftain's every decision, running the town like his own, personal fiefdom. The faction is dedicated to destroying Malagan and freeing the town from his influence. The Games Master calls for Pete to test against his Hate (Malagan) of 72%; Pete rolls 06 – a critical success. The Games Master says that not only will Farris willingly join this faction, he is prepared to become one of its most devoted members – such is his hatred for the sorcerer.

argument over El'nassa's future, intensifying Farric's hatred for Malagan).

1D10+10 For a major deepening or diminishment (The EWF has several key faction members murdered, in cold blood).

Once a Love or Hate has been established, it can fall below its starting value but can never be reduced to zero or less. Once established, Love and Hate are permanent fixtures on the character sheet.

Using Passion

Passions are used in several ways.

- As a **comparative value** to demonstrate strength of feeling. If the value of the Love or Hate exceeds 100%, then it is an all-consuming passion. An intense Love or Hate is likely to drive the character to extraordinary lengths in pursuit or defence of his faction's aims.
- As a **bonus** to any skill that might be used to help, defend or influence in the name of the object Loved or Hated. The bonus is equal to the Love or Hate's critical range. So, if Farric was fighting a duel with Malagan, following a slight about El'nassa, Farric could gain a bonus to his combat skill of +6% for his Love (El'nassa) of 67% **and** a bonus of +7% for his Hate (Malagan), for a total bonus of +13%. The Games Master is always the arbiter of when Love and Hate can be used as an augmentation in this way and to which skills any augmentation should apply.
- As the **skill in an opposed test** that concerns the object of the Love or Hate. For example, Lady Sathril's Hate (Tanelorn) 75% could be used in an opposed test (instead of Persistence, say) where Jurgen, an Agent of the Balance, is trying to use his Influence of 80% to persuade her to fight in Tanelorn's defence against Miggea's wolf army. Whether or not the Love or Hate is used as a skill outright in this way or used as an augmentation to, for instance, Influence or Persistence, is dependent on the circumstances and the strength of feeling. If Sathril's Persistence was higher than her Hate (Tanelorn), then an augmentation would serve her better. If Persistence was lower, then Hate (Tanelorn) can be used as the active, resisting skill.
- As a **skill in its own right** where the character is wrestling with his conscience over some matter concerning the strength of his obligation to the faction, or the object of his Love or Hate.

Membership, Officers and Ranks

Factions tend to be secret, loose-knit affairs often with little in the way of formal ranks or officers. However, disorganisation is generally a detriment to a particular cause and so this chapter assumes that factions have some form of structure to ensure they can effectively achieve their objectives.

Joining a Faction

The minimum that is needed to join a faction is proof of dedication to the cause. This can be achieved in one of four ways:

- The character succeeds in a successful Influence test in front of those in the faction responsible for recruiting. This test can be made into an Opposed test of Influence versus the examiner's Persistence or Lore (faction) skill, if the Games Master thinks it necessary (where secrecy and trustworthiness is essential).
- Use of the Passion mechanics, described earlier.
- The character performs some form of task, mission or quest that proves dedication and loyalty. This might qualify the character automatically or provide a bonus to the Influence or Passion test.
- The character comes highly recommended by a sponsor known to (or is a member of) the faction already.

However, there may be other conditions for membership. Factions are always on the look-out for people who can significantly aid the cause – people with simply a general interest or sympathy are useful but not always valuable.

Additional conditions for membership are dependent on the faction's nature and aims. Where conditions apply, it is recommended that no more than two or three are chosen. Membership condition examples include:

- Connections within an agency that might extend the faction's power base.
- Connections with an individual or group of individuals who exert influence at a high level.
- Personal wealth (if the faction needs money).
- Certain skills: natural candidates for desired skills are **Combat skills, Disguise, Engineering, Evaluate, Influence, Languages, Lore (any, as long as it supports the faction's aims), Magical skills (any), Mechanisms, Oratory, Persistence, Sleight, Stealth, Streetwise** and **Survival** – but other skills may be equally, or more, appropriate. Generally factions will be looking for skills of at least 50%, and usually higher.
- Family connections.
- Prominence in a guild, cult or another faction.
- Experience of similar factional situations (and success in dealings with them).

Ranks

New members are most likely to join at the lowest point – Rank and File – but, depending on what they have to offer the faction, may be fast-tracked to a more prominent rank. Names of ranks will vary considerably between factions; some may not have any formal names or a discernible structure but for the sake of simplicity, the following ranks are used for *RuneQuest* factions:

Rank and File

Rank and File members are generally the first stage of the factional ladder. They are more than just sympathisers; they are employed to



do the faction's bidding on a wide variety of assignments relating to the faction's purpose. The Rank and File members need nothing more than the conditions used to satisfy their membership; if any of these skills, passions or other attributes improve, or if they prove their worth to the faction in other ways, then advancement is possible.

Duties: *Act as directed by the Decision Makers of the Faction.*

Agents

Agents are above the Rank and File. They are singled-out for specific assignments, often long-term and with a single, specific objective. Agents are expected to act with absolute discretion, leading their normal lives as much as possible but always feeding-back vital information to the Decision Makers.

Any character with specific skills of above 50%, or connections/positions highly useful to the faction, may be fast-tracked to the Agent rank, bypassing the Rank and File stage. Generally qualifying for this rank involves proving one's worth through diligently following instruction at the Rank and File stage and making appreciable improvement in 5 skills – and/or passion – to above 50%.

Duties: *As for Rank and File, plus complete specific assignments, achieve objectives and report back to Decision Makers.*

Decision Makers

Decision Makers are the ones who are most passionate about the cause. They demonstrate important skills at a level of 80% or higher and have proven their worth time and again. They have secured valuable contacts and connections, exercised sound judgement and thus are in a position to direct the faction's activities. These are the people who decide the faction's strategy and tactics; they control the purse-strings, assign missions to Agents and decide just how far the faction will pursue any of its aims.

Decision Makers are also in a position to choose, if needed, a Figurehead. This is someone with a high public profile, obvious dedication to the cause and someone with absolutely the right connections to bring about change. Decision Makers can replace that Figurehead if necessary – or even dispense with one altogether, depending on the nature of the faction's cause.

Duties: *Direct faction strategy; assign key tasks; monitor loyalty and progress of members; ensure success in all of the faction's aims.*

Figurehead

Some factions may appoint a figurehead; the public face of the faction – someone who embodies its aims and desires, with the right level of connections to command the attention of others. The Figurehead need not be a Decision Maker; he need not have been a successful Agent; he is the person who can best be associated with the faction in the public consciousness (if that is needed) or in other arenas where the faction needs to operate.

The Figurehead is appointed by the Decision Makers and will usually have at least 3 skills useful to the faction at 90% or higher and have the right levels of connections to make an impact in terms of representation and public relations. The Figurehead may or may not be involved in decision making: often he represents policy rather than formulating or enacting it but equally he might be part of the Decision Maker rank, or even a particularly effective Agent whose task is to be the frontman for the faction.

Duties: *Be the public face of the faction; advance its aims in accordance with decisions, policies, strategy and tactics. Act in accordance with Decision Makers.*

Training

The training a faction can offer is based on the skills within the organisation. It is unusual for formal training to be offered on a regular basis; rather it is an ad-hoc arrangement to support specific tasks where an Agent might be required to improve his knowledge or capabilities.

Factions therefore need to buy-in skills. The faction's Training Capability is the percentage chance that someone from within the faction can be found to offer training in a particular skill if it is required. The faction funds the cost of the training but the individual is expected to demonstrate results once training has been undertaken.

Rounding Out the Faction

Having established the faction's framework, some rounding out completes the process. Consider the following:

Long Term Success: Can the faction achieve its goals in the long-term? What sort of strategies will be necessary to make them happen?

Continued Existence: Once the goals have been achieved, will the faction be able to continue in the same or a different form? Will its aims change? If so, how? Does the faction desire continued power, either directly, or through influencing someone else, effectively becoming a power behind the throne?

Competing Interests: Are there any competing interests or agendas within the faction? Do different Decision Makers want different things? Might this cause interesting or dangerous divisions amongst all levels of membership?

Does the Figurehead fall in line with Decision Maker agendas or does he have one of his own? How do affiliated power bases view the key interests of the faction?

All these final elements need not be decided in advance but provide keys for how the faction may develop during game play.

GUILDS

Guilds, in the western European tradition, are affiliations or societies of master craftsmen and other artisans, including



professions such as scribes, who protect trade and professional interests within a town or city. They are responsible for setting prices and creating standards of practice and 'marks' of quality. The modern trademark, quality mark and patent systems all originated with the guild system. Many had religious affiliations, leading to strong relationships between church and craft that have persisted to this day: freemasonry being perhaps the best known example.

In towns and cities where guilds operate, it is almost impossible to practice a particular profession without joining the guild. Those who do not, quickly find custom deserting them accompanied by whispering campaigns decrying the poor quality of the goods or services being offered, deliberate acts of sabotage and, in extreme cases, outright violence. Joining a guild means paying a regular contribution to the guild's coffers and, in return, gaining support in disputes, access to certain materials in the guild's control, access to 'fair' markets (although that is fair in the eyes of the guild, not necessarily the member), and, at the highest levels, access to guild secrets. Guild members are bound by oath to uphold guild traditions, maintain guild secrets, abide by guild pricing tariffs and to offer goods and services meeting guild standards of excellence. This seems like good news and, for the most part, it is but guilds are, first and foremost, concerned with their own interests. Standards of quality and set prices are what the guild believes to be reasonable, not the consumer, and because independent trade is stifled, customers are frequently forced to accept guild terms and conditions that may not (and often definitely will) be in their favour.

Guild Types

Guilds typically fall into two types: *merchant* and *craft*.

Merchant Guilds

Merchant guilds are merchant organisations involved in local and long-distance commerce of commodities in their home towns, cities and foreign settlements where they have managed to gain the rights to establish themselves. The largest and most influential merchant guilds participate in international commerce and politics and have managed to establish offshoots in foreign cities. In many cases, merchant guilds manage to become inextricably intertwined with the governments of their areas of operation.

Merchant guilds enforce contracts among members and between members and the outside world. Guilds police members' behaviour because commerce tends to operate according to a system of community responsibility. If a merchant from a particular town fails to fulfil his part of a bargain or pay his debts, *all* members of his guild could be held liable. When in a foreign port, guild members' goods can be seized and sold to alleviate the toxic debt. This enforces a return to base of operations, where the afflicted members would seek compensation from the original defaulter.

Merchant guilds also protect their members from the predations of rulers. A king seeking revenue for some endeavour (most notably and expensively, war) has an incentive to seize money and merchandise from foreign merchants. Guilds can threaten to



boycott the markets of such rulers; and, since boycotts impoverish kingdoms which depend on commerce, along with governments for whom tariffs are the principal source of revenue, the threat of retaliation acts as a deterrent against rulers making excessive demands or attempting both lawful and unlawful seizure.

Craft Guilds

Craft guilds are organised along the lines of particular trades with members typically being small businesses or family workshops. The guild provides the means for the produce of one crafter to be taken and converted into the final, marketable produce, without the individual member being exploited by those crafters who refine the raw material for market. Guilds of manufacturing trades make durable goods and when profitable, export them from their towns and cities to consumers in foreign markets. Guilds also sell skills and services; scribing and scholarly guilds, for example; or guilds for particular entertainers.

Guild Structure and Organisation

Guild members have to co-operate, if they are to work effectively. A guild wishing to lower the costs of labour has to persuade all members to lower wages. Guilds wanting to raise the prices of products have to get all members to restrict output. Guilds wanting to develop reputations and corner niche markets have to ensure all members sell superior merchandise and work to impeccable standards. Some of the the objectives are not mutually compatible but that does not mean that guilds will not attempt to achieve all their goals simultaneously.

The demand on guild members is therefore high: guild members contribute money through regular membership payments which are then used to pursue the guild's objectives, and contribute time, emotion and personal energy in bringing those goals about (even where personal reasons make them reluctant to do so). To convince members to cooperate and advance their common interests, guilds tend to form stable, self-enforcing associations that possess structures for making and implementing collective decisions.

A guild's members can be expected to meet at least once a year (and in most cases more often) to elect officers, audit accounts, induct new members, debate policies and amend ordinances; decisions are usually made by majority vote among the master craftsmen.

In large guilds officers such as aldermen, stewards, deans and clerks are employed to manage the guild's day to day affairs.

- **Aldermen** direct guild activities and supervise lower-ranking officers.
- **Stewards** keep guild funds and their accounts are periodically audited.
- **Deans** summon members to meetings, feasts and funerals; in many cases, they police members' behaviour.
- **Searchers** scrutinise members' merchandise to make sure it meets guild standards and inspect members' shops and homes seeking evidence of attempts to circumvent the rules.
- Clerks maintain records, take and publish minutes and attend to the common bureaucracy of the guild.

Guild officers administer a network of agreements among a guild's members. Details of these agreements naturally vary from guild-to-guild but the issues addressed are common. Members agree to contribute certain resources and/or take certain actions furthering the guild's activities – and members who fail to fulfil their obligations face punishments and sanctions.

Large guilds maintain a definite hierarchy. **Masters** are full members who own their own workshops, retail outlets or trading vessels. Masters employ **Journeyman**, (labourers working on short-term contracts for wages on a daily basis). Journeymen, through diligence, can, one day advance to the level of Master. To do this, Journeymen usually have to save enough money to open a workshop, or if they are lucky, receive a workshop through marriage or inheritance. Masters also supervise **Apprentices**, who are usually boys in their teens working for room, board and perhaps a small stipend in exchange for a vocational education. Terms of apprenticeships vary from craft-to-craft and guild-to-guild but usually last between five and nine years.

Guild officers may be drawn from the membership or employed specifically for the purpose. Retired tradesmen, for instance, have the expertise and knowledge to act as effective Searchers without having a conflict of interest in being active guild practitioners.

ADVENTURER MASTERS

In *RuneQuest* terms, to qualify as a Master an Adventurer must:

- Have been a guild member for at least five years.
- Own his working premises and employ at least one Apprentice and one Journeyman.
- Have the appropriate skill for his occupation at 80% or greater.

Punishments and Sanctions

First time offenders are likely to be punished lightly, perhaps suffering public scolding and paying small monetary fines; but repeat offenders can expect harsher treatment. The ultimate threat is expulsion from the guild, effectively ending the transgressor's ability to maintain his livelihood in any area where the guild has influence. Guilds cannot, legally, do anything harsher than expel, because every nation usually has laws protecting people and property from severe arbitrary action and physical abuse – and, unless the guild and state are synonymous, the legal system is likely to set the rights of individuals above the interests of organisations. Guilds are, essentially, **voluntary** associations – even if the ability to trade is dependent on joining the guild. Members facing harsh punishments would either leave the guild or not join in the first place. In terms of fines, the most a guild can impose is the cost of membership or a multiple of it, depending in the severity of the crime.

The Guild Framework

Designing a detailed Guild is handled via the Guild Framework. The framework outlines the crucial elements of a guild, which forms a model for Cults, handled in the later chapters of this book.

The elements of the Guild Framework are:

- Concept
- Trade
- History and Context
- Affiliations
- Traditions
- Runes and Affinities
- Magic and Powers
- Obligations and Deficits
- Membership, Officers and Ranks
- Training

The overall approach to developing a guild should be to approach each element in order, allowing ideas to build, based on the decisions made for the preceding element. Therefore, the first element that needs consideration is the Concept.

Concept

What is the guild's purpose? Is it a small guild representing a particular facet of a larger profession or craft, or does it cover every aspect of trade within the profession or craft? Does it simply aim to protect tradesmen, or does it have a larger agenda? Is it affiliated to other guilds or factions? Does it have a relationship with a cult or religion?

The concept need not be detailed but it needs to have a substantive hook for the rest of the framework. It might be as simple as a sentence, or a more detailed paragraph or so that clearly outlines the concept. Here are two examples.

The Kustrian Enterprise Society is a guild of free-traders and caravan owners who live and operate in Kustria but range across the region of Ralios. Membership is open to traders of all kinds and it is affiliated with the Kustrian Mercenary Guild.

The Illustrious Guild of Aviators is a guild managing carrier-pigeon messaging throughout the Young Kingdoms nation of Filkhar. Based in Raschil, the capital, its members are all those who breed and train carrier pigeons, as well as those scribes trained in producing coded and uncoded messages. Its base of operations is The Aviary, a tower-like structure in the west of the city, where guild meetings are held but its members are spread across Filkhar with messaging stations established along the routes the birds are trained to fly. No one in Filkhar can breed or train carrier pigeons without belonging to the guild and although there are different forms of message transit, airborne communications – and message preparation carried by air – are fully controlled by the guild. It is affiliated to the Royal Guild of Scribes and Scholars.

Trade

What trade or trades does the guild represent, promote and protect? Most guilds have one focus of representation – a farrier's guild, say – but a guild can have more than one, as long as each additional trade is strongly linked with its neighbour (the Farrier's and Ostler's Guild works but the Farrier's and Brewers Guild is somewhat tenuous).

Every guild has a single trade to represent free of charge. Additional, linked, trades can be bought at a cost of one Affinity Point for each trade represented.

For example, John's Kustrian Society of Ardent Entrepreneurs represents merchant-venturers. John decides that he wants it to represent caravan mercenaries, too, in the shape of the mercenary guild of Kustria specialising in guarding the venturing caravans. The Games Master agrees that this is appropriate but John must spend one Affinity Point for the Kustrian Society of Ardent Entrepreneurs to gain the linkage.

History and Context

The guild's history and context are important narrative parts of the framework. Answer the following questions in determining history and context:

- When was the guild formed?
- Why was it formed – was it in response to particular circumstances or needs?
- How has it developed in the years since its inception; how has it grown and spread its influence?
- Who formed it? Was it the idea of an individual or a collective?
- How was the guild's formation viewed by other guilds and the local rulers?

The history and context need not be overly detailed; a couple of sentences or a paragraph should suffice – enough to provide a hook for further development.

Affiliations

The guild may support one or more professions, occupations or trades, as discussed previously. Affiliations, however, are formal connections (such as alliances) with other, established guilds. Affiliations are created through the spending of Affinity Points according to the scale in the Affiliations table on the following page.

The guild can have as many Affiliations as it can afford and, indeed, need have none at all. The Benefits column of the Affiliations table shows the benefits that guild members can expect from the nature of the Affiliation.

Guilds may establish Affiliations with either cults or factions, achieving similar benefits, at a cost of 1 Affinity Point higher than that listed (so a Loose Affiliation would cost 2 Affinity Points).



Affiliations Table

Affiliation	Affinity Point Cost	Benefits
Loose Affiliation of general friendship	1	Training in the affiliated guild's skills at a 10% discount to normal training costs.
Formal, weak alliance	2	Training in the affiliated guild's skills at a 20% discount to normal training costs. 10% discount on goods and services bought from the affiliated guild.
Formal, strong alliance	3	Training in the affiliated guild's skills at a 30% discount to normal training costs. 20% discount on goods and services bought from the affiliated guild.

Guild Affiliations usually ensure the support of the affiliated associations when the guild needs it – in making representations to a ruler, for example.

Affiliations With Individuals

Guilds can buy Affiliations with particular individuals – such as a ruler, high-ranking council member, a hero, a sorcerer of repute and so forth. Generally Affiliations of this kind are made with influential people; those in a position to assist the guild and help advance its agenda. The Games Master will need to create the game statistics for such Non-Player Characters (which they will invariably be) and should also calculate the individual's Renown, as per the rules in the **Renown** chapter of this book.

The Affinity Point cost for cultivating a relationship is similar to that for an Affiliation with another guild. The cost is based on the Reputation score of the individual with a modifier for the strength of the Affiliation:

Affiliation	Affinity Point Cost
Loose affiliation of general friendship	1 point for every 20 points of Renown
Formal, weak alliance	1 point for every 15 points of Renown
Formal, strong alliance	1 point for every 10 points of Renown

Thus, to form a Formal, Strong Alliance with, say, a ranking noble who has the ear of the king and who has a Reputation of 40, it would cost 4 Affinity Points. A Loose Affiliation would cost only 2 points but the noble's influence exerted on behalf of the guild would be correspondingly weaker.

Traditions

Traditions are certain practices, rituals and beliefs cultivated by a guild that aid their members in some way. Traditions are bought with Affinity Points and, as with Affiliations, there is no limit to the number of Traditions a guild can have. A list of Traditions and the benefits offered to members, is provided here, along with the Affinity Point cost but this list is by no means exhaustive and

players are Games Masters are encouraged to develop their own, using the examples in the table as a guide.

Magic and Powers

Guilds can, through spending Affinity Points, offer spells to their members. They can teach both Common Magic and Sorcery.

Spells taught must be pertinent to the guild's function and area of expertise. A trading guild cannot offer combat spells, for example.

Common Magic

Guilds can buy the Common Magic skill at a cost of 1 Affinity point. Each point of Magnitude of a spell costs a further 1 Affinity point.



Tradition	Affinity Point Cost	Member Benefit
Superb or fearsome reputation in local community.	2	Members can use the Guild's Renown in place of their own. The guild's renown is calculated as follows: Small: 3D6+30 Medium: 3D6+40 Large: 3D6+50 Huge: 3D6+60
Development of a particular professional technique known only to members.	2	Members may use the knowledge of this technique to lever additional business or promote their particular skills. This affinity grants a member a +20% bonus to Influence and Commerce skills when promoting his own business.
A particular myth, pertinent to the guild's purpose, that lends particular insight into guild work, crafts and so forth.	2	Create a myth for the guild and calculate its Resonance (see page 150 of the <i>RuneQuest Core Rulebook</i>). The Critical Range of the myth is added as a bonus to 3 particular guild skills.
The guild has developed a particular group ritual or ceremony that inspires its members when the ceremony is undertaken.	3	Members are allowed to make a Persistence test immediately after the ceremony. If successful, 1 skill relevant to the guild is increased by half for 1D6+1 days.

SORCERY Spells

Guilds can buy the Sorcery (Grimoire) and Manipulation skills at a cost of 2 Affinity Points per skill. The value of each skill is the skill's base percentage plus 3D10%. The Grimoire that the faction possesses contains 1D4+2 spells. Additional spells cost 3 Affinity points each.

HEROIC ABILITIES

Guilds may also offer Heroic Abilities, again with the proviso that the ability fits with the guild's area of expertise and can be defined narratively in the history and context of the guild to show how that ability came into the guild's remit. Heroic Abilities cost 1 Affinity Point to buy and become available to members as per the description of the Heroic Ability in terms of Hero Points and Minimum Skill Level.

Obligations and Deficits

The Obligations and Deficits part of the framework covers the following areas:

- The guild's obligations to its members.
- Members' obligations to the guild, including payments for membership.
- Punishments for transgressing guild rules, customs and practices, along with other ways of enforcing behaviour.

Obligations: Guild to Members

As a minimum, the obligations a guild has towards its members are as follows:

- Protect members' interests within the marketplace.
- Represent members' interests at the highest levels.
- Negotiate commodity prices on behalf of members.

- Set tariffs and prices on goods produced by the guild.
- Set standards for quality on goods produced by the guild.
- Establish consistent weights and measures for members.
- Extend and guarantee markets wherever possible.
- Represent and support individual members on civil matters.
- Negotiate the cost of raw materials for members.
- Offer short-term loans to guild members at no or nominal interest.

But guild obligations may go further and be specific to the guild's nature. For example:

- Cover all funeral expenses for guild members and hold a memorial service in their name.
- Provide a stipend to the family of deceased guild members of X Silver per year.
- Overturn the punitive tax levies imposed by the ruler.
- Reduce the influence of the X guild so that trade in the city will be more equitable.
- Gain access to specific markets in X city/county/country.

Every guild has the common obligations but a guild should also choose between 2 and 5 additional obligations particular to them and perhaps reflecting its history, Affiliations and position within the campaign. The list of obligations does not need to be overly extensive because that could place the guild in the position of being over-promising and under-delivering but obligations need to be broad enough to be attractive to members and specific enough to counter the offerings of rival guilds.

Obligations: Members to Guild

Like guild obligations to members, members' obligations to the guild are a mixture of the common and the specific. Common obligations are:



- Pay membership dues on time and in full.
- Respect the officers of the guild, abide by their decisions and do their bidding when requested.
- Uphold guild tariffs and prices.
- Uphold guild standards.
- Represent the guild with integrity and honesty.
- Respect the work of other members.
- Encourage others who are eligible to do so to join the guild.
- Do not trade with those who are under guild sanction.
- Report all discrepancies and transgressions to officers of the guild.
- Attend the annual guild meeting and other such meetings, as demanded by guild officers.
- Repay any guild loans by the agreed time and in full.

Other obligations are specific to the guild and its purpose; for example:

- Do not trade with the X guild; this guild has raised raw material prices by Y% in the last year.
- Offer a 10% discount to all members of the (insert name) family and its servants and representatives, in recognition of vital services performed for the guild.
- Improve the quality of all types of (insert name of goods) but keep prices constant.
- Recruit members of the (insert name) guild, because (insert name) guild has proved to be inferior.

All members have the common obligations but also create between 2 and 5 specific obligations. These should not be too onerous or far-reaching, because that poses a risk of alienating members; but obligations should reflect the work done on members' behalf by the guild and reflect local circumstances.

Punishments

Once again, punishments are a mixture of the common and specific. The level of reparation a member makes to the guild needs to be set in agreement with the Games Master but some suggestions are listed in the table on the following page:

Any member suspended from a guild is unable to work for the period of the suspension and is therefore not in a position to earn income (although guild dues are still payable during the suspension period and members must continue to abide by guild rules); suspension is therefore a compelling method for ensuring compliance.

Expulsion means that the member is unable to work in that profession anywhere within the guild's sphere of influence. Furthermore, word will spread to other guilds, making membership of another guild much more difficult to obtain – if not impossible. Expulsion from a guild can spell ruin for a trader.

Membership, Officers and Ranks

Gaining membership of a guild is never automatic. To qualify for membership, a trader must:

- Convince the guild's membership committee, or designated officer, of his eligibility.
- Produce evidence that his work meets minimum guild standards.
- Obtain some form of sponsorship from an existing guild member (this is not a mandatory requirement and may be automatic for Apprentices and Journeyman).

The membership procedure can be abstracted as a series of skill rolls. To be accepted as a member, a character must:

- Have a minimum level of 40% for the relevant trade skill, craft or lore.
- Make a successful skill roll for the relevant trade skill, craft or lore.
- Be able to pay the first year's dues upfront.
- Swear an oath of allegiance to the guild.

Passing the membership test grants membership and allows the character to display the guild's crest, device or design prominently on and in his premises. It also obligates him to follow the guild's rules as outlined earlier but obligates the guild to its responsibilities.

Membership Dues

These vary. As a rule of thumb membership dues are payable at the following rates:

- Standard members (those below the rank of Master): Between 1 and 5 silvers per month.
- Masters: Between 6 and 10 silvers per month.
- Masters are eligible to become officers of the guild and also have a voice in the guild's management of affairs. All members can vote on guild procedures.

New guild members must pay 1 year's dues upfront but may then pay monthly thereafter. Membership is life-long, unless the member does something to warrant expulsion from the guild. If a character has been expelled from one guild and tries to join another, anywhere within the previous guild's sphere of influence, he must not only fill all the qualification requirements for the new guild, he must also make an Influence test at -40% in a bid to convince the new guild's examiners that he is a worthy addition to their ranks.

Guild Ranks

The ranks of a guild are divided between Officers, Masters and Members. Officers are appointed officials of a guild, responsible for its day-to-day administration. Masters are the highest ranking members of the guild by dint of their expertise and experience and are responsible for making policy which is then carried out by officers and members, and strictly enforced by officers. Members are everyone else; they have voting rights but no ability to formulate policy or direction.

Officers

Aldermen direct guild activities and supervise lower-ranking officers. They are appointed by the Masters to operate on behalf

Sample Guild Punishments

Transgression	Fine (in Silvers)	Other Possible Penalties
Late payment of guild dues.	1 Silver per month over the due date for payment.	Summons to the Alderman to explain reasons for late payment.
Non-payment of guild dues.	Fine of 12 Silvers for the first offence.	Fine of 24 silvers for second offenders; expulsion from the guild for all others.
Ignoring guild instructions and directions.	Equivalent of 3 months' guild dues, payable immediately.	Equivalent of 6 months' guild dues, payable immediately, if the second offence. Expulsion from the guild for all others.
Refusal/inability to repay a debt to the guild in full.	Fine of up to 2 years' dues; confiscation of equipment and so forth.	Suspensions or Expulsion from the guild, depending on the circumstances.
Failing to adhere to guild standards (quality, weights and measures and so forth).	Fine of up to 2 years' dues; confiscation of equipment and so forth.	Summons to the Alderman to explain reasons for the transgression. Suspension or Expulsion from the guild, depending on the circumstances.
Denying assistance to the guild's officers.	Fine of up to 1 year's dues.	Fine of up to 2 years' dues, for repeat offenders. Suspension or Expulsion from the guild, depending on the circumstances for all others.
Failure to attend annual and ad-hoc guild meetings.	Fine of 1 month's dues.	Summons to the Alderman to explain reasons for the lack of attendance. Fine of 2 months' dues for repeat offenders.
Under or overcharging for goods and services without prior guild approval.	Fine of up to 1 year's dues, depending on circumstances.	Suspension or Expulsion from the guild, depending on the circumstances.
Dealing with a guild or guilds against whom sanctions have been levied.	Fine of up to 1 year's dues, depending on circumstances.	Suspension or Expulsion from the guild, depending on the circumstances.
Bringing the name of the guild into disrepute.	Fine of up to 2 years' dues, depending on circumstances.	Suspension or Expulsion from the guild.
Abusing or enacting acts of violence upon guild officers or other guild members.	—	Automatic expulsion from the guild.

of the membership but are answerable to the Masters for their actions and decisions. A guild will usually have one Alderman per town or city where the guild operates. Aldermen can be required to represent the guild on official matters and it is common for retired Masters to be appointed as Aldermen therefore ensuring continuity of knowledge, influence and loyalty.

Typical Aldermen Skills: *Commerce 80%+, Influence 80%+, Lore (Administration or Bureaucracy) 80%+, Lore (Guild) 80%+, Oratory 60%+*

Stewards manage guild funds and their accounts are periodically audited. They are responsible to the Aldermen but can be summoned to report to the Masters as and when required.

Typical Steward Skills: *Commerce 70%+, Influence 60%+, Lore (Administration or Bureaucracy) 60%+, Lore (Guild) 60%+, Perception 60%+*

Deans summon members to meetings, feasts and funerals and in many cases police members' behaviour. They answer to the Aldermen and, like Stewards, can be summoned to report to the Masters.

Typical Dean Skills: *Influence 70%+, Lore (Administration or Bureaucracy) 70%+, Lore (Guild) 70%+, Perception 70%+*

Searchers scrutinise members' merchandise to ensure that it meets guild standards and inspect members' shops and homes seeking evidence of attempts to circumvent the rules. Sometimes this function is conducted by Deans or even Aldermen but mostly it is a separate rank, with Searchers answering to Deans.

Typical Searcher Skills: *Commerce 60%+, Influence 70%+, Lore (Administration or Bureaucracy) 70%+, Lore (Guild) 70%+, Perception 70%+*

Clerks maintain records, take and publish minutes and attend to the common bureaucracy of the guild. They answer to the Deans.

Typical Clerk Skills: *Lore (Administration or Bureaucracy) 70%+, Lore (Guild) 60%+, Lore (Scribe) 70%+*

MASTERS

Any member with a profession skill relating to the guild of 80%+ can become a Master if:



- He owns his own premises and employs at least one Apprentice and one Journeyman.
- He has been a guild member for at least 3 years.
- He has Influence 60%+.
- He has good standing within the guild and community.
- He has not seriously breached any guild rules.
- Can convince the Council of Masters, using a successful Influence test at -20%, that he is worthy of the accolade.

Masters pay higher guild dues than Members but gain the following benefits:

- A seat on the Council of Masters, which, with the Aldermen, formulates guild direction and policy.
- Gains preferential discounts on services with affiliated guilds.
- Can be called upon to represent the guild on official matters.
- Gains a preferential choice on lucrative contracts brought before the guild from the outside.

Masters are therefore the decision makers whilst the Officers run the daily business. The relationship is akin to that of a government and its civil service. Masters form a Council, which meets several times a year (usually quarterly but sometimes more often) to review, refine and develop guild policy. All meetings of the Masters are arbitrated by an Alderman, although the Alderman has no voting rights himself. Decisions taken by the council must be passed by majority vote, with any ties being either decided by a casting vote by the Head of Council or being put to a Member vote.

The Council of Masters appoints a Head of Council each year (although the term of office may be longer – anything from 5 to 10 years, if that is written into the guild's constitution), with both Masters and Members voting for candidates.

Members

The rank and file of the guild, including working professionals, Journeymen and Apprentices. Members have voting rights on issues placed before them by the Council of Masters and this is generally a free vote, although Masters may try to influence the outcome one way or another by exerting subtle influence on the way members vote. Apprentices usually vote the way their master tells them and Journeymen vote in accordance with who gives them the most work.

Training

All guilds offer training. Obviously to their members but also to those who can pay for it. Guild members may get training for free, depending on their position:

- Apprentices get free training as part of their indenture to an employer. Training is conducted over the course of their apprenticeship but once it is completed, the Apprentice gains the relevant skills (usually those tied to the guild's purpose) at the skill's starting percentage, plus 20% and up to a maximum of half the master or employer's own level in the skill.
- Journeymen get free training but as they are already considered to be semi-skilled, acquire training at the usual rates as

described in the *RuneQuest* rules.

- Guild members qualify for training at half the normal cost for training.
- Masters qualify for training at a quarter of the normal cost for training – some may be offered free training if a member thinks that doing so will advance his guild position. This is not against guild rules but is frowned upon.

A guild can offer training in any skills its members possess and any spells or magic it has bought as part of the guild framework.

Rounding Out the Guild

Having worked through the guild framework, you should now have a decent definition and understanding of the guild's nature. The guild can now be rounded out by considering the following:

Name

The guild's official name. It always describes the professions it represents or the areas controlled: The Guild of Master Bakers, for example, or Lumber Merchants' Affiliation. The name needs to be immediately recognisable and indicative of purpose to make it clear to all and sundry its purpose and position. Guilds favoured by royalty or other rulers may carry an additional honorific such as 'The Royal Guild of...' or 'The Most Excellent Guild of ...' but such grandiosity is no guarantee of quality, honour or even-handedness.

Device

The guild's emblem, crest or coat of arms. A sword makers' guild might have a pair of crossed swords against a plain shield; the bakers' guild a golden loaf of bread and so forth. Again, the guild's device is immediately recognisable, distinctive and displayed prominently by its members on their signage and storefronts.

Guild Secrets

Every guild has a secret. This might be relatively mundane, such as knowing the best place to quarry a particular stone. Alternatively – and infinitely more fun – secrets might be truly esoteric, sensitive or dangerous – politically, religiously or magically. Choose at least one secret for the guild and decide who knows it: a handful of Masters; the Officers (or just the Alderman); all the Masters or a secret known throughout the membership but kept that way as part of the oath sworn to the guild.

How important is the secret to the guild? Some of this may be defined by any Traditions bought earlier. Some secrets may simply be ways of tying the guild together, whilst others might give competitive advantage to rivals or concern individuals in power that are truly earth-shattering in their nature.

Do rivals and affiliates know that the guild has a secret and are desperate to discover it? What would the repercussions be if the secret was exposed? Write such elements into your history and context and differentiate your guild from the run-of-the-mill, workaday guilds. As ever, the Games Master has the final say in whether a secret is appropriate and how it can be used.



IMPERIAL SERVICE

The *Empires At War* chapter provides a system for individual Adventurers to become involved in the great wars as states and empires clash. This chapter provides a similar system to enable Adventurers to move, scheme and machinate in the affairs of state: politicking, espionage, diplomacy and so on.

As with the *Adventurers In Warfare* system events are abstracted to a large degree with dice rolls determining various outcomes rather than full-blown roleplaying scenarios. Of course, the most satisfying way to involve characters in the murky world of imperial service is to do so through scenario interaction and this is certainly the preferred method. But, sometimes, Adventurers will be active between scenarios, or scenarios that are heavy on intrigue and politics may not be to the players', or Games Master's, taste. The system provided in this chapter is designed to bridge that particular gap.

This chapter makes the assumption that Adventurers are actively serving a ruling power in some way; as politicians, spies, diplomats, emissaries or trade envoys for example. The ruling power assigns Adventurers a Mission which relies on the Adventurers' existing skills for resolution.

MISSION TYPES

There are five Mission types: Diplomatic, Espionage, Political, Religious and Trade. Each is described here:

Diplomatic

The Adventurers are engaged in sensitive business with a foreign power and represent their native power to a greater or lesser degree. Diplomatic missions involve negotiation, brinkmanship, tact, subtlety and, sometimes, untruths. However, as diplomats tend to have substantial protection via the diplomatic code, personal risk is usually reasonably low.

Espionage

Adventurers are sent to spy on a foreign power, gaining information and intelligence, uncovering secrets and sometimes sabotaging

plans or conducting political assassinations. Espionage missions are high-risk: if captured, Adventurers may face execution and outright denial of their existence by their home state.

Political

Political missions involve power: the pursuit of it, the consolidation of it and the keeping of it. Adventurers either work for, or are, politicians working to secure and maintain a position and have their agenda placed at the forefront of policy. Political missions can be dangerous to life and limb but are more often than not dangerous to reputation.

Religious

If an Adventurer serves a cult at a rank such as High Lord or High Priest, they may be required to undertake particular religious missions that are of importance to their religion and cult. Religious missions can, again, be dangerous depending on the nature of the task or pursuit in hand: however, servants of a cult, especially ranks such as Rune Lord, are *expected* to undertake such tasks willingly.

Trade

Trading missions are concerned with international commerce and the pursuit of wealth. As a nation's entire economy is dependent on robust trading relations, Trade missions are hugely important. They can also be relatively dangerous to undertake as many vested interests – all of them keen to secure and safeguard their own wealth – will not hesitate to resort to violent means to get their own way.

MISSION STRUCTURE

Each mission is an abstraction of a complex situation. Adventurers can undertake one mission per year and, although the mission itself may not consume the whole of this period, it is assumed that preparation, travel, execution and debriefing mean that about a year elapses before another can be undertaken. If a state is engaged in war, Adventurers can choose to either partake in warfare, as described in the *Adventurers In Warfare* section on page 41, or they can choose to undertake an Imperial Service mission; they cannot, however, do both.



The structure of the mission is as follows:

1. Choose the Mission Type.
2. Determine its Risk – this can be chosen or determined randomly.
3. Roll for Fortune.
4. Roll for Mishaps and Good Fortune Events.
5. Determine Mission Success.
6. Roll for Rewards or Penalties.

Mission Types are described earlier and Adventurers are free to choose what kind of mission they wish to undertake. However if the Games Master wants to allocate a mission randomly, the following table can be used:

Random Missions

1D100	Mission Type
01–20	Diplomatic
21–40	Espionage
41–60	Political
61–80	Religious
81–00	Trade

Risk

Missions fall into three levels of Risk: Low, Medium and High. The level of Risk applies a modifier to the Fortune roll used in Mission resolution. High Risk missions have a greater degree of harm in some shape or form but come with greater rewards. Low Risk missions are relatively safe but the rewards are lower too.

Once again Risk can be assigned by the Games Master or randomly rolled:

Random Mission Risk

1D100	Risk	Fortune Roll Modifier
01–40	Low	-20
41–80	Medium	0
81–00	High	+20

Fortune

Fortune determines whether or not an Adventurer encounters Good Fortune or a Mishap. The Fortune table, which follows, is identical to that used in the *Economics of Empire* chapter but is used in a slightly different way.

First of all, the 1D100 roll on the Fortune table is subject to two modifiers; one for Risk and another for a particular Adventurer's skill. Each Mission type has a different skill used for the modifier

Mission Type Skills

Mission Type	Fortune Modifier Skill
Diplomatic	Influence
Espionage	Stealth
Political	Insight
Religious	Lore (Specific Theology)
Trade	Commerce

If an Adventurer does not have the skill applicable to a mission – and this will really only be the case for Religious and Trade missions, potentially, as both skills used are Advanced Skills – then he gains an automatic +20% to the Fortune roll.

An Adventurer subtracts one fifth of his Mission Type skill from the Fortune Roll and then applies the Risk Modifier (as indicated in the Random Mission Risk table earlier). Thus, the worst modifier any Adventurer can have is +40.

For example Edric is to undertake a perilous Religious Mission on behalf of his cult of Orlanth the Dragon. He will use his Lore (Orlanth the Dragon) skill which is currently at 80%. This grants him a -16 modifier to his Fortune roll.

Fortune Roll Results

Fortune Roll (1D100)	Number and Type of Events
01–03 (or less)	Three Good Fortune
03–12	Two Good Fortune
13–22	One Good Fortune
23–77	One Mishap, One Good Fortune
78–87	One Mishap
88–97	Two Mishaps
98–00+	Three Mishaps



Use of Magic

If an Adventurer has any form of magic; Common, Divine, Sorcery or Spirit, he can attempt to make use of it to aid his Fortune on the mission. To do this the Adventurer makes one of the following rolls depending on the magic he chooses to call upon:

Common Magic	Common Magic roll
Divine Magic	Lore (Specific Theology) roll
Sorcery	Sorcery (Grimoire) roll
Spirit	Spirit Walking roll

Only **one** kind of magic can be used and the roll must be made before the Fortune roll. The success of the roll determines the effect on the overall Fortune for the mission:

Critical Success:	Ignore one Mishap and gain one Good Fortune event.
Success:	Ignore one Mishap.
Failure:	No Benefit or Detriment.
Fumble:	Gain an Additional Mishap.

Note: *If, when rolling for Fortune and applying a successful magic result, an Adventurer would result in experiencing no Mishaps and no Good Fortune (which is possible if the Fortune*

Edric's Saga – Fortune Example

Edric is to undertake a Religious mission for the cult of Orlanth the Dragon. This will involve him going into God Learner territory to attempt to convince a God Learner sorcery order to release two dragon worshipping captives. The Games Master has decided that this is a High Risk mission: the God Learners would be delighted to capture an Orlanth the Dragon Rune Lord as well as the two Acolytes they have already imprisoned.

Edric must roll for his Fortune on this mission. High Risk gives a +20 modifier but his Lore (Orlanth the Dragon) 80% gives him a -16 skill modifier, for a net result of +4 to his Fortune roll. He also decides to call on his magic to help him, rolling against his Lore (Orlanth the Dragon). The roll is a success; Edric can safely ignore one Mishap, should any befall him.

For his Fortune roll Edric rolls 86. To this he applies the +4 modifier as a result of his Risk and Skill for a final result of 90. On this mission Edric will face two Mishaps. However, as his magic roll was successful he can ignore one of these and so will suffer only one Mishap.

roll is a 78–87 result) he instead gains a Good Fortune rather than experiencing no event at all.

Mishap and Good Fortune Events

Each Mission Type has Good Fortune and Mishap Events. Roll on the appropriate table a number of times according to the Fortune roll made earlier.

Events dictate the consequences of the mission and can have an effect on either the Adventurer or the state he serves and sometimes both. Some Events call for subsequent skill rolls to be made: if an Adventurer does not have the appropriate skill he may substitute a skill he does have that comes closest to the one required by the event but suffers a -40% penalty to the roll. The Event will usually have applicable alternative skills listed.

Determine Mission Success

The success of the mission is determined by making a final roll against the skill listed for that Mission Type in the Mission Type Skills table on page 76. The success of this roll determines the number of Rewards or Penalties the Adventurer receives.

Mission Success Skill Roll

Level of Success	Mission Outcome	Rewards/Penalties
Critical	Resounding Success	Two Rewards
Success	Successfully Completed Mission	One Reward
Failure	Mission Failed	One Penalty
Fumble	Abject Failure of Mission	Two Penalties

Rewards and Penalties

The outcome of the Mission determines any Rewards or Penalties an Adventurer receives at the end. Further Rewards and Penalties may also be realised as the result of Mishaps or Good Fortune.

Injuries

Certain Events may result in one or more Injuries. Roll on the Injury table to determine the specific nature of the injury sustained. Armour does not offer any protection.

If the injury sustained would result in death, the Adventurer may attempt a Resilience roll to avert it. If the roll succeeds then the Adventurer receives a Serious Wound with Hit Points for the affected location being placed halfway between 0 and the location's usual Hit Points as a negative value.

Adventurers can apply First Aid, Healing and healing magic to wounds sustained on the Injury table.

Characteristic losses are considered permanent. Points can only be restored through the rules given for Improving Characteristics on page 51 of the *RuneQuest Core Rulebook*.

Injury Table

1D100	Injury
01–24	1D4 Damage to a Random Location
25–34	1D6 Damage to a Random Location
35–44	1D8 Damage to a Random Location
45–54	1D10 Damage to a Random Location
55–59	2D6 Damage to a Random Location
60–64	3D6 Damage to a Random Location
65–68	1D4 Damage to two Random Locations
69–72	1D6 Damage to two Random Locations
73–76	1D8 Damage to two Random Locations
77–80	1D10 Damage to two Random Locations
81–84	2D6 Damage to two Random Locations
85–88	3D6 Damage to two Random Locations
89–90	Adventurer loses 1D4 CHA
91–92	Adventurer loses 1D4 CON
93–94	Adventurer loses 1D4 DEX
95–96	Adventurer loses 1D4 INT
97–98	Adventurer loses 1D4 POW
99–00	Adventurer loses 1D4 STR

DIPLOMATIC MISSIONS

Diplomatic Mishap Events

1D100	Event
01–10	A foreign dignitary is inadvertently insulted jeopardising the mission. Roll Courtesy (or Influence) to avert disaster. If the roll fails, the Mission Success roll suffers a –40% penalty. Either way, the insulted dignitary becomes an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
11–20	Diplomatic gestures are ill-communicated leading to tense negotiations. Roll Oratory (or Influence) to sway the negotiations in your favour. If the roll fails the Mission Success roll suffers a –20% penalty.
21–30	A diplomat accompanying you takes a dislike to you for some reason. You gain that diplomat as a Rival as per page 22 of the <i>RuneQuest Core Rulebook</i> .
31–40	Arguments put forward by the opposition prove very difficult to counter. Make an Opposed Roll of your Persistence against the other diplomat's Influence 65%. If you succeed you avert disaster and gain an additional Reward for your efforts. If you fail the Opposed test the Mission Success roll suffers a –15% penalty.
41–50	Members of your delegation are accused of corruption. Make an Insight roll. If you succeed you know that the allegations are false but this does not help matters. The Mission Success roll suffers a –20% penalty. If you fail the Insight roll all the evidence suggests that the allegations of corruption are true and you are forced to withdraw from the mission. The Mission Success roll suffers a –60% penalty.
51–60	An opposing diplomat offers you a deal. If you decide to accept it the Mission Success roll gains a +20% bonus but you gain no Rewards. If you decide to turn it down the Mission Success roll suffers a –20% penalty.
61–70	You learn something you should not know and now people want to kill you for it. Make a Streetwise (or Resilience) roll; if you succeed you evade your assailants. If you fail, roll once on the Injury table. You also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
71–80	Your entire delegation is taken captive and held hostage. Roll Influence at –20% to attempt to talk your way to freedom. If you succeed you are released although the mission automatically fails. If you fail your Influence roll you are held prisoner for 1D4 years whilst your home state negotiates your freedom. You do, however, gain one Reward once you return to freedom.

1D100	Event
81–90	A member of the opposing delegation attempts to Seduce you (Seduction 65%). You do not need to resist the seduction attempt but the Mission Success roll suffers a –20% penalty: you do, however, gain an Ally in the form of your seducer as per page 22 of the <i>RuneQuest Core Rulebook</i> . If you resist the Seduction make an Opposed roll of your Persistence against Seduction 65%. If you fail the results are as above. If you succeed there is no penalty to the Mission Success Roll but you gain your Seducer as an Enemy, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
91–97	You are accused of colluding with the enemy delegation. Roll Streetwise or Oratory (or Influence) to convince your colleagues of the truth. If you succeed you gain one Penalty in addition to any other Rewards or Penalties for the mission. If you fail, you forfeit any Rewards and also gain a Penalty.
98–99	Character is Wounded. Roll on the Injury table and apply the result.
00	Character is Severely Wounded. Roll twice on the Injury table and apply both results.

Diplomatic Good Fortune Events

1D100	Event
01–10	Your negotiation skills come to the fore. Roll Oratory (or Influence). If successful the Mission Success roll gains a +20% bonus.
11–20	Despite diplomatic tensions you strike up a good relationship with an opposing diplomat. Gain him or her as a Contact. Make an Influence roll; if you succeed gain a +10% bonus to the Mission Success roll.
21–30	During the mission you have the chance to learn 1 point of Magnitude in one of the following Common Magic spells: Babel, Bearing Witness, Becalm, Glamour or Mindspeech. Or you can choose not to take advantage of the magic and instead gain a +15% bonus to the Mission Success roll.
31–40	A high ranking diplomat is so impressed with you that he tries to persuade you to work for him. If you accept his offer you gain him as an Ally but must also take a –15% penalty to the Mission Success roll. If you turn his offer down, you gain him as a Rival but also gain an additional Reward.
41–50	You have an opportunity to broker a deal that will net your state or empire considerable wealth. Make either a Commerce or Oratory roll (alternatively Culture (Own)). If successful you gain an additional Reward and a +10% bonus to the Mission Success roll. If you fail, you must immediately roll on the Mishaps table.
51–55	You form a romantic liaison during a break in diplomatic negotiations. Make a Stealth roll to avoid your lover's spouse discovering the relationship. If you succeed you gain your lover as an Ally. If you fail your lover's spouse challenges you to a duel. Make a roll against your best Close Combat Style. If that roll is successful you win the duel but your lover becomes your Enemy. If you fail the Close Combat roll you must roll on the Injury Table and forfeit a Reward.
56–60	An assassination attempt is made against one of the other delegates. What do you do? Nothing: the delegate is killed and the Mission Success roll suffers a –40% penalty. Intervene: you must make a Resilience test. If you fail, roll on the Injury table but the Mission Success roll gains a +40% bonus. If the Resilience roll is a success you gain the delegate as an Ally, as per page 22 of the <i>RuneQuest Core Rulebook</i> and a +10% bonus to the Mission Success roll.
61–70	You gain valuable negotiating practice. One of your next Improvement Rolls must be used to increase Influence, however it will increase by 1D6+4% instead of 1D4+1%.
71–80	Make either an Insight or Perception roll. If successful you uncover a spy in the diplomatic delegation you are a part of. Gain an additional Reward and a +10% bonus to the Mission Success roll. If you fail the roll the spy gives away important negotiating details; the Mission Success roll suffers a –20% penalty.
81–90	Someone provides you with information which may or may not be valuable. Using it could be risky. If you choose not to use the information you gain a +10% bonus to the Mission Success roll. If you choose to gamble and use it, make a Lore (Regional) or Culture (Own) roll. If you succeed then the Mission Success roll bonus is +20%. If you fail the roll, the Mission Success roll suffers a –40% penalty.
91–99	You establish a network of important diplomatic contacts, Gain 1D3 Contacts as per page 22 of the <i>RuneQuest Core Rulebook</i> .
00	Disaster! Roll on the Mishap Table.

ESPIONAGE MISSIONS

Espionage Mishap Events

1D100	Event
01–14	<p>You are forced to defend yourself when your mission is threatened. Roll against your highest Combat Style and note the result:</p> <p>Critical Success: You escape unharmed but the fight hampers your mission. The Mission Success roll suffers a –10% penalty.</p> <p>Success: You sustain 1D4 damage to a random location and the fight hampers your mission. The Mission Success roll suffers a –10% penalty.</p> <p>Failure: As for Success but you suffer 1D8 damage and the Mission Success roll suffers a –20% penalty.</p> <p>Fumble: As for Failure but the Mission Success roll suffers a –40% penalty.</p>
15–19	<p>You are betrayed by a Contact in the course of your mission. Roll Streetwise (or Stealth) to avoid detection. If you succeed the Mission Success roll suffers a –20% penalty. If you fail the Mission Success roll suffers a –20% penalty and the Contact becomes an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i>.</p>
20–24	<p>You learn something you should not know and now people want to kill you for it. Make a Streetwise (or Resilience) roll; if you succeed you evade your assailants. If you fail, roll once on the Injury table. You also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i>.</p>
25–29	<p>You are captured by your enemies. Roll against Survival (or Evade). If you fail you are imprisoned for 1D4 years until your release is negotiated; you also lose any Rewards for this mission as it automatically fails.</p> <p>If you succeed, roll on the Injury table: the Mission Success roll also suffers a –20% penalty.</p>
30–34	<p>Whilst making your getaway with secrets or documents you have stolen you inadvertently lose some vital parts of the material. Roll against Perception. If you succeed you find the lost items but lose valuable time in the process. You lose one Reward for this Mission.</p> <p>If you fail the whole mission is jeopardised. Lose all Rewards for this Mission and the Mission Success roll suffers a –40% penalty.</p>
35–39	<p>A Contact gives you vital clues or guidance. Make an Insight roll. If you succeed, you discover that the information was false; the Mission Success roll suffers a –20% penalty.</p> <p>If you fail, you discover the betrayal far too late: the Mission Success roll suffers a –20% penalty and you must roll on the Injury Table.</p>
40–44	<p>You are captured and tortured. Make a Resilience roll.</p> <p>Critical Success: You effect an escape but the Mission Success roll suffers a –40% penalty.</p> <p>Success: As for Critical Success but also roll on the Injury Table.</p> <p>Failure: You escape but the mission automatically fails and you must roll on the Injury table.</p> <p>Fumble: Roll on the Injury Table. You are also imprisoned for 1D4 years until your release is negotiated.</p>
45–49	<p>Roll against Insight. If you succeed you realise that the mission you have been sent on is a red-herring designed to deflect attention from something else – with you as the scapegoat. You gain 1D4 Enemies from within your own state or empire.</p> <p>If you fail, you realise you have been set-up too late. Roll on the Injury Table.</p>

1D100	Event
50–59	You find yourself in a precarious physical situation (hanging from a ledge, escaping a burning building and so on). Roll against Athletics. If you succeed you get out by the skin of your teeth. If you fail, the Mission Success roll suffers a –20% penalty and you must roll on the Injury Table.
60–64	An enemy offers you a deal. If you decide to accept it the Mission Success roll gains a +20% bonus but you gain no Rewards. If you decide to turn it down the Mission Success roll suffers a –20% penalty and you gain an Enemy, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
65–69	Enemies at home conspire against you. The Mission Success roll is made as normal. If it succeeds you gain no Rewards as your reputation is slandered; you also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> . If the Mission fails you are accused of Treason. You must make a successful Influence roll to clear your name; if you fail, you languish in prison for 1D4 years. Either way, you gain 1D3 Enemies.
70–74	You are forced to betray a colleague in order to succeed in your mission. Gain him or her as an Enemy.
75–89	Character is Wounded. Roll on the Injury table and apply the result.
90–00	Character is Severely Wounded. Roll twice on the Injury table and apply both results.

Espionage Good Fortune Events

1D100	Event
01–14	Information you uncover is exceedingly important and personally rewarding. Your state or empire gains a +1 increase to any of its Characteristics. You also gain an additional Reward if this mission is successful.
15–24	You form a romantic liaison with an enemy agent: this creates a love/hate relationship between the two of you. Gain your lover as a Rival, as per page 22 of the <i>RuneQuest Core Rulebook</i> but also gain a +15% bonus to the Mission Success roll.
25–34	You are forced to defend yourself. Roll against your best Combat Style. If you succeed the Mission Success roll gains a +20% bonus. If you fail you must roll on the Injury Table but will also gain an additional Reward.
35–39	You make an unexpected connection amongst your enemies. Gain an Ally as per page 22 of the <i>RuneQuest Core Rulebook</i> ; however you also gain a Penalty in addition to any Reward you gain for this mission.
40–49	You uncover a major conspiracy against your homeland. Its Espionage Capability automatically increases by +10%.
50–54	Someone provides you with information which may or may not be valuable. Using it could be risky. If you choose not to use the information you gain a +10% bonus to the Mission Success roll. If you choose to gamble and use it, make a Lore (Regional) or Culture (Own) roll. If you succeed then the Mission Success roll bonus is +20%. If you fail the roll, the Mission Success roll suffers a –40% penalty.
55–59	A high ranking official is so impressed with you that he tries to persuade you to work for him. If you accept his offer you gain him as an Ally but must also take a –15% penalty to the Mission Success roll. If you turn his offer down, you gain him as a Rival but also gain an additional Reward.
60–64	During the mission you have the chance to learn 1 point of Magnitude of one of the following Common Magic spells: Bladesharp, Boon of Lasting Night, Clear Path, Detect Enemy or Endurance. Or you can choose not to take advantage of the magic and instead gain a +15% bonus to the Mission Success roll.
65–69	The mission you are involved with goes wrong and you find yourself stranded deep in hostile territory. Roll Survival (or Resilience). If you succeed, you survive unscathed and are rescued. If you fail, roll on the Injury table but gain an additional Reward.
70–74	A civilian is killed during the mission where you are forced to defend yourself. You are cleared of wrong-doing but the guilt is unbearable. Roll against Persistence. If you fail you turn to either alcohol or drugs to alleviate the guilt, becoming dependent.
75–84	Through investigation you find that an Enemy is really on your side: either gain an Ally, or convert one Enemy into an Ally.
85–89	You are offered the opportunity to smuggle illegal items back home. If you accept, roll Streetwise (or Stealth) and an extra Reward. If you fail, you lose your Reward and gain a Penalty instead. If you refuse, you gain an Enemy in the criminal sphere.
90–94	Through your efforts, a dictator or tyrant is brought down in a spectacular coup. Gain an Enemy but also gain an additional Reward.
95–00	Disaster! Roll on the Mishap Table.

POLITICAL MISSIONS

Political Mishap Events

1D100	Event
01–14	A family scandal causes repercussions. Gain a Rival as per page 22 of the <i>RuneQuest Core Rulebook</i> . You must also roll Oratory or Influence to avoid suffering a –20% Mission Success penalty.
15–34	Rivals attempt to smear your good name. Gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> . You also gain a Penalty in addition to any additional Rewards or Penalties for this mission.
35–37	Your patron is assassinated and you are in the frame as one of the conspirators. Roll Streetwise (or Persistence) to successfully clear your name. If you fail you are imprisoned for 1D4 years and this mission fails automatically.
38–39	An assassin attempts to end your life. Roll Survival (or Resilience). If you fail, roll on the Injury table.
40–44	A politician or high ranking noble is inadvertently insulted, jeopardising the mission. Roll Courtesy (or Influence) to avert disaster. If the roll fails, the Mission Success roll suffers a –40% penalty. Either way, the insulted dignitary becomes an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
45–54	Political gestures are ill-communicated leading to tense negotiations. Roll Oratory (or Influence) to sway the negotiations in your favour. If the roll fails the Mission Success roll suffers a –20% penalty.
55–59	Make an Insight roll. If successful it becomes apparent that your patron is utterly incompetent and you must expose this: gain him as an Enemy. If the Insight roll fails the Mission Success roll suffers a –40% penalty.
60–69	You uncover a ring of corruption. The corrupt officials invite you to join them and benefit from the scam. If you agree you gain 1D10 x1,000 silvers but lose any other Rewards for this mission. If you refuse to join them you can either keep quiet or expose them. Exposing them gains you 1D4 Enemies, as per page 22 of the <i>RuneQuest Core Rulebook</i> . If you choose not to expose them your mission suffers a –40% penalty to the Mission Success roll.
70–74	Incompetence results in the death or serious injury of several civilians. Roll against Influence. If successful, you are found not guilty of the problem. If you fail, you are found guilty of gross negligence and lose any Rewards you would have enjoyed for this mission.
75–84	Mis-translation of a communiqué results in extreme embarrassment for a high-ranking official. Gain him as an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
85–89	A vital vote is lost. You spend a great deal of time covering-up the mistakes (which are all your fault). This is something that will come back to haunt you at a later date. You just know it...
90–98	You learn something you should not know and now people want to kill you for it. Make a Streetwise (or Resilience) roll; if you succeed you evade your assailants. If you fail, roll once on the Injury table. You also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
99–00	Character is Wounded. Roll on the Injury table and apply the result.

Political Good Fortune Events

1D100	Event
01–14	Your natural charm and experience gains you a Contact as per page 22 of the <i>RuneQuest Core Rulebook</i> .
15–19	You become embroiled in a legal dispute. Roll Oratory (or Influence) to clear your name. If you are successful you gain a +20% bonus to the Mission Success roll. If you fail you gain a Rival as per page 22 of the <i>RuneQuest Core Rulebook</i> .
20–29	You befriend a useful ally in the course of your mission. Gain an Ally as per page 22 of the <i>RuneQuest Core Rulebook</i> .
30–34	A respected noble takes an interest in your career. Gain an additional Reward for this mission.
35–39	Interception of important communications brings you into possession of financially important information. Gain 1D10 x1,000 Silvers but do not gain a Reward roll for this mission.

1D100	Event
40–49	Someone provides you with information which may or may not be valuable. Using it could be risky. If you choose not to use the information you gain a +10% bonus to the Mission Success roll. If you choose to gamble and use it, make a Lore (Regional) or Culture (Own) roll. If you succeed then the Mission Success roll bonus is +20%. If you fail the roll, the Mission Success roll suffers a –40% penalty.
50–54	You form a romantic liaison with a rival politician or noble: this creates a love/hate relationship between the two of you. Gain your lover as a Rival, as per page 22 of the <i>RuneQuest Core Rulebook</i> but also gain a +15% bonus to the Mission Success roll.
55–59	You are forced to defend yourself. Roll against your best Combat Style. If you succeed the Mission Success roll gains a +20% bonus. If you fail you must roll on the Injury Table but you also an additional Reward.
60–64	You uncover corruption in high places and it cannot be kept secret. Although you gain 1D3 Enemies, as per page 22 of the <i>RuneQuest Core Rulebook</i> , you also gain a +20% bonus to the Mission Success roll.
65–69	You are approached by a very powerful personal contact who has a difficult request. Roll against Persistence. If you succeed, you gain an additional Reward roll. If you fail, the enraged contact spreads word of your ineptitude and you lose your Reward roll for this mission.
70–79	Engaged in a political debate of considerable importance your views are called into question. Roll against either Culture (Own), Lore (Regional) or Influence – whichever is lowest. If you succeed your arguments are eloquent and influential; gain +10% to the Mission Success roll and an additional Reward. If you fail the Mission Automatically fails and you gain a Rival as per page 22 of the <i>RuneQuest Core Rulebook</i> .
80–84	You form a romantic liaison with a Contact. The relationship breaks down and your ex-lover becomes a stalker. Gain an Enemy, as per page 22 of the <i>RuneQuest Core Rulebook</i> and a –10% penalty to the Mission Success roll due to the lies he or she spreads about you.
85–89	A routine assignment becomes suddenly very dangerous. You suspect betrayal from someone close to you. Roll Insight or, if you have it, a Detect Enemy spell roll. If you succeed you uncover the culprit and he or she becomes an Enemy. If you fail you never get to the bottom of the matter – but that person continues to haunt your life, pulling strings in secret.
90–98	A vital piece of information falls into your hands concerning an scandal involving many high-ranking functionaries. It is impossible to prevent the fall-out from the scandal but the information you have nets you a substantial pay-out. Gain 2D6 x 1,000 Silvers as an immediate reward but also gain an Enemy.
99–00	Disaster! Roll on the Mishap Table.

RELIGIOUS MISSIONS

Religious Mishap Events

1D100	Event
01–24	Fanatics take against your position. Roll Lore (Specific Theology) (or Influence) to attempt to resolve the situation. Note the level of success: Critical Success: You escape unharmed but the situation hampers your mission. The Mission Success roll suffers a –10% penalty. Success: You sustain 1D4 damage to a random location and the situation hampers your mission. The Mission Success roll suffers a –10% penalty. Failure: As for Success but you suffer 1D8 damage and the Mission Success roll suffers a –20% penalty. Fumble: As for Failure but the Mission Success roll suffers a –40% penalty.



1D100	Event
25–34	Your faith is shaken. Roll against one of the following skills, depending on your magic and cult: Lore (Specific Theology), Pact (God), Spirit Walking, Sorcery (Grimoire). If you have none of these, then Insight but at a –40% penalty. If you succeed you shake-off the heretical ideas that had infected you but the Mission Success roll suffers a –20% penalty. If you fail, the Mission Success roll suffers a –40% penalty and your cult (if you belong to one) punishes your weakness with a Penalty in addition to any Rewards for success on this mission.
35–39	You uncover a secret that would be damaging to your cult or home's religious beliefs. You can bury what you know but the secret will haunt you for many years and may still come out. Or you can come clean. If you do, you must make a successful roll against the <i>lowest</i> of the following skills: Culture (own), Influence, Lore (Specific Theology), Oratory, Pact (God), Sorcery (Grimoire), Spirit Walking. If you fail lose all Rewards for this mission and gain 1D3 Enemies, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
40–49	A fellow cultist of either High Lord or High Priest rank takes against you. Gain him as a Rival, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
50–54	You are accused of heresy. Roll against Pact (God) (or Influence) to prove your innocence: Critical Success: The charges are dropped. Success: The charges are dropped but you gain 1D3 Enemies. Failure: You are demoted one rank in your cult. If not a member of a cult you are forbidden from joining the cult or any of its allied or associated cults. Fumble: As per Failure but you are also tortured: make a successful Resilience roll to avoid having to roll on the Injury Table. You also gain 1D3 Enemies.
55–59	You learn something you should not know and now people want to kill you for it. Make a Lore (Specific Theology) or Resilience roll; if you succeed you evade your assailants. If you fail, roll once on the Injury table. You also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
60–64	Make an Insight roll. If successful it becomes apparent that either a key myth or point of doctrine is flawed and you must expose this: gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> . If the Insight roll fails the Mission Success roll suffers a –40% penalty.
65–69	The mission you are involved with goes wrong and you find yourself stranded deep in hostile territory. Roll Survival or Resilience. If you succeed, you survive unscathed and are rescued. If you fail, roll on the Injury table but gain an additional Reward.
70–74	A high ranking priest/shaman/magus is inadvertently insulted jeopardising the mission. Roll Courtesy or Influence to avert disaster. If the roll fails, the Mission Success roll suffers a –40% penalty. Either way, the insulted dignitary becomes an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
75–79	Your abilities are called into question. Roll against Pact (God) or Influence to convince colleagues and superiors of your faith. If you fail, lose your Reward for this mission.
80–84	Roll against Insight. If you succeed you realise that the mission you have been sent on is a red-herring designed to deflect attention from something else – with you as the scapegoat. You gain 1D4 Enemies from within your own state or empire. If you fail, you realise you have been set-up too late. Roll on the Injury Table.
85–94	A colleague or opponent in a debate severely tries your patience. Roll Persistence successfully to avoid losing your temper. If you fail the mission suffers a –20% penalty to the Mission Success roll and you gain the person you became angry with as a Rival (if a colleague) or an Enemy (if in opposition).
95–99	Character is Wounded. Roll on the Injury table and apply the result.
00	Character is Severely Wounded. Roll twice on the Injury table and apply both results.

Religious Good Fortune Events

1D100	Event
01–15	Your work and dedication earns considerable admiration. Gain an additional Reward for this mission, even if it is unsuccessful.
16–29	You gain keen religious or spiritual insight from this mission. The Mission Success roll gains a +20% bonus.
30–34	Engaged in a religious debate of considerable importance your views are called into question. Roll against Lore (Specific Theology) or Influence – whichever is lowest. If you succeed your arguments are eloquent and influential; gain +10% to the Mission Success roll and an additional Reward. If you fail the Mission Automatically fails and you gain a Rival as per page 22 of the <i>RuneQuest Core Rulebook</i> .
35–44	You have an opportunity to reach a religious or cult agreement that will net your state or empire considerable mythical or religious advances. Make either a Lore (Specific Theology) or Oratory roll (alternatively Culture (Own)). If successful you gain an additional Reward and a +10% bonus to the Mission Success roll: your state also gains +1 REL. If you fail, you must immediately roll on the Mishaps table.
45–49	Roll Pact (God) (or Insight). If you succeed you have a premonition; roll 1D6 to see what it is. 1: Your premonition does not come to pass and your reputation suffers. Gain a Rival. 2: You foresee the actions of an Enemy. Gain an additional Reward 3: You foresee that the long-term actions of a colleague are detrimental to your order. Gain an Enemy. 4: You foresee a way to make money. Gain 1D6 x1,000 Silvers. 5: You foresee corruption or dishonesty within your order. If you expose it, gain a Reward but also gain 1D3 Enemies. 6: You foresee a disaster and your warning averts death. Gain a Reward and 1D3 Allies.
50–54	During the mission you have the chance to learn 1 point of Magnitude of any one Common Magic spell. Or you can choose not to take advantage of the magic and instead gain a +15% bonus to the Mission Success roll.
55–59	An Enemy makes an attempt on your life. Make a roll against Resilience. If you fail, roll twice on the Injury table and take the <i>better</i> result. If you succeed, make a roll against any one Combat Style. If you fail, there is no further effect. If you succeed, roll 1D6: 1: Your Enemy escapes uninjured. 2: Your Enemy is lightly wounded but escapes. 3: Your Enemy is seriously wounded but escapes. 4: Your Enemy is lightly wounded and captured. 5: Your Enemy is seriously wounded but captured. 6: Your Enemy is killed. If the result was 1, 2 or 3, there is no further effect. If it was 4, gain +10% to the Mission Success roll. If it was 5, gain +20% to the Mission Success roll. If it was 6, gain +30% to the Mission Success roll.
60–64	Your order selects you to undergo a secret rite of enlightenment. Gain a +1D4+1% increase to any Lore skill. However you must forego any Rewards from this mission.
65–69	You are made the custodian of a cult secret. This gains you a Rival. Your Games Master will decide what that secret is.
70–79	You are asked to help in an Espionage or Political Mission. Roll again on the Good Fortune Table for the mission type you select.
80–84	You work for an eccentric but brilliant mentor, who becomes an Ally. You gain a +20 bonus to the Mission Success roll.
85–89	A protégé turns to the forces opposing your cult or religion. Gain him as an Enemy but also gain a Reward as a result of the learning experience.
90–95	You are approached by a very powerful personal Contact who has a difficult request. Roll against Persistence. If you succeed, you gain an additional Reward roll. If you fail, the enraged Contact spreads word of your ineptitude and you lose your Reward roll for this mission.
96–00	Disaster! Roll on the Mishap Table.

TRADE MISSIONS

Trade Mishap Events

1D100	Event
01–09	The Trade delegation comes under physical attack. Roll Resilience. If successful injury is averted. If the roll fails, roll on the Injury table.
10–24	The trading mission meets with stiff resistance from local merchants and guilds. Make a Commerce or Influence roll. If successful, resistance is reduced; the Mission Success roll suffers a –10% penalty. If failed, then the penalty is –40%.
25–29	A foreign merchant is inadvertently insulted jeopardising the mission. Roll Courtesy or Influence to avert disaster. If the roll fails, the Mission Success roll suffers a –40% penalty. Either way, the insulted dignitary becomes an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
30–34	Members of your delegation are accused of corruption. Make an Insight roll. If you succeed you know that the allegations are false but this does not help matters. The Mission Success roll suffers a –20% penalty. If you fail the Insight roll all the evidence suggests that the allegations of corruption are true and you are forced to withdraw from the mission. The Mission Success roll suffers a –60% penalty.
35–40	A crucial deal goes sour after the inappropriate comments or actions of a member of your delegation and you must issue a rebuke. Gain him as a Rival, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
41–50	Rival merchants or guilds sabotage your negotiations. The mission suffers a –15% Mission Success penalty and you must also roll Commerce, Courtesy or Influence to avoid this penalty being doubled.
51–59	Agreements you have negotiated are renege upon. Gain a Penalty in addition to any Rewards from this mission.
60–64	Your delegation is also part of a Political Mission. Something goes wrong politically that involves you. Roll on the Political Missions Mishaps Table.
65–69	You are held to ransom. Roll Survival or Stealth to make an escape. If you fail, you languish in captivity for 1D4 years. The mission automatically fails.
70–74	Make an Insight roll. If successful it becomes apparent that your negotiating position is flawed and you must expose this: gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> . If the Insight roll fails the Mission Success roll suffers a –40% penalty.
75–84	Your abilities are called into question. Roll against Persistence or Influence to convince colleagues and superiors of your credibility. If you fail, lose your Reward for this mission.
85–89	You learn something you should not know and now people want to kill you for it. Make a Survival (or Resilience) roll; if you succeed you evade your assailants. If you fail, roll once on the Injury table. You also gain an Enemy as per page 22 of the <i>RuneQuest Core Rulebook</i> .
90–94	A vital debate is lost. You spend a great deal of time covering-up the mistakes (which are all your fault). This is something that will come back to haunt you at a later date. You just know it...
95–99	Character is Wounded. Roll on the Injury table and apply the result.
99–00	Character is Severely Wounded. Roll twice on the Injury table and apply both results.

Trade Good Fortune Events

1D100	Event
01–14	Your personal reputation is called into question by an opponent. Roll against Courtesy (or Influence): Critical Success: Your critic is put down with a stinging, yet polite rebuke. Gain a +20% bonus to the Mission Success roll. Success: Your critic is rebuked. Gain a +20% bonus to the Mission Success roll. Fail: The criticism leads to further problems. Roll on the Mishap Table. Fumble: As for Failure, plus the mission suffers a –20% penalty to the Mission Success roll.
15–24	The deals you strike are incredibly advantageous. The state or empire you serve gains 1 WTH and you gain an additional Reward.

1D100	Event
25–29	A boring assignment leads to temptation. Roll Resilience. If you fail you develop a drinking problem or addiction. If you succeed you keep your desires under control and they lend an edge to your abilities. Gain a +10% bonus to the Mission Success roll.
30–34	One of your colleagues goes missing. Roll Streetwise (Stealth or Perception). If the roll succeeds, roll a further 1D6 for the outcome. If the roll fails suffer a –20% penalty to the Mission Success roll. Outcome (1D6): 1: Colleague is drunk and needs help. Gain him as an Ally. 2: Colleague has absconded with vital information or funds. Gain a penalty as well as any Reward for this mission. 3: Colleague is being blackmailed or held to ransom. You must pay 1,000 silvers from your own pocket to release him. If you choose not to, the colleague becomes an Enemy. 4: Colleague is found dead. His assailants are never found but you vow to track them down. 5: Colleague has defected to your Enemies. Gain him as a Rival. 6: The colleague is engaged in a secret political or diplomatic mission for your masters. You assist him and gain a roll on either the Political or Diplomatic Mission Good Fortune Table.
35–39	You form a romantic liaison during a break in trade negotiations. Make a Stealth roll to avoid your lover's spouse discovering the relationship. If you succeed you gain your lover as an Ally. If you fail your lover's spouse challenges you to a duel. Make a roll against your best Close Combat Style. If that roll is successful you win the duel but your lover becomes your Enemy. If you fail the Close Combat roll you must roll on the Injury Table and forfeit a Reward.
40–44	You are forced to defend yourself. Roll against your best Combat Style. If you succeed the Mission Success roll gains a +20% bonus. If you fail you must roll on the Injury Table but will also gain an additional Reward.
45–54	You make an unexpected connection amongst your Enemies. Gain an Ally as per page 22 of the <i>RuneQuest Core Rulebook</i> ; however you also gain a Penalty in addition to any Reward you gain for this mission.
55–59	During the mission you have the chance to learn 1 point of Magnitude of one of the following Common Magic spells: Babel, Bearing Witness, Becalm, Glamour or Mindspeech. Or you can choose not to take advantage of the magic and instead gain a +15% bonus to the Mission Success roll.
60–64	A high ranking merchant is so impressed with you that he tries to persuade you to work for him. If you accept his offer you gain him as an Ally but must also take a –15% penalty to the Mission Success roll. If you turn his offer down, you gain him as a Rival but also gain an additional Reward.
65–69	You are instrumental in persuading a local trading guild to do something to their advantage. You gain honorary life membership of the guild and 1D3 Contacts, as per page 22 of the <i>RuneQuest Core Rulebook</i> .
70–79	Your skill in this mission nets you a favour from a foreign power. You do not call the favour in immediately – it may be of value later. The Games Master will determine what that favour is and how it can be used.
80–94	Make a Commerce (or Influence) roll. Critical Success: You make 1D6 x1,000 Silvers Success: You make 1D3 x500 Silvers Failure: Gain a Rival Fumble: Your wheeling and dealing jeopardises the mission. Suffer a –20% penalty to the Mission Success roll.
95–98	An assassination attempt is made against one of the other delegates. What do you do? Nothing: the delegate is killed and the Mission Success roll suffers a –40% penalty. Intervene: you must make a Resilience test. If you fail, roll on the Injury table but the Mission Success roll gains a +40% bonus. If the Resilience roll is a success you gain the delegate as an Ally, as per page 22 of the <i>RuneQuest Core Rulebook</i> and a +10% bonus to the Mission Success roll.
99–00	Disaster! Roll on the Mishap Table.

REWARDS AND PENALTIES

Roll on the following table to determine the Rewards and/or Penalties an Adventurers accrues as the result of a mission.

Some of these Rewards and Penalties may not prove entirely suitable in certain situations: the Games Master has the final say on whether an Adventurer can take the rolled result. If a result is not appropriate it can be re-rolled (ignoring the same result again) or the Games Master can allow the Adventurer to choose something from those deemed appropriate.

1D100	Reward	Penalty
01–05	1D10 x1,000 Silvers	Lose an Improvement Roll
06–10	1D6 x1,000 Silvers	Demotion by one noble rank
11–15	1D4 x1,000 Silvers	Loss of 1D6+4 Renown
16–20	A noble title, or promotion to a higher titled position	Confiscation of property
21–25	An additional Improvement Roll	Imprisonment for 1D4 years
26–30	1D3 Magnitude of any Common Magic Spell	Public service at the Adventurer's expense
31–35	A small house or hall	Loss of one rank in a cult, guild or other organisation
36–40	A medium sized house or hall	A fine of 1D4 x1,000 Silvers
41–45	A large house or hall	A fine of 1D6 x1,000 Silvers
46–50	A manse or small castle	A fine of 1D8 x1,000 Silvers
51–55	20+2D10 acres of land	A fine of 1D10 x1,000 silvers
56–60	Elevation by one rank in a cult/guild or other office	Exile from home state or empire
61–65	A fine quality mount or carriage	Forced to undertake a specific quest by way of atonement.
66–70	1 Hero Point	Confiscation of property
71–75	1 Week of free training in any chosen skill appropriate to the mission completed	Gain an Enemy
76–80	A regular stipend worth 1D10 x500 Silver per year	Gain a Rival
81–85	A suit of fine armour or finely crafted weapon of Adventurer's choice	Lose a Contact
86–90	Position on an advisory council	Lose an Ally
91–95	Society introductions worth +1D6 Renown	Loss of any stipend earned
96–00	A Favour to be agreed between Adventurer and Games Master	A penalty to be agreed between Adventurer and Games Master

BUILDING KINGDOMS

An Englishman's home is his castle.

— *Traditional*

So far this book has dealt with the state as the central entity. This chapter, and the next, brings *RuneQuest Empires* back to a human level. Building Kingdoms looks at how individuals of power act within a state and, most importantly, how they carve those niches of power for themselves and retain them.

This chapter contains the rules necessary for characters to rule. Although ostensibly geared to the Civilised culture, the rules are equally applicable to any culture with some minor alterations to terminology.

POWER, WEALTH AND THE NOBILITY

Some are born noble; others attain nobility through patronage, reward or endeavour. Power, wealth, land and titles are often gifted in recognition, inherited through a family line, or taken by force, placing an individual or group of people in a position of influence.

Those who achieve status are expected to mark it in some way and, in return for either being given it or being allowed to keep it, they must undertake certain responsibilities. There are any number of ways in which these hallmarks of power, and the subsequent responsibilities, manifest themselves but for the purposes of *RuneQuest Empires* they are considered to be as follows:

- A title and subsequent entitlement to property and land.
- The right to take an income from the property and land.
- The right to develop the property and land, to further that income.
- The right to raise taxes through the holdings, on behalf of the state.
- The right to raise an army from the holding, in defence of the realm.
- The responsibility to defend the holding.

- The responsibility to pay agreed taxes or tribute to the realm.
- The responsibility to recognise the authority of the realm above one's own.

Holdings and titles are granted to individuals in recognition of service but chiefly to control them. An influential warlord is less likely to rebel against the state if he has been rewarded with substantial estates and property, because he will feel obliged to the state and will be heavily occupied in maintaining the gift. It also helps ensure a certain continuity of loyalty (though is by no means a guarantee) once the gift passes to the individual's heirs. So, gifts of property and land are certainly rewards but have a more subtle political purpose.

Noble Titles

A title is more than simply an adjunct to a name. It confers power, wealth, property and responsibility, along with certain political rights and entitlements depending on rank. *RuneQuest Empires* uses as its default a loose variation of the English peerage system for entitlement, which ranks the nobility thus:

Dukes

The most senior noble below the monarch and the immediate royal family (although a duke may also be royalty and holding a dukedom). Dukes are considered to be the most loyal members of the nobility and usually form the counsel that advises the monarch or a similar head of state. Dukedoms are substantial estates encompassing whole counties or shires and which are generally sub-divided into smaller holdings that are administrated by lower-ranking nobles. A duke is the representative of the realm within the dukedom, acting with the head of state's authority and therefore being responsible for the upholding of the state's laws at a local level.

Earls

The name 'earl' derives from the word jarl, or chieftain. Like dukes, they represent the head of state in a particular region and are responsible for the named region's administration. They differ



from dukes in their direct relationship with the head of state; earls are not usually found in the direct counsel for the country and are concerned, instead, with local affairs, even though their duties and entitlements may otherwise reflect those of a duke.

Viscounts

Viscounts are similar to earls in role and responsibility but the title is non-hereditary. If a viscount warrants further reward or status, then his position can be elevated to that of earl which allows the title to be passed from father to son. The son of an earl is also known as a viscount.

Barons

Barons have typically distinguished themselves militarily and the title is the first rung of the noble ladder. A knight who has served well and worthily can be made a baron, thus ensuring continued loyalty and reward from the state. A baron's territories are usually part of the administration of a viscount, earl or duke and so the baron owes allegiance to these ranks in the same way he owes his allegiance to the monarch or head of the state. Barons tend to act as the chiefs of the armies, being responsible for raising such armies at the behest of a higher ranking noble or the ruler directly.

Baronets

Baronets rank above knights and below barons; the title is effectively a hereditary knighthood but is not classed as either

a rank of nobility or a serving knighthood. The title of baronet allows the holder the title of 'Sir' (or equivalent) but, as it is a hereditary title, it does not necessarily mean that the holder of it has distinguished himself sufficiently to be classed as a true knight.

Knights

Although not part of the nobility, knights are rewarded with the title 'Sir', or an equivalent and granted a small estate within the realm of a baron, viscount/earl or duke. The knight's Lord is therefore the baron who controls the immediate region where the knight's holding is located but the higher ranks of nobility are also Lords to whom the knight pledges service.

Imperial Positions

If the realm is part of an empire, then the state itself is likely to be under the jurisdiction of a Governor. The Governor's job is to represent the Imperial Seat and enforce imperial law but not to necessarily supplant the existing nobility. If a dominion has ceded to imperial control readily, or has found peace with the empire, then domestic control is likely to be placed in the hands of, or restored to, a local administration, thus lightening the Governor's workload and easing relations with the populace.

The Governor is likely to be supported by regional governors who, mirroring the position of dukes, earls and viscounts, represent the empire at the provincial level. Where an estate has



The Comparative Titles table gives alternative cultural titles for the noble title default definitions

Default Title	Barbarian	Civilised	Nomad	Primitive
Duke	Khan	Herzog, Herting	Khan	Headman, Chief
Earl	Jarl	Count, Graf	Jarl	—
Viscount	Lendemann, Hauld	—	—	—
Baron	Laird	Marquis, Laird	—	—
Baronet	Thane	Margrave	—	—
Knight	Thane	Margrave	Thane	Champion

1D100	Rank	Noble Standing Modifier*	Entitlement	Income (in Silver Pieces per Year)
01–05	Duke	+40%	Dukedom, income, place on the council of the ruler. <i>Roll 1D100 again. If the roll is equal to, or less than the character's POW, he is also a member of the royal family (if the state maintains a monarchy) and is thus in-line to the throne: roll 4D6 to determine how many people are in line to the throne before him.</i>	4D6+2 x 1,000 SP (average: 16,000 SP).
06–12	Earl	+30%	Earldom	3D6+2 x 1,000 SP (average: 13,000 SP).
13–20	Viscount	+30%	Earldom	2D6+1 x 1,000 SP (average: 8,000 SP).
21–60	Baron	+20%	1D4+2 Large Manors or Fiefs	1D6+3 x 1,000 SP (average: 7,000 SP).
61–70	Baronet	+10%	Large Manor or Fief	1D6+1 x 1,000 SP (average: 5,000 SP).
71–00	Knight	+10%	Manor or Fief	1D4+1 x 1,000 SP (average: 3,000 SP).

a regional governor and a duke, earl and so forth, the regional governor will generally allow the nobility to rule directly but provides guidance and rulings that reflect imperial law and decisions. Sometimes the governorship will be merged with the noble title if the dominion is in a peaceful enough position to support a single administration.

Governors therefore tend to be equivalent to dukes, earls and viscounts. Nobles from the Imperial Seat holding such titles may therefore be made governors of imperial dominions since they have the expertise in the administration necessary for the task. If a duke or earl is made governor of an area elsewhere in the empire, then his son will generally assume local control in his stead, or, if no son is eligible for the task, a viscount may be appointed to assume the responsibilities until the governor's return.

The Noble Cultural Background

During character creation, a *RuneQuest* character can be from the Noble background. The *RuneQuest* rules do not differentiate

which noble title the character holds and so the table above can be used to establish the noble character's place in the peerage.

**The Noble Standing modifier is used in various tests if the Lordly Year rules are used. It is also used as a modifier for gaining a loan. Nobles also accrue a Noble Standing rating, as described on page 94.*

Dukedom

A substantial administrative territory that usually encompasses an entire county and therefore contains several (1D4) earldoms and a major town or city. The ducal seat may be close to the major settlement or occupying a separate Demesne such as a large manor house or fortified structure such as a castle. The income is substantial and the land administrated through the earls and minor nobles, all of whom are answerable to the duke.

Earldom

An earldom is a large division of land which is divided into manors or fiefs. Whilst the size of earldoms varies, for game terms it can



be considered to be anywhere up to 20 separate manors which are controlled either by the earl or viscount, or through minor nobles such as barons, baronets and knights. Most earldoms include a small town and numerous villages and hamlets, each providing income, to the earl or viscount.

MANOR OR FIEF

A manor or fief is the basic economic unit of land for a noble. It comprises of three types of land: the Demesne, which is the noble's house and its accompanying grounds and land, usually up to an acre (4,840 square yards or metres); Dependent Holdings, which are parcels of land, up to an acre, worked by the peasantry with all or most proceeds going to the noble; and Free Holdings which are parcels of land that can be worked as the peasantry sees fit but with rent and taxes paid to the noble under terms of the free hold lease. All land in the manor or fief is considered the property and responsibility of the noble and he is accountable for the basic rights of the populace and the maintenance of the estate.

Income

Income depends upon rank. Much depends on the size of the estate and how it prospers under the noble's control, so a variable income figure is earned, on an annual basis. The noble must pay taxes and upkeep costs from the income, with the remainder becoming surplus that goes to the noble's coffers.

It is important to note that the annual income is not always in coin. The income represents a mixture of hard cash, food and services paid in lieu of cash. The income figure is therefore the cash equivalent and in terms of figuring out how much actual silver is paid in coinage, the noble should multiply the annual income by 40+2D10% (so an average of 51% of annual income will be in ready cash, the rest in food, other commodities and services rendered).

Additional Income

Income derives from rents, tithes and taxes paid by those occupying the estate. Other income may also accrue from the title, such as a stipend from the government or crown paid for services the noble specifically renders (membership of a council of advisers, for instance; or in recognition of outstanding service to the country). The chance of a noble having an additional stipend is equal to his INT+CHA; if this is rolled on 1D100 or less, then he receives a further 1D100 x 1D4 SP each year in recognition of his contribution. This money is considered to be tax-free.

Nobles may also raid, or organise raids, on neighbouring lands, if those lands are considered enemies or are part of a different country. Raiding is, however, a risky venture which incurs likely loss of life and consequent petitions to the government or crown (which may well have sanctioned the raids anyway). It is, however, one way of subsidising annual income for an estate. Going overseas to raid, pillage and plunder is often seen as a perfectly acceptable method of supplementing income.

Nobles may also borrow money from money lenders or from cities – especially if a particularly expensive venture (such as building a new castle or extending existing fortifications) is necessary. Securing a loan requires negotiation which includes both the amount being borrowed, the repayment terms and the interest levied. To gain a loan the noble must make a successful Influence test, modified as follows:

Duke:	+40%
Earl:	+30%
Viscount	+30%
Baron:	+20%
Baronet:	+10%
Knight:	+10%

The nature of the loan is dependent on the success level of the Influence test:

Critical Success:	The loan is obtained and at zero % interest.
Success:	The loan is obtained at 1+1D4% interest
Failure:	The loan is denied but the noble may retry the negotiation, minus the bonus for his noble status.
Fumble:	The loan is denied and no further attempt from this lender may be made.

There is also the chance that the loan will be a 'Noble Loan'. This means that, although the noble is expected to repay it, in reality it will not be – it will be, to all intents and purposes, a gift to the noble. The chance of the loan being a Noble Loan is equal to the noble's CHA and a separate 1D100 roll is made once the loan has been secured to see if it will be commuted to a Noble Loan. The lender, in making a Noble Loan, is likely to expect some form of non-monetary reward, such as patronage from elsewhere, recommendations to the government or ruler, or some other kind of favour. If the noble reneges on such a request then the lender has the right to demand repayment under the original terms – and to seek the assistance of someone higher-up the chain of nobility if the noble proves to be recalcitrant.

Expenses

Landed nobility are expected to maintain their estates. Those who do not face fines or the prospect of their land being reduced or the estate being granted to a more worthy landlord. The expenses a noble incurs as part of the annual upkeep of the estate include:

Lifestyle – maintaining a particular level of living, including expenditure on clothes, servants, banquets and the other trappings of lordly living.

Army – Nobles are expected to be able to raise and maintain an armed retinue in service of the government or crown: both permanent soldiers and a larger group of part-time soldiers such as a militia, fyrd or levy.

Emperor:	125
King:	100
Prince:	50
Duke:	40
Earl:	30
Viscount:	30
Baron:	20
Baronet:	10
Knight:	10

Noble Standing can be used as a modifier to Influence in certain circumstances (such as negotiating a loan, as already described), or when trying to curry favour with someone of a higher noble rank or in certain circles. The times when Noble Standing can be applied as a modifier to a skill are always at the Games Master's discretion.

Noble Standing *cannot* be increased through skill improvement rolls. It can only be improved via specific deeds. These include distinguishing oneself in public life, politics, battle or through engaging in endeavours that enhance reputation. One such way is through investing in the estate through building temples or churches, castles or fortresses, or making donations to worthy causes. The table lists the potential Noble Standing gains; Games Masters should award Noble Standing gains for any actions a noble takes where appropriate and use the table as a guide.

Noble Standing Gains Table

Action	Noble Standing Gain
Serving as a Member of the Governing Council or Privy Council.	1 per year
Serving as a personal adviser to a ruler.	2 per year
Performing an especially valued one-off service to government or a ruler.	1D4+1
Building a temple or cathedral.	1D4+1
Building a shrine or church.	1D3
Building a public building (hospital, town hall, guild hall or similar).	1D3
Donating money to a worthy cause.	1 per 5,000 SP of donation
Exhibiting Mercy or Profound Wisdom.	1D3
Victorious in Battle.	1D4+1
Showing outstanding religious piety or presence.	1D3+1
Leading an overseas conquest or gain in territory.	1D4+1
Showing continued devotion or loyalty to a particular cause.	1D3

Just as Noble Standing increases through action, so can it decrease. The following table provides some examples.

Noble Standing Losses Table

Action	Noble Standing Loss
Reducing Lifestyle Expenditure.	1D4
Profligate Lifestyle Expenditure.	1D4
Reducing Army Expenditure.	1D6
Reducing Estate Upkeep Expenditure.	1D6
Withholding Taxes.	1D8
Tribunal Conviction for Withholding Taxes.	2D6
Reneging on a Debt.	1D6
Displaying cruelty or neglect towards subjects.	1D6
Displaying disrespect towards peers.	1D8
Treason, or treasonous acts (including supporting insurrection).	3D6 – or reduce Noble standing by half if caught
Displaying a lack of religious observance or piety.	1D6
Cowardice in battle.	1D8
Poor political judgement.	1D4

BUILDINGS

Building is the preserve of the nobility: it requires land and money, of which nobles have both. A noble can reasonably build on his own land without recourse to any higher power, if he has sufficient resources to undertake it. Building attracts Noble Standing which, amongst status-conscious nobles, is of prime importance – often more so than the purpose of the building itself.

Yet building a structure is only the start of the expense; once built, it must be staffed, maintained and, unless there is someone else to sustain the burden of the upkeep (a priesthood for a temple, say), then the upkeep costs fall to the noble.

The cost for building any new structure needs to be met from the noble's private purse but the property, unless specifically gifted under a freehold, remains his – meaning he can charge rent to support upkeep, evict the occupants if he sees fit, or rent, lease or sell to anyone else he chooses. Property also tends to appreciate in value, gaining, typically, 5% in value per year, as long as it is maintained. An unattended building will eventually lapse into disrepair. Later, it will lapse into rubble. In order to keep a building a good order, the owner must pay for maintenance and repairs at an annual cost of 2% of the building's construction cost. Obviously, this presumes nothing calamitous happens to the building.

Thus the sale of an owned building can go towards supporting a noble's coffers if he allows it to appreciate and maintains its upkeep.

Costs for Buildings

The buildings in this section are typical of those any self-respecting noble will seek to build on his estate in order to gather Noble

Standing, support the community and demonstrate his loyalty to either the populace or his peers. The costs are typical costs for a standard version of the building in question. Larger or more ostentatious examples obviously cost more and the standard cost should have an appropriate multiplier applied to it (x2 for a building twice the size, for example). If ostentation and decoration is the only additional cost, apply between 10% and 50% of the base cost, depending on the degree of adornment required.

The time taken to build the structure is based on utilising both skilled and unskilled labour from within the estate and so their costs form part of the overall cost of the building.

Construction Time

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

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

Labour

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

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

Journeyman: A journeyman is able to oversee as many as 10 workers. A journeyman has a respectable score (50% or more) in all appropriate Craft skills. A journeyman increases the productivity of his work crew by 50% per day.

Work Crew: A work crew is simply a group of 10 workers and one journeyman.

Foreman: A foreman is a professional, with a 100% or higher in all appropriate Craft skills. He is able to command up to 10 journeymen and/or 100 workers, increasing the efficiency of every man by 50% per day (which can stack with the journeyman bonus, for a total increase of 100%).

Cathedral/Major Temple

A cathedral or major temple is the central seat of worship for the area and can only be built in a town or city. Permission must be sought from the overall governing body of the religion and may even be sponsored by them: have the noble make an Influence test (Noble Standing modifier applies). On a critical success, 50% of the cost is sponsored; on a success 25% of the cost is sponsored. Cathedrals and major temples tend to follow a particular pattern

common to that religion and are dedicated to the major god or gods of the nation. It requires a head priest or bishop to maintain it, plus appropriate clergy and servants to hold services and maintain the day-to-day operation. 50% of the building's maintenance costs will be met by donations, 30% by the existing religious controllers and the remaining 20% is considered to be the responsibility of the noble controlling the estate where it is based.

A cathedral or temple can only be sold with the permission of the religious ruling body, regardless of how much their sponsorship of the building is. However, when it comes to realising the asset, they will take no more than their original sponsorship percentage.

A cathedral or major temple is unlikely to be completed in one person's lifetime but the Noble Standing it offers to a family name is still considered valuable because it demonstrates to commitment and piety of its commissioner.

Cost to Build: 750,000 SP.

Time to Build: 30 years.

Maintenance Cost: 5,000 SP per year (of which 1,000 SP is the responsibility of the ruling noble).

Noble Standing Gain: 1D4+1 points. +1 point for every 25% increase in size and/or ornamentation.

Staff: One Head Priest or Bishop; 1D8 full-time clergy; 1D8 servants/retainers.

Convent/Monastery

A convent or monastery is a permanent residence for a cloistered religious community. It is place of worship closed to all but those who adopt the holy orders of religion and commit to the cloistered existence. Convents are for female members of the sect and monasteries for the male – if the religion segregates the sexes. If it does not, then the building is usually known simply as a monastery.

The institution has 10+5D20 residents. Different orders of residents undertake different daily endeavours in addition to worship and tend to be self-sufficient, which minimises maintenance costs. Convents and monasteries are generally extremely simple in their structure and layout with residents staying in tiny rooms or dormitories, with shared eating quarters. A typical buildings has a kitchen, common dining hall, a chapel or temple for worship, plus quarters for its lay members and offices for its head monk/nun and officers.

Building a monastery or convent is a signal of religious piety for any noble and quite often proves to be the choice of refuge for that noble when he chooses to retire from public life.

Cost to Build: 20,000 SP +100 SP for every 10 residents.

Time to Build: 8 months +1 month for every 10 residents.

Maintenance Cost: 100 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 1D3 points. +2 points if the noble states it as his intention to retire there.



Staff: Abbot or Abbess, 15–110 monks or nuns, 2–10 retainers or lay members.

Chapel or Shrine

A simply built place of worship, often made from the most basic of materials, a chapel or shrine tends to be the focus of worship for small communities and capable of seating 100 or so people. The typical staff is one priest and his assistants who are responsible for all upkeep as well as ceremonies. Chapels and shrines are usually made of wood, wattle and have a simple, thatched roof, with basic decorations and accoutrements.

Cost to Build: 3,000 SP.

Time to Build: 2 months.

Maintenance Cost: 1 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 1D2 points.

Staff: Priest and 1D3 retainers.

Church or Temple

Seating 800 or so people, a church or large temple is a place of central worship serving a large village or small town. The typical staff is several priests and their retinue. Churches and temples are made of a combination of wood and stone, with the roof either thatched or fitted with crude slate. Temples may be open-air. The degree of decoration is dependent on the benevolence of the builder but tends to be handsome and with some level of intricacy.

Cost to Build: 150,000 SP.

Time to Build: 5 years.

Maintenance Cost: 50 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 1D3 points.

Staff: 1 priest, plus retinue of 1D4 retainers.

Village Hall

A village hall is a relative luxury to build for a village but affords the local populace a place to meet aside from a tavern or inn and for the noble to hold regular courts of session as part of his responsibilities. Tending to be a one-storey building of wood and stone with a thatched roof, it requires no staff for its operation and general wear and tear maintenance.

Cost to Build: 2,000 SP.

Time to Build: 6 months.

Maintenance Cost: 20 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 1 point.

Staff: None essential, save a key-owner (usually a trusted steward or tavern keeper).

Town/Guild Hall

Any self-respecting town has a town hall where the local council is able to meet and discuss its affairs. Two storey stone and wooden structures, Guild Halls built for local trade guild meetings, are similar in design and function. A single member of staff who

looks after the keys and conducts routine maintenance is the only staffing provision required.

Cost to Build: 4,500 SP.

Time to Build: 2 months.

Maintenance Cost: 20 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 1 point.

Staff: None essential, save a key-owner (usually a trusted steward or council/guild retainer).

Tavern

Nobles build taverns to show their commitment to the populace even though they will rarely, if ever, set foot in the door. A tavern is a simple, one-floor structure devoted to the serving of alcohol, which is locally brewed. It offers an outlet for the workers of the land and a convenient meeting place if a village hall is not present. The number of staff varies but is usually a family-run establishment with the building leased from the noble; so a landlord, his wife and any sons or daughters helping to run the place.

Cost to Build: 3,000 SP.

Time to Build: 2 months.

Maintenance Cost: 15 SP per year (essential structural maintenance or materials).

Noble Standing Gain: 2 points.

Staff: Landlord plus 1D3 retainers (usually family members).

Inn

Inns are important places across any estate. They provide way stations for travellers and are a good way of demonstrating a noble's commitment to estate and country. A good, well maintained inn is an excellent way for a noble to display his credentials and it provides a useful resting place for the retainers of visiting nobles or dignitaries if accommodation at the noble's place of residence is unavailable and ad-hoc lodgings, such as a stable or barn floor will not suffice. Inns provide food, drink, lodging, stabling and, sometimes, smithy services for horses. It requires a staff of at least four and is usually a family-run business with the bulk of profits going to the noble. The noble who builds an inn can, of course, ensure it is named after himself.

Cost to Build: 5,000 SP +50 SP for every 5 residential rooms, +800 SP for stables and 600 SP for a smithy.

Time to Build: 1 year.

Maintenance Cost: 80 SP per year (essential structural maintenance and materials).

Noble Standing Gain: 1D3 points.

Staff: Landlord, serving staff, stabling hands and a blacksmith (optional).

Court House

Generally only a feature of larger towns and cities, a court house is used exclusively for the hearing of civil and criminal cases, either weekly or monthly. The building tends to be constructed completely of stone and reflects the need for justice in terms of its

solidity and ostentation. The court house may incorporate cells in the basement beneath the main chamber, as well as a yard for public punishments (corporal and capital).

Cost to Build: 5,000 SP +50 SP for every 8 gaol cells.

Time to Build: 8 months.

Maintenance Cost: 80 SP per year (essential structural maintenance and materials).

Noble Standing Gain: 1D3 points.

Staff: A steward to maintain the building, plus clerks of court (one or two).

Gaol

The gaol is a secure holding point for prisoners awaiting trial and/or punishment. Made of stone and outfitted with iron cages and bars, it is designed as a short-term measure rather than a long-term prison. Often attached to, or near, a court house, the gaol is staffed by a marshall appointed by the noble to act as the enforcement for the gaol and a gaoler who keeps dedicated watch over the prisoners.

Cost to Build: 2,000 SP +50 SP for every 8 gaol cells.

Time to Build: 6 months.

Maintenance Cost: 20 SP per year (essential structural maintenance and materials).

Noble Standing Gain: 1D2 points.

Staff: Marshall, gaoler.

Hunting Lodge

Hunting forms part of the seasonal routine for any noble and his retinue, a hunting lodge forms a base away from the main residence, somewhere within the estate, for the hunting party to rest and celebrate, still enjoying a degree of comfort, without having to unduly interrupt the hunt. A hunting lodge is generally stone and wood, with two or more storeys and designed to accommodate 10–12 people, in relative comfort, close to the hunting area or game trail. The lodge includes a stable as well as the living accommodation, plus servants quarters for the obligatory retinue and storage for the results of the hunt itself. Typically a staff of servants will be sent ahead of the hunt to ready the lodge and a small retinue of servants accompanies the hunting party to act as beaters, dog handlers and game carriers during the hunt itself. As much a status symbol as a practical addition to the art of the hunt, most self-respecting nobles with the available funds will invest in such a property.

Cost to Build: 8,000 SP +80 SP for every 5 residential rooms, +800 SP for stables and storage.

Time to Build: 6 months.

Maintenance Cost: 80 SP per year (essential structural maintenance and materials).

Noble Standing Gain: 1D4 points.

Staff: Servants and retainers from the noble's existing household.

Mansion

A mansion is the residence of a viscount or earl and built either in the countryside or in a town or city (usually in the most fashionable and wealthy quarter). A mansion is designed to impress, so it is

very much a status symbol as well as being a functioning residence. The larger and more ostentatious the building and its grounds (glazed windows, vast, panelled corridors, vaulted ceilings, private chapels or shrines, elaborate carvings and so forth), the more prestige it confers on its owner. Mansions are always built from stone, both locally sourced and with rare stones to add decorative feature. They are also expensive to run and maintain: not only is a full compliment of staff required (cooks, servants, stable-hands, footmen and so on), heating a mansion is a costly business.

The details here are for a relatively modest, eight-bedroom mansion with a stable and maintained grounds of about an acre.

Cost to Build: 40,000 SP +500 SP for every additional bedroom.

Time to Build: 1 year 6 months.

Maintenance Cost: 1,000 SP per year (all running and staff costs), +50 SP per additional bedroom.

Noble Standing Gain: 1D3+1 points.

Staff: Cook x2, Servants x6, Footmen x4, Stable-Hands x2, Maintenance staff x2.

Manor House

The residence of a knight, baron or baronet, a manor house is more modest than a mansion but designed to reflect the status of the owner. Large enough to accommodate the noble, the noble's family and a small group of retainers, a typical manor house has grounds of between half an acre and an acre, plus stables and can comfortably accommodate five in comfort and up to 10 adequately. The servants and retinues, of visiting nobles, are usually required to share servants' quarters, stay elsewhere (such as an inn, if there is one nearby) or make do with stables and barns for sleeping.

The details here are for a modest manor house with four bedrooms, a stable and maintained grounds of up to an acre.

Cost to Build: 20,000 SP +300 SP for every additional bedroom.

Time to Build: 1 year.

Maintenance Cost: 500 SP per year (all running and staff costs), +20 SP per additional bedroom.

Noble Standing Gain: 1D3 points.

Staff: Cook x1, Servants x2, Stable-Hands x2, Maintenance staff x2.

Garrison

A garrison is a permanent stone barracks for a standing army, usually included as part of a castle, fortress or citadel. Its size depends on the number of soldiers barracked there but conditions are likely to be basic and cramped, with large dormitories sleeping dozens of soldiers. A typical garrison contains private rooms for officers, an armoury and storerooms for provisions. Cooking is usually undertaken by the soldiers themselves on an individual basis; dedicated kitchens and refectories are a luxury only the wealthiest and largest armies can afford.

The example here can accommodate 100 soldiers and 20 officers. Increase the cost proportionately for greater numbers.



Cost to Build: 50,000 SP.
 Time to Build: 2 years.
 Maintenance Cost: 200 SP per year (all running and staff costs).
 Noble Standing Gain: 1D3 points.
 Staff: Soldiers and orderlies.

Great Hall/Mead Hall

A feature of barbarian cultures rather than civilised ones, a great hall or mead hall is the residence of a tribal or clan chief and his loyal warriors (thanes or their equivalent). Made of stout timber, the hall functions as a meeting place, residence, banquet chamber and court. Private areas partitioned from the main hall are for the chief and his immediate family; all others sharing the hall find places around the main hall to sleep, with higher ranked thanes taking the spaces closest to the fire.

Cost to Build: 10,000 SP.
 Time to Build: 4 months.
 Maintenance Cost: 100 SP per year (all running costs and repairs).
 Noble Standing Gain: 1D3 points.
 Staff: Slaves, servants and thanes.

CASTLES

The castle is the ultimate symbol of noble power: a fortified residence, a garrison and a place of refuge, the castle signifies wealth, status and, above all, power. Building a castle is the preserve of kings, dukes and, sometimes, earls. The cost and labour required to build a castle is immense and most castles begin as relatively humble edifices that evolve with time into more elaborate fortified structures: the site of a typical medieval castle will have been occupied by simpler structures for decades or, perhaps, centuries before, with each generation of nobility adding additional fortifications to exemplify their position and wealth. To build a castle from scratch is certainly possible for those with the wealth to do so but it is a massive undertaking which, like a cathedral, might not be completed in the lifetime of the designer.

Building a castle increases Noble Standing by 2D6+3 points for a small castle or fortress, 2D6+6 for a medium sized castle and 2D6+9 for a large castle.

Castle Composition

At its most basic, a castle is a central residence protected by a ditch and a rampart. Being built in an elevated position, such as at the top of a hill, increases the defensive potential. Walls, towers, gates and other fortification measures increase the defensibility of the castle and also its cost; how sophisticated a castle becomes is dependent on the technological level and advances of individual campaigns.

The components of a traditional, medieval castle are:

Curtain Wall

Tall, wide, thick curtain walls enclose the main structures and residences. They are designed to keep enemies out and to offer safety and security to the occupants. Curtain walls can be

continuous, unbroken barriers encircling a central keep, or may be a series of walls with additional towers located at strategic intervals to increase observation and vigilance. Usually a curtain wall will be wide enough to accommodate guards and guard patrols, although a thinner wall with a fighting platform of wood, built behind the wall, will suffice for these needs. Alternatively guard towers placed at regular intervals will do the job, although the wall may be left vulnerable to attack. Crenulations along the top of the wall provide protection for troops and make the castle more imposing.

Ditch and Rampart

A ditch and rampart provides a good defence against attackers: the rampart slows-down an assault and the ditch creates a killing ground. When filled with water, a ditch becomes a moat. A ditch is usually dug to a depth of between three and five metres, with a width between five and eight metres; the displaced earth being used to build-up the accompanying rampart. Several ditches and ramparts, forming a concentric circle around the main castle edifice, improve defensibility substantially. Naturally enough the ditch must be crossable for legitimate traffic and so an earth work, stone or wooden bridge span needs to be built into the ditch and rampart structure to allow ingress and egress. A permanent span of earth or stone affords an attacker an advantage; a moveable span, such as a drawbridge, provides a better defence but costs more money.

Motte

A motte is a mound of earth on which a subsequent structure, such as a tower or keep, is built. A motte is fine for wooden structures but stone structures can be unstable. The earth excavated from the ditch goes towards the formation of the motte, along with additional earth excavated specifically for the purpose.

Gates

Gates are obviously essential but form weaknesses in the castle's defence. A single gate is fine for a standard castle but double gates increase the flow of traffic. Postern gates (small, narrow gates set into a larger gate) are used for admitting individuals on foot and are too small and narrow for a horse or other mount to pass through. As the gate is a weak spot, it must be defended and this is where gate towers come into their own.

If the castle is equipped with a drawbridge, then the mechanisms are housed in a **Gate Work**. This, sometimes forms part of the gate tower and houses the windlass, portcullis, chains and related machinery to raise a section of a bridge and simultaneously reinforce the gate.

Gate Towers are towers where the gate passes completely through the base of the tower. For structural reasons the tower cannot be wide enough to accommodate a double gate, so gate towers are found with single gate access.

Gate House Keeps

A Gate House Keep positions the gate within a fully defensible stone structure that surrounds the gate on three sides, with a deep





overlap on either side of the gate itself. Multiple gates and doors provide additional security and the opportunity to isolate attackers within an enclosed space. Murder holes in the floor of the lateral section of the Gate House Keep increase defensive capability.

Keep

The Keep is the soul of the castle. Round or sided, this is the lord's residence and the last line of defence for the castle. A single gate allows access to the keep's interior, and this gate is always well defended, with the gate sunk into the masonry and flanking, protected guard positions with arrow slits to prevent unwanted intrusion. A keep may be surrounded by an inner ditch or moat, with a narrow span again improving defensive capability; within the keep and usually raised by a storey above the gate, is the Great Hall – the heart of the keep itself. Above and around the Great Hall are stores, kitchens and private rooms.

Square keeps are easier and cheaper to construct than round keeps, although round keeps are easier to defend. The height of the keep is dependent purely on money and time, although most keeps do not extend much above four storeys for structural and cost reasons.

TOWERS AND TURRETS

Towers come in several sizes, shapes and heights and can be positioned wherever the builder chooses, to gain maximum

advantage in terms of defence and attack. All towers are divided into different floors, usually with a two metre gap between floor and ceiling. The roof of the tower can be a spire or it can be a battle platform with crenulations and other accoutrements to aid attack and defence. Square towers are the simplest form of tower to build. Round towers are stronger and offer better defensive advantages but are more expensive to construct. Turrets are smaller towers added to a main tower, or built on top.

Building Costs

The following table outlines the standard building costs for each component of a castle and the amount of time necessary to complete the work. The costs take into consideration labour and material costs. As with other buildings, increase the costs and build times for more elaborate versions. The build times assume that a team of skilled and unskilled labourers work on the component for 12 hours each day until completion.

Component	Basic Cost (SP)	Build Time*
Ditch and Rampart	1,000	1 month
Double Ditch and Rampart	2,000	2 months
Moat	2,000	2 months
Postern Gate	50	1 week
Standard Gate	100	2 weeks
Double Gate	200	1 month
Gate Tower	7,500	3 months
Large Gate Tower	15,000	6 months
Gate Works	9,000	4 months
Large Gate Works	18,000	8 months
Drawbridge	500	1 month
Undressed Stone Wall	3,000	2 months
Dressed Stone Curtain Wall	6,000	4 months
Tall Curtain Wall	12,000	8 months
Square Tower	15,000	6 months
Tall Square Tower	30,000	1 year
Round Tower	20,000	1 year 6 months
Tall Round Tower	40,000	3 years
Turret	7,500	3 months
Keep, Square	120,000	4 years
Tall Square Keep	240,000	7 years
Keep, Round	150,000	5 years
Tall Round Keep	300,000	10 years

*Based on 50 workers working 12 hours per day.

Off-the Peg Castles

If you prefer not to specify the castle's components and construction to the level of detail this section suggests, the following fortified buildings are provided:





Castle and Fortress Costs

Building Type	Basic Cost (SP)	Build Time*
Small Log Fort	7,500	3 months
Small Stone Tower	15,000	6 months
Small Stone Castle	70,000	2 years 6 months
Moderate Castle	400,000	13 years 6 months
Large Castle	1,000,000	34 years

*Based on 50 workers working 12 hours per day.

THE LORDLY YEAR

The *Economics of Empire* chapter provides a year-based sequence for events on a stately scale; this section of the *Building Kingdoms* chapter offers a similar sequence but geared towards nobles who have established their own realms or estates and want to manage the experience in a semi-abstract way. The Lordly Year sequence is intended to be a 'downtime' activity; it is administered separately to any adventuring that the noble character may be involved with. If the noble character is away from his estate for a considerable period of time, then trusted stewards and family members will administer affairs in his stead. The system presented here is an abstraction of the annual management of the estate.

The Lordly Year is divided into four seasons: Spring, Summer, Autumn and Winter. Each has its own Events table which is rolled

on and the event applied, in addition to the Standing Events for that season. Events affect the basic income for the noble. Noble Standing may also be used in some seasons either as a modifier to the season's events, or in some other capacity as outlined by season.

The year is divided into seasons to allow for adventuring characters to still partake in their adventures and then return to their estate to complete the events for that season (or complete them before an adventure starts).

It is recommended that the events determined for the state as a whole, as described in the *Economics of Empires*, are applied in some way to the Seasonal Events. If both systems are being used: a country's fortunes and individual nobles', then resolve the year for the nation as a whole before working through the seasons of the Lordly Year.

Income

The Lordly Year requires income to be calculated seasonally as a Standing Event. To do this, calculate the Income for the whole year at the start of the Lordly Year and divide it by four, rounding up. This is the Base Seasonal Income which is then modified each season. At the end of the year, total the modified income and apply expenditure to determine what surplus remains.

For example, Edric is a baron of a Lormyrian province in the Young Kingdoms. His annual income is 1D6+3 x1,000 SP. At the start of the Lordly Year he calculates his income by rolling a



2 on 1D6, which becomes 5,000 SP for the year. He divides this by four, giving 1,250 SP per season. This Base Seasonal Income is modified by each season of the Lordly Year and then totalled at the end of the cycle.

Popular Mood

Each season, the Mood of the populace may change depending on events, individual actions and Noble Standing. A good, diligent noble will be able to maintain a content and productive populace. An absent and/or negligent noble will quickly find the mood of his populace deteriorating, leading to the greater troubles – such as the withholding of rents or even rebellion. Measuring the Popular Mood is a Standing Event for each season.

The Popular Mood begins at 20 plus the noble's CHA and is modified according to circumstances.

The Rural Lifecycle

In pre-industrial societies, from the Bronze Age and onwards, the seasons governed the activities. Even in towns and cities, life is governed by what needs doing on the land, as the results drive the economies of urban areas.

Weather

Weather is an important – nay, crucial – factor in estate life. Harsh conditions can ruin a crop or delay a harvest. Measuring the weather is a Standing Event for each season and is determined randomly.

Magic can be used to influence the weather conditions. Divine spells such as *Blessing*, *Celebration of Faith*, *Clear Skies*, *Doldrum's Stillness* can be cast, either by the noble or by a local priest, to influence the weather. Make a test for the spell; each level of success shifts the Weather result up by one step. A failure has no effect, whilst a fumble would move it down by one step, making things worse.

For example, if the Weather for a season is Poor, a successful Clear Skies spell test would move it to Normal and a critical to Good. Conversely, a fumble would shift the weather from Poor to Bad.

If a noble personally and successfully influences the weather he gains +2 to his Noble Standing. If he degrades it, through a fumble, he suffers a –2 Noble Standing loss.

Popular Mood Level

Popular Mood Level	State	Possible Effects
01–10 (or less than 01)	Rebellious	Actively take-up arms against the noble in an act of rebellion, if a test against Popular Mood is failed.
11–20	Troubled	Unhappy with conditions and actively petitioning against the noble.
21–30	Disgruntled	A vocal minority finds something to grumble about but generally most are content, if not exactly happy.
31–50	Content	The populace is calm and diligent.
51–70	Happy	The populace is happy and productive. Only a disaster will dampen their general spirits.
71–90	Joyous	The populace has never had it so good. The mood is harmonious and the land prospers.
91–100 (or more than 100)	Devoted	Only a major disaster could shake the populace's faith in, and devotion to, their lord.

Weather Table

1D100	Weather Grading	Effects
01–05	Bountiful	The weather is blessed by the gods themselves! Income for the season is tripled. +40% to Mood.
06–15	Excellent	The weather is excellent throughout the season. Income for the season is doubled. +20% to Mood.
16–25	Good	The weather is better than expected. Income for the season is increased by half. +10% to Mood.
26–75	Normal	The conditions are as expected. No modifiers to Income or Mood.
76–85	Poor	The weather is highly variable this season. Income is unmodified. –10% to Mood.
86–99	Bad	The conditions are dreadful, disrupting the normal cycles. Income is halved this season. –20% to Mood.
00	Catastrophic	The gods have cursed the people with appalling weather! Income is reduced by two thirds. –40% to Mood.

The Seasonal Cycle

For each season, work through the following steps.

1. Determine the Weather for the Season. Apply any available magic. Modify the Base Seasonal Income and the Popular Mood.
2. Determine the number of Seasonal Events by rolling 1D3.
3. Determine the Seasonal Events on the appropriate Seasonal Events Table. Resolve each as it happens, noting any modifiers.
4. Resolve the Standing Events for that Season.
5. Reconcile the Seasonal Wealth, carrying forward any surplus or deficit to the next season.

Winter

The harshest time of the year (depending on climate). Attentions are turned to home and hearth. Raids are rare as everyone looks to consolidating the resources of the previous year to see them through the hard winter months. The land cannot be worked and the weather may be very poor. Most people remain indoors and focus on hand crafts and food preservation. Building work grinds to a halt or slows down considerably. However, this is also a time for hunting.

Rolls on the Weather Table are at +20.

Standing Events

Building may not begin in the winter.

Make a Noble Standing test. If successful, the Populace Mood increases by 1D6 points (or 6 points for a Critical success) as the noble's administration helps the community through the winter

Winter Seasonal Events

1D100	Event	
01–20	No Event.	—
21–30	Hunting Disaster. Someone in the hunting party is killed or seriously injured and the noble is blamed.	Make a Noble Standing test. If successful, blame is shifted or mitigated. If failed, noble loses 1D3 points of Noble Standing.
31–50	Hunting Boon. The hunting is good this season and enough is brought back to make gifts to the populace.	Increase Populace Mood by 10. Gain +1 to Noble Standing.
51–60	A local market has to be cancelled owing to bad weather.	The noble may choose to fund an ad-hoc market or local feast to compensate, at a cost of 100 SP from his own purse. If he chooses to do nothing, reduce Populace Mood by 10. Make a Noble Standing test. If failed, lose 1D2 points of Noble Standing.
61–70	Disease strikes the community.	If appropriate magic can be used, make an appropriate spell test: success halts the spread of the disease. If no magic is available, then many die or are too sick to work. Halve the Seasonal Income. The noble should also make a Resilience test. If he fails, he falls ill for the season. Select a disease from the <i>RuneQuest</i> rules and apply its effects (with appropriate resistance).
71–80	A higher-ranking nobleman winters as the guest of the noble.	This is considered an (expensive) honour. Its costs 5D100 SP to cater for the visitor's demands and upkeep but noble gains 1D4+1 in Noble Standing.
81–90	Shortage of suitable fuel.	Noble must either spend 1D100 SP +50 on sourcing fuel from neighbouring estates, or make a successful Noble Standing test to avoid the Populace Mood dropping by 2D10. If he chooses to do nothing, the mood drops and he loses 2 points of Noble Standing.
91–99	Unexpected Fortune	Something completely unexpected befalls the community to their advantage: a resource discovery, a divine happening, such as a miracle, or freak but pleasant, weather conditions. Increase either the Noble Standing by 1D4 or Populace Mood by 1D10.
00	Major Financial Calamity	Some disaster strikes the estate and the noble is forced to spend money to deal with it (a fire, say, or a natural disaster). All Seasonal Income is wiped out as a result. The noble may choose to ignore this and spend nothing but loses 3D10 Noble Standing as a result.

hardships. If the test fails, then the Mood is unmodified. If the test is a fumble, Mood reduces by 1D6 – the populace does not feel the noble has done enough.

Make a Populace Mood test:

Critical Success:	The Populace, whatever its state of mood, remains peaceful. If the populace is <i>Content</i> or better, it remains productive even during the winter months. Increase the Base Seasonal Income for Spring by one quarter.
Success:	If the populace is <i>Content</i> or better, it remains productive even during the winter months. Increase the Base Seasonal Income for Spring by one fifth.
Failure:	If the populace is <i>Disgruntled</i> or <i>Troubled</i> , petitions are sent to a higher ranking noble (an earl, viscount or duke, for example). The noble must make a successful Influence test, modified by Noble Standing, to successfully counter the accusations. If he fails, then he is fined and begins Spring with only half his Base Seasonal Income (after it has been modified by winter events). If the Populace Mood is <i>Rebellious</i> , the noble faces open revolt amongst the people. He must summon his militia, levy or fyrd to deal with the uprising. Subtract the Populace Mood rating from 100 and match the result against the noble's Influence skill in an opposed test. If the noble wins the test, the rebellion is put down but he starts the next season with only half his Base Seasonal Income (after it has been modified by winter events). If the noble fails the test, he needs to call upon reinforcements from elsewhere: he loses 2D6 Noble Standing and begins Spring with only a quarter of his Base Seasonal Income (after it has been modified by winter events). If the opposed test is fumbled, the noble loses the conflict and is effectively stripped of his lands, being forced to flee for his life. The Games Master should adjudicate the outcome and consequences.
Fumble:	As for Failure. However, the noble cannot use Noble Standing as a modifier.

Spring

A season of hope and productivity. This is a good time for newborns (children and animals). However it is also a time for raids, especially by those who have fared badly through the preceding winter. The populace returns to the fields to begin preparing and tending the spring and summer crops. Markets and fairs start once again and it is often a time of feasting and thanksgiving as the days grow longer, the blossoms sprout and the world becomes warmer.

Weather rolls for Spring are unmodified.

Standing Events

Building may begin in the spring.

Make a Noble Standing test. If successful, the Populace Mood increases by 1D6 points (or 6 points for a Critical success) as the noble's administration capitalises on the hope spring brings. If the test fails, then the Mood is unmodified. If the test is a fumble, Mood reduces by 1D6 – the populace does not feel the noble has done enough.

Make a Populace Mood test:

Critical Success:	The Populace, whatever its state of mood, remains peaceful. If the populace is <i>Content</i> or better, it remains productive even during the cooler months of spring. Increase the Base Seasonal Income for Summer by one quarter.
Success:	If the populace is <i>Content</i> or better, it remains productive even during the cooler months of spring. Increase the Base Seasonal Income for Summer by one fifth.
Failure:	If the populace is <i>Disgruntled</i> or <i>Troubled</i> , petitions are sent to a higher ranking noble (an earl, viscount or duke, for example). The noble must make a successful Influence test, modified by Noble Standing, to successfully counter the accusations. If he fails, then he is fined and begins Summer with only half his Base Seasonal Income (after it has been modified by spring events). If the Populace Mood is <i>Rebellious</i> , the noble faces open revolt amongst the people. He must summon his militia, levy or fyrd to deal with the uprising. Subtract the Populace Mood rating from 100 and match the result against the noble's Influence skill in an opposed test. If the noble wins the test, the rebellion is put down but he starts the next season with only half his Base Seasonal Income (after it has been modified by spring events). If the noble fails the test, he needs to call upon reinforcements from elsewhere: he loses 2D6 Noble Standing and begins Summer with only a quarter of his Base Seasonal Income (after it has been modified by spring events). If the opposed test is fumbled, the noble loses the conflict and is effectively stripped of his lands, being forced to flee for his life. The Games Master should adjudicate the outcome and consequences.
Fumble:	As for Failure. However, the noble cannot use Noble Standing as a modifier.



Spring Seasonal Events

1D100	Event	
01-30	No Event.	—
31-40	Raid!	The estate is raided. The noble should make a Resilience test modified by Noble Standing: Critical success sees the raiders defeated and reparations paid or captured: increase Seasonal Income by one fifth. Success sees the raiders defeated. Failure results in Seasonal Income being reduced by one quarter. Fumble results in Seasonal Income being halved; the noble also loses 1D6 Noble Standing.
41-50	Bountiful livestock births or Crop Yields.	The gods smile and this is an abundant year for livestock births or crops. Increase Seasonal Income by one quarter but the increase is not realised until Summer, when the livestock or crops can be sold at market.
51-60	Crop or livestock Failure.	Some disaster strikes crop and livestock yields. Reduce Seasonal Income for the Summer by one quarter.
61-70	Raiding!	The noble decides to mount a raid. Make a Resilience test modified by Noble Standing: Critical success sees the raid successful and highly profitable. Increase Seasonal Income by one quarter. Success sees the raid successful. Increase Seasonal Income by one fifth. Failure results in failure of the raid Noble Standing drops by 1D6. Fumble results in disastrous defeat and a need to make reparations. Noble Standing drops by 1D6 and Seasonal Income is reduced by one quarter.
71-80	Hunting Boon. The hunting is good this season and enough is brought back to make gifts to the populace.	Increase Populace Mood by 10. Gain +1D4 to Noble Standing.
81-90	Building Project fails.	Either a personal project by the noble or a general community endeavour. If a personal project, increase the time for the build by 1 year or increase the building cost by one quarter. If a community project, the noble must spend 5D100 +100 SP to help get it back on track or lose 1D8 points of Noble Standing and see Populace Mood drop by 20.
91-99	Building Project succeeds apace.	Either a personal project by the noble, or a general community endeavour. If a personal project, decrease the time for the build by 1 year or reduce the build cost by one quarter. If a community project, the Populace Mood improves by 20.
00	Major Financial Calamity.	Some disaster strikes the estate and the noble is forced to spend money to deal with it (a fire, say, or a natural disaster). All Seasonal Income is wiped out as a result. The noble may choose to ignore this and spend nothing but loses 3D10 Noble Standing as a result.

Summer

Summer brings warm weather, long days and the start of the harvest. Markets and fairs are in full swing. Raids continue where necessary or essential and the hunting season begins in earnest. At this time of the year the community should be at its most productive.

Weather rolls are subject to a -20 modifier.

Standing Events

Building continues during the summer.

Marriage. This is the season for matches to be made – usually for political reasons but sometimes out of love. If the noble is unmarried, he may attempt to marry during the summer. Abstract this with a Noble Standing test.

Summer Seasonal Events

1D100	Event	
01–30	No Event.	—
31–40	Raid!	The estate is raided. The noble should make a Resilience test modified by Noble Standing; Critical success sees the raiders defeated and reparations paid or captured: increase Seasonal Income by one fifth. Success sees the raiders defeated. Failure results in Seasonal Income being reduced by one quarter Fumble results in Seasonal Income being halved; the noble also loses 1D6 Noble Standing.
41–50	Hugely successful local fair or market.	A regular fair or market is far more successful and prosperous than expected. Increase Summer Seasonal Income by one fifth.
51–60	Drought.	Drought hits the region. People are going thirsty and crops will fail unless action is taken. The noble can spend half his Seasonal Income in trying to alleviate the situation. If he does, he gains 1D6 Noble Standing. He may also try to call upon magic: make an appropriate spell test; if successful, then the drought is ended and he gains 1D6 Noble Standing. If he chooses to do nothing, reduce Seasonal Income by one third and reduce the Populace Mood by 30. The noble also loses 1D6 Noble Standing.
61–70	Raiding!	The noble decides to mount a raid. Make a Resilience test modified by Noble Standing; Critical success sees the raid successful and highly profitable. Increase Seasonal Income by one quarter. Success sees the raid successful. Increase Seasonal Income by one fifth. Failure results in failure of the raid Noble Standing drops by 1D6. Fumble results in disastrous defeat and a need to make reparations. Noble Standing drops by 1D6 and Seasonal Income is reduced by one quarter.
71–80	Hunting Boon. The hunting is good this season and enough is brought back to make gifts to the populace.	Increase Populace Mood by 10. Gain +1D4 to Noble Standing.
81–90	Summer Conferences and Councils.	This is an opportunity for the noble to gain standing amongst his peers and subjects through displays of political finesse, hospitality or other measures. Make an Influence test (unmodified by Noble Standing): Critical Success: Gain 7 points of Noble Standing and a gift of 1D4 x 1,000 SP from a grateful patron. Success: Gain 1D6+1 points of Noble Standing <i>or</i> a gift of 1D4 x 1,000 SP from a grateful patron. Failure: No gains or losses. Fumble: Lose 1D6+1 Noble Standing owing to some poor counsel or social indiscretion.
91–99	A higher-ranking nobleman spends the summer as the guest of the noble.	This is considered an (expensive) honour. Its costs 5D100 SP to cater for the visitor's demands and upkeep but the noble gains 1D4+1 in Noble Standing.
00	Major Financial Calamity.	Some disaster strikes the estate and the noble is forced to spend money to deal with it (a fire, say, or a natural disaster). All Seasonal Income is wiped out as a result. The noble may choose to ignore this and spend nothing but loses 3D10 Noble Standing as a result.



- Critical Success: The wife is beautiful, wealthy and well-connected. If the noble is capable of advancing in noble rank, then he does so, moving to the next rank of nobility with all attendant benefits. If not, his annual income increases by half again.
- Success: The wife is beautiful and/or wealthy. Either way, the noble gains 1D8 Noble Standing and increases his annual income for his position by half again.
- Failure: Marriage arrangements fail. Better luck next year.
- Fumble: The attempts fail disastrously. Lose 1D4 Noble Standing through the shame and stigma; also the noble may not attempt to marry for a further 1+1D3 years.

Make a Noble Standing test. If successful, the Populace Mood increases by 1D6 points (or 6 points for a Critical success) as the noble's administration capitalises on the hope summer brings. If the test fails, then the Mood is unmodified. If the test is a fumble, Mood reduces by 1D6 – the populace does not feel the noble has done enough.

Make a Populace Mood test:

- Critical Success: The Populace, whatever its state of mood, remains peaceful. If the populace is *Content* or better, it remains productive even during the hot summer months. Increase the Base Seasonal Income for Autumn by one quarter.
- Success: If the populace is *Content* or better, it remains productive even during the hot summer months. Increase the Base Seasonal Income for Autumn by one fifth.
- Failure: If the populace is *Disgruntled* or *Troubled*, petitions are sent to a higher ranking noble (an earl, viscount or duke, for example). The noble must make a successful Influence test, modified by Noble Standing, to successfully counter the accusations. If he fails, then he is fined and begins Autumn with only half his Base Seasonal Income (after it has been modified by summer events). If the Populace Mood is *Rebellious*, the noble faces open revolt amongst the people. He must summon his militia, levy or fyrd to deal with the uprising. Subtract the Populace Mood rating from 100 and match the result against the noble's Influence skill in an opposed test. If the noble wins the test, the rebellion is put down but he starts the next season with only half his Base Seasonal Income (after it has been modified

by summer events). If the noble fails the test, he needs to call upon reinforcements from elsewhere: he loses 2D6 Noble Standing and begins Autumn with only a quarter of his Base Seasonal Income (after it has been modified by summer events). If the opposed test is fumbled, the noble loses the conflict and is effectively stripped of his lands, being caused to flee for his life. The Games Master should adjudicate the outcome and consequences. As for Failure. However, the noble cannot use Noble Standing as a modifier.

Fumble:

Autumn

The crops ripen and the harvest begins. Work in the fields is hard but the labour is hopefully well spent. In the villages and towns, people take the fruits of the labour and preserve it, cure it and prepare it in other ways for storage in advance of the winter months. The raids that have plagued the spring and summer are dying away as enemies turn to their own harvests. Amongst the nobility, this is a time for consolidation and planning for what will happen in the year ahead. Councils continue, building projects are drawn-up and newly completed ones are celebrated. The nights grow shorter and people give thanks for the bounty of the year or make offerings for better tidings next year.

Standing Events

Building projects due for completion complete during the autumn.

Planning. As the autumn heralds the winter, the noble looks to plan for the year ahead and communicate his plans to the populace. He announces new things to be built, summarises the effects of the year just gone and dispenses gifts to those who have served him well. Make an Influence test, modified by Noble Standing:

- Critical Success: The noble's plans, proclamations and gifts are well received. Increase the Populace Mood by 30 points.
- Success: The noble's plans, proclamations and gifts are generally well received although there are some reservations amongst certain sections of the community. Increase the Populace Mood by 15 points
- Failure: There is some despondency amongst the community. Reduce the Populace Mood by 5 points
- Fumble: The community feels hard-done by and voices its protestations which, no matter how misguided, contribute to a depressive outlook. Reduce the Populace Mood by 10 points.

Make a Noble Standing test. If successful, the Populace Mood

Autumn Seasonal Events

1D100	Event	
01–20	No Event.	—
21–30	Harvest Festival.	<p>The Harvest Festival celebrations take place to honour and thank the gods. Roll against the Populace Mood, modified by the noble's Noble Standing:</p> <p>Critical Success: The next year will be especially blessed. Begin the next year with annual income increased by half again.</p> <p>Success: The gods are honoured. Begin the next year with annual income increased by one quarter.</p> <p>Failure: The gods appear indifferent.</p> <p>Fumble: The gods send a punishment in the form of small, sporadic failures and ill omens that reduce the annual income at the beginning of next year by one quarter.</p>
31–50	End of Year Market.	<p>The grand fair or end of year market takes place in the noble's estate. Increase the Populace Mood by 10 and increase the Seasonal Income by one fifth.</p>
51–60	A local market has to be cancelled owing to bad weather.	<p>The noble may choose to fund an ad-hoc market or local feast to compensate, at a cost of 100 SP from his own purse. If he chooses to do nothing, reduce Populace Mood by 10. Make a Noble Standing test. If failed, lose 1D2 points of Noble Standing.</p>
61–70	Autumn Conferences and Councils.	<p>This is an opportunity for the noble to gain standing amongst his peers and subjects through displays of political finesse, hospitality or other measures. Make an Influence test (unmodified by Noble Standing):</p> <p>Critical Success: Gain 7 points of Noble Standing and a gift of 1D4 x 1,000 SP from a grateful patron.</p> <p>Success: Gain 1D6+1 points of Noble Standing <i>or</i> a gift of 1D4 x 1,000 SP from a grateful patron.</p> <p>Failure: No gains or losses.</p> <p>Fumble: Lose 1D6+1 Noble Standing owing to some poor counsel or social indiscretion.</p>
71–80	Hunting Disaster. Someone in the hunting party is killed or seriously injured and the noble is blamed.	<p>Make a Noble Standing test. If successful, blame is shifted or mitigated. If failed, noble loses 1D3 points of Noble Standing.</p>
81–90	Hunting Boon. The hunting is good this season and enough is brought back to make gifts to the populace.	<p>Increase Populace Mood by 10. Gain +1 to Noble Standing.</p>
91–99	Unexpected Fortune.	<p>Something completely unexpected befalls the community to their advantage: a resource discovery say, a divine happening, such as a miracle, or freak but pleasant, weather conditions. Increase either the Noble Standing by 1D4 or Populace Mood by 1D10.</p>
00	Major Financial Calamity.	<p>Some disaster strikes the estate and the noble is forced to spend money to deal with it (a fire, say, or a natural disaster). All Seasonal Income is wiped out as a result. The noble may choose to ignore this and spend nothing but loses 3D10 Noble Standing as a result.</p>



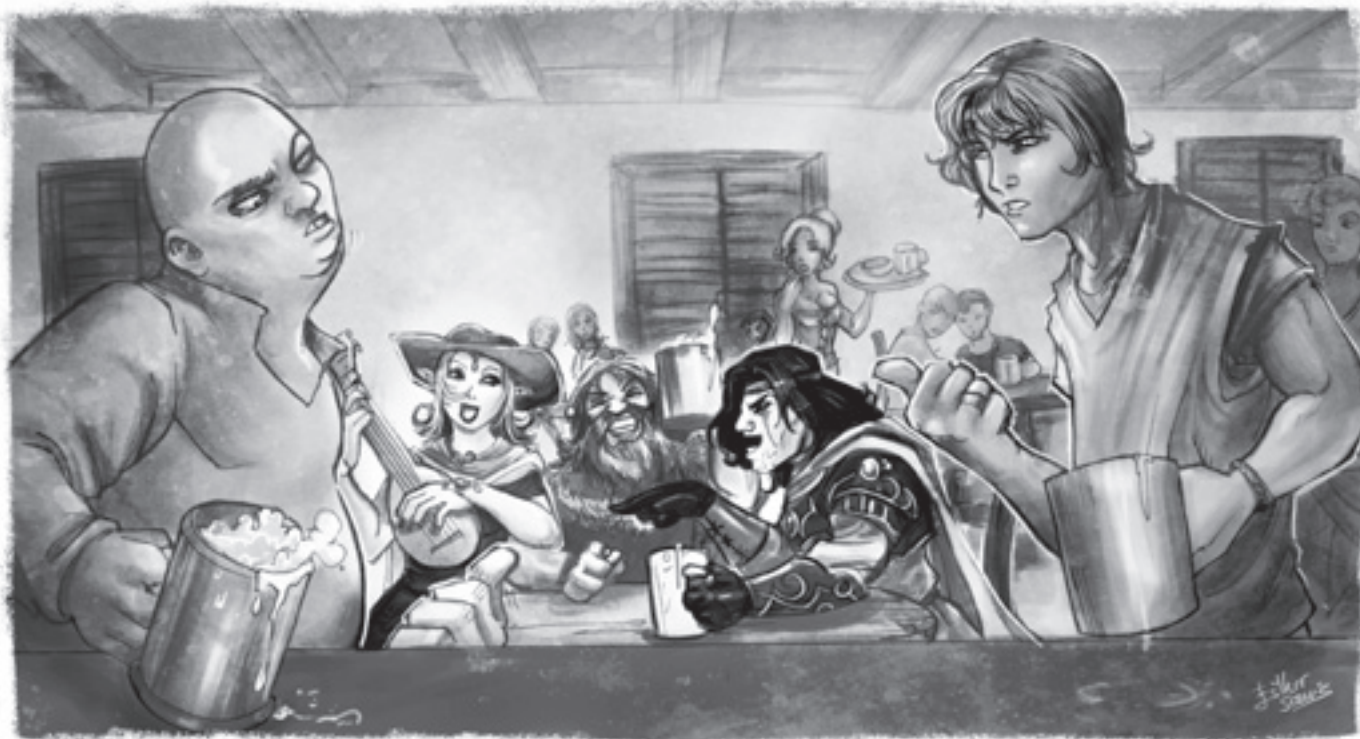
increases by 1D6 points (or 6 points for a Critical success) as the noble's administration capitalises on the hope spring brings. If the test fails, then the Mood is unmodified. If the test is a fumble, Mood reduces by 1D6 – the populace does not feel the noble has done enough.

Make a Populace Mood test:

- Critical Success: The Populace, whatever its state of mood, remains peaceful. If the populace is *Content* or better, it remains productive even during the autumnal months. Increase the Base Seasonal Income for Autumn by one quarter.
- Success: If the populace is *Content* or better, it remains productive even during the autumnal months. Increase the Base Seasonal Income for Autumn by one fifth.
- Failure: If the populace is *Disgruntled* or *Troubled*, petitions are sent to a higher ranking noble (an earl, viscount or duke, for example). The noble must make a successful Influence test, modified by Noble Standing, to successfully counter the accusations. If he fails, then he is fined and begins autumn with only half

Fumble:

his Base Seasonal Income (after it has been modified by autumn events). If the Populace Mood is *Rebellious*, the noble faces open revolt amongst the people. He must summon his militia, levy or fyrd to deal with the uprising. Subtract the Populace Mood rating from 100 and match the result against the noble's Influence skill in an opposed test. If the noble wins the test, the rebellion is put down but he starts the next season with only half his Base Seasonal Income (after it has been modified by autumn events). If the noble fails the test, he needs to call upon reinforcements from elsewhere: he loses 2D6 Noble Standing and begins autumn with only a quarter of his Base Seasonal Income (after it has been modified by winter events). If the opposed test is fumbled, the noble loses the conflict and is effectively stripped of his lands, being forced to flee for his life. The Games Master should adjudicate the outcome and consequences. As for Failure. However, the noble cannot use Noble Standing as a modifier.



RENOWN

Renown is nothing less than the reputation characters create or gain, through their adventures, deeds, position or the simple action of being in the right (or wrong) place at the right (or wrong) time. Renown measures how well a character might be known outside of his usual community and what level of respect might be commanded as a result of his reputation. The higher the renown score, the more likely his name and/or deeds are to be known far and wide and whilst this might be a benefit in some circumstances, it can also be a hindrance— especially if an Adventurer's deeds are scurrilous, scandalous or evil.

Renown is measured in the same way as any skill, ostensibly on a scale of 1–100 but with no effective ceiling. The higher a character's renown the wider his reputation has spread and the more weight it can add to his Social Standing and Influence.

At its simplest, an Adventurer can make a roll against his Renown to see if others have, perhaps, heard of him. Games Masters may impose a negative modifier to reflect the location and local circumstances. For instance, an Adventurer with a reputation of 25, walking into a tavern in a far-off land and saying 'Your finest room at a discount; I am Edric the Restless, perhaps you have heard of me...' is likely to draw blank-looks outside of his

Note that the use of Renown is an optional rule. Games Masters may wish to manage reputation and fame/infamy through roleplaying and fiat and this may be the best approach given the nature of the campaign or playing style. However if reputation and renown need to be quantified and applied in a style consistent with other RuneQuest mechanics, then the rules in this section provide the framework for it.

local community and so is given a –20% modifier to reflect the unsurprising lack of celebrity.

Conversely, positive modifiers can be given when Renown is being used in communities where a character's deeds are likely to have achieved fame or infamy. The best example of this is within a cult: if a cult is one of major standing the deeds of its heroes and champions will be communicated by the priesthood and others in their travels. Thus, if Edric was travelling far afield but associating with members of the Orlanth the Dragon cult, he could easily be

Sample Renown Values

Renown Value	
Less than 10	Character is only known within his local community – and even then, not very well.
11–20	Character is reasonably well known within his local community.
21–30	Character is reasonably well known in his region.
31–50	Character is very well known in his region.
51–70	People across the country have heard of the character although details may be vague.
71–90	Character is well known across the country.
91–100	Character is known internationally, although details may be vague further afield.
101+	Character is well known internationally, his name and deeds are recognised by all.



awarded a +20% modifier reflecting his cult status and reputation when dealing with other members of his cult even though he is outside his usual territory.

CALCULATING RENOWN

All *RuneQuest* characters begin with Renown equal to their Charisma Characteristic. Renown is gained not through Improvement Rolls but through deeds and actions, as the Renown table shows. Note that these are examples of Renown Awards; Games Masters may make a Renown Award for any action likely to garner some level of fame, using the following values (listed on the table on the next page) as a guide:

USING RENOWN

Renown can be used in a variety of ways – both as a discrete skill and as a modifier to other skills where reputation and deeds may play some part in how a character acts or is viewed by others.

Boasting and Declaiming

In some cultures boasting of one's exploits and illustrious history is not considered rude but an essential part of establishing one's identity and entitlement. Similarly, declaiming one's lineage is a sign of establishing credentials and necessary respect.

Both are handled with Renown as a discrete skill.



Edric's Saga

It is many years since we first met Edric and many adventures have occurred. In this time Edric has achieved the following:

- Become a Rune Lord of the Orlanth the Dragon cult.*
- Become the chief of his clan in the Ralios region of Glorantha.*
- Defeated the troll champion Ilsa Skessa within the past year and within 100 miles of his stead.*
- Completed the Blood of Orlanth HeroQuest.*
- Gained the Heroic Aura Heroic Ability.*
- Has two skills above 100%.*

His Renown is figured thus:

- Base Renown = CHA 10.*
- Become a Rune Lord of the Orlanth the Dragon cult (respected cult): +10.*
- Become the chief of his clan in the Ralios region of Glorantha (Ruler of a Small Town): +1.*
- Defeated the troll champion Ilsa Skessa within the past year and within 100 miles of his stead (Major Enemy Defeat): +2.*
- Completed the Blood of Orlanth HeroQuest (Major HeroQuest): +10.*
- Gained the Heroic Aura Heroic Ability: +5.*
- Two skills above 100%: +10.*

His Renown is therefore 48%. Edric is very well known in the region of Ralios although beyond it, he is likely to be less well known – however there is a base 48% chance that news of his deeds will have passed beyond Ralios's borders.

Boasting

If a character is uncontested in his boasts – that is, he is alone in his boasting and not competing with someone else who is also boasting of his deeds – then a straight forward roll against Renown establishes whether the boasts impress or not. When boasting characters will, naturally, pick and choose the deeds they want to promote adding necessary (and expected) embellishments along the way. Influence or Oratory skills can be used to augment (*RuneQuest Core Rulebook*, page 33) the Renown skill.

If two characters are boasting of their achievements then the Renown of both forms an Opposed Skill Test. The higher level of success secures the victory. If a boaster fails or fumbles the roll his exploits are dismissed or met with guffaws and jeers. If both fail, then no one else is impressed, one way or the other.



Renown Circumstances Modifiers

Circumstance	Renown Modifier
Character is Seasoned-level	+2
Character is Veteran-level	+5
Character is Master-level	+10
Character is Hero-level	+15
Per Heroic Ability	+5
Per Skill in excess of 100%	+5
Per Skill in excess of 200%	+10
Character is a Priest rank...	
Of a local cult	+4
Of a respected cult	+8
Of a feared or hated cult	+4
Character is a Lord...	
Of a local cult	+6
Of a respected cult	+10
Of a feared or hated cult	+6
Character defeated / was defeated by major enemy	
Within last 12 months	+2
Within last 6 months	+4
Within last month	+6
More than 100 miles away	+1
Between 10 and 100 miles away	+2
Within 10 miles	+5
Character defeated / was defeated by deadly enemy	
Within last 12 months	+4
Within last 6 months	+6
Within last month	+8
More than 100 miles away	+3
Between 10 and 100 miles away	+5
Within 10 miles	+8
Character committed a heroic or selfless act	
Within last 12 months	+2
Within last 6 months	+4
Within last month	+8
More than 100 miles away	—
Between 10 and 100 miles away	+2
Within 10 miles	+4
Character committed a heinous act	
Within last 12 months	+3
Within last 6 months	+4
Within last month	+8
More than 100 miles away	—
Between 10 and 100 miles away	+4
Within 10 miles	+8
Became leader of a small mercenary band or military unit (10 to 100 troops)	+4
Became leader of a large mercenary band or military unit (100 to 1,000 troops)	+10
Became ruler of a small town	+1
Became ruler of a large town	+2
Became ruler of a small city	+5
Became ruler of a large city	+10
Became ruler of a nation	+15
Duke	+8
Earl	+6
Viscount	+6
Baron	+4
Baronet	+2
Knight	+2
Undertook a minor HeroQuest	+5
Undertook a major HeroQuest	+10
For every 5 full points of Glory (see page 44)	+1



Declaiming

Declaiming one's lineage ('I am Edric, son of Authric, son of Methric, Rune Lord of Orlanth the Dragon, Slayer of the troll champion Ilsa Skessa and hero of the Blood of Orlanth HeroQuest, wielder of the Scaled Spear...') is a case of matching the declaimer's Renown against the Persistence of whoever is to be impressed by the declamation in an Opposed skill roll. If the declaimer scores the higher level of success, then he is guaranteed respect (although not necessarily a welcome or friendship) having established, successfully, his credentials. If he fails the Opposed test, his words count for little and if he fumbles then his declamation is likely to be challenged. Either way, his credibility is being staked against the weight of his reputation and deeds, in the context that these things define who he is and how he is to be acknowledged.

Disguise and Renown

Attempting to pass incognito or avoid recognition is hampered by Renown. If one is well-known, the chances of being unrecognised are lessened.

Characters using a skill such as Disguise automatically receive a penalty equal to twice the Renown's Critical range (a fifth of the Renown value), reflecting the difficulty of concealing one's fame (or infamy).

Don't You Know Who I Am?

The character relies on Renown to impress or intimidate others, hoping that his accomplishments speak for themselves. Here, Renown is treated as a straight-forward skill roll (with appropriate modifiers, as described earlier). The level of success of a Renown roll has the following benefits:

- Critical Success: The character's reputation walks before him. People who have never encountered him in person before automatically recall the most important of his deeds or the circumstances supporting his reputation and act accordingly (awe, deference, fear, disdain and so on, depending on what the character has done or is renowned for).
- Success: The character's reputation is known and understood reasonably well and others act with respect or acknowledgement, but fawning or hero-worship is not automatically granted.
- Failure: Others listen to, or vaguely recall something but otherwise reputation means little.
- Fumble: Who?

Influencing Influence

Renown can be used more discretely, as a modifier to the Influence Common skill. Used in this way, the character draws on his experience and reputation to add weight to his arguments, statements and methods of communication: or is hampered by the

same, depending on who he is dealing with and how his reputation might be viewed.

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

The amount of the bonus or penalty is thus variable when Renown is used in this way:

- If dealing with peers and like-minded individuals or communities: Bonus is equal to twice the Renown's Critical range (a fifth of the Renown value).
- If dealing with people neutral in attitude: Bonus is equal to the Renown's Critical range (a tenth of the Renown value).
- If dealing with people who are hostile, antagonistic, morally or philosophically opposed to the character: Penalty is equal to twice the Renown's Critical range (a fifth of the Renown value).

These same rules are also applicable to the Oratory and Seduction skills – both skills where reputation can be highly influential in swinging (or hampering) public speaking or a romantic conquest.

For example, Edric is attempting to persuade the Rune Priests of the Orlanth the Dragon cult to loan him the fabled Spear of Scales, an enchanted weapon held sacred by the cult. As a Rune Lord of this cult with a Renown of 48, Edric can add +10% to his Influence skill (a fifth of 48 is 9.6, rounded up to 10).

Later, Edric is surrounded by warriors of the Orlanth Dragon Breaker cult: a cult that views draconised Orlanthi, which Edric is, as heretics and enemies. Edric is trying to use his Influence to persuade these warriors to back-down, rather than fight, but his reputation goes against him in these circumstances and so his Influence skill suffers a -10% penalty.

Meanwhile... as Edric is attempting to talk his way out of a fight with the Orlanth Dragon Breaker warriors, Thrace is attempting to seduce their rather beautiful priestess. Thrace has Seduction 55% and Renown 30, gained through battle and HeroQuesting. The Dragon Breaker priestess clearly considers Thrace an enemy, but, on this occasion, the Games Master rules that Thrace's reputation actually enhances matters (he is a fine and skilful warrior with great deeds to his name even though he is from an enemy cult). Thus, Thrace gains a +6% bonus to his Seduction skill, enhancing his chances slightly.



IMPERIAL CHARACTERS

'No one would have doubted his ability to reign had he never been emperor.'

— *Publius Cornelius Tacitus*

For all their grandeur, empires are about people: the people of the imperial seat; the people of the dominions; and those who control and guide the course of empire themselves: emperors and their direct administrators. This chapter looks at how state and imperial power, as manifest in the institutions themselves, is translated through to the human condition. Naturally enough, it translates the mechanics of states and empires from the earlier chapters into the core character mechanics for RuneQuest.

TRANSLATION OF POWER

Most of this book portrays states and empires as characters in their own right. However the core focus of any RuneQuest game is the individual character. When acting as independent adventurers, in search of fame, glory and wealth, the mechanics of the state are divorced from them, unless they come into conflict with it in some way (breaking laws, for instance). For the most part, the mechanics governing states and individuals will remain mutually exclusive.

However there may well be times, either by accident or design, where a character becomes an agent of a state or empire: acting as an ambassador, for instance, or as an emissary with a particular task or function to fulfil. In these circumstances, acting with the political weight of the state or empire behind him, the individual character can channel some of the power of the state he represents.

The way this works is through bonuses to Characteristics, Skills and Magic. The word of Elric the mercenary is one thing; but the word of Elric, 428th Emperor of Melniboné, is quite another. State authority, channelled through an individual by dint of title, position or specific task, is a potent force.

Symbols of Authority

For any state or imperial authority to act as a bonus, the character must carry papers, statements or other signs of empowerment; a

title, such as duke, earl or baron is not enough on its own: there must be some symbol of authority to support the assertion. In the Elric saga, for instance, Elric's authority as Emperor of Melniboné is conveyed through his actorios ring – the symbol of Melnibonéan kings and emperors, which is immediately recognisable as a symbol of such authority. Of course, not every character is going to possess such regalia but seals, letters of introduction and mark, insignia and other, similar devices, can convey that authority. When a character possesses such a statement of empowerment and is engaged in sanctioned, official state business, then he gains the bonuses described later in this chapter.

Sample Symbols of Authority

Tattoo of Empire: Inscribed onto the skin in a prominent place, displaying the insignia, prayers or motto of the imperial seat, the Tattoo of Empire is granted only to its most faithful, loyal agents and signifies that they carry the empire's weight on behalf of the emperor himself. No other papers or introductions are necessary: the tattoo, once displayed, speaks loud and clear.

Letters of Papers of Mark: Carrying the royal or imperial seal, these illuminated papers of mark are scripted by the finest scribes and carry the ruler's own words, identifying their carrier, outlining his lineage and deeds and demanding he be treated with the same respect any ruler would be accorded. The letters are sacrosanct; to lose them is to lose the patronage of the ruler.

Rings, Staves and Brooches: Unique items crafted to the ruler or emperor's own designs, these symbols of office are made from exquisite materials and could, in all possibility, buy kingdoms. Whoever bears one of these items is blessed indeed, for he must have performed some heroic service for his ruler that transcends the usual bounds of loyalty or sacrifice.



To be able to draw upon the authority of his symbols, the carrier must be acknowledged as an agent of the power he serves. This may be automatic, if he is expected or presenting himself to an ally. If not, he must make an Influence test to demonstrate his credentials as he reveals or displays his symbol of authority. If the test is successful, there is no doubting his position and he gains the bonuses conferred by his agency. If the test fails, he has not convinced enough; the bonuses of authority work but at only a quarter of their normal magnitude. He may, at a later time (decided by the Games Master) reattempt to convince of his status; however if the test fails a second time, the bonuses of authority have no effect in these particular circumstances. Essentially, those who wield the authority of an empire most potently are those with the greatest force of personality and will.

Skill Bonuses

The authority of a state or empire manifests as a bonus to a character's skills and other abilities. For example, an imperial diplomat of the God Learner empire of Glorantha, attempting to negotiate a tricky political situation with an opponent from the potentially rebellious dominion of Fronela, would use his Influence or Lore (Diplomacy) skill to resolve the conflict. However, as an agent of a powerful empire he channels the authority of the God Learner empire into his negotiations, increasing either his Influence or Lore (Diplomacy) skills by an amount based on the empire's Diplomacy Capability.

This reflects the authority and weight of the state's voice; it also reflects the implied threats and boons of the power. It works thus:

If the character's authority is recognised, as described earlier, he gains a bonus equal to **twice** the appropriate Capability's critical range (20% of the Capability). For instance, in our example, if the God Learner Empire has a Diplomacy Capability of 80%, our imperial diplomat would gain +16% to his own Influence or Lore (Diplomacy) skills.

A character channelling authority in this way can boost the magnitude of the bonus in one of two ways:

- Spending a Hero Point provides a bonus of **three** times the Capability's critical range.

OR

- Making a successful Persistence test at half their normal Persistence percentage provides a bonus of **four** times the Capability's critical range.

Only one augmentation method can be chosen to work at once. It is impossible to combine Hero Points and Persistence rolls to gain a vastly boosted bonus.

So, in the God Learner Diplomat example, our hero could gain up to 16% as a bonus to his Influence or Lore (Diplomacy) skills. By spending a Hero Point he could gain +24%; by making a successful Persistence test roll against his halved Persistence of 25%, he could gain +32%.

Specific Capabilities offer bonuses to specific skills as per the following table.

Authority Skill Bonuses Table

Capability	Skills
Commerce	Evaluate, Influence, Lore (Economics), Lore (Trade), Streetwise
Culture	Artistic Expression, Courtesy, Dance, Influence, Lore (Arts or Cultural Arts), Lore (World)
Diplomacy	Courtesy, Influence, Lore (Diplomacy), Lore (Philosophy), Oratory
Dogma	Influence, Lore (Philosophy), Lore (Specific Theology)
Espionage	Evaluate, Influence, Lore (Local Knowledge), Lore (Psychology), Lore (World), Perception
Government	Influence, Lore (Politics), Lore (World), Oratory, Perception
Loyalty	Influence, Lore (Politics), Lore (World), Oratory, Perception
Magic	Common Magic, Lore (Specific Theology), Manipulation, Pact, Sorcery Grimoire, Spirit Binding, Spirit Walking
Technology	Engineering, Evaluate, Mechanisms
Warfare	Influence, Lore (Strategy and Tactics or Warfare), Survival

The bonus of authority applies to **all** applicable skills simultaneously; so, our God Learner diplomat would gain a bonus to Courtesy, Influence, Lore (Diplomacy), Lore (Philosophy) and Oratory. However, the Games Master is quite at liberty to rule that the bonus is not applicable to a qualifying skill if that skill is being used in a quite different way where the bonus of authority simply would not come to bear.

For example, the God Learner diplomat has a bonus of +16% to Courtesy, Influence, Lore (Diplomacy), Lore (Philosophy) and Oratory. In his dealings with the petulant king of Loskalm, his bonus is active for all of these skills. Later, at a private dinner, he is trying to impress a noblewoman of the city of Galastar with his knowledge of philosophy. The Games Master rules that, as this attempt to impress is clearly nothing to do with imperial God Learner business, his +16% bonus is redundant.

Duration of the Bonus

A bonus lasts only for the game session in which it is first applied. The Games Master may decide that the weight of authority is powerful enough to last for the entirety of a scenario or even a campaign, if circumstances dictate it, or rule that it needs to be recalculated for a new session.

For instance, the God Learner ambassador, at the private dinner in the previous example, turns his attention to the King of Galastar and tries to use his enhanced Lore (Diplomacy) once again. The Games Master rules that the King of Galastar



is a more wily adversary than the King of Loskalm and so the diplomat must re-prove his credentials: he must therefore reroll his Influence to re-establish them and continue using his authority bonus. Similarly, in the next game session, when the diplomat returns to his negotiations with the King of Loskalm, the Games Master rules that the petulant Losklami monarch has become somewhat inured to the diplomat's constant citing of God Learner imperial doctrine and must reroll his Influence to make his imperial credentials forceful again.

Multiple Bonuses

A character can combine potential bonuses from two separate Capabilities. For example, the diplomat already uses the weight of the empire's diplomatic power to enhance his own Lore (Diplomacy) skill but he could also attempt to draw upon the empire's Espionage Capability to further enhance it. This is permissible but the character must make a successful Influence test first to be able to combine the disparate weights of authority; furthermore, any attempt to combine bonuses in this way halves the value of the additional bonus.

Our diplomat already has a bonus of +16% to his diplomatic skills. As negotiations with the King of Loskalm reach a particularly delicate stage, he states that he wants to use the empire's Espionage Capability as an additional bonus in order to demonstrate to Loskalm that the God Learners know of Losklami attempts to create an uprising in the Janube River States. The empire's Espionage Capability is 40%. He will need to make a successful Influence roll to draw upon the Capability and if successful, he will gain a bonus of +4% instead of the +8% he would gain if Espionage was the primary Capability being channelled. He may still spend a Hero Point to triple this bonus but the enhancement would be +12%, not +24%. The diplomat succeeds in his Influence test to establish the credibility of his Espionage knowledge and elects to spend that additional Hero Point. His combined bonus to Lore (Diplomacy) is now +28% (16 + 12)...

Skill bonuses derived from authority stack with any bonuses for circumstances. So, if a particular situation is rated as 'Easy' for its difficulty level, then the +40% bonus stacks with the authority bonuses. Conversely, a situation rated as 'Hard' would attract a -40% penalty.

Magic

Magical skills can derive authority bonuses in the same way as mundane skills. Here, the character is channelling both the magical reputation of the state and its innate magical capabilities for his own uses. Spell point costs remain unchanged, as do their effects; only the chance to successfully cast the spell is enhanced.

Where Divine Magic is concerned, agents of a state do not need to visit a temple or shrine to replenish spent Divine spells. Instead, they need only make a successful Lore (Specific Theology) test to regain the spell through concentrating on the inherent magical

New Heroic Ability: Supreme Executive Authority

Requirements: INT 15 or CHA 15 or higher, Influence 90% or higher

Hero Points: 12

You are the embodiment of your state or empire; a supreme agent – a legendary troubleshooter. The authority of your state surrounds you like a cloak and your very presence signifies that you channel the complete power of the state through your words, deeds and expressions. When abroad on state business, you *are* the state.

- You derive the minimum bonuses from your state's Capabilities as permanent bonuses. You need not make an Influence test to establish your credentials.
- Your name and reputation goes before you: Symbols of Authority are unnecessary; your name suffices.
- To stack multiple bonuses you must still succeed at an Influence test and bonuses are still at half their normal value.

energy of the state. Note that this is only permissible when the character is working specifically on state business. It does *not* apply if the character is acting solely on personal or cult business.

IMPERIAL PROFESSIONS

This section describes several new professions relating to offices of state and empire. Beginning RuneQuest characters may take these professions but they may prove to be better suited to Non-Player Characters.

Ambassador

Cultural Background: Civilised, Mariner, Noble

Common Skill Bonuses: Influence +30%, Choose one from: Lore (Regional) +10%, Perception +10%

Advanced Skills Pick One from: Courtesy, Language, Lore (Bureaucracy), Lore (Customs), Lore (Diplomacy), Lore (Government), Lore (Philosophy), Oratory

Ambassadors are diplomats who represent a sovereign state and operate on foreign soil. Their task is to promote and speak for the interests of the state and, in this capacity, have the necessary Symbol of Authority to channel the powers of their motherland or empire. Ambassadors are provided with a base of operations in the



country where they are posted (an embassy), which is considered to be territory belonging to the ambassador's country or power – not that of the sovereign power. Ambassadors are traditionally exempt from the rules and laws of the country in which they serve but are expected to abide by them nonetheless. If a law is transgressed however, the ambassador may plead diplomatic immunity and retire to his embassy to avoid the legal consequences.

Counsellor/Politician/Senator

Cultural Background: Barbarian, Civilised

Common Skill Bonuses: Evaluate 10%, Influence 15%, Perception 5%

Advanced Skills: Oratory. Pick One from: Courtesy, Lore (Administration), Lore (Bureaucracy), Lore (Government), Lore (Law)

This group of professions represents those who make a career out of politics, either as the adviser to a clan chief, as a local politician or as a politician at a national level, such as a senator. They understand and can formulate policy and anticipate its consequences. They understand the needs of the ruling power and can help guide them to specific or selfish ends. They are expert debaters used to the cut and thrust of the political arena and can, if the mood takes them, become superb assassins of character and reputation. Every politician has an eye on re-election or maintaining the confidence of the populace in order to hold on to power. Votes and public opinion matter, but not as much as the *position* itself.

Emperor

Cultural Background: Barbarian, Civilised,

Common Skill Bonuses: 1H Weapon 10%, 2H Weapon 10%, Influence 30%, Perception, Ride

Advanced Skills Pick Two from: Artistic Expression, Courtesy, Dance, Lore (Empire), Lore (Government), Lore (Royalty), Lore (Traditions), Oratory

Special

Heroic Ability: Supreme Executive Authority

Emperors rule over nations – not just their own but all the dominions of their Empire. The position may derive from royal authority but often emperors are those who have engineered circumstances to place themselves in the supreme position of power. As with kings and queens, monarchs are surrounded by the apparatus of government and may leave much of the daily work to those with a higher degree of competence in the mundane administration that accompanies empire but every emperor must be informed and wise to the happenings of empire. Most emperors harbour some form of ambition, be that further expansion, cultural

proliferation, reform or a more academic leaning. Historical examples of emperors show that these extraordinary individuals are a combination of all these ambitions – and just as flawed as any commoner.

Imperial Governor

Cultural Background: Civilised, Noble

Common Skill Bonuses: Influence +20%, Persistence +10%

Advanced Skills Pick Two from: Courtesy, Language, Lore (Administration), Lore (Bureaucracy), Lore (Government), Oratory, Survival

Imperial governors are appointed to rule over a province or dominion, representing the empire's needs and wishes. They may rule directly or via a local ruler, acting as both a benevolent dictator and a councillor (depending on the nature of the dominion). The governor is accountable to the ruling body of the empire and usually serves a fixed tenure – although this can be extended depending on the governor's ability and successes. Imperial governors have a complete administration at their disposal: bureaucrats, diplomats, counsellors and so on. The heads of the armed forces in the dominion are the governor's responsibility but his commands can be countermanded by the ruling power and he must usually seek full ratification before undertaking major military actions.

Monarch (King or Queen)

Cultural Background: All

Common Skill Bonuses: 1H Weapon 10%, 2H Weapon 10%, Influence 30%, Ride

Advanced Skills Pick Two from: Artistic Expression, Courtesy, Dance, Lore (Government), Lore (Royalty), Lore (Traditions), Oratory

Special

Heroic Ability: Supreme Executive Authority

The king or queen of a realm who holds their place through accident of birth and right of succession to the throne. Monarchs often believe themselves to have a divine right to rule (and some may have). A monarch might be a functioning head of state or simply a ceremonial position with little influence over the making of legislation and daily government but their influence is always powerful. A monarch might be groomed from birth for the role, or find himself in it through a quirk of fate – whichever the path to power, a steep learning curve comes with the responsibility. Every monarch is surrounded by counsel, both wise and foolish, altruistic and self-serving. On his shoulders rests the name and reputation of the realm, even though its actual governance is beyond his reach or outside his competence.



SAMPLE EMPIRES

This chapter provides *RuneQuest Empires* statistics for four empires: the God Learners and the EWF from Glorantha, Elric's Bright Empire and Imperial Rome. The reason is twofold: to demonstrate the mechanics as explored in the early part of this book, in order to show Games Masters and players how to structure states and empires; and also to provide Games Masters who host campaigns in the Glorantha and Elric of Melniboné settings with the appropriate details for running these empires as part of their campaigns.

A brief introduction is provided for each empire, followed by its Imperial Roster which shows the Imperial Seat and the dominions of that empire. The SIZ of the Imperial Seat is given in parentheses, alongside the total SIZ of the empire.

GLORANTHAN EMPIRES

Glorantha's Second Age is dominated by two empires: the God Learner Empire of Jrustela and the draconic-worshipping Empire of Wyrms' Friends. Both empires are comparable in size but radically different in philosophy.

God Learners

The Middle Sea Empire of the God Learners is devoted to conquest, religious homogenisation and the pursuit of a single, unified mythology that ties together all disparate religions, myths and their supporting magical systems, into a unified whole – the celebrated Jrusteli Monomyth. The God Learners revere the Invisible God and his prophet, Malkion and structure their ideologies and strategies according to the tenets of their one, holy text, The Abiding Book.

For the God Learners empire is about absorbing competing religions through the understanding of their myths which can then be manipulated to the ends of their own religion, Malkionism. God Learner magic is sorcery: the codified manipulation of both reality and the Other World through magical formulae. The God Learners are arrogant, intolerant and powerful. Even those religions that embrace the Invisible God in subtly different ways are subject to conquest and the God Learner view of Malkionism is considered to be the only true path to Solace and Glory.

EWF

An empire based on esoteric mysticism, the EWF seeks to transform itself and all within it, into a single, vast dragon that will transcend the mortal plane and, in so doing, cause Glorantha to experience complete transcendence itself. The EWF studies the draconic teachings and magic of the mystical dragonewts and the myths and magic of the True Dragons themselves. It is more tolerant of other religions and cultures than the God Learners, since it believes that every religion and culture has a draconic aspect that, when fully proven to its adherents, assures conversion to a fully draconic path.

The EWF is therefore a proselytising, mystical religion but is just as militaristic as the God Learners. Where the God Learners have powerful sorcery, the EWF has its strange draconic magic and two sets of powerful leaders; the Guiding Council, which is on the path to draconic transcendence but retains its humanity; and the Eternal Dragon Ring, which is a small band of mystics who have attained a degree of draconic transcendence that gives them immense magical power.

GOD LEARNER IMPERIAL ROSTER

	Imperial Seat		Dominions		
	Jrustela	Seshnela	Fronela	Slontos	Western Ralios
MIL	15	14	13	11	12
LAW	18	17	14	13	16
SIZ	61 (11)	15	17	13	15
COM	18	17	11	14	15
REL	19	17	14	14	12
WTH	22	13	10	12	14
Population	2.25 million (Jrustela); 15.75 million total	3.25 million	3.75 million	2.75 million	3.25 million
Initiative	17	16	12	13	14
Military Damage	1D10	1D10	1D10	1D8	1D8
Commerce	95%	61%	54%	42%	66%
Dogma	112%	74%	79%	56%	48%
Espionage	75%	30%	32%	41%	55%
Government	84%	65%	38%	40%	41%
Warfare	108%	73%	61%	49%	41%
Magic	102%	88%	72%	65%	65%
Culture	71%	70%	67%	62%	43%
Technology	41%	20%	23%	24%	31%
Diplomacy	31%	28%	31%	42%	39%
Loyalty	100%	96%	45%	52%	75%
Magical Effects					
	<i>Bonds of Loyalty</i>	<i>Enhance (LAW)</i>	<i>Damage Limitation</i>	<i>Bonds of Loyalty</i>	<i>Enhance Culture</i>
	<i>Damage Enhancement (2)</i>	<i>Minor Curse</i>	<i>Divine Blessing</i>	<i>Seasons of Plenty</i>	<i>Minor Curse</i>
	<i>Damage Limitation (1)</i>	<i>Tapping</i>			
	<i>Divine Blessing</i>				
	<i>Tapping</i>				

EWF IMPERIAL ROSTER

	Imperial Seat			Dominions		
	Dragon Pass	Dara Happa	Votankiland	Darjin	Rinliddi	Eastern Ralios
MIL	17	16	10	12	13	12
LAW	19	18	7	12	14	16
SIZ	69 (18)	17	8	14	12	15
COM	19	17	6	10	17	15
REL	18	18	12	11	14	12
WTH	17	16	9	10	11	14
Population	2.25 million (Dragon Pass); 16.25 million total	3.75 million	1.5 million	3 million	2.5 million	3.25 million
Initiative	19	17	8	11	15	14
Military Damage	1D12	1D12	1D8	1D8	1D10	1D8
Commerce	74%	81%	24%	44%	38%	54%
Dogma	102%	116%	29%	75%	56%	62%
Espionage	87%	33%	22%	46%	21%	43%
Government	75%	81%	21%	68%	46%	36%
Warfare	102%	84%	36%	54%	38%	41%
Magic	98%	85%	47%	71%	63%	76%
Culture	66%	90%	20%	66%	24%	43%
Technology	24%	20%	15%	20%	18%	31%
Diplomacy	62%	32%	23%	41%	22%	28%
Loyalty	100%	50%	46%	65%	60%	78%
Magical Effects	Negation (Dogma)	Divine Blessing	Minor Curse	Seasons of Plenty	Characteristic Blessing	Supernatural Army
	Supernatural Army	Enhance (Warfare)				



ELRIC'S BRIGHT EMPIRE

The Bright Empire of Melniboné lasted for 10,000 years and utterly dominated the region of the world that later came to be known as the Young Kingdoms. It began as a relatively peaceful trading empire but when Melniboné allied itself with the Lords of Chaos, it became an empire of conquest, harnessing its dragons and sorcery to subjugate and then dominate the surrounding nations.

At its height, the Bright Empire included the lands of the Unknown East but this was in the latter days of its rule. A rival empire, that of the Dharzi, swept in from the far east and waged war against Melniboné. Finding itself pitted against a foe that was almost its equal in terms of sorcery, Melniboné was forced to fight for its very existence.

Melniboné prevailed but at great cost. Its resources spent, it began to lose grip of its dominions, beginning first in the nation of Lormyr and then then spreading along the southern continent as Lormyr forged its own, small, short-lived empire. Other nations attained their own independence as Melniboné was forced to retreat to its island capital of Imrryr. Soon the northern nations of Vilmir and Ilmiora achieved their own independence, and, eventually, so did the nations of the western continent. By the time Elric comes to power as 428th Emperor of the Ruby Throne, little remains of the Bright Empire, although Imrryr's great might and position as the greatest port in the world still causes some nations to shudder.

The Bright Empire Imperial Roster portrays the empire as it is about 300 – 400 years before Elric's birth (about 600 years after the war with the Dharzi). Lormyr is strong enough to challenge its neighbours and Imrryr itself and the smaller nations of the soon-to-be Young Kingdoms have established their own identities but are still held within Imrryr's power.

Note that Imrryr is the only state with any defined Magical Effects. Only Melniboné could truly understand and control sorcery so whilst all the Young Kingdoms dominions have a Magical Capability, this is for defence only and based on their own, cobbled-together understanding of magic.

ROME

The mightiest empire of the ancient world, this is Rome in the first century AD, a period when it had over 40 dominions and provinces.

The Empire itself grew dramatically in the first century; from Augustus to the time of Trajan (98–117 AD), Rome acquired more of northern Africa, most of Great Britain, parts of Germany, eastern Europe around the Black Sea, as well as Mesopotamia and the northern part of the Arabian peninsula. Domestically, Rome struggled with its new institution of quasi-monarchical rule. Augustus had declared himself *princeps* – 'first among equals,' but subsequent emperors called themselves either Caesar, to indicate descent from the royal house, or *imperator*, since they derived their power from the imperium over Rome and the military. The institution became more monarchical after Augustus's death; Augustus had been elected by the Senate and this practice remained but, in truth, the early emperors were simply hand-picked by the current emperor.

The first emperors of Rome were all from the Julian line. Augustus was immediately succeeded by Tiberius (emperor 14–37 AD), who was followed by Gaius, nicknamed Caligula (37–41), Claudius (41–54 AD) and Nero (54–68 AD). Tiberius and then Caligula demonstrated how arbitrarily power could be wielded by the emperor; Caligula, in particular, is infamous throughout Roman history for his cruelty and insane behaviour. The imperiate of Caligula, however, demonstrated how the emperor's rule was based on sheer military power; after the assassination of Caligula in 41 AD, the Praetorian Guard found Claudius cowering in the palace and declared him emperor. All vestiges of Republican rule had been removed.

This period saw the widespread exporting of Roman culture, government and law. The Romans actively built up large urban centres throughout the Empire and granted these cities all the rights and privileges granted to Romans. These cities were ruled by the upper classes who, as a result, grew increasingly loyal to the emperor. At the same time, Rome began to exercise more control over these municipalities; unlike earlier empires which were more or less loose confederacies, the Roman Empire was converted into what amounted to a single state under the centralised control of a Roman bureaucracy.

In the following rosters, some imperial provinces have been conflated (Germania, for example) for space reasons. Populations are given in millions, unless otherwise stated (750k for 750,000, for example).



ROME

Imperial Seat

Dominions

Rome	Britannia	Gaul	Hispania	Germania	Raetia	Italia	Noricum	Pannonia	Dalmatia	Dacia	Moesia
MIL	8	13	11	7	6	12	6	7	9	10	16
LAW	8	11	11	16	16	9	6	9	13	14	9
SIZ	6	12	13	13	7	10	13	15	7	12	5
COM	12	13	11	11	13	11	8	13	13	12	6
REL	10	11	10	15	11	6	12	14	9	10	17
WTH	14	15	10	9	8	6	12	9	7	7	8

Population 1 million (Rome) 1 2.25 3 3 3 1.25 1.75 3 3.75 1.25 2.25 750k

Initiative 18 10 13 11 9 10 12 7 10 11 11 11

Military Damage 2D6 1D6 1D10 1D8 1D6 1D4 1D8 1D4 1D6 1D6 1D8 1D12

Commerce 84% 36% 61% 68% 60% 41% 59% 42% 63% 30% 69% 46%

Dogma 62% 38% 31% 31% 22% 61% 25% 43% 61% 24% 22% 44%

Espionage 55% 25% 33% 37% 66% 39% 59% 64% 51% 36% 50% 70%

Government 88% 31% 51% 22% 56% 38% 33% 48% 65% 32% 30% 58%

Warfare 115% 42% 56% 62% 59% 45% 66% 23% 23% 56% 22% 47%

Culture 87% 25% 36% 20% 32% 47% 68% 50% 38% 67% 39% 38%

Technology 62% 14% 21% 24% 63% 53% 56% 53% 66% 55% 47% 50%

Diplomacy 75% 26% 28% 23% 52% 34% 70% 33% 39% 39% 31% 20%

Loyalty 100% 51% 74% 66% 66% 47% 56% 35% 27% 29% 25% 60%

	Thracia	Macedonia	Epirus	Achaea	Asia	Bithynia	Galatia	Lycaenia	Lycia	Pisidia	Pamphylia	Cyprus
MIL	11	6	13	16	6	12	8	14	15	16	12	8
LAW	8	15	8	10	16	14	10	12	12	13	14	9
SIZ	9	11	10	5	15	8	5	6	7	6	5	4
COM	13	10	6	12	8	10	8	8	12	7	10	6
REL	7	6	10	13	7	9	17	17	8	10	16	14
WTH	14	7	16	15	13	12	14	13	8	10	16	8
Population	1.5	2	1.75	750k	3.25	1.25	500k	1	1.25	1	500k	250
Initiative	12	8	10	14	14	11	8	12	14	12	11	7
Military Damage	1D8	1D4	1D8	1D12	1D4	1D8	1D6	1D10	1D10	1D12	1D8	1D6
Commerce	65%	47%	66%	58%	44%	54%	38%	58%	25%	67%	49%	62%
Dogma	24%	50%	43%	50%	38%	51%	66%	22%	56%	50%	56%	48%
Espionage	67%	43%	27%	35%	59%	66%	53%	62%	42%	43%	31%	42%
Government	57%	61%	38%	37%	38%	52%	57%	53%	60%	70%	22%	25%
Warfare	49%	55%	36%	20%	30%	59%	27%	64%	70%	47%	62%	34%
Culture	59%	55%	49%	34%	67%	29%	50%	46%	52%	61%	40%	44%
Technology	23%	32%	52%	48%	40%	63%	23%	62%	46%	63%	68%	25%
Diplomacy	62%	49%	28%	52%	61%	39%	65%	28%	47%	27%	48%	31%
Loyalty	27%	56%	63%	69%	61%	28%	52%	35%	47%	26%	67%	50%



	Cilicia	Cappadocia	Pontus	Armenia	Sophene	Osroene	Commagene	Assyria
MIL	8	6	12	10	7	6	10	7
LAW	9	16	10	11	7	15	13	10
SIZ	5	6	7	7	9	6	5	12
COM	10	13	13	13	8	8	10	8
REL	14	16	15	15	16	13	17	10
WTH	7	9	14	10	9	15	15	6

Population	500k	1	1.25	1.25	1.5	1	750k	2.25
------------	------	---	------	------	-----	---	------	------

Initiative	9	10	13	12	8	7	10	8
Military Damage	1D6	1D4	1D8	1D8	1D6	1D4	1D6	1D6

Commerce	62%	47%	67%	53%	52%	64%	63%	38%
Dogma	35%	69%	55%	20%	64%	68%	64%	46%
Espionage	68%	68%	51%	40%	62%	36%	57%	56%
Government	37%	31%	63%	24%	43%	44%	60%	38%
Warfare	20%	66%	60%	42%	65%	23%	31%	29%
Culture	44%	60%	25%	31%	52%	36%	63%	45%
Technology	69%	54%	53%	56%	29%	27%	57%	24%
Diplomacy	30%	23%	27%	66%	42%	21%	51%	55%
Loyalty	22%	39%	29%	54%	40%	29%	59%	31%

	Mesopotamia	Syria	Judaea	Arabia Petraea	Egypt	Cyrenaica	Numidia	Africa	Mauretania
MIL	14	13	7	8	14	16	12	12	15
LAW	9	6	10	16	16	15	6	6	9
SIZ	9	6	12	17	12	6	9	16	5
COM	9	8	11	11	11	6	9	7	6
REL	15	9	6	17	12	11	6	9	15
WTH	11	6	6	13	17	9	7	6	6
Population	1.75	1	2.25	3.75	2.25	1	1.75	3.5	750k
Initiative	12	11	9	10	13	11	11	10	11
Military Damage	1D10	1D10	1D6	1D6	1D10	1D12	1D8	1D8	1D10
Commerce	41%	69%	69%	57%	27%	53%	45%	55%	35%
Dogma	24%	31%	49%	48%	46%	65%	28%	33%	68%
Espionage	61%	27%	27%	62%	45%	63%	46%	28%	69%
Government	48%	68%	26%	64%	65%	28%	68%	47%	69%
Warfare	61%	30%	43%	23%	20%	34%	20%	67%	59%
Culture	46%	35%	28%	32%	26%	36%	38%	34%	67%
Technology	52%	25%	56%	35%	49%	49%	33%	49%	26%
Diplomacy	29%	51%	47%	54%	58%	54%	53%	59%	66%
Loyalty	55%	24%	29%	52%	48%	55%	36%	63%	55%

INDEX

- Advanced Capabilities 10
Aggressive Conquest 18
Ambassador 115
Aristocracy 13
Attempted Conquest 4
Attitude 14
Attributes 7
Autocracy 13
Autumn 106
Barbarian 11
Battle Encounters 43
Boasting 110
Bright Empire Imperial Roster 121
Buildings 94
Calculating Renown 110
Capabilities 9
Casting Magic 52
Castles 98
Characteristics 6
Civilised 11
Coerced Annexation 4
Commerce (WTH+SIZ) 9
Communication (COM) 6
Costs of Religion 52
Costs of War 33
Counsellor/Politician/Senator 116
Cultural Backgrounds 11
Cultural Events 20
Culture (COM+10) 10
Damage 38
Death on the Battlefield 44
Decide Objective of Battle 35
Declaiming 112
Defining Empires 16
Democracy 13
Despotism 13
Determine Initiative 35
Determining Characteristics 7
Diarchy 13
Diplomacy (COM + LAW) 10
Diplomatic Missions 78
Dogma (REL+LAW) 9
Economic Events 22
Elric's Bright Empire 120
Emperor 116
Empires and Collapse 30
Espionage (COM+WTH) 9
Espionage Missions 80
Events 19
EWF 117
EWF Imperial Roster 119
Expenses 92
Factions Defined 57
Free Capability Points 14
Gerontocracy 13
Gloranthen Empires 117
Glory 44
God Learner Imperial Roster 118
God Learners 117
Government 12
Government (LAW+COM) 9
Guilds 66
Guild Types 67
Imperial Capabilities 17
Imperial Characteristics 17
Imperial Governor 116
Imperial Influence 16
Imperial Military Aid 29
Imperial Positions 90
Imperial Professions 115
Imperial Seats 16
Improving Characteristics 16
Improving States 15
Income 92
Influencing Influence 112
Initiative 8
Injuries 77
Insurrection 44
Insurrection Damage 45
Law (LAW) 6
Lordly Year 100
Loyalty (LAW + COM) 11
Magic 52
Magic and Powers 70
Magic (REL+SIZ) 10
Making War 28
Maritime 12
Meritocracy 13
Military Damage 7
Military Events 23
Military Strength (MIL) 6
Mission Structure 75
Mission Types 75
Monarch (King or Queen) 116
Monarchy 13
Myths 49
Nature Events 24
Noble Cultural Background 91
Noble Standing 93
Noble Titles 89
Obligations and Deficits 71
Organisations 57
Passive Conquest 18
Peaceful Religious Domination 51
Plutocracy 13
Political Missions 82
Political/Religious 25
Population 8
Preparing for War 33
Primitive 12
Punishments and Sanctions 68
Religion and Dogma 48
Religion (REL) 6
Religious Domination 49
Religious Missions 83
Republic 13
Resolve the Battle 35
Rewards and Penalties 77, 88
Rome 120, 122
RuneQuest Adventurers in Warfare 41
Runes 55
Size (SIZ) 6
Skill Bonuses 114
Spring 103
Summer 104
Surrender 38
Symbols of Authority 113
Technology (LAW + WTH) 10
Temperament 14
Theocracy 13
Time Cycle and Events 19
Trade Missions 86
Translation of Power 113
Tribute and Taxes 28
Uncoerced Annexation 4
Using Renown 110
Victory and Defeat 40
Waging War 35
Warfare (MIL+REL) 9
Warfare Timescales 32
Wealth 26
Wealth and Wealth Points 19
Wealth Deficit 27
Wealth Surplus 27
Wealth (WTH) 7
Winter 102