

...is a lozenge-shaped bubble of stability floating in an endless sea of hostile, unthinking Chaos. Magic is common, and gods are everywhere; almost everyone gains magic by following the cult of a particular god.

Among the gods of Glorantha are: *Orlanth*, self-titled King of the Gods; *Humakt*, warrior god of Honor and Death; *Chalana Arroy*, the Healer whose followers are sworn to non-violence; *Issaries*, god of traders; *Aldrya*, goddess of plants and elves; *Eurmál* the Trickster; *Yelmálio*, son of the Sun, god of soldiers; the *Storm Bull*, god of frenzied anti-Chaos berserkers; *Kygor Lytor*, the Troll mother-goddess; and *Lhankor Mhy*, god of Knowledge. There are many others.

**Chaos**...threatens the entire universe. All right-thinking folk hate and fear it. Some gods and evil races embrace Chaos, however. These include *Scorpion Men*, hideous giant insect-centaurs with poisonous stings; *Broo*, horribly diseased goat-men who are the epitome of Chaotic evil; and *Ogres*, handsome sharp-toothed cannibals who walk among men and try to breed with unsuspecting human women.

**Magic**...exists in many forms. Most common is *Spirit Magic*, which is either instant or lasts for five minutes; useful, but not very strong. They are cast using magic points, which regenerate over the course of a day. *Rune (Divine) Magic* comes from the gods, and is very powerful but expensive; a permanent part of the worshiper's soul is sacrificed to get it. For Initiates it is one-use. Priests and Rune Lords must pray in a temple to renew their Rune spells.



# To Kill A Monster

## A RuneQuest/Glorantha scenario

## The Trader

Sharp-eyed and clever-tongued, you travel through the world finding friends, bargains, and odd magic. A jack-of-all-trades, always looking for a different angle.



## How to Play

These are simplified RuneQuest 3 rules.

**Skills:** Skills are represented by numbers ranging from 1 to 100. To use a skill in a stress situation, you must roll percentile dice equal to or less than your skill. Example: Your Jump skill is 45%. When chasing a thief across the roofs of a big city, you find that he has jumped over a large gap ahead of you. In order to continue pursuit, you must roll percentile dice and get a result of 45 or less. If you roll 05% or less, the result is a *critical*; you automatically succeed and may get an extra benefit (for example, in combat a critical blow does more damage. If Jumping, you might catch up with the thief in a single bound or at least gain on him). If you roll higher than your skill, you fail; in the case of the Jump, a 46 or higher would mean that you would not make the jump successfully. Whether or not you'd fall on the roof or down to the ground depends on luck. If you roll a 96 or higher, you may have fumbled. The result of a fumble is usually disastrous.

Skills can increase from use, training, or research. If you successfully use a skill in a meaningful situation, it has a chance to go up later.

**Combat:** Combat takes place in *strike ranks*; there are ten in each combat round. The lower your strike rank, the sooner you can attack. An attacker rolls against their weapon attack skill; if they succeed, they hit. The defender rolls against their weapon parry skill or their Dodge skill, in order to either block the blow or get out of the way.

If a defender is struck without a successful parry or dodge, they are damaged. The attacker rolls damage (your specific dice are indicated on the next page). The armor worn by the defender is subtracted from the damage. Thus if Ruric the Attacker does 7 points of damage, and Signy the Defender is wearing 5-point chainmail, Signy takes 2 points of damage. Once your total hit points are down to zero, you are unconscious.

**Characteristics:** These are the basic qualities of a character. They are: *Strength, Constitution, Size, Intelligence, Power* (your spiritual strength, reflecting your ability with magic and your luck in general), *Dexterity*, and *Appearance*. All range from 3 - 18 (3d6) for humans, except for Size and Intelligence which range from 8 - 18 (2d6 + 6). Power is unique in that it can increase from normal use. If you cast a spell and overcome a powerful enemy, your Power may increase.

**Magic:** Spirit Magic is powered by *Magic Points* (MPs). These are equal to your Power characteristic. You regenerate your Power's worth of magic points over 24 hours. Example: Bob has a Power of 12. He therefore has 12 magic points. He casts a 4-point spell, temporarily reducing his MPs to 8. This decreases his chance to resist hostile magic, and to overcome others. Over the next 2 hours, though, his magic points will regenerate back to his maximum of 12. If your magic points reach zero, you are unconscious. Spirit Magic can be cast repeatedly if you have sufficient magic points. If the cost is in parentheses it is invariable; it always costs exactly that many magic points to cast the spell. If not, the spell is variable and can be cast at any level of power up to the maximum, with MP cost and effect corresponding. Example: Bob knows the Heal 4 spell. He may cast it at 1, 2, 3, or 4 points, healing 1 point of damage per point and spending 1MP per point. Spirit magic spells with a non-permanent effect last 5 minutes.

Magic points are used for overcoming and resisting enemies with magic. When you cast a spell on an enemy or must resist a spell cast on you, consult the GM to determine the result.

Rune Magic is acquired by sacrificing permanent points of your Power *characteristic* (expensive!). It is gained from the gods. It can be cast quickly, is very powerful, and (mostly) doesn't require magic points, but it is one-use only for Initiates. Rune Lords and Priests must pray for a full day in their temple for each point of Rune Magic they wish to renew. Temporal (non-permanent) Rune spells last 15 minutes.

Sorcery and other strange magics exist in the world, but they are very disreputable in this area.



## The Trader

Character: \_\_\_\_\_ Player: \_\_\_\_\_

**Characteristics:** Strength: 13 Constitution: 18 Size: 14 Intelligence: 16  
Power: 15 Dexterity: 15 Appearance: 15

Personal Magic Points: 15, Hit Points: 16

**Skills:** Bargain 99, Climb 50, Carpentry 60, Dance 45, Dodge 80, Evaluate 99, Fast Talk 99, First Aid 25, Hide 50, Human Lore 80, Jump 65, Listen 60, Scan 75, Search 55, Sing 50, Sneak 50, Speak Own 80, Speak Other Languages 40, World Lore 70

**Spells:** Spirit Magic: Bladesharp 2, Befuddle (2) Disrupt (1), Glue (4), Heal 2, Mindspeech 3, Mobility 2

Rune Magic (reusable): Create Market (x1), Lock (x2), Passage (x1), Path Watch (x2), Spell Trading (x3), Spirit Block (x1), Warding (x2)

Traded Rune Magic (all x1 - one-use only): Summon Wraith, Attract Attention, Breathe Water, Dismiss Magic, Shield, Truesword

### **Weapons:**

Broadsword: Attack 70, Parry 75, Dam. 1D8+1+1D4, AP 10, SR 6

Target shield: Parry 75, Armor Points 12

Longbow: Attack 70, Damage 1D8+1, Range 90/275 meters

**Armor:** ringmail + leather (6 points)

**Possessions:** dagger, 3 wineskins, magic bowl, 4 Fireseeds (each temporarily increases Power by 1d4 for an hour), mule, 16 carved wooden arm-rings from Prax, ball of tails, 18 gold wheels, 700L of assorted trade goods, 55 silver coins, 65 coppers, horse, backpack, food.

**Description:** The world is a wonderful place, particularly for a Master Trader of Issaries. You know the secret of the world: travel far and trade freely. As you wander the world with your friends, you find many opportunities to help people get what they need or want, while making a tidy profit yourself. True, there are dangers. But friends and your own strong arm suffice to fend off the perils of the open road. When you come down to it, most people are friendly at heart. For those who aren't, all you can do is pass them by and look for the next friend.

Your Spell Trading Rune spell has enabled you to pick up several unusual magics. You're not entirely sure what they do, but they should be interesting.

Your magic bowl heats any food placed into it for a cost of 1 MP.

You have a companion on the road, the allied spirit whom Issaries has given you: Buck, the mule. He is Size 21, INT 15, Power 14. He is your true friend. You can see through his eyes at need by simply concentrating. He knows many spells, and the two of you share a permanent Mindlink: you can use his spell knowledge and magic points, and he can use yours. He knows the spirit spells of Detect Water (1), Ignite (1), Repair (3), Light (1), Second Sight (3), Shimmer 2, and Vigor 4. If you are injured, he will heal you and try to protect you. His skill with his kick (SR 5) is 70%, and does 3d6 damage. His bite (SR 7) is 75%, doing 1d6+1d4.