Advanced RuneQuest

THIRD EDITION

2nd VOLUME

AUTHORS

Steve Perrin, Greg Stafford, Lynn Willis,
Sandy Petersen, Steve Henderson,
Warren James

Advanced RuneQuest

AUTHORS

Steve Perrin, Greg Stafford,
Steve Henderson, Lynn Willis,

EDITORS

Yurek Chodak, Sherman Kahn,
Charlie Krank, Sandy Petersen

ADDITIONAL MATERIAL AND PRODUCT DESIGN

Paul Cockburn, Alan Merrett

COVER ART

Ken Kelly

INTERNAL ART

Tony Ackland, Dave Andrews, Nick Bibby,
John Blanche, Frank Brunner,
Angus Fieldhouse, David Gallagher,
Jez Goodwin, Bill Houston, Ken Kelly,
Pete Knifton, Martin McKenna, Ian Miller,
Wil Rees, Colin Sullivan, Nick Williams

& PRODUCED BY THE GAMES WORKSHOP DESIGN STUDIO

Da Boss: Bryan Ansell;
Studio Manager: Richard Ellard; *Production
Manager:* Alan Merrett; *Projects Manager:*
Paul Cockburn; *Development Manager:*
Jervis Johnson; *Art Manager:* John Blanche;
Graphic Design: Charles Elliott, Bill Sedgewick;
Production Assistant: Anthony Barton;
Visualising: Mark Craven; *Designers/
Developers:* Jim Bambra, Mike Brunton, Graeme
Davis, Phil Gallagher, Rick Priestley; *Artists:*
Tony Ackland, Dave Andrews, Colin Dixon, Sid;
Photography: Phil Lewis; *Typesetting:* Lindsey de
le Doux Paton, Dale Grantham; *Finished Artists:*
Ruth Jeffery, Paul Freeman, Nick Ord, David
Oliver, Joanne Podoski, Richard Wright, Tony
Osborne, Hazel Horne, Alan Daly;
Administration: Margaret Collishaw, Annette
Faulkner, Susan Smith.

PREFACE

With the arrival of **Advanced RuneQuest**, roleplayers who were
astonished by the remarkable value and quality of the Basic Game
will be even more astonished by the depth and vitality of the fuller
version of the game. Advanced RuneQuest adds many additional
features to the game, expanding its excitement, providing more
support for GameMasters and developing new areas for players to
explore. Inside, you will find additional rules and source material
for character backgrounds; rules for special combat situations;
more background and careers for spellcasters, and many more
spells; general assistance for GameMasters in creating encounters
and adventures; rules for sea-borne adventuring; a complete starter
adventure; and a section of pull-out game aids.

When you bought the basic RuneQuest Fantasy Roleplaying
Adventure, you opened a key into a roleplaying game of many
possibilities. With Advanced RuneQuest, many more of those
possibilities open up, and you'll find you have a complete system
to deal with almost any kind of fantasy adventure setting.

And this is still only the beginning...

Games Workshop

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Contents are broken into Main Sections, Sub-sections and topics.

Ancient Map of the Western World. Korybos was a citizen of one of the great Mare Internum cultures—as is evident from the coastal detail in that region. Beyond Hispania in the west and the Sinus Persicus in the east his accuracy falters. The efforts of hardy explorers continually add to the wealth of the Temples of Knowledge.

Terra incognita

Thule

Hibernia

Semita Malae

Rhipaei M.

Albion

Londinium

Scandia

SCYTHIA

Tanais

Sarmatia

Germania

Gallia

EUROPA

Rha

Burdigala

Mare
Caspium

Sogdiana

Ister

Alpes

M. Caucasus

Oxus

Hispania

Massilia

Byzantium

Pontus Euxinus

Parthia

Roma

Italia

Armenia

Tigris

Media

Ecbiana

Gades

Euphrates

Caeserea

Mauretania

Mare

Carthago

Athenae

Antiochia

Susa

Persepolis

Persis

Cerne

Internum

Alexandria

Tyrus

Sinus Persicus

Gaetuli

AFRICA

Cyrene

I. Fortunatae

Ammon

Nilus

Syene

Gerrha

ARABIA FELIX

Nigeria

Garama

L I B Y A

Gir

Niger

OCEANUS INDICUS

Daradus

Garamantes

Meroe

Sinus Arabicus

Muza

Adulis

Mosylon

Chariot of Gods

Astaboras

Dire

AETHIOPIA

Astapus

L. Coloe

Azania

AETHIOPIA

INTERIOR

Nilus

Sinus
Barbaricus

Agysymba

Nih Paludes

Rhapta

I. Manuthias

Ancient Map of the Western World

as drawn by Korybos of Tiana

Lunae Montes

Terra incognita

Introduction

In the sections that follow, *Advanced RuneQuest* contains many new ideas about this challenging and innovative game. Many of the sections expand on the information given in the basic *RuneQuest Fantasy Roleplaying Adventure* book, others present whole new areas for you to explore. In particular, GameMasters will find the sections on GameMastering, Scenario Aids and the actual ready-to-play adventure, *The Money Tree*, very useful in showing how the game should be played.

It is important to recognise that *Advanced RuneQuest* is not a game in itself. You cannot start a roleplaying game with this book alone - you must have at least one copy of the basic *RuneQuest Fantasy Roleplaying Adventure* book.

Because *Advanced RuneQuest* - ARQ as we will call it from now on - adds so much to the playing of the game, when you first try to introduce it you will find that you will need to read it carefully to understand the new ideas. You must also consider how you will introduce these ideas into your game if you have been playing the basic game for some time already.

For example, there are many more spells in this book than in the basic game. You could decide that these additional spells are rarer, and that they were not available to your players' characters when first they became adventurers. One-by-one, they might find access to these spells. Alternatively, you might decide that the time is ripe for you to start a new, fully-fledged campaign, and therefore you can introduce all the new ideas from the word go. Whichever you decide, remember that ARQ makes your game a much bigger affair, and that all the players will need to understand all the new options open to their characters. In time, it will help if all the players in your game have access to a copy of this book.

Note that this edition of the game has been produced from the boxed version published by Avalon Hill. Although care has been taken to remove references to separate books, etc, it may be that players will be confused reading of 'the Magic Book' or 'the Players Book'. Ignore all references to separate books, and refer instead to the relevant chapter of this volume, or the basic *RuneQuest Fantasy Adventure Roleplay* section.

Players who are familiar with Avalon Hill's boxed edition of RuneQuest will find that this volume has been largely drawn from what was called *Deluxe RuneQuest*. However, all the basic game information that has already been published in the basic *RuneQuest Fantasy Roleplaying Adventure* hardback has not been published again in this book.

Some new concepts are presented in full, with all the rules you will need to introduce them. Others refer the reader back to the basic volume for the main rules, but provide the additional rules to make the extra idea work. It should be clear enough at all times when the reader needs to refer to the basic rulebook as well.

Remember, all rules are played at the GM's discretion.

Determining Characteristics

RuneQuest accepts three methods (random, deliberate, or combined) for discovering an adventurer's characteristics. Unless the gamemaster rules otherwise, choose any one method for rolling up your first character.

Random Method: roll 3D6 for all characteristics except for Intelligence and Size: for those two characteristics, roll 2D6+6. Accept any number rolled as the characteristic.

Deliberate Method: this method does not use dice. Only use it to create human adventurers. You allot a total of 80 points among your adventurer's seven characteristics. This allows tailoring of the adventurer to your wishes, but fixes the total amount of his or her characteristics. An adventurer produced in this fashion must have a minimum INT and SIZ of 8 each; all other characteristics must be at least 6 each.

Combined Method: roll 3D6 for each characteristic (except SIZ and INT, for which roll 2D6+6). Then allot as desired up to 6 more points to your adventurer's characteristics. No human characteristic can total more than 18 after you have allotted the extra 6 points, nor may the total of all seven characteristics then exceed 91.

Culture: This refers to the four social archetypes listed in the table below. These notions are defined in the Previous Experience section of this chapter. Any ancient people, even with the most varying customs, will approximate one of the four types of culture. For your first adventurer, pick a Barbarian—most of the occupational previous experience in that culture should give you a good mix of weapons, skills, and magic, no matter what occupation is rolled. For future characters, roll 1D8 and consult the table below.

Culture Table

roll 1D8	resulting society
1	Primitive
2,3	Nomad
4,5,6	Barbarian
7,8	Civilized
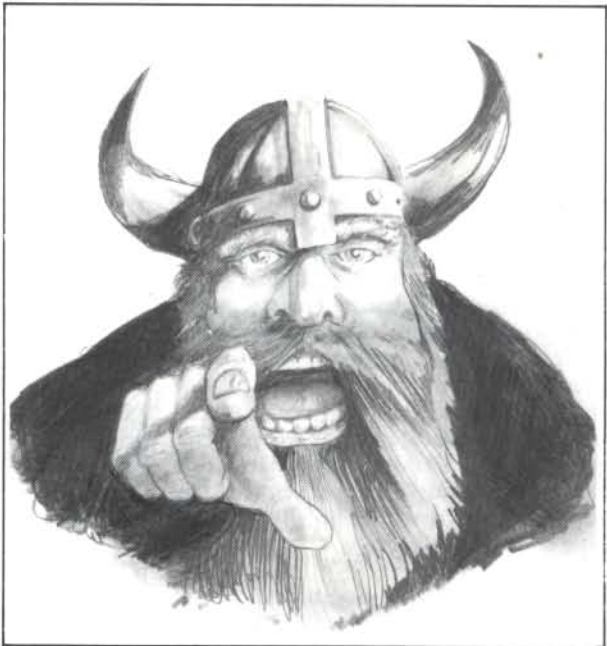
Entering Characteristics

Below are Cormac's "original" characteristics written on his adventurer sheet. You'll have noticed that the line above shows his "current" characteristics. Sometimes a characteristic will change from the original, and then the 'current' line should be used. Once any characteristic has changed, always use its current value, but never change or erase the original characteristic, because it still has significance.

Creating an Adventurer

Previous Experience For Your Adventurer

In this section, the GM and players have the option of creating even more detailed backgrounds for the characters in the game. The basic rulebook should still be followed to create the character, but players can use the Experience By Occupation rules to create a background for their characters which will shape the kind of skills and aptitudes they have. Characters will still come from one of the four main cultural backgrounds mentioned in the basic rules, but can now have their professional 'past' outlined by the occupations tables and descriptions. A character's culture and occupation will decide many of the skills, weapons and equipment with which he starts the game.

There are two previous experience systems that you can use to complete your *RuneQuest* adventurer. Use the first, the Quick Experience System, only with gamemaster approval, for it depends greatly on personal judgement and can be greatly abused. The second, Experience By Occupation, is the recommended system for both players and gamemasters.

Family background should have some influence on the development of all adventurers. You must create the adventurer's family and family history: are both parents alive? What were the grandparents, brothers, and sisters like? Were family relations good or bad? Were family members cruel, protective, kindly or absent?

Quick Experience System

This previous experience system will provide no cultural background for an adventurer — it merely provides an extremely fast method of giving a character some previous experience. The gamemaster will find this method useful for quickly generating NPC previous experience. He or she may also allow experienced players to use this method to generate or augment adventurers in the midst of a game. Players may use this previous experience generation system only with gamemaster approval.

Note: The Quick Experience System is the only one that was introduced in the basic rulebook. The Experience By Occupation system that follows is new.

Experience By Occupation

You already have been introduced to the four *Rune-Quest* cultures. Within each culture exists a varying number of occupations. Your adventurer grew up in a self-supporting family; while your adventurer grew.

The many occupations in this section are alphabetized within the cultural type, and are presented within the gray boxes that accompany the text of this chapter. One of these four cultures matches the one you wrote down on your adventurer sheet. A table at the start of the individual culture provides a random way to find your adventurer's parents' occupation (and hence your adventurer's previous experience within the culture.

Each occupation begins with a definition or a definition-by-example of the occupation, and sometimes a brief note about motivations or perceptions common to the culture/occupation. Then come notes about the most useful magic spells to choose. Following that a series of internal headings give the names, amounts, or actual items for skills, magic, and equipment, respectively, which the adventurer has, using his or her age beyond 15 as the common multiplier. The older the age you rolled for your adventurer, then the better his or her skills and magic will be, since he or she has had more time to experiment and to learn.

All adventurer/character occupations which have strong relations with magic (Shaman, Assistant Shaman, Priest, Initiate, Adept Sorcerer, Apprentice Sorcerer) have additional entries detailing acceptance requirements. These requirements vary by occupation and culture.

Unless using one of the options given at the end of this chapter, only the children of magicians can continue their parents' craft to begin play as magicians. The method is given under the appropriate occupations. Characters whose parents were not magicians must wait until, through the play of the game, an opportunity to become a magician occurs.

Cultural Skills

Every skill listed within an occupation is followed by a multiplier, from ×1 to ×5. The number gives the amount of percentiles which your adventurer gains in a skill by following that particular occupation for a full year (partial years spent in an occupation do not count). In the accompanying Cormac example, for instance, the Animal Lore skill for primitive Hunter is ×2. This means that every adventurer whose parents were primitive Hunters adds 2 percentiles to his Animal Lore skill for each year that he spends as a primitive Hunter, starting after his fifteenth birthday. To determine your character's previous experience in skills, multiply the number of years of age after fifteen times the skill multiplier given after each skill. Unlisted skills begin at base value and modifiers.

Cultural Magics

Fantasy-world cultures have access to magic. Every occupation includes the number of magic-points-worth of spells which the adventurer automatically gains each year while working at that occupation. Magicians of any culture can use ritual magic. Primitive and nomad cultures will mainly use spirit magic: in barbarian and civilized cultures two types of magic dominate: spirit and divine magic, and divine magic and sorcery, respectively. Individuals may move between cultures with little hindrance, but in any one village or clan only one type of magic prevails. In the Cormac example, Cormac is exposed only to spirit magic. In cities, of course, all magics may be present.

New players may have difficulty choosing spells useful to or appropriate to their adventurer. Listed near the beginning of each culture description are suggested spells for its members. The spells are listed in the order of general utility. For the first adventurer or two, choose his or her spells from among these. As your confidence and skill in the game grows, experiment with other spells given in the magic chapters.

Equipment

This section of the occupation lists the standard equipment that a typical adventurer with that job would gain and wear out every year. Except for the mustering-out pay for civilized Soldiers, this equipment is not cumulative. Write down any goods, coins, etc., in the equipment portion of the adventurer sheet.

The equipment section also lists the adventurer as having his 'cultural weapons.' This means that he owns one copy of each weapon that he can use. He could own all of the weapons listed if his player spread the character's experience among all of those weapons skills.

Options

Many times you may have a firm understanding of the new character whom you wish to generate. In such cases the rules should help you, not force you in temporarily uninteresting directions. Gamemasters are free to allow the use of none, some, or all of the options below.

Alternate Age

Choose the age of your character. Sometimes it's fun to create a raw 15-year-old beginner or a 50-year-old veteran Adept. If he or she is older than 40, be sure to check the rules for aging characters in the chapter titled The World.

Occupation Change

Give the adventurer a new occupation. He or she must remain in it for at least one year or not receive gains in skills, magic, or equipment from it. Gamemasters should limit players who wish their adventurers to become nobles.

The basic culture of an adventurer cannot be changed during character creation — if you want an adventurer to be of a different culture, the time to change it is during that first roll on the culture table, or else during play as your adventurer actually encounters a different way of life.

With a change in occupation allowable, any qualifying character could become a magician. Study the acceptance requirements carefully. Each magic-using occupation (Shaman, Assistant Shaman, Priest, Initiate, Adept Sorcerer, and Apprentice Sorcerer) will vary in its acceptance requirements. If the requirements are not met, then the adventurer is barred from that occupation for at least a year. To discover the actual time elapsing before acceptance, age the adventurer until he or she qualifies as an Initiate, Assistant, or Apprentice. Then roll the dice until accepted. Each unsuccessful roll represents a year of time spent in the current occupation.

Interim Experience

An occupation also can be used to age established adventurers between *RuneQuest* campaigns. The gamemaster will decide the number of years which pass between adventures. The players can then refer to the occupations which their adventurers normally practice and transfer listed benefits.

Creating Enchanted Items

All magical occupations get POW increases as part of their experience. The magician can create enchanted items with this POW by sacrificing it and receiving a successful Enchanting Ritual skill roll. See the Ritual Magic chapter for details.

Aging

Old Age: Older people get wiser and more experienced (as measured by skills increases in *RuneQuest*, but their physical abilities may decrease. To simulate this, after an adventurer has reached the age of 40, each year, on the adventurer's birthday (or at the end of the year, at the gamemaster's whim), he must roll 2D6 on the following table:

2D6	points lost	2D6	points lost
2	4	7	none
3	3	8	none
4	2	9	1
5	1	10	2
6	none	11	3
		12	4

After determining the number of characteristics points lost, roll 1D10 on the following table for each point lost.

1D10	characteristic
1-2	−1 STR
3-4	−1 CON
5-6	−1 DEX
7-8	−1 APP
9-10	no loss

If a characteristic is lowered to zero, the adventurer dies. (Yes, it's possible for an adventurer to simply "ugly away" — this represents general deterioration and aging.)

Cormac's Saga It's time to see what kind of previous experience Cormac has had. We already know that he comes from a primitive culture. If you turn to that culture, you'll see that it has only three occupations: a D100 roll yields a 47, indicating that Cormac's family were primitive Hunters. Here is the Hunter occupation reprinted in full.

Hunter, Primitive

Hunters kill wild animals for food and clothing, supplementing this chancey diet with leaves, roots, nuts, herbs, berries, grubs, and insects. Primitive Hunters are the poorest class of people in RuneQuest. **SKILLS:** Throw ×3, Craft (leather) ×1, Craft (stone) ×1, Animal Lore ×2, Plant Lore ×2, Listen ×3, Scan ×3, Track ×3, Hide ×3, Sneak ×4, Fist Attack ×1, Dagger Attack ×1, Missile Weapon Attack ×3, Primary Weapon Attack ×2, and Primary Weapon Parry ×1 or Shield Parry ×1 or Dodge ×1. **MAGIC (Spirit):** 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** cultural weapons, knife, gourds or water skins, firemaker, 50m rope, pack, and pelts (clothing) worth 120 pennies.

Being born a primitive Hunter is no great advantage, but in RuneQuest the real requirement for success is pluck, determination, and survival. Later on, Cormac has an excellent chance to become an adventurer of consequence.

Working down the adventurer sheet, we'll be entering additional skills percentiles, choosing magic, and writing in the appropriate equipment and weapons for primitive Hunter previous experience.

By the adventurer sheet, Cormac is 23 years old. Counting base chances and skills category modifiers, he has Craft (leather and stone) at 22% each, Animal Lore 25%, Plant Lore 25%, Throw 49%, 1H Spear (his primary weapon) Attack 47%, 1H Spear Parry 25%, Javelin (his Missile Weapon) 50%, Shield Attack 11%, Shield Parry 33%, Listen 53%, Scan 53%, Track 33%, Hide 28%, and Sneak 36%.

Cormac also receives one 1D3-1 roll for magic spells. We roll a 3, giving two spell-points. He also gains one point of spells for every ten years or fraction thereof he is over the age of fifteen—that gives him one more point for a total of three. For three of his 8 prior-experience years, therefore, Cormac managed to persuade a local shaman to teach him some spirit magic (undoubtedly at a price). For his persistence and labor, Cormac now has a point of Healing, always a vital spell; Speedart (a 1-point spell) for his javelin; and a point of Slow with which to slow down pursuers or game he is chasing. All of these spells have his POW ×5 chance (60%) to succeed when cast (minus the ENC of his equipment).

Finally, Cormac gets his equipment. From his cultural weapons we choose 1H (one-handed) Spear, Javelin, and Target Shield. Other equipment includes a knife (it can be used as a dagger), a water skin (more portable than gourds), firemaker (flint and steel, or perhaps a friction drill), 50 meters of rope, an oval deerhide packsack, and a portable selection of pelts and hides worth 120 pennies.

Special example about equipment: At age 23, Cormac has a knife. Since the age of fifteen he has broken knives, lost them, left them stuck in bears, etc. He does not now have 8 knives because he is 23 years old. He has lost 7 knives over the years because he uses that tool every day.

Use of the Occupation Tables

The remaining text of this chapter is accompanied by gray boxes—the Occupation Tables. Ignore them until you read and understand the rest of this chapter's information. Then, use them to find the information needed to complete your character once his or her characteristics and other statistics have been determined. A full explanation of these gray tables is provided on page 26.

Primitive Cultures Occupations

Members of primitive cultures cannot write in their own languages, and do not have significant permanent settlements— neither do they have political organizations more complex than family and clan. Though individuals may acquire metal tools (as they might learn writing) from more technically-minded peoples, there is no native metalworking. Primitives may cull and encourage useful plants, but do not engage in useful agriculture; they hunt and gather food across a traditional range averaging 10 square kilometers per person in hilly country. Examples of primitive folk include most prehistoric peoples, many Amerinds, Arctic tribes, Australian aborigines, African bushmen and pygmies, Pacific islanders, New Guinea natives, Picts (historical and Hyborian), Tolkien's Wood Woses, and Moorcock's natives of Oin and Yu.

Suggested Spells for Primitives

Primitive peoples use only spirit magic and ritual magic. For your adventurer's first spells, we suggest Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon. Descriptions for all spirit magic spells will be found in the Spirit Magic chapter of the Magic book. For spirit magic, your adventurer's base chance of success is always his or her POW × 5 as a percentage. To learn more about the listed Ritual Magic skills, refer to the Ritual Magic chapter of the Magic book.

PRIMITIVE OCCUPATION TABLE

D100	Occupation
01-30	Fisher
31-98	Hunter
99-00	Shaman (use the primitive Assistant Shaman occupation)

Parents' Occupations for Primitives

Roll D100 to determine the occupation of your adventurer's parents. If Shaman is the result, look under the entry for Assistant Shaman. If Craft skills are available, there may or may not be a sexual bias which determines what Crafts are worked at by which sex—that is up to the fantasy setting and the gamemaster.

Assistant Shaman, Primitive

An assistant aids the Shaman in the performance of tribal duties. In return, the Shaman instructs the assistant in the deeper knowledge of shamanism. ACCEPTANCE: (1) If an adventurer's parents were Shamans, then he or she was or will be automatically accepted as an Assistant at age 15. The skills, magic, and equipment listed below will complete your adventurer's background. When your adventurer's background experience is completed, refer to the primitive Shaman occupation. If qualified, the Assistant Shaman may attempt to awaken his or her fetch before play begins; if successful, he or she becomes a Shaman. Consult your gamemaster and the Spirit Magic chapter of the Magic book for the procedure. (2) If his or her parents were not Shamans, then to be considered for acceptance the adventurer must have at least 25 % ability in the following skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. The adventurer's player must also successfully make a D100 roll less than or equal to the applicant's POW × 1, representing the approval of the Shaman's fetch. This roll can be attempted once per year. SKILLS: Throw × 2, First Aid × 4, Animal Lore × 3, Human Lore × 1, Plant Lore × 3, World Lore × 3, Listen × 1, Scan × 1, Track × 1, Ceremony × 3, Summon × 5, Enchant × 2, Fist Attack × 1, Dagger Attack × 1, 1H Spear or Club Attack × 1 and Shield Parry or Dodge × 1—or 2H Spear Attack × 1 and Spear Parry × 1 or Dodge × 1. MAGIC (Spirit): 1D3 points upon acceptance and 1 additional point per year. He or she also receives a 1-point increase in POW every three years. EQUIPMENT: gourds or water skins, knife, crude furs, leather clothes, beaded goods and miscellaneous artifacts worth 30 pennies, cultural weapons and buckler if appropriate, firemaker, fetishes.

Fisher, Primitive

Anyone who principally lives by gathering food from the waters is a fisher: lake dwellers, for instance, who cast for fish with ring nets, or seaside clam diggers and mussel gatherers, or spearmen who live beside river rapids rich with leaping salmon. SKILLS: Boat × 5, Climb × 1, Swim × 4, Throw × 3, Craft Wood × 3, Animal × 2, World Lore × 1, Listen × 1, Scan × 3, Search × 1, Hide × 1, Sneak × 1, Fist Attack × 1, Dagger Attack × 1, 1H Spear or Club Attack × 2 and Parry or Dodge × 1, Missile Weapon × 2. MAGIC (Spirit): 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. EQUIPMENT: cultural weapons, 50m rope, knife, non-magical tattoo, salt fish worth 120 pennies, crude fur or leather clothes.

Hunter, Primitive

Hunters kill wild animals for food and clothing, supplementing this chancey diet with leaves, roots, nuts, herbs, berries, grubs, and insects. Primitive Hunters are the poorest class of people in *RuneQuest*. SKILLS: Throw × 3, Craft (leather) × 1, Craft (stone) × 1, Animal Lore × 2, Plant Lore × 2, Listen × 3, Scan × 3, Track × 3, Hide × 3, Sneak × 4, Fist Attack × 1, Dagger Attack × 1, Missile Weapon Attack × 3, Primary Weapon Attack × 2, and Primary Weapon Parry × 1 or Shield Parry × 1 or Dodge × 1. MAGIC (Spirit): 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. EQUIPMENT: cultural weapons, knife, gourds or water skins, firemaker, 50m rope, pack, and pelts (clothing) worth 120 pennies.

Shaman, Primitive

A Shaman is the spiritual leader for the tribe or clan, fighting disease and bad spirits, and interpreting the will of the invisible world. An adventurer must have a positive magic bonus to be a Shaman—if not, treat the adventurer as a primitive Hunter, for primitive Shaman is closed to him or her. Shamans and Assistant Shamans are supported by their tribes, and do not gain craft skills. Adventurers whose parents are shamans must use the skills, magic, and equipment tables given for the primitive Assistant Shaman. ACCEPTANCE: To become a Shaman, the adventurer must first have been an Assistant for at least three years. With the supervision of the gamemaster, he must also summon his fetch (following the procedure given in the Spirit Magic chapter of the Magic book). SKILLS: Throw × 2, Sing × 2, First Aid × 3, Animal Lore × 3, Human Lore × 3, Plant Lore × 2, World Lore × 3, Listen × 2, Scan × 2, Track × 1, Sneak × 1, Ceremony × 2, Summon × 2, Enchant × 2, Fist Attack × 1, Dagger Attack × 1, 1H Spear or Club Attack × 1, and Shield Parry or Dodge × 1—or 2H Spear Attack × 1, and Parry or Dodge × 1. MAGIC (Spirit): 3 points of magic and a 1-point increase in POW per year. EQUIPMENT: gourds or water skins, knife, spear, cultural weapons, 480 pennies worth of beaded goods and trinkets, a crafted sleeping blanket, firemaker, fetishes, small drum, and leather clothes.

Nomad Culture Occupations

Nomads depend upon their livestock herds for survival, moving them from point to point during the year to find the best grazing. Normally nomads are mounted, or otherwise use beasts of burden to carry supplies and equipment during these endless treks. Nomads lack permanent settlements, organize themselves along clan lines, and don't develop writing, although they may use pictographs and other signs. Some nomad cultures have metalworking. Examples of nomadic peoples include Bedouins, ancient Huns, Sioux and other plains amerinds, Afghan shepherds, Tolkien's Easterlings, and Moorcock's Flamebringers.

If the gamemaster rules that your adventurer's tribe is not mounted, substitute Hide for Ride in the following skills increases, and delete the riding animal from the equipment list.

Suggested Spells for Nomads

Nomads use only ritual magic and spirit magic: Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon are suggested. The base chance for successful casting of spirit magic is always the user's POW ×5 as a percentage.

Parents' Occupation for Nomads

Roll D100 for parental occupation, then consult the corresponding description for your adventurer's skills, magic, and equipment.

NOMAD OCCUPATION TABLE

D100	Occupation
01-07	Crafter
08-85	Herder
86-95	Hunter
96	Noble
97-98	Shaman (consult the nomad Assistant Shaman occupation)
99-00	Warrior

Assistant Shaman, Nomad

The Assistant aids the Shaman in performing his duties to the tribe and is, in return, instructed in the deeper knowledge of shamanism. Assistants are particularly useful to nomad Shamans, who may need to move daily or weekly. **ACCEPTANCE:** (1) If an adventurer's parents were Shamans then at age 15 he or she automatically will be accepted as an Assistant. Use the skills, magic, and equipment listings below to complete your character's background. At the completion of his or her background experience, see primitive Shamans. If the Assistant qualifies, he may attempt to awaken his fetch before play begins, thereby becoming a Shaman. Consult your gamemaster and see the Spirit Magic chapter for the procedure. (2) If an adventurer wishes to become an Assistant Shaman and his or her parents were not Shamans, then the character must have at least 25% ability in these skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. To see if he is accepted, his player must also make a D100 roll less than or equal to the applicant's POW ×1. This represents the approval of the Shaman's fetch, and can be attempted once per year. **SKILLS:** Ride ×2, Throw ×1, First Aid ×3, Animal Lore ×3, Human Lore ×1, Plant Lore ×3, World Lore ×3, Listen ×1, Scan ×1, Track ×1, Ceremony ×3, Summon ×5, Enchant ×2, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1, Shield Parry ×1. **MAGIC (Spirit):** 1D3 points upon acceptance and 1 additional point per year. He also receives a 1 point increase in POW per 3 years. **EQUIPMENT:** leather clothing (1-point protection), gourds or water skins, dagger, spear, cultural weapons, firemaker, fetishes, goods and trinkets worth 30 pennies.

Crafter, Nomad

A crafter specializes in making a specific range of items for barter or sale. The most common nomad crafts are leatherworking, woodworking, weaving, and bone/stoneworking. **SKILLS:** Ride ×3, Throw ×1, Speak Own Language ×2, Craft ×5, Evaluate ×3, First Aid ×1, Human Lore ×2, Animal Lore or Plant Lore ×1, Conceal ×1, Sleight ×1, Devise ×2, Listen ×1, Scan ×1, Search ×2, Track ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×1, 1H Weapon Attack ×1, Shield Parry ×1. **MAGIC (Spirit):** 1D3-1 points after age 15, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, riding animal, set of handtools, trade goods worth 120 pennies.

Herder, Nomad

These nomads guard the wealth and sustenance of the clan, herding sheep, goats, horses, or cattle, or more exotic fantasy creatures. Herders always will be mounted or use a wagon. **SKILLS:** Jump ×1, Ride ×5, Throw ×1, First Aid ×1, Animal Lore ×3, Plant Lore ×2 or World Lore ×2, Conceal ×1, Listen ×2, Scan ×4, Search ×1, Track ×3, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×2, 1H Weapon Attack ×2, Shield Parry ×2. **MAGIC (Spirit):** 1D3-1 points after 15 years of age, plus 1 point per additional 10 years of age or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, missile weapon, riding animal, herd animals (usually sheep or goats) worth 120 pennies.
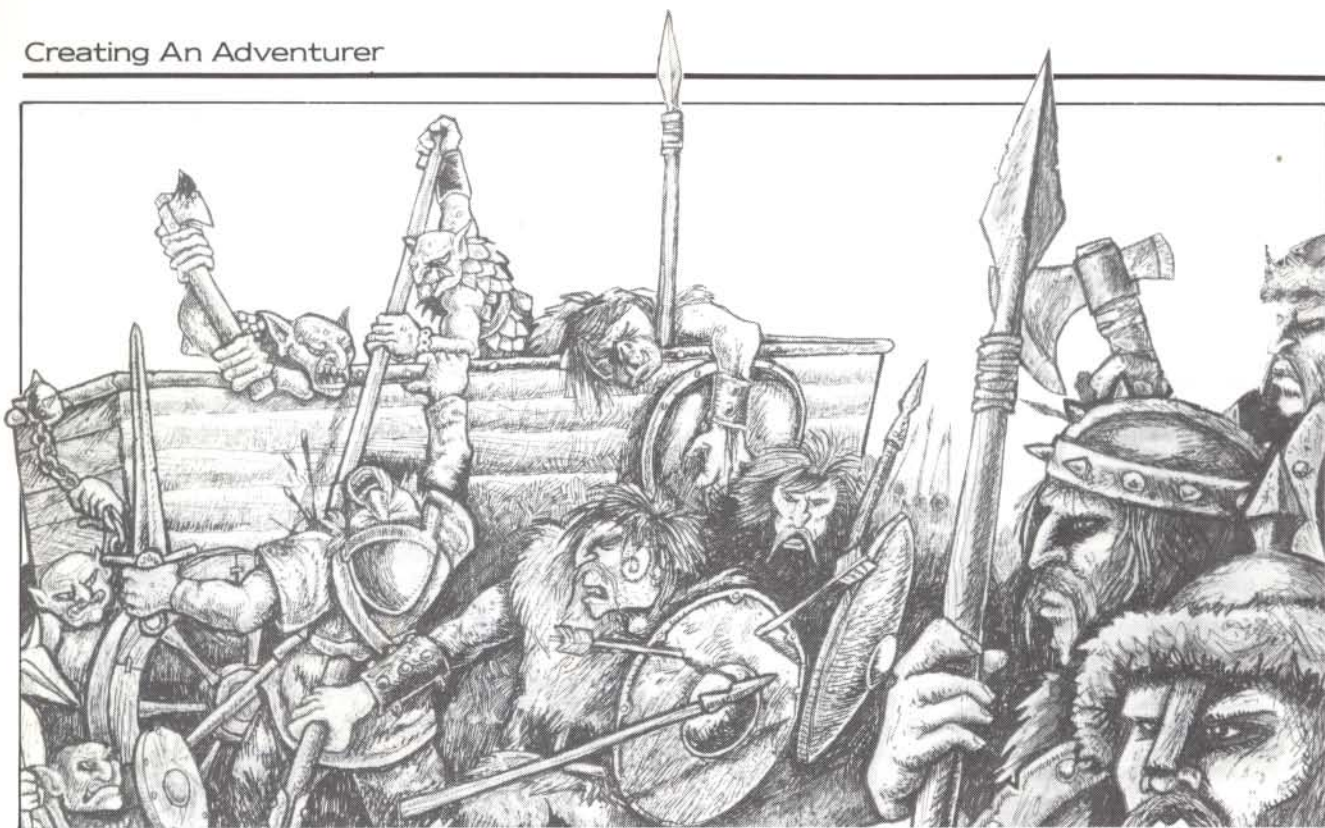
Hunter, Nomad

While on the march or in winter camp, these wide-ranging hunter-scouts provide information and game for their clans. **SKILLS:** Ride ×5, Throw ×2, First Aid ×1, Animal Lore ×3, Plant Lore ×1 or World Lore ×1, Conceal ×1, Listen ×1, Scan ×3, Search ×2, Track ×3, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×3, 1H Weapon Attack ×2, Shield Parry ×1. **MAGIC (Spirit):** 1D3-1 points after age 15, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** Leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, missile weapon, fur cap (2-point protection), riding animal, animal products (fur, horn, hide, jerky) worth 120 pennies.

Noble, Nomad

Nobles live by the work of others. In return, nomad nobility coordinates, speaks for, and protects their clans and tribes. Nomad Nobles are uncommonly democratic and accessible, typically welcoming chances to display their physical courage, physical prowess, and wisdom. Demanding of themselves, they can be ruthless with others. Their ordinary titles include chieftain and khan. **SKILLS:** Ride ×5, Throw ×2, First Aid ×1, Orate ×3, Evaluate ×1, Human Lore ×2, Animal Lore ×1 or Plant Lore ×1 or World Lore ×1, Play Instrument ×1, Listen ×1, Scan ×2, Search ×2, Track ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, First Attack ×1, Dagger Attack ×1, Missile Weapon ×2, 1H Weapon Attack ×3, Shield Parry ×3. **MAGIC (Spirit):** 1D3 points after age 15, plus 1 point per additional 5 years or fraction thereof. **EQUIPMENT:** Leather clothing (1-point protection), finely-crafted knife, spear, shield, water skins, 50m rope, firemaker, leather armor (2 points of protection), cuirboilli helm (3 points of protection), 1H weapon, sword, target shield, missile weapon, good clothing, one riding animal, herd animals worth 1920 pennies.

Shaman, Nomad

The Shaman is the spiritual leader, the spirit-chaser, and the healer of the tribe or clan. Nomad Shamans and their Assistants bear a heavy responsibility, because their wandering tribes and clans encounter new conditions in which old solutions may not work, and they are always at the mercy of storm, drought, or stranger. Shamans and their assistants are supported by the tribes. **ACCEPTANCE:** (1) To become a nomad Shaman, an adventurer must first have been an Assistant for at least three years. With the supervision of the gamemaster, he must also have summoned his fetch according to the procedure related in the Spirit Magic chapter of the Magic book. At minimum, an adventurer must have a positive magic skills category modifier to be a Shaman; otherwise he or she cannot be a Shaman—if your adventurer does not, treat the roll instead as the nomad Hunter occupation. If your adventurer does have a positive magic skills modifier, he may become a nomad Assistant Shaman. (2) Characters whose parents are Shamans should use the skills, magic, and equipment tables given for Assistant Shaman (nomad), but only if they also have a positive magic skills modifier. **SKILLS:** Ride ×2, Throw ×2, Sing ×2, First Aid ×3, Animal Lore ×3, Human Lore ×2, Plant Lore ×1, World Lore ×2, Listen ×1, Scan ×1, Track ×1, Ceremony ×3, Summon ×3, Enchant ×3, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1 and Shield Parry ×1. **MAGIC (Spirit):** 3 points of magic and a 1-point increase in POW per year after becoming a shaman. **EQUIPMENT:** Leather clothing (1-point protection), gourds or water skins, knife, cultural weapons, firemaker, fetishes, goods and trinkets worth 480 pennies.

Warrior, Nomad

Usually part of the retinue of the khan or chief, these guards and warleaders serve as the core of his fighting force. All nomads can fight; these make battle their profession. A nomad Warrior must be ready to die for his or her khan at any time. **SKILLS:** Ride ×5, Throw ×2, First Aid ×2, Animal Lore ×2 or Plant Lore ×2 or World Lore ×2, Conceal ×2, Listen ×2, Scan ×3, Search ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×4, 1H Weapon Attack ×4, Shield Parry ×3. **MAGIC (Spirit):** 1D3-1 points after 15 years of age, plus 1 point per each additional 10 years or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), leather armor (2-point protection), missile weapon, 1H weapon, target shield, 1D3 distinctive scars, water skins, knife, riding animal, 50m rope, firemaker, war booty worth 480 pennies.

Barbarian Culture Occupations

In *RuneQuest*, barbarians fill an intermediate niche between primitive/nomad and civilized cultures. Barbarians are organized, but their communities do not develop powerful central governments (some classes will have long traditions of personal freedom). Of up to several thousand inhabitants each, barbarian settlements yield reasonable numbers of priests, traders, and other people who can read. Examples of barbarian cultures include feudal Europe, Gauls, Vikings, Iroquois, Cherokees, Tolkien's Rohirrim, Howard's Cimmerians and Vanir, and Moorcock's land of Pikarayd.

Suggested Spells for Barbarians

Barbarians use either spirit or divine magic. (1) Divine magicians should choose the divine spells of Heal Wound (one or more uses), Dismiss Magic or Spirit Block, and Mind Link. If cult primitive spells are available, take a Healing spell first, then an attack spell (Disruption, Befuddle, Demoralize), then a defensive spell. The base chance for successfully casting divine magic is always 100%. (2) Spirit magicians should look at Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon. The base chance for successfully casting primitive magic is always the user's POW ×5 as a percentage.

BARBARIAN OCCUPATION TABLE	
D100	*Occupation*
01-02	Crafter
03	Entertainer
04-55	Farmer
56-70	Fisher
71-80	Herder
81-90	Hunter
91-92	Noble
93-94	Priest (see the barbarian Initiate occupation) or Shaman (see the barbarian Assistant Shaman occupation)
95-00	Warrior

Assistant Shaman, Barbarian

The Assistant helps the Shaman to perform tribal duties, and in return is instructed in the deeper knowledge of shamanism. Assistants in barbarian cultures frequently envy the flashy equipment and paraphernalia which barbarian Initiates sport. Assistants are frequently parodied as ignorant savages. Those who are not completely dedicated to shamanism soon fall away from this path of power, knowledge, and service. **ACCEPTANCE:** (1) If an adventurer's parents were Shamans, then the adventurer automatically will be accepted as an Assistant at age 15 or later if he or she has a positive magic skills category modifier. If the adventurer does not, treat him or her as a barbarian Hunter. Use the skills, magic, and equipment listings below to augment your adventurer's background. When you have finished, examine the primitive Shaman occupation. If your new Assistant Shaman qualifies as a Shaman, he or she may attempt to awaken his or her fetch before play begins, thereby becoming a Shaman. Consult your gamemaster and the Spirit Magic chapter of the Magic book for the procedure. (2) If an adventurer wishes to become an Assistant and had parents who were not Shamans, then the adventurer must have at least 25% ability in these skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. To see if he is accepted, his player also must succeed with a D100 roll less than or equal to the applicant's POW ×1. This represents the approval of the Shaman's fetch, and can be attempted only once per game year. **SKILLS:** Sing ×1, Throw ×1, Speak Own ×1, First Aid ×3, Animal Lore ×3, Human Lore ×2, Plant Lore ×3, World Lore ×3, Listen ×1, Ceremony ×4, Summon ×4, Enchant ×2, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×1, and Shield Parry or Dodge ×1. **MAGIC (Spirit):** 1D3 points of spells once accepted and 1 additional point of spell per year thereafter. He also receives a 1-point increase in POW per 3 years thereafter. **EQUIPMENT:** linen and wool clothing, gourds or water skins, knife, cultural weapons, firemaker and tinder, fetishes, 30 pennies-worth of goods and trinkets.

Crafter, Barbarian

Crafters make items for sale or barter. They generally specialize in a single area of technique, such as metalworking or carpentry.

BARBARIAN CRAFT TABLE (OPTIONAL)	
D100	*Occupation*
01-19	Weaver
20-44	Tailor
45-50	Potter
51-54	Blacksmith
55-56	Armorer
57-71	Leatherworker
72-74	Cooper
75-77	Joiner
78-79	Carpenter
80-85	Mason
86-91	Butcher
92-97	Baker
98-00	Herbalist
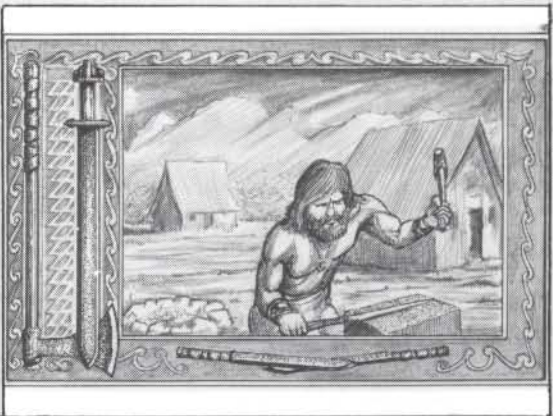
SKILLS: Throw ×2, Fast Talk ×3, Speak Other Language ×2, Craft ×5, Evaluate ×3, First Aid ×1, Human Lore ×3, Animal Lore ×1 or Plant Lore ×1 or World Lore ×1, Conceal ×2, Devise ×4, Ceremony ×1 or Summon ×1 or Enchant ×1, Fist Attack ×2, Dagger Attack ×2, 1H Weapon Attack ×1, 1H Weapon or Shield Parry ×1. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your adventurer's parents worship the ruling deity of the tribe or land (see the Divine Magic Chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that god (see page 23) whether or not he has a positive magic skills modifier. He then will receive both Initiate experience and normal occupational experience.

EQUIPMENT: set of hand tools for the craft, crafted goods worth 120 pennies, linen and wool clothing, knife, hatchet, hammer, pack, cultural weapons, 50m rope.

Entertainer, Barbarian

Entertainers amuse and divert their betters, and otherwise cause the hours to pass pleasantly. Professional barbarian entertainers include skalds, scops, bards, tumblers, and minstrels. They are notorious for their learning, either pretended or actual. Major Nobles will maintain a small troupe of entertainers. **SKILLS:** Throw ×2, Fast Talk ×3, Orate ×3, Sing ×3, Speak (Own) ×1, Speak (Other) ×1, First Aid ×2, Human Lore ×3, Conceal ×2, Sleight ×3, Devise ×1, Play any instrument ×3, Ceremony ×1, Enchant or Summon ×1, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1, 1H Weapon Parry or Dodge ×1. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your adventurer's parents worship either the trickster god or the moon goddess (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that god or goddess whether or not he has a positive magical skills modifier. He will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: 1 inexpensive-looking musical instrument, 5 pennies in coin, 25 pennies in trinkets, linen and wool clothing, knife, small axe, sack, tinder or firemaker, 50m rope, sleeping blanket, 1 costume if appropriate.

Farmer, Barbarian

Farmers till or otherwise work specific local plots of land to raise crops and animals. They plow using a simple rope around the neck of the draft animal. Barbarian Farmers normally own their land and clear more land when they can; furrows will be shallow. They raise a mixture of animals, grains, and roots, and must be mostly self-supporting. **SKILLS:** Throw ×2, Craft wood (carpenter) ×2, First Aid ×3, Animal Lore ×3, Plant Lore ×5, World Lore ×3, Devise ×2, Scan ×3, Search ×2, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×2 and Shield Parry or Dodge ×2—or 2H Weapon Attack ×2 and Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your adventurer's parents worship the agriculture goddess (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that goddess, whether or not he has a positive magic skills modifier. He will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: foodstuffs worth 120 pennies, linen and wool clothing, leather armor (2-point protection), cultural weapons, knife, hatchet, sickle, hammer, pack, 50m rope, firemaker and tinder.

Fisher, Barbarian

Barbarian Fishers live by gathering food from the waters. They might net crabs, use elaborate tidal pens to trap coastal fishes, or search out off-shore fisheries in small fleets of sailing craft. **SKILLS:** Boat ×5, Climb ×2, Swim ×4, Throw ×2, Sing ×1, First Aid ×1, Animal Lore ×3, Plant Lore ×1, World Lore ×3, Devise ×1, Scan ×3, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, 1H Spear Attack ×2 and Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your adventurer's parents worship sea gods (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become an Initiate of those gods without needing a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: cultural weapons, knife, 200m rope or line, bobbin, small boat, jig lines or nets, needle and thread, hooks, baskets, gaff, tattoo, firemaker, salt fish worth 120 pennies.

Herder, Barbarian

These people live by tending animals on foot or while mounted. Though herds may annually move between lowlands and uplands, the routes and pastures are well-marked. Herded stock includes cattle, horses, sheep and goats, plus more exotic creatures from fantasy. **SKILLS:** Climb ×2, Jump ×1, Throw ×2, First Aid ×3 or Plant Lore ×3, Animal Lore ×5, World Lore ×3, Listen ×2, Scan ×4, Search ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×3, 1H Weapon Attack ×2, Shield Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your parents worship the storm god (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become an Initiate of that god, whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.
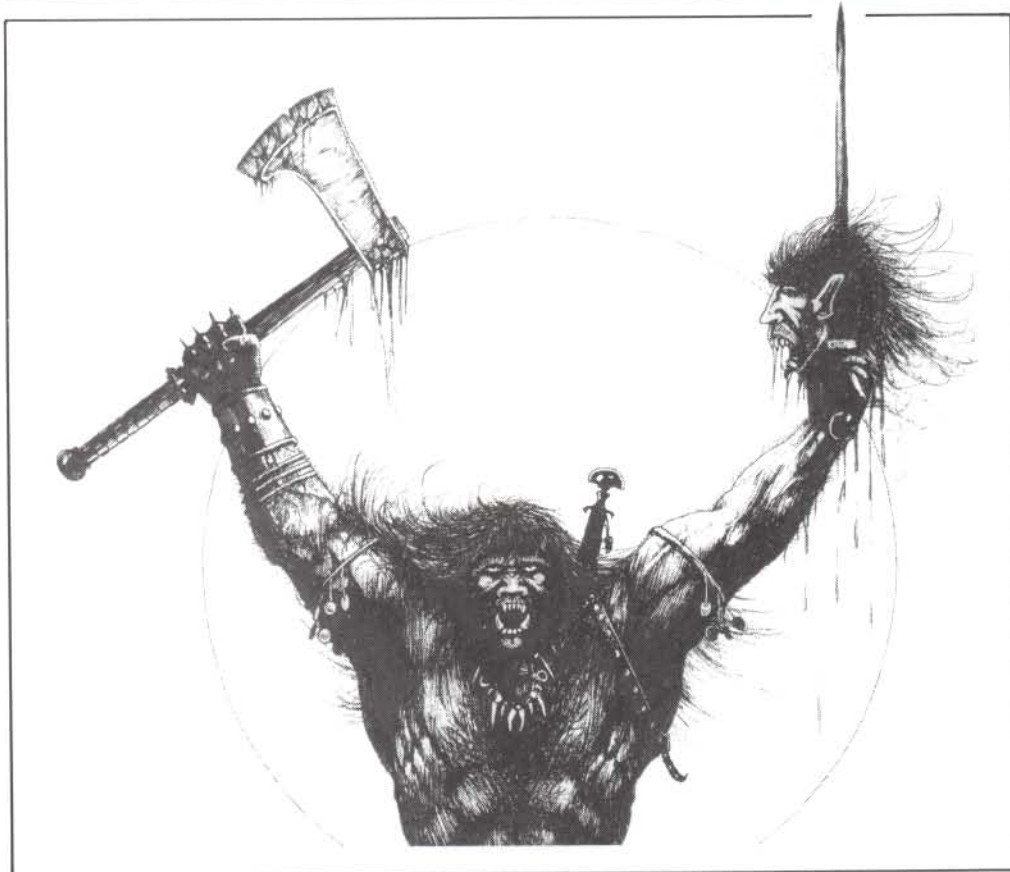
EQUIPMENT: linen and wool clothing, cultural weapons, knife, hatchet, pack, 50m rope, water skins, herd animals worth 120 pennies, firemaker, staff, appropriate missile weapon.

Hunter, Barbarian

Hunters kill wild animals for meat, sinew, horn, and hide. Barbarian Hunters are experienced stalkers of mountain, wood, marsh, culling wild bison herds, systematically killing local predators, operating lines of traps for furs, and so on. **SKILLS:** Climb ×1 or Ride ×1, Jump ×1, Throw ×2, First Aid ×1 or Plant Lore ×1, Animal Lore ×2, World Lore ×1, Conceal ×1, Devise ×2, Scan ×2, Search ×2, Track ×3, Hide ×2, Sneak ×3, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×4, 1H Spear Attack ×2 and Spear Parry or Dodge ×1. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50   **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00   **Divine Magic:** your adventurer's parents worship the hunter god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: linen and wool clothing, cultural weapons, knife, hatchet, pack, 20m rope, furs worth 120 pennies, snares, appropriate missile weapon, firemaker, tinder, blanket.

Initiate, Barbarian

Initiates devote small fractions of their lives to the services of their gods, sacrifice a point of Power, and regularly sacrifice magic points in exchange for limited magics, secrets of the deity, special forms of protection, new skills, and the momentary attention of the god. Barbarian Initiates often fancy themselves "civilized," and may show contempt for the old ways of their tribe or town — though people actually from cities usually find barbarian Initiates unbearably rustic. **ACCEPTANCE:** (1) Any character for whom divine magic is available may become an Initiate of their parents' religion upon reaching age 15 without making any die rolls. The only requirement is that he or she must sacrifice one point of POW permanently to establish a link with the god. Use the skills, magic, and equipment listed under the parents' mundane occupation (Fisher, Hunter, etc.) to complete your adventurer's background. (2) If an adventurer wishes to become an Initiate in later life (or wishes to join a different religion from his or her parents), he or she must pass the following test. This test may be attempted once per year.

1. Pay 20 pennies to the temple.
2. Understand the requirements and obligations for an Initiate.
3. The player of the adventurer must roll D100 less than his character's ability in the four skills listed for each cult and the Ceremony ritual; three of the five rolls must succeed.
4. Forget any magic not allowed by the religion.
5. Sacrifice 1 point of POW to form a link with the deity.

SKILLS: Orate ×1, Read/Write Own Language ×1, Ceremony ×1 or Enchant ×1 or Summon ×1. **MAGIC (Divine, from parents' deity):** 1 point increase in POW per three years; this may be sacrificed for one-use divine magic. POW may be increased only to limits given in the Game System chapter. Also receive 1 point of cult/religion spirit magic per five years thereof. **EQUIPMENT:** writing equipment, 1D10 pennies in coin.

Noble, Barbarian

Nobles live by the work of others; Nobles have social value when they coordinate, represent, and protect those who do the work. The nobility of knights, chieftains, petty kings, counts, barons, dukes, jarls, and so on is well-known. Barbarian rulers and leaders often come to their positions through merit, but barbarian Noble offices will tend to be hereditary. For purposes of adventurer creation, 'Noble' also may be understood to include elected or appointed officials and functionaries. **SKILLS:** Ride ×4, Throw ×1, Fast Talk ×2, Orate ×3, Speak Own Language ×1, Speak Other Language ×1, Evaluate ×2, First Aid ×1, Human Lore ×2, Animal Lore ×2 or Plant Lore ×2 or World Lore ×2, Search ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×2, 1H Weapon Attack ×4 and Shield Parry ×4, or 2H Weapon Attack ×4 and Parry ×4. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

50-00 **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: Cuirboilli armor (protection for 3 points); helm (4-point protection); noble clothing; linen and wool clothing, missile weapon, appropriate weapon, Viking round shield, knife, small axe, pack, 50m rope, water skin, riding animal, amulet of the ruling god, 1920 pennies in goods, jewelry, and trinkets.

Priest, Barbarian

Priests work for the spiritual salvation of themselves and others through worship of a particular deity or cluster of deities, manipulating tiny portions of the god's powers in order to effect changes in the mundane world favorable to the god and to the god's followers. Priests normally require a congregation for financial and social support, and so usually are found in villages and towns. A barbarian Priest rarely has wide influence, but usually is actively involved in increasing the range and strength of his or her god's worship. **ACCEPTANCE:** An adventurer can become a Priest only with the gamemaster's permission. Adventurers whose parents were priests use the skills and equipment lists given below. There is also a magic section specifically for Priest offspring, as well as one to be used by Priests for interim experience (see the options at the end of this chapter). To become a Priest, the applicant must be an Initiate in good standing, have at least 10 points of divine spells, at least a 50% ability in each of the four cult skills, and have at least a total of 50 percentiles among all of the rituals. An adventurer who is or was an Adept or a Shaman can never become a Priest—such people are too contaminated by heretical ways. If the applicant qualifies he or she must also pass a test.

1. The gamemaster must determine if a vacancy exists at the temple.
2. The applicant must recount a list of deeds done for or present a receipt of goods donated to the temple.
3. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW ×3).

MAGIC FOR PRIESTS' OFFSPRING: [divine magic, parent's god] 1-point increase in POW every three years which may be sacrificed for one-use divine magic, but POW may increase only to the limits given in the game system chapter; [cult spirit magic] offspring of Priests also gain 1 point of cult spirit magic for every 5 years or fraction thereof. **MAGIC FOR PRIESTS:** [divine magic, any god] 1-point increase in POW per year which may be sacrificed for reusable divine magic if the adventurer is a priest, but POW may increase only to limits given in the Adventurer Characteristics section of this chapter; [spirit magic] Priests gain 1 point of cult spirit magic per year. **SKILLS:** Ride ×1, Throw ×1, Fast Talk ×2, Orate ×5, Speak Own Language ×2, First Aid ×1, Human Lore ×3, Read/Write Own Language ×4, Ceremony ×4, Enchant ×2, Summon ×2, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×2 and Shield Parry ×2—or 2H Weapon Attack ×2 and Parry ×2. **EQUIPMENT:** symbols and artifacts of the god, noble clothing, writing equipment, linen and wool clothing, knife, hatchet, pack, rope, gourds, riding animal, cultural weapons, 80 pennies in coin, miscellaneous goods worth 400 pennies.

Shaman, Barbarian

The Shaman is the spiritual leader of the tribe or clan. They are the witch doctors and medicine men. An adventurer must at least have a positive magic bonus to be a Shaman, otherwise consult the barbarian Hunter occupation. Shamans and their Assistants are tribally-supported. They are not usually found in towns. **ACCEPTANCE:** this is the goal of the Assistant, toward which he devoted much of his time and training. To become a Shaman, the character must first have been an Assistant for at least three years. He must also summon his fetch (according to the procedure given in the Spirit Magic chapter of the Magic book) with the supervision of the gamemaster. Characters whose parents are Shamans should use the skills, magic, and equipment tables given for the barbarian Assistant Shaman. **SKILLS:** Throw ×2, Orate ×1, Sing ×2, First Aid ×2, Animal Lore ×3, Human Lore ×3, Plant Lore ×3, World Lore ×3, Play Instrument ×1, Ceremony ×3, Summon ×3, Enchant ×3, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1 and Shield Parry ×1 or Dodge ×1. **MAGIC:** (Spirit) 3 points of magic and a 1-point increase in POW per year. **EQUIPMENT:** medicinal salves and herbs, linen and wool clothing, water skins, armor and helm (2-point protection), knife, cultural weapons, rope, firemaker, fetishes, trinkets and goods worth 480 pennies.

Warrior, Barbarian

These fighters form the guards for and personal retinue of the Nobles. They are the sum of a barbarian people's flexible fighting strength, for these men and women do not have to till fields or tend animals. Examples of barbarian warriors include feudal knights, Celtic thanes, and Viking berserks. **SKILLS:** Throw ×2, First Aid ×2, Animal Lore ×2 or Plant Lore ×2 or World Lore ×2, Conceal ×2, Listen ×3, Scan ×3, Search ×1, Track ×2 or Ride ×2, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×2, Dagger Attack ×1, and Missile Weapon ×2, 2H Weapon Attack ×4 and Parry ×4—or 1H Weapon Attack ×4 and Shield Parry ×4. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship the war god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: culturally-appropriate hand weapon, missile weapon, and shield, helm (4 points of protection), bezainted armor (4 points of protection), 1D3 distinctive scars, water skin, good clothing, riding animal, war booty worth 200 pennies.

Civilized Culture Occupations

These cultures are marked by central governments which regularly collect taxes and which have replaced semi-hereditary warrior classes with paid soldiery. Large cities exist, as do such civilized benefits as wizards, naval warfare, royal dynasties, professional thieves, and civil engineering. Examples of civilized cultures include the Seleucid kingdom, the Roman and Persian empires, imperial China, dynastic Egypt, feudal Japan, the Incan empire, Moorcock's Melniboneans, Howard's Stygians, Tolkien's Gondoreans, Leiber's Lankhmarites, and most of Lovecraft's Dreamworld inhabitants.

Spells for Civilized Folk

Civilized adventurers use either divine magic or sorcery. Divine magicians should choose the divine spells of Heal Wound (one or more uses), Dismiss Magic or Spirit Block, and Mind Link. If cult spirit magic is available, take a Healing spell first, then an attack spell (Disruption, Befuddle, Demoralize), and then a defensive spell. The base chance for divine magic is always 100%.

Sorcerers should learn attack spells first (Smother, Drain, Palsy), then Treat Wounds, and finally defensive spells (Resist Spells, Resist Damage, or Resist Spirits). The base chance for sorcery is always the sum of 1D6 plus the character's magic skills modifier, expressed as a percentage.

CIVILIZED OCCUPATION TABLE

roll D100	Parental Occupation
01	Adept Sorcerer (see the civilized Apprentice Sorcerer occupation)
02-06	Crafter
07	Entertainer
08-66	Farmer
67	Healer
68-77	Herder
78-79	Merchant
80	Noble
81-82	Priest (consult the civilized Priest occupation)
83-92	Sailor
93	Scribe
94-98	Soldier
99-00	Thief
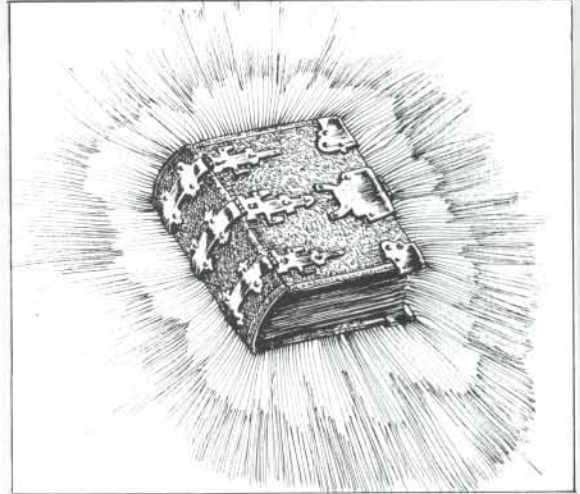
Adept Sorcerer, Civilized

All serious Apprentice Sorcerers want to become Adepts. An Adept has proven himself or herself a capable sorcerer and is free to travel and experience the world, and further perfect his or her arcane skills. **ACCEPTANCE:** adventurers whose parents were sorcerers should use the civilized Apprentice occupation for skills, magic, and equipment. An Apprentice qualifies to become an Adept if he has a minimum of 75% ability in one ritual or Lore skill, two sorcery skills, and two sorcery spells. If his player then successfully makes a D100 roll of less than the applicant's POW ×2, the master will recognize the adventurer as an Adept. **SKILLS:** Fast Talk ×2, Orate ×2, Sing ×1 or Play any instrument ×1, Speak Other Language ×2, Craft any substance ×1, Evaluate ×1, any one Lore ×4 or any one Ritual ×5, Read/Write Own Language ×2, Devise ×2, Sorcery Skills (divide as desired) ×5, spells (divide as desired) ×7, 1H Weapon Attack ×1, 1H Weapon Parry or Shield Parry or Dodge ×2. **MAGIC (Sorcery):** 1D3 spells and a 1 point increase in POW per year. **EQUIPMENT:** fine clothes, linen and wool clothing, writing equipment, scrolls and manuscripts, astrolabe, almagests, 80 pennies in coin and miscellaneous goods worth 400 pennies, knife, staff, pack, pack animal, 50m rope, firemaker and tinderbox.

Apprentice Sorcerer, Civilized

The Apprentice sorcerer aids his Adept master in the performance of duties and errands. In return, the Adept sorcerer • reveals secrets of spell manipulation. Apprentices are by far the most common type of sorcerer, and most people do not distinguish between them: both Apprentices and Adepts are sorcerers, and both do wondrous things. Many universes know only of sorcerers with skills equivalent to that of Apprentices, for higher sorcerous knowledge has been restricted, lost, or forbidden. ACCEPTANCE: (1) if an adventurer's parents were sorcerers, then he or she automatically will be accepted as an Apprentice upon reaching age 15. Use the skills, magic, and equipment listed below to complete the background. Then refer to the civilized Adept: if your Apprentice meets the skills requirements, he or she automatically will be accepted as an Adept, without needing to make the die rolls. (2) If an adventurer's parents were not sorcerers, then he or she must meet the following requirements to be accepted. Application may be made once per year.

1. Have a magic skills modifier of at least 10 percentiles.
2. At 25% or better, know Read Own Language, World Lore, and Intensity.
3. Cast all divine magic spells, if any.
4. The applicant's player must roll D100 equal to or below the character's POW ×3.
5. Then sacrifice one point of POW to the applicant's master, or to his familiar.

SKILLS: Throw ×1, Orate ×2, Sing ×2 or Play any instrument ×2, Speak Other Language ×1, Craft a specific substance ×1, any one Lore ×3 or any one Ritual skill ×3, Read/Write Own Language ×3, Divise ×2, Intensity ×2, any other Sorcery skills ×4 (divide as desired), Spells ×9 (divide as desired), Fist Attack ×1, 1H Weapon Parry or Shield Parry or Dodge ×1. MAGIC (Sorcery): 1D3 spells upon acceptance. All Apprentices receive 1 common sorcery spell per year. EQUIPMENT: writing equipment, 1D10 pennies in coin and 20 pennies in miscellaneous goods, notebook for recording dreams, linen and wool clothing, knife, sack, firemaker and tinder.

Crafter, Civilized

Crafters make items or offer services for barter and sale. Civilized crafters specialize in one area or portion of a craft area, potentially allowing greater volume of production. This may make their work less satisfying.

OPTIONAL URBAN CRAFTS TABLE

D100	Occupation
01	Armorer
02-06	Baker
07	Brewer
08-13	Butcher
14-15	Carpenter
16-17	Cook
18-20	Cooper
21-23	Herbalist
24	Jeweler
25-27	Joiner
28-42	Leatherworker
43-47	Mason
48-52	Potter
53-56	Smith
57-76	Tailor
77-00	Weaver

SKILLS: Throw ×2, Fast Talk ×2, Speak Own Language ×1, Craft ×5, Secondary Craft ×3, Evaluate ×4, Human Lore ×2, Conceal ×1, Devise ×5, Scan ×1, Search ×2, Fist Attack ×2, Dagger Attack ×1, 2H Spear Attack ×1 and Parry ×1. MAGIC: Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation on page 29). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: hand tools, 100 pennies in goods and 20 pennies in coin, linen and wool clothing, spear, knife, sack, firemaker.

Entertainer, Civilized

Civilized Entertainers include poets, fools minstrels, bards, juggler, musicians, tumblers and acrobats, animal trainers, stage magicians, actors, and singers. When the wealthy and influential want to be amused, they summon Entertainers, who may be paid well or not at all for their services. In cities, there may be enough passersby to pay Entertainers to work the streets, or enough customers to turn an alehouse into a cabaret. SKILLS: Throw ×2, Fast Talk ×2, Orate ×2, Sing ×3, Speak Own Language ×1, Speak Other Language ×1, Human Lore ×4, Conceal ×3, Sleight ×4, Devise ×1, Play any instrument ×5, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×1, 1H Weapon Parry or Dodge ×1. MAGIC: Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75   **Divine Magic:** your adventurer's parents worship the trickster god or the moon goodess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god or goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or

fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Summon ×1 or Enchant ×1 and spells ×3 (allot the percentiles among known spells as desired).

EQUIPMENT: good instrument, linen and wool clothing, gaudy clothing, knife, cultural weapons, sack, firemaker and tinder, 50 pennies in coin and 70 pennies in goods, sleeping blanket, costume if appropriate.

Farmer, Civilized

Civilized farmers till the soil with iron ploughs, and use harnesses to increase the loads which draft animals may pull. They may practice crop rotation; if they are near cities, they'll find it possible to specialize in certain crops or beasts. SKILLS: Climb ×1, Jump ×1, Throw ×2, First Aid ×2, Craft Wood ×1, First Aid ×3, Animal Lore ×3, Human Lore ×2, Mineral Lore ×2, Plant Lore ×4, World Lore ×3, Devise ×2, Listen ×1, Scan ×2, Search ×1, Fist Attack ×2, Dagger Attack ×1, 2H Long Weapon (scythe, long spear, flail, bill-hook, maul) Attack ×1, and Parry or Dodge ×1. MAGIC: Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75   Divine Magic: your adventurer's parents worship the agricultural goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupation experience.

76-00   Sorcery: your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: 100 pennies in food, 20 pennies in coins, linen and wool clothing, knife, 100 pennies in farm tools, one draft animal, sack, 50m, rope, firemaker.

Healer, Civilized

The chirurgeons, barber-surgeons, leeches, and herbalists of history and legend minister to the sick and afflicted, binding wounds, treating disease, and leeching (and cutting hair and snipping warts). They also treat sick animals. SKILLS: Throw ×1, Orate ×1, Speak Own Language ×1, Speak Other Language ×1, First Aid ×5, Animal Lore ×3, Human Lore ×4, Mineral Lore ×3, Plant Lore ×5, Devise ×3, Search ×2, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1, and Parry or Dodge ×1. MAGIC: Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75   Divine Magic: your adventurer's parents worship the earth goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   Sorcery: your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×3 (allot the percentiles among known spells as desired).

EQUIPMENT: kit (with lotions, ointments, salves, herbs, soaps, razor, tweezers, bandages), linen and wool clothing, knife, sack, firemaker and tinder, cultural weapons, 20 pennies in coin, and miscellaneous items worth 100 pennies.

Herder, Civilized

Herders live by tending animals, whether on foot or mounted. Civilized Herders may or may not own the animals they tend; most of a district's horses, sheep, etc., will be marked and gathered into a single herd, managed full-time by a herder. Herded stock also could include cattle, goats, and more exotic creatures from fantasy. SKILLS: Climb ×2, Jump ×2, Throw ×2, First Aid ×2, Animal Lore ×5, Human Lore ×1, World Lore ×3, Devise ×2, Listen ×3, Scan ×3, Search ×1, Fist Attack ×2, Dagger Attack ×1, Missile Weapon ×2, 1H Weapon Attack ×1, and Parry or Dodge ×1. MAGIC: Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75   Divine Magic: your adventurer's parents worship the storm god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and occupational experience.

76-00   Sorcery: your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: herd animal worth 100 pennies, linen and wool clothing, knife, appropriate missile weapon, appropriate 1H weapon, sack, firemaker and tinder, 50m rope, 10 pennies in coin.

Initiate, Civilized

A civilized Initiate agrees to devote a fraction of his or her spare time and energy to the service of a god or goddess. An Initiate thereby learns many of the secrets of the deity, attains special forms of protection from the god, and gains the god's attention, but in return must sacrifice Power and magic points to strengthen the god and must perform physical deeds to extend or protect the god's earthly sway. ACCEPTANCE: an Initiate gains all of the skills, magic, and equipment listed below in addition to what he would normally receive from his regular occupation. (1) Any adventurer for whom divine magic is available may become an Initiate of his or her parents' religion upon reaching age 15 without die rolls. He or she must, however, sacrifice one point of POW to establish a link with the worshiped god. Use the skills, magic, and equipment listed under the parents' mundane occupation (Fisher, Farmer, etc.) to complete your adventurer's background. (2) If an adventurer wishes to become an Initiate in later life (or wishes to join a different religion from his or her parents) he or she must pass the following test. This test may be attempted once per year.

1. Pay 20 pennies to the temple.
2. Understand the requirements and obligations for an Initiate.
3. The player of the adventurer must roll D100 less than his character's ability in the four skills listed for each cult and the Ceremony ritual; three of the five rolls must succeed.
4. Forget any magic not allowed by the religion.
5. Sacrifice 1 point of POW to form a link with the deity.

SKILLS: Orate ×1, Read/Write Own Language ×1, and Ceremony ×1 or Enchant ×1 or Summon ×1. MAGIC: (Divine) 1-point increase in Power every three years, which may be sacrificed for one-use divine magic—POW may increase only to limits given in the game system chapter; (Spirit) receive 1 point of cult spirit magic per 5 years or fraction thereof. EQUIPMENT: writing equipment, 1D10 pennies in coin.

Merchant, Civilized

Civilized merchants have large markets and peaceful, secure trade routes. Consequently they can plan and trade months or years in advance, and take advantage of social inventions like financing and bills of exchange. They might use loans to ruling houses to lever special favors and laws, or might find themselves being unbearably extorted by Nobles (a merchant out of favor with the state is truly up the creek). A few will actually be traders who physically transport goods from city to city; most merchants will be located only in one city or have trustworthy family branches in all cities in which they trade. **SKILLS:** Throw ×2, Fast Talk ×4, Orate ×2, Speak Own Language ×3, Speak Other Language ×2, Evaluate ×5, First Aid ×1, Human Lore ×4, Read/Write Own Language ×2, Devise ×2, Search ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×1 and Parry ×1. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the ruler god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: Writing equipment, fine clothes, linen and wool clothing, leather armor (2 points of protection), cultural weapons, knife, sack, firemaker and tinderbox, 1500 pennies in goods, 500 pennies in coins, small enamelled box of beautiful crafting.

Noble, Civilized

Nobles live by the work of others, in theory coordinating, speaking for, and protecting those who support them. Civilized Nobles are likely to have gained their status by birth, and may normally pay other men to do all of the above—spending their own Noble time at dalliance, carousing, or hobbies. As a culture ages, Noble titles become many—knight, chieftain, petty king, count, baron, duke, and jarl, for example. A Noble background also could be considered to indicate that the parents were powerful elected or appointed governmental functionaries without blood claims to authority. **SKILLS:** Ride ×4, Throw ×2, Fast Talk ×3, Orate ×3, Speak Own Language ×3, Speak Other Language ×2, Evaluate ×2, Human Lore ×3, World Lore ×3, Fist Attack ×2, Dagger Attack ×1, and 1H Weapon Attack ×3 and Shield Parry ×2—or 2H Weapon Attack ×3 and Parry ×2. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the ruler god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×3 (allot the percentiles among known spells as desired).

EQUIPMENT: ring armor (4-point protection), helm (5-point protection), cultural weapons, 1000 pennies in coin and 1000 pennies in goods, noble clothing, linen and wool clothing, knife, sacks, firemaker and tinder, any cultural symbols or artifact of authority.

Priest, Civilized

Priests work for the spiritual salvation of themselves and others. In worshiping a particular deity or cluster of deities, they manipulate tiny portions of the god's powers in order to effect changes in the mundane world favorable to the god and to the god's followers. Civilized Priests require a congregation for financial and social support. Most civilized religions have been long established, and in the mundane world are preoccupied with maintaining their present influence, though there may be missionary or reform orders within a religion. New religions usually are imported from barbarian pacts. **ACCEPTANCE:** An adventurer can become a Priest only with the gamemaster's permission. Adventurers whose parents were Priests use the skills and equipment lists given below. There is also a magic section specifically for Priest offspring, as well as one to be used by Priests for past experience. To become a Priest, the applicant must be an Initiate in good standing, have at least 10 points of divine spells, at least a 50% ability in each of the four cult skills, and have at least a total of 50 percentiles among all of the rituals. An adventurer who is or was an Adept or Shaman can never become a Priest—such people are too contaminated by heretical ways. If the applicant qualifies he or she must also pass a test.

1. The gamemaster must determine if a vacancy exists at the temple.
2. The applicant must recount a list of deeds done for or present a receipt of goods donated to the temple.
3. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW ×3).

MAGIC FOR PRIESTS' OFFSPRING: [divine magic, parent's god] 1-point increase in POW every three years which may be sacrificed for one-use divine magic, but POW may increase only to the limits given in the game system chapter; [spirit magic] offspring of Priests also gain 1 point of cult spirit magic for every 5 years or fraction thereof. **MAGIC FOR PRIESTS:** [divine magic, any god] 1-point increase in POW per year which may be sacrificed for reusable divine magic if the adventurer is a priest, but POW may increase only to limits given in the Adventurer Characteristics section of this chapter; [spirit magic] Priests gain 1 point of cult spirit magic per year. **SKILLS:** Ride ×3, Throw ×1, Fast Talk ×2, Orate ×5, Speak Own Language ×3, First Aid ×1, Human Lore ×3, Read/Write Own Language ×3, Ceremony ×3, Enchant ×2, Summon ×2, Fist Attack ×2, Dagger Attack ×1, and 1H Weapon Attack ×1 and Shield Parry ×1—or 2H Weapon Attack ×1 and Parry ×1. **EQUIPMENT:** noble clothing, writing equipment, linen and wool clothing, knife, candles, pack, religious talismans, reputedly holy artifact, pottery, riding animal, appropriate weapons, 1000 pennies in coin, miscellaneous goods worth 1000 pennies.

Sailor, Civilized

Civilized Sailors have technology and oral knowledge with which they can cross distances and move cargoes daunting to Fishers of other cultures. Sailors of civilized cultures could have hundreds of different jobs—fish rich banks far at sea, man spice-laden merchant ships, captain mighty warships, etc. **SKILLS:** Boat ×5, Climb ×3, Swim ×3, Throw ×2, Craft Wood ×2, Human Lore ×2, Shiphandling ×3, World Lore ×3 Devise ×2, Scan ×2, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×2 and Parry or Dodge ×1. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the sea god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: a jar of grog, oilskin slicker, knife, marlinespike, cutlass or other appropriate weapon, sacks, small ivory image of a sea creature (your choice), salt fish worth 100 pennies, 10 pennies in coins, tattoo.

Scribe, Civilized

Civilized Scribes comprise the ancient equivalents of common civil professions—teacher, doctor, minor bureaucrat, accountant, engineer, proto-scientist, shipwright, and so on. But a Scribe could also be a letter-writer for hire in the marketplace. In some civilizations Scribes mostly will be found firmly bound within a religion. **SKILLS:** Throw ×1, Fast Talk ×1, Orate ×1, Speak Own Language ×3, Speak Other Language ×1, any one craft ×2, Evaluate ×2, Animal or Mineral or Plant Lore ×2, Human Lore ×3, World Lore ×3, Read/Write Own Language ×3, Read/Write Other Language ×1, Devise ×3, Search ×2, Fist Attack ×1, Dagger Attack ×1, Dodge ×1. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: wool cloak (1-point protection), linen or wool clothing, writing implements and materials (with small wooden carrying case), three bundles of reports and notes worth 100 pennies, blank parchment or tablets worth 50 pennies, a copper wristlet inscribed with the calendar of his or her civilization, an old letter of introduction from a semi-powerful bureaucrat, a bronze dagger, 330 pennies in coin.

Soldier, Civilized

Civilized Soldiers are paid a stipend, provided with food and shelter, and guaranteed continuing employment. Within limits, they agree to be ready to fight at any hour or season and to substitute disciplined action for vengeance, fear, hate, lust, and greed. **SKILLS:** Ride ×2, Throw ×2, First Aid ×3, Human Lore ×3, Conceal ×1, Devise ×1, Listen ×2, Scan ×2, Hide ×1, Fist Attack ×2, Dagger Attack ×2, 1H Weapon Attack ×4, Shield Parry ×4, and Missile Weapon ×4—or 2H Weapon Attack ×2 and Parry ×2. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75   **Divine Magic:** your adventurer's parents worship the war god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: helm (4-point protection), ring mail armor (5-point protection), dagger, linen and wool clothing, cultural weapons, knife, sack, pack, water skin, sleeping roll, firemaker and tinder, 20 pennies in coins (cumulative per year of service) mustering-out pay, war booty worth 100 pennies, 1D3 scars.

Thief, Civilized

Though members of every culture steal, only civilized lands have enough people to support a subclass of internal predator (every culture allows Thieves to steal from other cultures). A professional Thief likely follows one or more of these sub-crafts: bandit, burglar, cutpurse, forger, gambler, henchman, pimp, or pitchman. Muggers usually will be opportunistic youngsters without professional credentials. **SKILLS:** Climb ×3, Jump ×1, Throw ×2, Fast Talk ×2, Evaluate ×3, Human Lore ×2, Conceal ×3, Sleight ×3, Devise ×2, Hide ×3, Sneak ×2, Fist Attack ×2, Dagger Attack ×1, Shortsword ×2 and Parry or Dodge ×2—or Rapier Attack ×2 and Main Gauche Parry ×2 or Dodge ×2. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before beginning play.

01-75   **Divine Magic:** your adventurer's parents worship the moon goddess or the night goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00   **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: Lockpicks, jimmy, other appropriate tools, linen and wool clothes, knife, appropriate light 1H weapon, mask, 20 meter rope with grapple, sack, hooded lantern, 30 pennies in pawnable items or coin, secret thieves' mark.

Combat

In this section, the rarer combat situations that can arise have been covered, to provide the GM with some guidelines for coping with action against mounted opponents, combat in the dark, etc. Players will also find some additional rules about Knockback, and other combat rules previously covered in the basic rulebook. The rules in this book are therefore additional to those in the basic game, and should only be introduced at the GM's discretion.

Aimed Blows

If a player wishes his adventurer to aim a blow at a particular hit location, he must specify the hit location during statement of intent, then wait until the end of strike rank 10. The player then rolls the attack at half normal skill plus any modifiers. If the attack succeeds at the reduced chance, it hits the desired hit location. This simulates the need to wait for an opening and the chance that no opening will appear.

Pulling a Blow

It is always possible to "pull" a blow. During the statement of intent, the player must say that he is pulling his adventurer's blow to intentionally do less damage. He can add less of the damage modifier, or none of it, and he can roll fewer or smaller dice for the weapon damage.

Thus, a character with a +1D4 damage modifier and a sword that does 1D8+1 can specify that he is pulling his blow and not roll the modifier—and only roll 1D4+1 (or 1D6+1, or 1D3+1, or even 1D2+1) for the weapon damage.

Armor and Hit Point Relation Summary

There are two possible relationships between armor and hit points, as described below:

Separate Armor and Hit Points: This situation is best exemplified by the adventurer and his armor, but also covers the armor and hit points of an object such as a wall or a weapon purposely struck to do damage to it. If the damage done exceeds the protective armor points of the adventurer or object, then the excess damage reduces the adventurer's or object's hit points in the hit location and general hit points.

Armor and Hit Points of an Interposed Object: With most objects, the number of hit points and the amount of armor protecting them are one and the same. If the object is parried with, blocking a blow meant for another object, and the armor/hit points of the object are exceeded, regardless of the amount that they are exceeded by, then the armor/hit points of the object are reduced by one only. The remaining damage points proceed on to damage the object originally attacked. The armor/hit points of objects are usually referred to simply as armor points.

Knockback

The impact of a weapon can do more than damage a target. A sufficiently powerful blow can send a target staggering backward. This is called a knockback. With the proper tactics, a knockback can be more of a problem to the recipient than actual damage.

The rules for determining if a Knockback occurs, and how far it carries the affected character, have been covered in the basic rulebook. The following describes the effects of Knockback in special situations.

Bracing Against Knockback

It is possible for an adventurer to brace himself against the effects of knockback. To do so the adventurer's player must state prior to the opponent's attack that his character is bracing. An adventurer so stating cannot move in the melee round without losing the benefits of bracing during his move. He also cannot Dodge while braced, though he still can parry. He must add three strike ranks to any other activity he performs in that melee round. Once he is braced, damage done must be higher than his STR plus SIZ to do knockback.

Knockback into Small Objects and People

If an adventurer is knocked back and runs into another person or free-standing, man-sized-or-smaller object, he must make a second DEX ×5 roll to stand. If the second object is a person, he too must make a DEX ×5 roll. An inanimate object may fall over or not, as the gamemaster wishes.

If the adventurer was knocked back three or more meters and hits an object or person, both adventurer and object/person take 1D6 of damage for every five meters or fraction thereof traveled. Use the melee hit location table to determine the area damaged on a living being.

Knockback Into Solid Objects

If the adventurer is knocked back into a solid, unyielding object such as a wall, tree, or boulder, for each meter traveled he will take 1D6 damage to a hit location determined on the melee hit location table.

Limit to Knockback

Many natural weapons, such as lobster claws and most bites, will not do knockback. Part of their effect involves hanging onto the victim to apply pressure.

Intentional Knockback

Till now, knockback has been discussed as a by-product of a normal blow. There will be times when an adventurer will want to do knockback without actually hurting his target—by shoving or body-blocking. Similarly, flesh-eaters such as wolves or tigers may want to sprawl a target on the ground, where they can

bite at more or more vital hit locations, and large herb-ivores may want to down a target so that they can easily trample it.

State even an optional attempt at knockback at the start of the melee round. A player may say, "Nikolos will fight the troll if the troll attacks him. If the troll attacks Cormac, then Nikolos will attempt a knock-back on the troll." The adventurer must then move toward his target, doing no attacks (though he can parry and Dodge).

The adventurer attempting knockback may attack at his normal strike rank for a fist attack, his player comparing on the resistance table the adventurer's STR plus SIZ against the SIZ plus DEX of the target. If the roll succeeds, the target is knocked back the same distance as if the STR plus SIZ of the attacker were weapon damage (reduced by the SIZ of the target). If the resistance roll is a special success, the target is knocked back ignoring his SIZ. If it is a critical success, the target loses any weapon he is holding (except for a shield or similarly strapped on weapon).

Modifiers to Intentional Knockback

The percentile attack modifiers shown in the special rules section later in this chapter apply to the resistance table roll for intentional knockback. If the target is sur-prised by the attack, he does not get the benefit of DEX in resisting the attempt.

If the attacker attempts an intentional knockback attack as an 'attack on the run,' which is also explained in the special rules section, he also may add 1 point to the total of his STR plus SIZ for every strike rank of movement in a straight line before hitting the target.

Stunning and Subduing

At times, adventurers will want to subdue, rather than slay, their opponents. There are two principal ways to do this.

A target can be immobilized using the grapple rules in the weapons section of this chapter.

An adventurer may use weapons to stun an oppo-nent if his player states that he is using the flat of the blade or the haft of the weapon to make an aimed blow (see above) at the end of the melee round. The hit loca-tion struck will be the head; subtract the value of any protective armor from the rolled damage. Then use the resistance table to attack the number of hit points in the head with the remaining damage. If the resistance roll succeeds, the target is stunned and unconscious. During the bookkeeping phase of each subsequent melee round, that character's player must make a suc-cessful CON ×1 roll for his adventurer to recover consciousness.

Mounted Combat

Fighting from a riding animal is much the same as combat on foot. The most important difference is to strike rank cost for movement. Effectively, a riding character does not have to spend strike ranks on movement — his animal is doing that for him. But there are other procedural alterations.

Special Hit Locations

In mounted combat, hit location rolls or hit locations may change because of relative height.

Foot Soldier Targets

A mounted warrior striking downward with a one-handed weapon effectively hits only the top half of the target. Use the melee hit location table, but roll 1D10 + 10 to determine the location hit in this situation.

Hit Locations of Mounted Targets

For a warrior on foot who is striking up with a one-handed weapon at a mounted target, roll on the melee hit location table. If attacking from the side, a result indicating an opposite-side hit location means that the riding animal, not the rider, took the blow—either in its forequarters or hindquarters, whichever is closer to the weapon of the attacker.

Further, a result of 19 is a hit on the target's arm closest to the attacker, rather than the target's head.

Mounted characters fighting footmen also get the advantages of attacking from above (page 29).

> ### Cormac's Saga
> Cormac's old friend Churchak the Scythian, and new friend Nikolos of Byzantium, sneak Cormac and Signy out of the gladiatorial pens. As they make their way out, they are sur-prised by a mounted guard.
>
> As Cormac rushes forward, the guard hacks down at him, nominally hitting Cormac's leg. However, from horseback the rolled 4 becomes 14, the right arm. Cormac successfully parries, while Churchak's arrow (in the guard's unarmored chest) takes that worthy out of the fight.
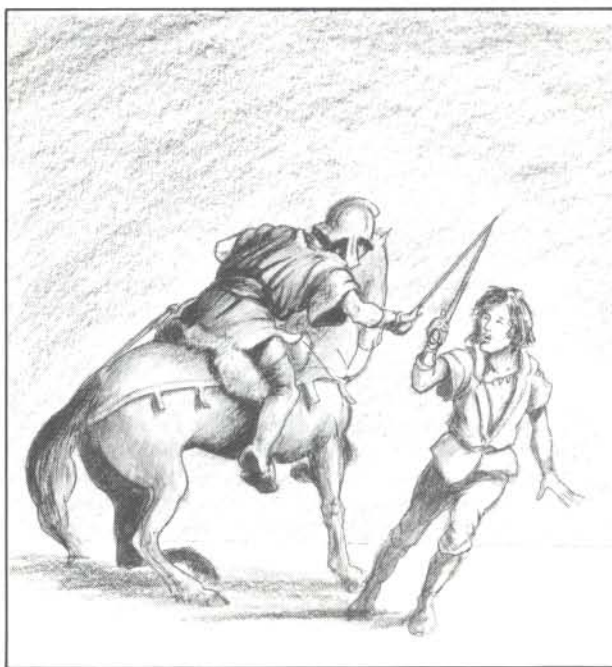
Mounted Weapons Limitations

A mounted adventurer can use no weapon at a skills percentage greater than his Riding percentage. Thus, if Cormac is 85% with Sword, but only 40% with Ride, while mounted he can use a sword only at 40%.

Prohibited Mounted Weapons

No adventurer can use a two-handed hacking weapon (such as a greatsword or halberd) while mounted.

Special Weapon: the Lance

The Lance is essentially a pike-sized weapon which can be used one-handed when it is tucked under the arm of a rider. It must be used two-handed (and often was) if the rider dismounts. Strike rank for a Lance is essentially zero, plus whatever strike ranks it takes the mount to reach the target. DEX and SIZ of the user have no effect on Lance use. If another weapon, such as a 1H or 2H spear, is used like a Lance, the weapon's strike rank does count towards the strike rank of the attack.

A lancer cannot both Dodge and use the Lance to attack, though he could both Dodge and parry with a shield, ignoring the Lance.

Unlike any other weapon, a Lance used in a charge may take its damage modifier from the animal ridden, not from the wielder. *Example:* if employed from the back of a horse with a 3D6 damage modifier, 3D6 would be added to the damage done by the Lance. In order that the animal's damage modifier be used, the mount must charge at a trot or faster for one full melee round. Otherwise the wielder's damage modifier must be used.

> **Cormac's Saga** *Churchak lends his bow to Signy, who otherwise has only a sword, then rides ahead as scout. Seeing two guardsmen with pikes approaching, he couches Cormac's Short Spear and charges. His mount has enough distance in strike ranks that it can be charging before reaching the targets.*
>
> *Churchak and mount smash into one of the guardsmen on strike rank 7, doing 1D8 + 1 damage with the Short Spear and 3D6 more damage because of the horse's damage modifier.*

Set Spear Versus Charge

The damage modifier of a charging animal may be adverse to it. Long Spears, among others, can be braced against the ground ('setting the spear') to meet a charging animal. If it hits the animal, it does the weapon's damage plus the damage bonus of the animal. Its strike rank is effectively zero, increased only by the strike ranks required for the animal's movement. A spearman cannot parry or Dodge while setting his weapon.

A Pike will always strike before a Lance; all other spears will strike after a Lance.

> **Cormac's Saga** *The second guardsman dropped back and set his Pike when Churchak charged. On strike rank 8 of the same round, he hits Churchak's horse in the forequarters with the pike. The horse takes 1D10 + 1 from the Pike, and 3D6 from its own damage bonus. It goes down, wild-eyed and screaming, but Churchak jumps free safely. Meanwhile Churchak's friends have arrived: Nikolos has prepared a magic spell, with which he dispatches the second guard.*

Restrictions on Large Shields

A mounted adventurer cannot employ Viking Rounds, Kite shields, or Hoplite shields on both sides of his riding animal. Such shields will protect the shield-side of the character, but cannot be swung to the weapon-side of the beast — such protection is physically too long to easily move from side to side.

Unfavorable Environments

While most adventurers would as soon always fight man-to-man in an open flat field at high noon, fate prevents this. Warriors and soldiers must attack and parry under many conditions, all of which influence their skill with weapons and whether or not they stay alive. The following special rules deal with many such situations.

Darkness

There are two forms of darkness—the pitch-blackness of the cave, and the dimness of ordinary night. The gamemaster may rule that the night is unusually light or dark, and thereby adjust the rules to his taste.

While fighting, a candle, torch, or lamp cannot be held in one hand to provide illumination, unless that hand is not used for attack or parries.

Pitch-Black Darkness

In complete darkness, the attack, parry, and Dodge of an adventurer with normal eyesight each equal his normal ability minus 75 percentiles. If this results in a negative number, he will still have the usual 5% chance of success.

Possibilities of an impale, a critical success, a fumble, and so on are also reduced. When in darkness the 100% attack of a master spearman is reduced to 25%, his impaling chance is 5%, and his chance for a critical success is only 1%. He will fumble on a result of 97-00.

The Darkness of Night

If a character is fighting in the darkness of night or in night-like conditions (perhaps in a cave illuminated by a distant torch) the gamemaster must decide upon an appropriate number of percentiles to subtract from a successful attack, parry, or dodge. We recommend a range of 05-70 percentiles.

Lighting the Darkness

Candles: A candle is a stick of wax with a central wick which burns. A *RuneQuest* candle will burn for approximately two game hours. A candle illuminates a 1-meter radius sufficiently to read by and use Search skills normally. It can be seen at a much greater distance and will provide enough illumination to Search by, with a 5 percentile reduction to the skill roll for every meter of distance away from the candle. This is a cumulative modifier with any terrain features.

A slight breeze will extinguish a candle. If dropped, a candle will go out when the gamemaster rolls 51-00 on D100: this roll should be made every melee round until the candle extinguishes or until someone puts the candle upright.

Torches: Torches are sticks which burn at one end. Torches which can burn for more than a game minute have some flammable substance on the head of the stick, possibly a wrapping of oil-soaked rags. A *Rune-Quest* torch will burn for approximately one game hour. A torch held at shoulder height sufficiently illuminates a 10-meter-diameter area to read by and to perform a Search skill normally. If laying on the ground, it illuminates 3 meters this well. A torch is visible for hundreds of meters, and modifies a Search skill roll in the same manner as candles when the skill is performed outside the normal illumination radius.

If dropped, a torch will go out when the gamemaster rolls 96-00 on D100. This roll should be made each melee round until the torch dies or until someone puts the torch upright.

Lantern: A lantern is a small ceramic or metal box equipped with reflectors and shutters which can direct or withhold a shaft of light from a light source within. When the shutters are open, the lamp can illuminate an area 3 meters square at 10 meters distance with sufficient light to read by and to normally perform a Search skill. Such a beam can be seen at great distances. Used outside the beam, the Search skill suffers a 10-percentiles reduction for every meter outside the edge of the light.

A lantern may use a candle as a light source; in a high wind, such a lamp has a 25% chance of going out each melee round unless totally shuttered. A lamp candle will burn for approximately one game hour. An oil lamp with wick will not go out except in a major gale, and will burn for approximately two game hours before the oil is exhausted. Oil lamps are dangerous if dropped.

Underwater

The main problem underwater is breathing—for those rules see the asphyxiation rules in The World chapter. But fighting underwater poses other problems. (1) All slashing weapons and crushing weapons are basically useless, as are all missile weapons except specially constructed crossbow-like spear guns. (2) Only thrusting weapons and knives are useful underwater. (3) Treat all blows as if the target had 3 points of additional armor. This "armor" is good even against critical hits, and simply simulates the slowing effect of water upon any violent activity. (4) Fighting underwater doubles the normal fatigue loss per melee round.

Dropped Oil Lamp Table

roll D100	result
01-30	Light is extinguished; lamp is unharmed.
31-70	Lamp continues to burn unharmed; roll for random beam direction.
71-75	Lamp breaks and is no longer usable. Oil spreads over to the floor, leaving slick surface. Wick continues to burn with brightness of candle.
76-85	Lamp breaks irreparably and spreads oil over floor, leaving slick surface. Wick goes out.
86-00	Lamp breaks and spreads burning oil across floor; treat flames as a small fire (see The World chapter).

High Ground

An adventurer who is standing at least half-again higher than his target has a high ground advantage. This means that his player may subtract one strike rank from his adventurer's hand-to-hand weapon attacks against a downhill foe and adds one to all hit location rolls for his attacks. Any roll over 20 equals 20. The adventurer also has a 10-percentiles-greater chance to succeed both with attacks and with parries. Mounted adventurers fighting footmen gain the advantages of high ground.

Attack Chance Modifiers Table

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 5%.

Positive Percentiles	Effect
+25	Target helpless.
+20	Target surprised during non-combat or knocked down.
+10	Target surprised during combat.
+10	Attacking from target's unshielded side or from behind.
+10	Prepared attack (one melee round delay to aim just right).
+10	Attacking from above target.
+05	Per 10 SIZ points that the target is over SIZ 20.

Negative Percentiles	Effect
−75	Target cannot be seen, or sensed by darksense or other such senses.
−20	Attacker has been knocked down.
−10	Target moving (if attacking with missile weapon).
−10	Per SIZ point which target is below SIZ 4.
−10	Attacker is riding a moving animal/vehicle.

Cormac's Saga Signy and Cormac, confronted by more guards, jump onto an abandoned wagon and make their stand. The guards, mere militia, have little chance against two trained and battle-tested gladiators. When Cormac lands an axe blow on the head of one (his player rolls an 18 for hit location, which translates to 19 in this situation) and knocks the guard out, the other three leave.

Narrow Passageways

A fighter needs a 1-meter radius around him to fight comfortably with any melee weapon. If he has less room than that, he is reduced to half effectiveness with any SR 0 or 1 weapon except for spear/pike attacks. If he has less than a half meter radius around him, he is reduced to half effectiveness with all SR 2 weapons as well. If fighting in a small enclosed area, with no air circulation, a fighter also suffers double his normal fatigue loss per melee round.

Cormac's Saga Separated from his friends, Nikolos upsets a baker's cart and is attacked with a club by the enraged delivery boy. Cowering behind the upturned cart, Nikolos is saved from a nasty blow to the rump when the gamemaster rules that the cart is protecting that part of his anatomy. Instead the delivery boy has smashed his own cartwheel. The boy wails that the baker will kill him, and breaks into tears. Nikolos hesitates, then swiftly reforms the rim as though the wood was as limber as willow; in two melee rounds the wide-eyed boy sees a rim as good as new. The sorcerer scurries off to find his friends while the boy brushes off loaves of bread and continues on his way.

Three-Dimensional Combat

Occasionally an adventurer may fly and fight at the same time. Unless the adventurer naturally flies, he will be unused to fighting in three dimensions. He probably will also be riding a flying animal.

Just as when riding an earth-bound steed, a character's ability with any weapon skill will be no better than his Riding skill on that particular animal.

When flying, any chance to hit is also modified for movement. Subtract 10 percentiles from the chance to hit; also subtract or add any appropriate modifiers found on the attack chance modifiers table.

Cormac's Saga At a postern gate in the city wall, Cormac and Signy find only one guard. Cormac successfully Sneaks up on him and strikes with his axe. His chance is high already, and the extra 20 percentiles added for surprise ensures his success. Cormac's player rolls a critical success. The guard silently collapses and dies. The way out of Massilia is open.

Attacks and Parries Over 100%

An adventurer who has increased an attack and or parry skill to 100% or more can split that attack or parry, giving him or her a second major advantage beyond the increase in chance for special and critical skill rolls.

To split an attack or parry, divide the actual percent chance to succeed by two, round up any fractions, then make two separate attacks or two parries with the same weapon, resolving each using one of the two halved chances for success. The strike rank for the first attack will be the normal one for the weapon; the strike rank for the second will be the first strike rank plus 3. An attack cannot be split to attack the same target twice — the attacks must be against separate targets, though the parries may parry the same attacker.

Cormac's Saga In gladiator school, Cormac increased his DEX to 12. This, with his SIZ of 12, gave him a base strike rank of 5. He increased his battleaxe ability to 102%. With this weapon, his strike rank is 7 because the battleaxe is a strike rank 2 weapon.

In the arena, he was once matched against two novice fighters. Wishing to make a quick end to the fight, he split his attack, attacking each at 51%. One of the novices was faster than Cormac and attacked at strike rank 6. He hit, but the experienced Pict is 74% with his shield and easily parried. No damage got through. Cormac was faster than the other at strike rank 7 and hit him, rolling a 38. The other missed the parry and took a crippling blow to his leg. He was out of the fight. Cormac then attacked the other novice at strike rank 10 and hit again, rolling 43 this time. The novice missed his parry and was also crippled by one of Cormac's mighty blows. The crowd jeered at such a quick fight.

Special Melee Tactics

Close Combat

An adventurer wielding a short weapon will usually be at a strike rank disadvantage to a foe with a longer weapon (because he usually must swing later in the melee round) unless he can get close to his opponent. Fighting Shortsword against Greatsword for instance, it is possible for the Greatsword user to keep the other at a distance and continue to get the benefit of the smaller weapon strike rank modifier (and the earlier swing each melee round).

In the first melee round, a combatant with a shorter weapon can act on his normal strike rank. To close with his opponent, the closer's player must state that his adventurer is moving in on the other during the next melee round. In the next melee round, the adven-

turer must add one to his normal strike rank.

The longer-weapon user may take his normal strike rank, and allow the other to close on him, or his player may state his adventurer's intention to step away from the attack, and thereby add one to his strike rank as well. The latter means that the two combatants end up in the same relationship in which they started the melee round. A long-weapon user can always keep a short-weapon user at a distance, as long as the former is capable of moving.

If a long-weapon user cannot or will not maneuver, the short-weapon user can close with him. The short-weapon user then gets the benefit of closing.

Closing Against a Long Weapon.

Once an attacker has closed with an opponent using a longer weapon, he will always get first strike,

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Combined Melee Weapons and Parry Weapons Fumble Table

D100	Nature of Fumble: Effect on Fumbler
01-05	Lose next parry.
06-10	Lose next attack
11-15	Lose next attack and parry.
16-20	Lose next attack, parry, and Dodge.
21-25	Lose next 1D3 attacks.
26-30	Lose next 1D3 attacks and parries.
31-35	Shield strap breaks: shield immediately falls.
36-40	As 31-35 above, and also lose next attack.
41-45	Armor strap breaks: roll for hit location from where the armor fell.
46-50	Armor strap breaks: as 41-45 above, and also lose next attack and parry.
51-55	Fall: lose parry and Dodge this round, and take 1D3 melee rounds to get up.
56-60	Twist ankle: halve movement rate for 5D10 melee rounds.
61-63	Twist ankle and fall: apply both 51-55 and 56-60 above.
64-67	Vision impaired: lose 25 percentiles from attacks and parries; fix helmet or clear eyes in 1D3 unengaged melee rounds.
68-70	Vision impaired: lose 50 percentiles from attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
71-72	Vision blocked: lose all attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
73-74	Distracted: foes attack at +25 percentiles effectiveness for next round.
75-78	**Attack**—weapon dropped: recover in 1D2 melee rounds. **Parry**—parrying weapon or shield dropped: recover in 1D2 melee rounds.
79-82	**Attack**—weapon knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3 +1 melee rounds. **Parry**—parrying weapon or shield knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3 +1 melee rounds.
83-86	**Attack**—weapon shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon. **Parry**—parrying weapon or shield shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon.
87-89	**Attack**—hit nearest friend for rolled damage; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
90-91	**Attack**—hit nearest friend for maximum rolled damage; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
92	**Attack**—hit nearest friend for maximum rolled damage and ignore any armor; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
93-95	**Attack**—hit self: do rolled damage. **Parry**—wide open: foe automatically hits for rolled damage.
96-97	**Attack**—hit self: do maximum rolled damage. **Parry**—wide open: foe automatically hits for rolled damage.
98	**Attack**—hit self: do maximum rolled damage and ignore any armor. **Parry**—wide open: foe automatically hits for critical success with weapon.
99	**Attack or Parry**—blow it: roll twice on this table and apply both results.
00	**Attack or Parry**—blow it badly: roll three times on this table and apply all three results.

irrespective of strike ranks. Moreover, though the longer-weapon user may parry, attack, or Dodge, he may perform only one such alternative. Normally an adventurer may do two of those three actions in the same melee round. These benefits apply to anyone closing on someone using a weapon with a lower strike rank than the closer's weapon.

If, for whatever reason, one long-weapon user closes with another, they both labor under the one-out-of-three limitation noted in the preceding paragraph, but they strike at normal strike ranks.

Disarm

In a combat, an adventurer may at any time declare that he is striking at his opponent's weapon instead of the opponent himself — perhaps to disarm an opponent, or simply to render him unprotected for later blows. If the opponent is parrying with the designated weapon, he will automatically parry if the attacker succeeds in such an attack.

The attacker has his normal chance of success if the target weapon is a strike rank 0 weapon. His chance is reduced by 10 percentiles if it is strike rank 1 weapon, 20 percentiles if it is strike rank 2 weapon, and by 30 percentiles if it is a strike rank 3 weapon. If the attacker hits the target weapon, he may attempt one of the following actions.

He may strike to damage the weapon. In this case, all of the damage done which exceeds the armor value of the target weapon is absorbed by the armor points of the weapon (rather than the usual 1 point of damage). Two or three such blows will usually destroy a weapon. Such damage cannot be done with a weapon meant only for thrusting, such as a spear or dagger.

He may hit with the flat of the weapon and match his rolled damage against the STR of the target weapon's user (or his STR $\times 1.5$ if the weapon is held with two hands) on the resistance table. If the attack succeeds, the target weapon is knocked from the user's hand and flies away a distance in meters equal to the difference between the damage done and the STR of the user (if the STR is greater, the weapon lands at his feet). If the attack is unsuccessful, there is no effect on the struck weapon. This attack cannot be attempted with a short weapon meant only for thrusting (such as a dagger), but it can be used with spears, clubs, or quarterstaves to slap away opponent's weapons.

He may attempt to entangle the target weapon with a flexible weapon. Some weapons (whips, lassoes, flails, etc.) can wind around a defending weapon to disarm an opponent. To achieve this, the attacker's player will have to roll a special success hit. If he can, his adventurer has entangled the defender's weapon; if the player can succeed with a STR versus STR roll on the resistance table, his adventurer can wrench the target weapon out of the defender's hand.

Of course, if unsuccessful the entanglee may also attempt a STR versus STR roll and a success will let him take the entangling weapon out of the entangler's hand. If the entanglee retains his weapon and takes the entangling weapon out of his attacker's hand, his

ability with the weapon is restricted, just as if it were a shield with an ENC 2 weapon impaled in it.

He may use a swordbreaker against the weapon. Viking Shields, Sais, and some specially-made weapons can be used to catch an enemy edged weapons if the player can roll a special success parry against an attack. Then the parrying adventurer either may treat the situation as if his weapon has entangled the attacking weapon as in the option above, or rely on the resistance — pitting his STR against the armor points of the attacking weapon. If the swordbreaker ploy succeeds, the weapon breaks. Adding a swordbreaker option onto a regular weapon such as a broadsword doubles the cost of the weapon.

Moving and Melee

Normally an adventurer cannot attack in a melee round if he has moved and does not have enough strike ranks remaining for an attack after moving. Nor can an opponent attack him after he arrives if the opponent then hasn't enough strike ranks left for an attack. Under some conditions, however, it is possible both to attack while moving and to attack a moving target.
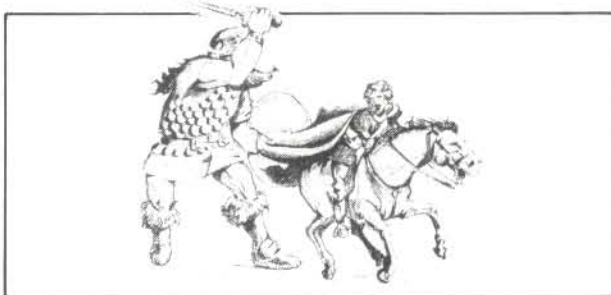
Attacking on the Run

A moving adventurer may perform one of the three combat actions—attack, parry, or Dodge—while moving if that is all he does in the melee round. He cannot perform more than one of the three alternative. He also must slow down by 1 meter per strike rank (a human would be able to move only 2 meters per strike rank, for instance). This slowing is cumulative to any reduction in speed caused by magic.

If the moving adventurer wants to attack, he must do so on or after his DEX strike rank plus the strike rank for the weapon. Because he is moving, the benefits and restrictions of SIZ do not apply.

Opportunity Melee

A stationary character who sees an opponent running in his general direction may use a form of opportunity fire to strike at the foe as he passes. Since the foe is moving, the attacker loses 10 percentiles from his attack chance. The attacker can parry or dodge normally, as well as attack.

Since a moving target negates any benefit or disadvantage of SIZ, the attacker's strike rank will be his DEX strike rank plus his weapon strike rank modifier. The attacker can also aim his blow by waiting until the end of the melee round to strike using half his normal attack chance (then subtracting the 10 percentiles from above).

Disengaging From Melee

An adventurer caught in melee who wishes to escape must spend one melee round attempting to disengage. In that round he can do nothing but parry and Dodge. After that round he may move as he desires, if he still can. Remember that he can start moving in the next round on his DEX strike rank. The same situation obtains for opponents who both are mounted.

If the disengaging adventurer is on a riding animal and his foe is not, the mounted adventurer need only spend half a melee round Dodging and parrying, and may then ride away. Only fast footmen with long weapons can get a swing or a thrust at a disengaging cavalryman.

A footman cannot disengage from a mounted opponent unless he can hide, teleport, and so on.

If an opponent can strike before the disengaging character escapes, he gets the attack modifier for striking at an opponent's back.

Impromptu Weapons

The world is full of items usable as weapons: broomhandles, carving knives, shoes, belaying pins, rolling pins, and broken crockery all have served as weapons in time of extremity.

Most impromptu weapons have parallels with designed weapons: they can be equated with them and used as such. The concept of light or heavy mace sufficiently describes most items picked up when nothing better could quickly be found. But when we get to the impromptu weapons used by such creatures as giant trolls and giants that we must deal with the special effects of these weapons.

Melee Weapons Table

Weapon Category	Weapon	Damage	STR/ DEX	ENC	BS%	Armor	SR	Price
Axe, 1H	Battleaxe	1D8+2	13/9	1.0	10	8	2	100
	Hatchet	1D6+1	7/9	0.5	10	6	2	25
Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2	100
	Great Axe	2D6+2	11/9	2.0	05	10	1	120
	Halberd@$	3D6	13/9	3.0	05	10	1	250
	Poleaxe	3D6	11/9	2.5	05	10	1	150
Dagger	Dagger @@	1D4+2	-/-	0.5	15	6	3	33
	Knife	1D3+1	-/-	0.2	15	4	3	10
	Main Gauche	1D4+2	-/9	0.5	10	10	3	55
	Sai	1D6	-/11	1.0	05	10	2	60
Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3	100
	Cestus, Light	1D3+1	7/-	1.0	15	4	3	100
	Fighting Claw	1D4+1	7/9	0.1	15	-	3	100
Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2	250
	Grain	1D6	9/-	1.0	10	6	2	10
	Three Chain	1D6+2	9/13	2.0	05	10	2	240
Flail, 2H	Military	2D6+2	9/-	2.5	05	10	1	240
Hammer, 1H	Warhammer@	1D6+2	11/9	2.0	10	8	2	150
Hammer, 2H	Great Hammer@	2D6+2	9/9	2.5	05	10	1	250
Mace, 1H	Heavy Mace	1D10	13/7	2.5	15	10	2	220
	Light Mace	1D8	7/7	1.0	15	6	2	100
	Singlestick	1D6	7/9	0.5	15	5	2	10
	Wooden Club	1D6	-/7	0.5	15	4	2	4

Definitions of Headings

Category: Adventurers trained in a category of weapon will gain equal percentiles in all weapons in that category. Some weapons appear within more than one category (such as bastard sword), and must be trained for separately by category.

Damage: The weapon does this damage when it strikes. Add as well the adventurer's damage modifier to establish the total damage done.

STR/DEX: This is the minimum STR and DEX necessary for an adventurer to use that weapon. Every point of each characteristic which he or she is short of the minimum reduces his or her chance to hit by 5 percentiles.

ENC: The approximate number of kilograms the item would weight, with some adjustment for extra clumsiness of particular weapons.

Base %: This is the base chance for a successful weapon attack by someone who has not used that category of weapon before. If previous experience gives the adventurer additional ability with the weapon, add that percentage to the adventurer's manipulation skills modifier for attack and his agility skills modifier for parry.

AP: Armor points which the object has. As with any weapon, the armor points decrease by one each time the object's armor points are exceeded by a blow.

SR: The weapons strike rank modifier. Combine it with the adventurer's melee (or base) strike rank to determine on which melee round strike rank the adventurer may use the weapon.

Cost: The cost of the weapon in pennies at the place of manufacture.

Multiple Targets: Area-Effect Attack

A creature, such as a giant, can uproot a tree and use it to try to hit several smaller targets at once. Depending on the size and structure of the tree, he might try to hit a line of targets, or several gathered in a clump. He could attempt an overhead shot, bringing the tree straight down on the targets, or a sweeping attack designed to knock all the targets off their feet.

Deciding the strength and efficiency of these attacks is mostly up to the gamemaster. Only he can figure in the effects of other trees, buildings, and uneven terrain, for instance. However, assuming that the giant uprooted his impromptu club from the forest and then attacked the adventurers on a featureless flat plain, this is how to figure the two forms of attack.

Overhead blow

If the giant brings his club down and attempts to smash the targets into the ground, the gamemaster must determine which adventurers are truly in danger, depending on the shape of the tree, large boulder, etc. Make the attack against these targets with a modifier of +10 percentiles for each 10 SIZ points or fraction thereof over 20 which the object has.

Roll this attack once. Each adventurer or creature caught in it may try to parry or Dodge, with the usual limits to Dodge on a special or critical success hit. Roll the damage once: everyone hit will take the full rolled damage to a random hit location. But even if the hit location is a limb, all of the rolled damage will go through to the total hit points.

Also use this sort of attack for such attacks as a brontosaur's trample, a behemoth's tail-club, or a whale's smash on a whaleboat.

Melee Weapons Table (Cont.)

Weapon Category	Weapon	Damage	STR/DEX	ENC	BS%	Armor	SR	Price
Maul	Heavy Mace	1D10	9/7	2.5	10	10	2	220
	Quarterstaff	1D8	9/9	1.5	10	8	1	20
	Troll Maul	2D8	17/7	5.5	10	16	1	50
	War Maul	1D10+2	11/7	2.5	10	12	1	150
	Work Maul	2D6+2	13/7	4.0	10	12	2	150
Rapier ***	Rapier@	1D6+1	7/13	1.0	05	8	2	100
Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2	100
	Kukri	1D4+3	-/11	0.5	10	8	3	120
Shield**	Buckler	1D4	-/9	1.0	05	8	3	120
	Heater/Target	1D6	9/-	3.0	15	12	3	60
	Hoplite Shield	1D6	12/-	7.0	15	18	3	150
	Kite	1D6	11/-	5.0	15	16	3	120
	Viking Round	1D6	9/7	4.0	15	10	2	120
Spear, 1H@@	Javelin	1D6+1	7/7	1.5	05	8	2	100
	Lance (mntd)	1D10+1	7/7	3.5	05*	10	0	150
	Pilum	1D6+1	9/7	2.0	05	10	2	125
	Short Spear	1D8+1	7/7	2.0	05	10	2	20
Spear, 2H@@	Long Spear	1D10+1	9/7	2.0	15	10	1	30
	Naginata ****	2D6+2	7/11	2.0	05	10	1	150
	Pike	2D6+2	11/7	3.5	15	12	0	65
	Short Spear	1D8+1	-/7	2.0	15	10	2	20
Sword, 1H	Bastard Sword	1D10+1	13/9	2.0	10	12	2	230
	Broadsword@	1D8+1	9/7	1.5	10	10	2	175
	Scimitar@	1D6+2	7/11	1.5	10	10	2	200
Sword, 2H	Bastard Sword	1D10+1	9/9	2.0	05	12	2	230
	Greatsword	2D8	11/13	3.5	05	12	1	320
Tools##	Hoe (2H)	1D6	7/7	2.0	10	8	1	5
	Scythe#	2D6	11/9	2.5	10	8	1	50
	Sickle (1H)@	1D6	-/-	0.5	05	6	3	40
	Spade (2H)	1D6+2	7/7	1.5	05	8	2	20

*	Lance cannot parry when used from horseback.
**	Percent is for parry. Attack is 05%.
***	Impaling damage with the Rapier is 3D6+3. **** The Naginata does not impale.
#	Generally have straightened blades when used for war.
##	Unlike the other categories of weapons, expertise with one tool does not confer any ability with the other tools. Attacks and parries with each tool must be advanced separately.
@	Weapon can be used either as a cutting/smashing weapon or as a thrusting weapon which can impale. Mode must be declared before attack is rolled.
@@	All special hits with these weapons are impales.
$	Impaling Damage with a Halberd is 4D6, not 6D6.

Damage Done: For impromptu weapons such as up-rooted trees, the major damage they do comes from their large SIZ. Assume that every 10 SIZ points in the object equals 1D6 damage. Gamemasters may increase or decrease the number of SIZ points per D6 of damage based on the hardness of the object and whether it has numerous sharp edges or natural projections. If the impromptu weapon is a living being (such as when the 10-meter-tall giant picks up an elephant and uses it to swat pesky adventurers), the rule still is that 10 SIZ = 1D6 damage.

Knockback Effects: Knockback for such an overhead smash will drive a target into the ground like a tent peg. The adventurer automatically suffers knockback damage for being knocked into a solid object, and the same damage will go to each leg.

Sweep Attack

In this attack, the giant with his club (or the brontosaur with the brontosaur's tail, etc.), sweeps along the ground. Such an attack has a high chance to succeed, but will not do as much damage as an overhead blow. In general, an otherwise identical blow delivered as a sweep will have a 20 percentiles greater chance to successfully hit, but will do only 75% of the damage of an overhead blow.

Example *Bigclub the giant has a tree trunk which does 4D6 damage. His damage modifier is 6D6. He therefore can do a total of 10D6 damage with the tree trunk in an overhead smash. If he is using a sweeping attack, he would do 10D6 times .75, or 7D6 + 1D3.*

If the attack could only be a sweep attack, such as the brontosaur tail, use the listed damage for the attack.

Assuming again that the attack takes place on a flat featureless plain, a sweep-attacker can put his attack over a 60-degree arc to the front of the sweeping weapon. Anyone within that arc may Jump out of the arc, if there is enough distance to do so and if his or her player makes a successful Jumping roll. Dodge will not help, but a successful parry will absorb that much damage.

Knockback from Sweep Attack: Against such an attack almost anyone will be knocked back, but roll knockback against each target hit. If a target is still on his feet after the knockback, and the arc of the blow intersects him again, he takes the attack damage again and is knocked back again. If a target is ever not knocked back, the sweeping blow is block and will not continue.

Removing an Impaling Weapon

If a character has been impaled, wants to remove the weapon himself, and is not incapacitated by having taken too much damage, he can determine his percentage chance of removing the impaling weapon by adding his current STR plus CON, subtracting the ENC of the weapon(s), and multiplying that number by 2%.

Special Effects of Missile Weapons

Parrying a Missile Attack

Thrown weapons can be parried if the parrier is aware of the attack and is ready to parry. Projected missiles cannot be parried. However, an adventurer may specify that he is holding his shield in one place, covering specific hit locations, and those hit locations will be protected with the shield. If a shield is slung on the back of a missile target, the shield will provide ½ of its armor points as protection against chest hits.

Parrying with Projectile Weapons

Most missile weapons can be used to parry with if the need arises. Those weapons listed as having no armor points cannot be parried with—they are too soft and pliable to present adequate resistance to attack.

Basic chance to parry with a missile weapon is 20%. This skill is never trained, but it can be increased through experience. If the armor points of a missile weapon are exceeded by the hit, the missile weapon takes the usual 1 hit point damage, but in this case is useless as a missile weapon until it is repaired—imagine your bow after it has parried a sword slash.

Shielded Hit Locations

Shield	Area Covered
Buckler	Shield arm.
Target/Heater	Shield arm and one other hit location.
Hoplite/Kite/ Viking Round	Shield arm and two other hit locations contiguous with each other.

Firing Vertically

Attempting to fire up at a target subtracts 10 percentiles from a missile user's chance to hit, as discussed in the combat modifiers section. In addition, halve the effective and maximum ranges for a missile weapon fired at a target which is directly overhead.
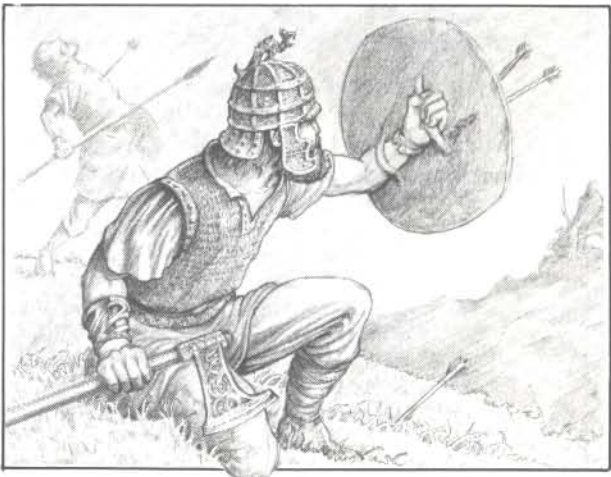
Fumbles for Missile Weapons

D100	Result
01-10	Lose next attack.
11-20	Lose next 1D4 attacks.
21-30	Lose next 1D3 melee rounds for any activity.
31-40	Weapon strap breaks: lose melee weapon.
41-50	Armor strap breaks: roll for hit location to determine which piece breaks and falls.
51-60	Armor strap breaks: as per entry 41-50, and neither initiate action nor parry in the next melee round.
61-65	Fall to ground.
66-70	Vision impaired: lose 50 percentiles from all attack chances for 1D3 melee rounds.
71-73	Vision blocked: cannot see for 1D3 melee rounds.
74-80	Drop weapon: weapon lands 1D6-1 meters distant.
81-85	Weapon shatters: 100% chance if unenchanted, −10 percentiles per point of spirit magic or sorcery on weapon; −20 percentiles per point of divine magic on weapon.
86-89	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
90-92	Hit nearest friend: do impaling damage. If no friend is near, apply as per entry 81-85.
93-94	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
95-98	Blow it: roll twice on this table and apply both results.
99-00	Blow it badly: roll three times on this table and apply all three results.

Engines

Engines are war machines which fire immense missiles and consequently need large crews to run them. They are best at siege work, for they are clumsy, slow to fire, and can easily be overrun in the field.

On the Engines Table to the right, the Siege Arbalest and the Ballista are bolt (quarrel) firing. The Catapult, Springal, and Trebuchet primarily fire stones. The Springal can, with some modification, fire bolts as well.

Descriptions and Special Effects

Arbalests

The Arbalest is the smallest and simplest siege engine. Effectively it is a large crossbow serviceable by one man. However, it needs a stand to support it, takes several melee rounds to load, and fires a bolt larger than the spirit magic spell Multimissile can manipulate.

The Ballista has the same straight trajectory and a similar payload (a bolt) as the Arbalest, though this engine is much larger and needs at least three men to crew it (aimer, loader, gunner).

Catapults

Catapults are large instruments like ballistas but they arc their payloads (roundish stones) on a parabolic trajectory. Thus they are called 'indirect fire' weapons. They are harder to aim at a specific man-sized target, but are ideal for reaching over walls of open fortifications and can be used to fire at ships.

Springal

Similar to the catapult, though smaller, the Springal can be used to throw either stones or bolts. Bolts are launched in a direct trajectory and stones must be indirectly thrown.

Trebuchet

Once built, a trebuchet will only affect a single area. It cannot be re-aimed. It can, though, launch a tremendous load of rock at that area.

Special Effects

Engines are rarely used for individual attacks. They are fired at masses of men or at walls and other structures. The base chance to hit, given in the Engines table, derives from a general impact area of approximately 40 SIZ. The chance of hitting goes down by 1% for each SIZ point smaller the target may be.

If the projectile misses, use the rules for Throw in the Skills chapter to determine where the projectile actually struck. Remember that the trajectory of Arbalests and Ballistas is straight, and will only miss to one side or the other of the target. Catapults have a parabolic trajectory, effectively lobbing the projectile, the missile may fall anywhere around the objective.

Engines

Name	ENC(kg)	Base %	Damage	Max. Range	Rate of Fire
Siege Arbalest	10.2	10%	3D6+1	425	1/5MR
Ballista	N/A	05%	10D6	275	1/5 minutes
Catapult	N/A	10%	6D6	325	1/5 minutes
Springal	N/A	05%	3D6	300	1/5 minutes
Trebuchet	N/A	05%	12D6	300	1/15 minutes

Definitions

Name: General names for siege engine devices.

ENC(kg): The Encumbrance of the engine. This is important only for the Arbalest: the other weapons could not be carried by one man, and were usually constructed on the site of a siege.

Base %: The basic chance to hit for a new Aimer who is dealing with such an engine for the first time.

Damage: Damage done by the projectile when it hits. Damage done by shrapnel versions of the projectiles are approximately 1/6 of the rolled damage.

Maximum Range: Furthest distance in meters which the engine will hurl its projectile.

Rate of Fire: How long it takes the crew to reload the engine, spending every melee round in the reloading process.

Missile Weapons Table

Weapon Name	STR/DEX	Base %	ENC(m)	Damage	AP	— Range — Effect	Max.	Rate of Fire	P
Atlatl	7/9	05	.5(1)	+1D6†	6	+10	+20	1/MR	20
Bow, Self	9/9	05	.5(.05)	1D6+1	5	90	120	1/SR	150
Bow, Long	11/9	05	.5(.05)	1D8+1	6	90	275	1/SR	350
Bow, Composite	13/9	05	.5(.05)	1D8+1	7	120	225	1/SR	350
Crossbow, Heavy	13/7	25	8.0(.05)	2D6+2	10	55	300	1/3MR	500
Crossbow, Medium	11/7	25	4.8(.05)	2D4+2	8	50	270	1/2MR	400
Crossbow, Light	9/7	25	3.4(.05)	1D6+2	6	40	225	1/2MR	300
Repeater (12 shots)**	9/7	25	3.2(.05)	1D6+2	6	60	170	1/SR	800
Stonebow	11/7	25	3.4(.1)	1D6+2	6	30	200	1/MR	300
Blowgun	–/11	10	.5(.05)	1D3*	4	30	30	1/MR	50
Sling	–/11	05	.1(.1)	1D8	–	100	100	1/SR	30
Staff Sling	9/11	10	.5(.1)	1D10	10	120	120	1/MR	80
Bolas***	9/13	05	3.0	1D4	–	15	25	1/MR	50
Boomerang, War***	13/9	10	1.0	1D8	6	30	50	1/MR	30
Boomerang, Hunting***	9/11	05	0.5	1D4	3	50	50	1/SR	20
Dart*	–/9	10	.5	1D6	4	20	30	1/SR	75
Javelin	9/9	10	1.5	1D8	8	20	50	1/SR	100
Shuriken	–/13	05	.1	1D3	–	20	30	1/SR	25
Throwing Axe***	9/11	10	.5	1D6	6	20	20	1/SR	50
Throwing Knife	–/11	05	.2	1D4	4	20	20	1/SR	50
Thrown Rock***	–/–	15	.5	1D3	–	20	20	1/SR	0
Rope Lasso***	9/13	05	1.0	none	–	10	10	1/5MR	200
Pole Lasso***	9/9	20	3.0	none	4	3	3	1/MR	100
Whip***	9/9	10	1.0	1D4	6	5	5	1/MR	150

   * Dart from blowgun will usually have a poison of 2D10 potency.
  ** Once 12 shots have been fired, it takes the character's DEX strike rank +3 to reload one quarrel.
 *** These weapons do not do impaling damage with a special hit.
   † This is a damage modifier.

Definition of Headings

Name: The name of the weapon. For the most part each of these weapons must be learned independently, so they are not divided into named categories as are melee weapons. However, anyone learning to use one kind of bow can use any kind of bow, anyone learning one form of crossbow can use any form of crossbow, and anyone learning dart or javelin can use the other.

STR/DEX: This is the minimum STR and DEX necessary to use the weapon. For every characteristic point short of the necessary amount, reduce the adventurer's chance to hit by 5 percentiles.

Base %: This is the base chance of successful attack with a weapon for someone who has not used the weapon before. If previous experience gives the character a minimum ability with the weapon, use that percentage instead.

ENC(m): The approximate weight in kilograms of the weapon, with some adjustment to account for the clumsiness of certain weapons. The number in parentheses is the approximate weight of one missile (m) for a projectile weapon. For arrows and crossbow quarrels, a quiver of 20 missiles equals 1 ENC point. Standard war load for a full-time archer is 50 arrows—2.5 ENC.

Damage: When a weapon strikes, in game terms it does a certain amount of rolled damage. Thrown weapons in addition do damage of half of the thrower's damage modifier the user's normal damage bonus. Some weapons shown above do not damage but entangle the target. See the descriptions of the individual weapons for game effects.

AP: Armor points of the weapon. As for any weapon, the armor points decrease by one each time the object's armor points are exceeded by a blow.

Effective Range: Within this distance the weapon will hit the target at the skill percentage possessed by the user.

Maximum Range: The weapon, or its projectile, can reach no further. Chance of hitting a target between this range and effective range (see just above) is half that for effective range.

Rate of Fire: The maximum number of times that a weapon may be used in a single melee round.

1/#MR: This weapon is clumsy enough to use/reload/recover that it may be used only once every several melee rounds: all the other melee rounds must be spent readying it for use again. *Example:* if a character is using a weapon which fires once in five melee rounds, then he must spend the other four rounds readying it for use again, doing nothing else, or it cannot be ready to fire on the fifth round.

1/MR: The weapon is slow to ready, and may only be used once in a melee round.

1/SR: Use the weapon on the adventurer's DEX strike rank, then on his DEX SR +3 +DEX SR again.

Example: Arcos the Archer has a DEX SR of 2. He can fire a composite bow on SR 2, then must take 3 SR to get another arrow and notch it, then fire the second arrow at his DEX SR after that. Thus, he will fire at SR 2, then SR 7. He can spend the remaining three SR getting out another arrow to fire at SR 2 of the next round.

P: Price of weapon in pennies at its place of manufacture.

Shrapnel

Catapults can shoot loose bags of rocks, or clay projectiles which will break up and scatter sharp shards over a rough radius around the point of impact. The shards will damage people, but not buildings. Damage done is about 1/6 the damage done by a comparable solid projectile, but it is done to everything within a radius equal in meters to the number of D6 rolls called for by the solid shot damage roll.

Example A trebuchet fires a projectile doing 12D6 damage when it hits. If it fires shrapnel, it will do 2D6 to everyone within a 12-meter radius of the point of impact.

Encumbrance

Armor Encumbrance depends on the SIZ of the person wearing it. As shown on the armor table, we have divided SIZs into groups of 5. Every increment of 5 adds to the ENC of the armor and therefore the armor is heavier, hotter, and so on. The SIZ range of 11-15 is considered "normal." Each 5-SIZ-point increment under that range has armor which is 1/5 less encumbering.

Armor Table

This table summarizes armor points, armor ENC, the average cost of armor per point of ENC, and the average total cost of a suit of armor. These total costs may vary if the gamemaster uses the price lists provided in the Gamemaster book. *Example:* Tiny Tim (SIZ 7) could buy a full suit of Lamellar armor for 2800 pennies. His comrade Huge Hugh (SIZ 21) would have to spend 5000 pennies for a full suit of the same type of armor.

Armor Type	Armor Points	Cost per ENC	Small (6-10)	Medium (11-15)	Large (16-20)	"Troll" (21-25)
				Armor ENC (total cost)		
Clothes	0	varies	2.0(40)	2.5 (45)	3.0 (50)	3.5 (60)
Soft Leather	1	20 p	3.0(60)	3.5 (70)	4.0 (80)	5.0 (100)
Stiff Leather	2	20 p	4.0(80)	5.0 (100)	6.0 (120)	7.0 (140)
Cuirbouilli	3	45 p	4.0(180)	5.0 (225)	6.0 (270)	7.0 (315)
Bezainted	4	70 p	6.0(420)	7.5 (563)	9.0 (630)	10.5 (735)
Ringmail	5	110 p	8.0(880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Lamellar	6	200 p	14.0(2800)	18.0 (3600)	21.5 (4300)	25.0 (5000)
Scale	6	120 p	16.0(1920)	20.0 (2400)	24.0 (2880)	28.0 (3360)
Chainmail	7	240 p	16.0(3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Brigandine	7	200 p	17.5(3500)	22.0 (4400)	26.5 (5300)	31.0 (6200)
Plate	8	270 p	20.0(5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)

ENC per Hit Location Table

Hit Location	Percent of Total ENC
Head	1/10
Arm	1/10 each
Chest	2/10
Abdomen	1/10
Leg	2/10 each

Example: An adventurer buys a complete suit of plate in a medium SIZ. It will weigh a total of 25 ENC. His helmet weighs 2.5 ENC, his chest armor weighs 5 ENC, each arm piece weighs 2.5 ENC, his abdomen armor weighs 2.5 ENC, and each of his leg pieces weighs 5 ENC.

Definitions of Headings

Armor: Type of armor. See list of types below.

ENC: The Encumbrance. This is the weight in kilograms for a full suit of armor of the type shown. Weight is different for small, medium, and large-sized people, as explained elsewhere.

Pts.—Armor points: The number of points of damage which the armor will absorb.

Cost Per ENC: This is the cost in pennies of one ENC point of the armor. Thus a set of full plate, with 25 ENC and a cost per ENC of 270 pennies, would cost 6750 pennies total. Cost for an individual hit location item would be figured based on the cost per ENC point.

Armor Types and Costs

Soft Leather: A rough equivalent to a leather jacket or vest. It is common among primitives, nomads, and barbarians. Soft Leather is often worn under other armor as additional padding and protection. Cloth Padding used under armor is equivalent in protective quality and Encumbrance to Soft Leather.

Hard Leather: Equal to about 5mm of leather. It is used among primitives and nomads for body protection and shields. It has the consistency of the leather used in 20th-century shoe soles. Most uncut hides approximate the protective quality and Encumbrance of Hard Leather.

Cuirbouilli: Boiled in oil and wax, in this condition, leather can be molded into any desired shape and left to harden. Thereafter, it cannot be reshaped without breaking. The long and tedious process of Cuirbouilli-making makes it similarly priced to some metal armor.

Bezainted: This is Soft Leather armor with metal disks (resembling the bezant, a medieval coin) fastened on. The major extra cost is the metal. It is generally made more quickly than Cuirbouilli though it commands a greater price.

Ringmail: Like Bezainted armor, this is Soft Leather or other backing with metal sewn to it. This metal is in the form of rings like those found on chainmail. The rings tend to be closer together then those on Bezainted armor, making for both more weight and better protection. Ringmail takes more work than the simple disks of bezainted armor, and costs more.

Scale: Such armor consists of scales of various sizes fastened onto a backing. The overlapping (shingling) metal protects well, but adds to the weight.

Chainmail: Metal links woven together form the body of chainmail armor. It is stronger and more durable than forms which depend upon non-metal (hence weaker) backing. The all-metal construction makes it heavier than Scale and costlier as well.

Lamellar (Studded, Splinted): Metal strips ("splints") usually held onto leather backing with rivets ("studs"). It is often combined with areas of chainmail over joints and other moving surfaces.

Brigandine: A metal and leather armor in which metal scales are fastened between two layers of leather by means of metal rivets. It is strong and durable, and the contrast of the metal rivets on colored leather makes it much more decorative than simple metal.

Plate: Generally solid plates of metal, molded to the body and held together with leather straps which are covered by the metal. It is the best kind of armor for spreading the impact of a blow and for absorbing damage, but the solid metal construction makes it the heaviest form, and it is very hot to fight in.

Special Effects of Armor Coverage

Points for Overlapping Armor

As described above, it is possible to wear soft armor under hard armor to provide added protection. Soft leather and heavy cloth are commonly used for this, and they add their usual armor points in exchange for their usual ENC cost.

However, when trying to overlap other than soft armor with hard, total the armor points but triple the encumbrance cost of the lesser armor. Only soft, pliable armor can easily be worn under other forms of armor.

Points for Slung Shields

A slung shield which happens to cover the hit location hit adds half its armor points to the armor points of the area struck.

Mace and Maul vs. Soft Armor

When a mace or maul is used against soft armor only, the value of the armor protection is halved (round fractions up). Soft armor overlapped with hard armor counts as hard armor for this rule.

Armor Do's and Don'ts

Putting Armor On

Armor is not as simple to put on as jeans and a t-shirt. For every ENC point which a piece of armor has, it takes two strike ranks to put it on. Thus, a medium-sized person putting on a full suit of plate would take 50 strike ranks, or five melee rounds (approximately one minute). This is actually quite fast, and assumes that the adventurer is awake, alert, and ready to jump into his armor the instant it is necessary. Gamemasters should increase the multiple of strike ranks if the adventurer starts from a sound sleep, was busy partying when the alert came, or whatever.

Taking Armor Off

Taking off armor is not as painstaking a process as putting it on, since an adventurer doesn't have to make sure each piece is properly set before putting on the next one. Removing armor costs one strike rank per ENC point.

Why Not Leave Armor On?

On two occasions adventurers may feel they wish to leave on their armor—when they are in a strange town and when they are sleeping on the trail.

Strange Towns: While there may have been towns and cities which encourage private citizens to wander about armed and armored, they must have been rare. A mail shirt beneath a tunic or well-decorated leather protection is reasonable in suspect quarters of a town, but local authorities are likely to wonder why fully-armored bravoes are wandering their streets. If they suspect that the adventurers are looking for a fight, the town guard may give them one. Similarly, it is considered impolite to wear full armor while dining as the guest of the local potentate.

Sleeping on the Trail: Armorers believe in safety first and comfort second. Armor is not a hammock or a trundle bed: it is not meant to be slept in. Adventurers attempting to sleep in armor will lose one fatigue point per 5 points of armor ENC for every hour they attempt to sleep. Only Soft Leather/Cloth Padding armor is exempted from this rule.

Names of Armor Pieces

Over the centuries, armor pieces have accumulated many different names. Sometimes the same names have been applied to entirely different pieces of armor. The following list can only partially cover the many names for armor applied to it by its wearers and the academic collectors who have categorized it for the last 500 years.

Name	Hit Location Protected	Type of Armor Used
Greaves	Legs (this term has generally been used for armor protecting the area from knee to ankle)	Leather Hard Leather Cuirbouilli Bezainted Scale Ringmail Lamellar Chainmail Brigandine Plate
Pants/Trews	Abdomen and Legs	Soft Leather Hard Leather Bezainted Ringmail Scale Chainmail Brigandine
Skirts	Abdomen	Soft Leather Hard Leather Cuirbouilli Bezainted Ringmail Scale Lamellar Chainmail Brigandine Plate
Hauberk	Chest and Abdomen	Soft Leather Hard Leather Bezainted Ringmail Scale Lamellar Chainmail Brigandine

Name	Hit Location Protected	Type of Armor Used
Byrnie*	Chest	Soft Leather Bezainted Ringmail Chainmail
Cuirass**	Chest	Hard Leather Cuirbouilli Scale Lamellar Brigandine Plate
Sleeves*	Arms	Soft Leather Bezainted Ringmail Chainmail
Vambraces & Rerebraces**	Arms	Hard Leather Cuirbouilli Scale Lamellar Brigandine Plate
Coif/Hood*	Head	Soft Leather Bezainted Ringmail Chainmail
Helm**	Head	Hard Leather Cuirbouilli Scale Lamellar Plate

Asterisks indicate soft armor, which can be worn under other armor, and hard armor, which cannot be so worn under other armor in any category.

*Soft Armor: Byrnie, Coif/Hood, Sleeves.
**Hard Armor: Cuirass, Helm, Vambraces & Rerebraces.

Weapons

These illustrations provide silhouettes of many of the weapons and shields available to adventurers in RuneQuest. The instruments shown are all drawn to roughly the same scale.

atlatl

self bow

long bow

composite bow

heavy crossbow

blowgun

staff sling

bolas

war boomerang

boomerang

spear

shiruken

throwing axe

pole lasso

battle axe

poleaxe

halberd

main gauche

kukri

scimitar

naginata

fighting claw

cestus

lance (shortened)

rapier

sickle

scythe

greatsword

javelin

pilum

gladius

maul

ball & chain flail

three-chain flail

singlestick

heavy mace

great hammer

war hammer

military flail

Shields

viking round

target

kite

heater

hoplite

Weapons Descriptions

The following are common descriptions for many of the weapons commonly used in *RuneQuest*.

Arbalest: A Crossbow (q.v.) which takes a long time to cock. It does tremendous damage when it hits. It is classified as a siege engine.

Atlatl: A short stick used to add range and damage to a javelin (q.v.) or dart (q.v.) throw. Using an Atlatl makes a javelin slower to use but easier to hit with.

Axe, Great: A large, two-handed axe which either may be single- or double-bitted.

Axe, Large: Depending on its origin, this axe will be single- or double-bitted. It can be used one-handed by a strong fighter, but it is intended for two hands. It is not meant to be thrown.

Axe, Small: Similar to the Frankish *francisca*; it can be thrown or used by hand, and may have one edge or two. Training for throwing is entirely separate from in-hand training.

Ball and Chain Flail (Morningstar): A medieval weapon with a handle, a length of chain, and a spiked ball at the end. Some do not have spikes, but simply a heavy weight.

Ballista: Large siege engine used to throw immense bolts at formations of men.

Battleaxe: A type of Large Axe which can be used either one- or two-handed.

Blowgun: A hollow, one-meter tube, used to deliver small darts by blowing through the tube. Commonly the darts bear poison.

Bolas: Two or three hard balls mutually attached by cord. This weapon is thrown to entangle and bring down a foe and to incidentally do damage.

Boomerang: A shaped stick which can be thrown in a curving path. The War Boomerang is heavier than its Hunting counterpart and will not return to the user's hand.

Bow, Composite: An archery bow made of wood and horn to give it more rigidity but which retains some flexibility. It requires more strength to use this bow than does a self bow. Composite bows are popular in wood-shy regions.

Bow, Long: A bow made either from one piece of wood, such as the famous English longbow, or in the same way a composite bow is made. It is an infantry weapon and has a long range and high impact.

Bow, Self: A basic bow, made of one or two pieces of wood, against which all other bows compare favorably.

Buckler: A small shield, usually with just a hand grip, which protects the lower part of the arm. Can be worn on the belt in town, a more common procedure than with other types of shields.

Catapult: An engine which hurls stones and other objects in a parabolic arc. Usually uses the torsion effect of twisted rope for its impetus.

Cestus, Heavy: Metal boxing gloves similar to those used in ancient Greece and Rome. These have a weight nestled within the glove for more impact.

Cestus, Light: Metal boxing gloves which depend on the impact of metal, like brass knuckles, for their damage.

Claw: A metal device which allows the user to claw like an animal. They are most used by intelligent animals wishing to improve their natural weapons but also by humans wishing to imitate animals.

Club: A natural weapon made from a piece of wood, often with minimal change. A club may be heavy or light, and in either case are treated as Maces in *RuneQuest*.

Crossbow, Heavy: Must be cocked by a lever apparatus. It is easier to load than an arbalest, but has correspondingly less impact power.

Crossbow, Medium: This form of crossbow is cocked by hooking one end with a foot and using a claw mechanism to cock it. It is standard issue to many soldiers.

Crossbow, Light: This fowling crossbow can be hand-cocked. It is mostly used for hunting small creatures, rather than for war.

Crossbow, Repeating: A relatively rare form of crossbow invented by the Chinese. They have a "magazine" of bolts which may be fired as fast as a bow may be fired. Once the magazine is exhausted, they take at least 6 melee rounds to reload.

Dagger: A short-bladed weapon no more than 40cm long. Daggers can be sharp on one or both edges, or be triangular in cross-section if intended only for stabbing.

Dart: Short, weighted points suitable for throwing. Sometimes kept conveniently clipped on the inside of a Large Shield.

Flail, Grain: The agricultural implement on which the War Flail is based. It is included for scenarios where grain threshers may be attacked.

Flail, Military: A flail head mounted on the end of a short chain connected to a haft about 2m long.

Flail, War: A handle with a couple of links of chain which attaches to the equivalent of a mace head.

Flail, Three Chain: A Flail with three heavy balls on the end of three chains. A very clumsy weapon.

Gladius: Shortsword with leaf-shaped blade used by Roman soldiers.

Great Hammer: War Hammer used with two hands.

Hammer, War: Designed like a hammer, this weapon often has a spike rather than a flat head at one end, and so is used as a pick instead. A very nasty weapon, ideal for punching through armor.

Hatchet: Small one-handed axe used for chopping firewood.

Heater: A medium-sized shield shaped like an old flatiron, hence the name. This is the traditional shape of heraldic coats of arms.

Hoplite Shield: Large rectangular shield used by the Greek phalanxes and similar to one used by some Roman legionnaires. Very protective but heavy and clumsy for horsemen. Generally rectangular in shape, but were also oblong and round.

Javelin: A short spear suitable for use one- or two-handed, or for throwing.

Kite Shield: Large shield developed by the Normans. It is teardrop-shaped with a rounded top and pointed bottom, and covers the body from about the shoulders to the knee or ankle. Very protective, but heavy and hard to maneuver from horseback. The statistics for this shield can also be used for any large shields of whatever shape used by any primitive or barbarian people.

Knife, Throwing: A tool suitable for eating, cutting, desperate defense, or impromptu assassination. Similar to a dagger, it takes much less damage before breaking.

Lance: Pike-length spear used one-handed on horseback by couching it under the user's arm. In this position it cannot be parried. It can also be used on foot as a two-handed spear, in which case it behaves like a Pike (q.v.).

Lasso, Pole: A rope loop attached to the end of a pole, used to capture an animal or opponent. It does no actual damage, but immobilizes the caught hit location with the same STR as the user's — like a Grapple.

Lasso, Rope: The traditional American lariat, having a much greater range than the pole lasso but needing much more practice to be proficient with it. Like the Pole Lasso, it does no damage to a target but does immobilize it.

Mace, Heavy: A haft with a heavy weight at one end; the weight may be spiked or flanged.

Mace, Light: A haft with a weight at one end suitable for bashing and crushing.

Main Gauche: Dagger with protective guard. Must be used left handed. Clumsier to use than a normal dagger.

Maul, War: Macehead, on a shaft usually about 1.5m long.

Maul, Work: Shaft with a heavy head on the end, used for breaking down walls and other large items and structures. Too clumsy for efficient use in battle.

Naginata: Japanese long spear with sword-like head, capable of both cutting and thrusting attacks.

Pike: An overlong spear ranging from 3.5m to 5m in length, used in large formations. Generally too clumsy to use in man-to-man fighting. In ancient Greece it was called a Sarissa.

Pilum: Light Spear invented by the Romans. Can be used as both a Short Spear and as a Javelin. Its top half is all metal, rather than the standard metal point and wooden shaft.

LANCE

NAGINATA

HALBERD

PILUM

GREAT HAMMER

POLEAXE

DART

BOOMERANG

SELF BOW

CROSS BOW

LONGBOW

CLAW

COMPOSITE BOW

THROWING KNIFE

DAGGER

MAIN GAUCHE

GLADIUS

SCIMITAR

BROADSWORD

BASTARD SWORD

RAPIER

GREAT SWORD

THROWING AXE

BATTLEAXE

WARHAMMER

CLUB

MACE

MAUL

MILITARY FLAIL

FLAIL

THREE CHAIN FLAIL

BALL & CHAIN
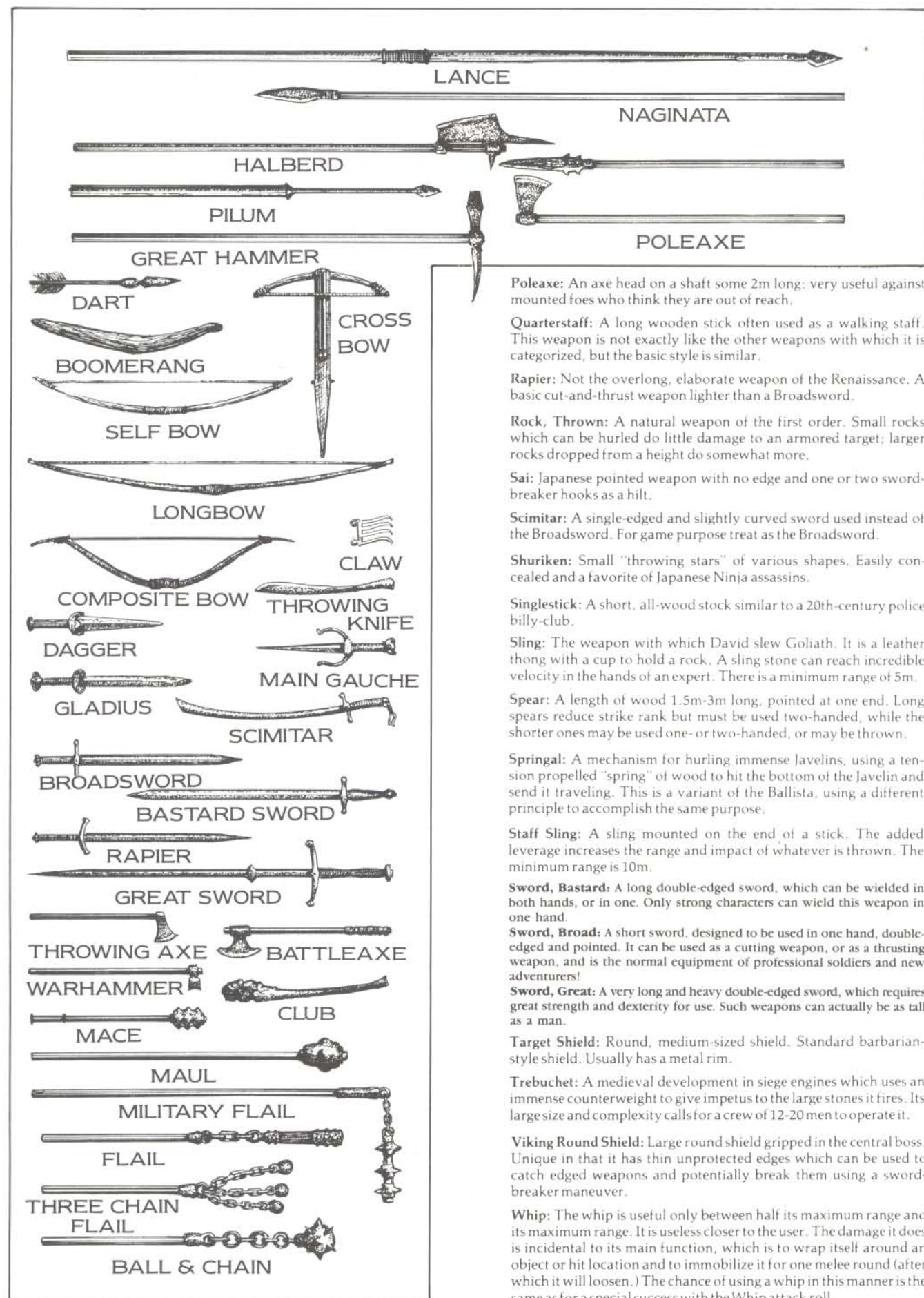
Poleaxe: An axe head on a shaft some 2m long; very useful against mounted foes who think they are out of reach.

Quarterstaff: A long wooden stick often used as a walking staff. This weapon is not exactly like the other weapons with which it is categorized, but the basic style is similar.

Rapier: Not the overlong, elaborate weapon of the Renaissance. A basic cut-and-thrust weapon lighter than a Broadsword.

Rock, Thrown: A natural weapon of the first order. Small rocks which can be hurled do little damage to an armored target; larger rocks dropped from a height do somewhat more.

Sai: Japanese pointed weapon with no edge and one or two sword-breaker hooks as a hilt.

Scimitar: A single-edged and slightly curved sword used instead of the Broadsword. For game purpose treat as the Broadsword.

Shuriken: Small "throwing stars" of various shapes. Easily concealed and a favorite of Japanese Ninja assassins.

Singlestick: A short, all-wood stock similar to a 20th-century police billy-club.

Sling: The weapon with which David slew Goliath. It is a leather thong with a cup to hold a rock. A sling stone can reach incredible velocity in the hands of an expert. There is a minimum range of 5m.

Spear: A length of wood 1.5m-3m long, pointed at one end. Long spears reduce strike rank but must be used two-handed, while the shorter ones may be used one- or two-handed, or may be thrown.

Springal: A mechanism for hurling immense Javelins, using a tension propelled "spring" of wood to hit the bottom of the Javelin and send it traveling. This is a variant of the Ballista, using a different principle to accomplish the same purpose.

Staff Sling: A sling mounted on the end of a stick. The added leverage increases the range and impact of whatever is thrown. The minimum range is 10m.

Sword, Bastard: A long double-edged sword, which can be wielded in both hands, or in one. Only strong characters can wield this weapon in one hand.

Sword, Broad: A short sword, designed to be used in one hand, double-edged and pointed. It can be used as a cutting weapon, or as a thrusting weapon, and is the normal equipment of professional soldiers and new adventurers!

Sword, Great: A very long and heavy double-edged sword, which requires great strength and dexterity for use. Such weapons can actually be as tall as a man.

Target Shield: Round, medium-sized shield. Standard barbarian-style shield. Usually has a metal rim.

Trebuchet: A medieval development in siege engines which uses an immense counterweight to give impetus to the large stones it fires. Its large size and complexity calls for a crew of 12-20 men to operate it.

Viking Round Shield: Large round shield gripped in the central boss. Unique in that it has thin unprotected edges which can be used to catch edged weapons and potentially break them using a sword-breaker maneuver.

Whip: The whip is useful only between half its maximum range and its maximum range. It is useless closer to the user. The damage it does is incidental to its main function, which is to wrap itself around an object or hit location and to immobilize it for one melee round (after which it will loosen.) The chance of using a whip in this manner is the same as for a special success with the Whip attack roll.

Skills

All the rules for using skills are covered in the basic rulebook. In the short section which follows, the modifiers for using different skills in different environments - terrains, different weather conditions, etc - are covered. These rules allow, for example, the speed at which a character can sneak through different types of terrain to be modified. Also, there are basic guidelines for creating new, specialised skills, and how these might be employed in a game.

At all times, remember that these rules should only be used with the full agreement of the Gamemaster.

Terrain / Stealth Skills Table

This table demonstrates the effect of terrain vegetation on Stealth Skills. Depending on the Stealth skill, either add or subtract the percentile shown to the skill when the terrain vegetation is present.

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
Hide	+5	+10	+10	+10	+20	+20	+15	+30	+50
Sneak	−5	−10	−10	−10	−20	−20	−15	−30	−50

If terrain is flat, halve the Hide percentiles before adding the terrain modifier.

If terrain is broken, double the Hide percentiles before adding the terrain modifier.

See Terrain / Perception Skills Table for definitions of Light, Medium and Heavy vegetation.

Definition of Headings

Scrub: Waist-high cover, grasses intermixed with light brush. Impedes secretive movement by 15 percentiles if heavy.

Bush: Waist-high to man-high cover, light and thick brush. Lowers the chance for secretive movement by 15 percentiles if Light, 30 percentiles if Medium, and 50 percentiles if Heavy.

Trees: Forest of trees and bushes, man-high and higher. Impedes secretive movement like Bush. Trees will support human weight.

Terrain / Perception Skills Table

This table demonstrates the effect of terrain on Perception skills. The percentile shown should be subtracted from Scan, Search, and Track skill abilities before attempting to make a skill roll. The Terrain has no effect on Listen rolls.

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
	−0	−10	−10	−10	−20	−20	−15	−30	−50

If ground is broken, halve Search and reduce Scan by 25% before subtracting the terrain percentile.

Definitions of Headings

Light: No more than one item of the terrain type per 9 square meters. Normal vision range possible except for items of terrain.

Medium: No more than five items of the terrain type per 9 square meters. Vision range cut to half of normal by overlapping terrain items.

Heavy: More than five items of the terrain type per 9 square meters. Vision range cut to 25% of normal by overlapping terrain items.

Scrub: Ground cover perhaps waist high, mostly grass and light brush. It does not impede movement.

Bush: Ground cover up to slightly above man height, with many dense clumps of brush. It will reduce movement by 15% to 50%, depending on density.

Trees: Forest of trees several man-heights high. It will impede movement as Bush does; the trees can support human weight.

Terrain

Terrain consists of those natural features of the game world which may affect play. Game effects influence movement and some skills. Terrain effects are described in the Skills chapter.

Movement: The value shown below is the number of meters per melee round to be subtracted from the total movement distance, depending on the terrain encountered.

	Scrub	Bush	Tree
Light	0	0	1
Medium	0	1	2
Heavy	0	2	3

Cormac's Saga Creeping amidst a heavy stand of trees, Cormac has a 57% chance to Sneak away from pursuing soldiers. However, he is hurrying because they are searching for him.

The cover adds 50 percentiles to his chance to Hide. But he is trying to Sneak away at 3 meters per melee round, incurring a −15 percentiles modifier to his Sneak among the trees, for a 42% total chance. If he wishes instead to move while Hiding, he will also lose 15 percentiles—after the usual halving of the skill chance for moving while Hiding. Since his Hide skill is 44%, his player will add 50 percentiles for the trees to get 94%, halve that to get 47%, then subtract 15 percentiles to get a 32% chance of Hiding while Sneaking.

Weather

"Weather" is all the atmospheric conditions which may affect adventurers. This includes wind, cloud cover, temperature, and precipitation.

Wind

Strength and direction define moving air. Measure wind strength using the following table, which relates, shows nominal air velocity in terms of STR points.

Wind has three main effects on play, forcing adjustments to movement, to missile fire, and to visibility.

Movement: Total the adventurer's STR plus SIZ. The result is the minimum wind strength which will always affect the adventurer. In such a wind the gamemaster should have the adventurer's player make a resistance roll using the total of the adventurer's STR plus SIZ against the STR of the wind. A failed roll means that the adventurer has lost his footing and has fallen.

Flying creatures use only their STR to find the minimum wind which will affect them.

Missile Fire: These adjustments begin at wind STR 10. Each wind STR point greater than 10 reduces the accuracy of missiles by 5 percentiles.

Wind Measurement Table

STR	Result
0-2	Calm, no air movement.
3-6	Light air, little movement; will gutter a candle, may not blow it out.
7-12	Breeze; easily blows out a candle.
13-18	Light wind. Lower limit for good sailing in boats.
19-24	Moderate wind. Dangerous to flying creatures and may knock them down. Birds often roost in such wind.
25-30	Strong wind. Menacing to average humans; may knock them down. Upper limit for sailing ships to endure.
31-36	Fresh gale. Impossible for average humans to remain afoot.
37-45	Whole gale.
46-50	Hurricane.

Cormac's Saga

Cormac and his companions are traveling across a plateau when a huge wind roars down on them. Cormac's STR plus SIZ equals 29. However, this wind measures an awesome 35. Cormac's player must make a successful resistance roll of 29 against 35, leaving the adventurer a 20% chance he will not be knocked down by the gale.
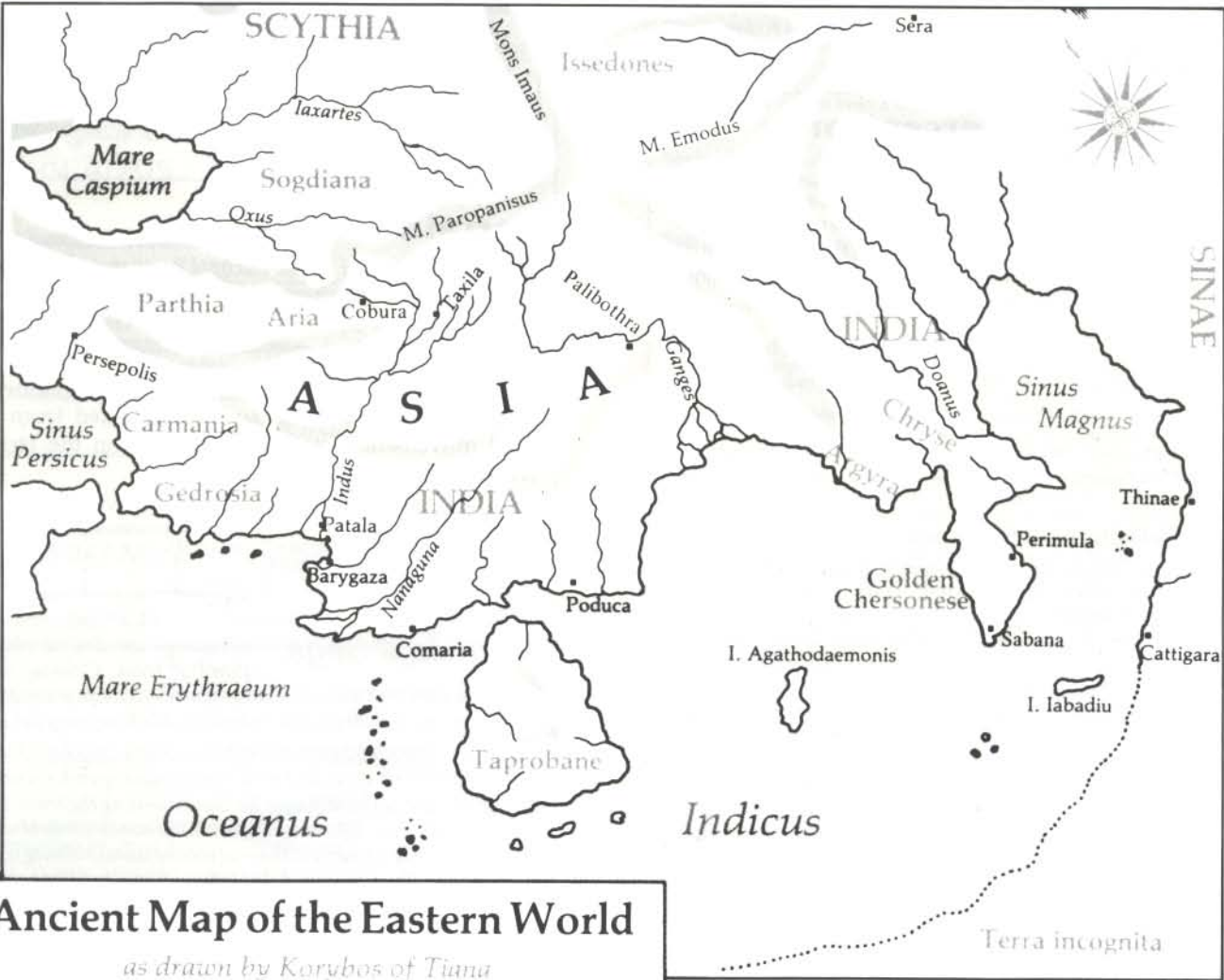
Ancient Map of the Eastern World

as drawn by Korybos of Tiana

Visibility: Vision may be affected by wind-borne materials such as dust, snow, leaves, or butterflies. The wind's STR determines the size of the particle picked up, thereby reducing the visibility. In situations where wind may blow something about, a fair rule of thumb is that the maximum percentage reduction of visibility equals the wind's STR as a percentage.

Cloud Cover

Cloud cover defines the amount of the sky which is obscured by clouds. Some spells require a certain percentage of the sky to be cloudy or clear.

This number also determines the percentage chance of rain, and the amount of water likely to fall.

Cloud Cover Table

% cover	scale of cover	possible precip.
0-10	none	0-10mm
11-20	scant clouds	11-20mm
21-30	scattered clouds	21-30mm (1" +)
31-40	slightly overcast	31-40mm
41-50	moderately overcast	41-50mm (2")
51-65	mostly overcast	51-65mm
66-80	completely overcast	66-80mm (3")
81-00	dense clouds, little light	81-100mm (4")

Rain

Precipitation chances equal the percentage of sky covered. Roll D100 each day. If the result is equal to or less than the percentage of sky covered, then rain falls. The amount of precipitation which falls equals the D100 roll which made it fall, in millimeters.

Temperature

RuneQuest uses centigrade measurements for temperature. Plus-one-degree in *RuneQuest* equals one degree centigrade.

temp. reference	degrees in C°
water freezes	0
water boils	100
human optimal range	17/27
human-acceptable	10/40
human-survivable	−20/45

Properly-equipped humans can survive greater or lesser temperatures for some time, but they will die in an hour from exposure to either extreme.

New Skills

The present skills list for *RuneQuest* inevitably neglects some skills and forces others into unnatural union within one skills category. The choice has been made to emphasize those skills which adventurers will need for their lives as *RuneQuest* adventurers.

Guidelines for Inventing New Skills

If gamemasters and players feel there is a need for more skills, they have the authors' permission to use them. Use the current skill list as a guide, and try to keep the new skills compatible with the skills already published. A detailed campaign might want to include several more skills; the following list is only a sampling of possible skills and their categories.

Agility Skills

Dance (several categories possible)
Sail

Communication Skills

Act
Debate (which splits up Fast Talk)

Manipulation Skills

Drive (Chariot)
　　　(Oxcart)
　　　(Four-Wheeled wagon)

Perception Skills

Feel
Scout (different areas by terrain)
Smell
Taste

Magic

In this and the sections which follow, you will discover a much-expanded magic system from that presented in the basic rulebook. All the rules for actually handling the use of magic in the game were presented in *Runequest Fantasy Roleplaying Adventure*, and you will need to refer to that volume. The following sections introduce many new ideas, and a completely new branch of magic altogether - Ritual Magic.

The various individual sections also give additional stages within the different magical careers, which allows GMs to develop spellcasting characters more slowly, and to guage their place among the ranks of their fellows. The procedures and rules for entrance into each rank within the different types of magic are fully developed.

Finally, complete spell lists for each type of magic are presented. Many new spells are included, and players may find additional details about spells they have already grown used to. Anyone running a spellcaster character should familiarise themselves with these sections.

The Ritual Magic section gives the procedures for using a type of magic that actually isn't separate from the other three, since each type of magic has Ritual spells.

This introductory chapter characterizes the magic approaches, and sketches the metaphysics of the universe. Then it discusses procedures common to all of the magics, including spirit combat, possession, magic points and their use, and spell types and standard descriptions.

Following it, the Spirit Magic chapter considers the shaman, the natural energy currents of the world, and how to communicate with the spirits which live close to it. The ability to draw magical energies from within oneself is learned through contact with personal spirits.

Divine magic users believe in the existence of greater powers and personalities which dominate the world. Through the agency of an entity, energies are drawn from the god plane and placed in the hands of priests and priestesses. Specific procedures for this occur in the subsequent Divine Magic chapter.

The Sorcery chapter deals with greater and lesser mages, mortals complete in themselves who recognize only the impersonality of the universe, its immutable laws, and its exploitable qualities. They manipulate energies from many sources.

The concluding chapter is about ritual magic—procedures (as opposed to rules) common to the three perspectives from which derive spirit, divine, and sorcerous magic. These formal procedures are the skills of Ceremony, Enchant, and Summon, and each uses ritualized motion, invocation, and expenditure of magic points or POW points to achieve special effects. Each of the three approaches to magic has ritual spells which must be used in conjunction with ritual procedures.

The Source of Magic

Magic pervades *RuneQuest*, for in the game every adventurer — every character — has the capacity to manipulate invisible powers. But players will know much more about employing, measuring, and calculating magical power than any adventurer, including the mightiest mage or the most powerful shaman in the game.

Though the beliefs of the user shape the approach of the user to magic, all magic works by certain principles which stem from the life force of the user. Life force flows in natural currents throughout the universe. Its different forms and shapes are determined by perception.

Life force permeates all living beings, including both complete and incomplete creatures. Unliving beings have no life force and are called inanimate or undead. Rocks, swords, and other objects have no life force. The ability to generate life force is measured in *RuneQuest* by POW; use of life force is measured through the expenditure of magic points.

Ritual Spell: Such a spell can only be used during a ritual (see the Ritual Magic chapter) and can not be cast at any other time. These spells direct and define the ritual. The description of a ritual spell specifies the type of ritual with which the spell must be used, and a specific spell will not work in any other type of ritual. The magician's skill at casting these spells is always equal to his percentage in the specified ritual, and his spell skill increases only as the magician's ritual percentage increases. Ritual spells are learned in the same manner as other spells.

Spirit Magic

What is a Shaman?

People who commonly use spirit magic are called spirit-magic users. The specialist who deeply commits himself to the magic is called a shaman. A shaman has special powers which ordinary mortals cannot hope to match. His extraordinary abilities are gained because he has awakened his fetch, the spirit plane counterpart of himself.

A shaman fully engages himself in spiritual work, surviving on the payments which others make to him. With only himself to rely on, his great responsibility is to tend to the spiritual protection and knowledge of his kinsmen and tribesmen. He is the keeper of ritual and spirit magics, and acts as the enchanter and summoner as well.

People who know some spirit magic but do not have a fetch are commonly said to know witchcraft, medicine or folk magic.

Becoming a Shaman

The path of the shaman is not for most adventurers. It is arduous and dangerous, and its rewards are spiritual and communal. Great shamans are, however, among the most powerful of mortals. Before becoming a shaman, most must first be students and assistants.

The Student

The first step in becoming a shaman is to become a student. A student is anyone who studies under a shaman to learn a little of his magic. The relationship is informal, and does not imply any long-term bond. The student ordinarily learns a few spells to help in his daily life, and the shaman thereby fulfills some of his obligations to the community by aiding others with his magic.

The requirements to become a student of a shaman vary by whether or not the applicant is a member of the shaman's tribe.

The Tribesman Applicant

The community feeds the shaman, makes him rich, and honors him. In return he sees to their spiritual needs, health, and luck. In part he is responsible for teaching magic to his people. To learn a spell, the tribesman applies to the shaman. A village or tribal elder may put in a good word. A present of suitable generosity also must be given: traditionally one with value of 100 pennies per point of spell taught. The cost of one spell point therefore equals slightly more than three weeks income for a common laborer. A gift of greater value will be gratefully accepted, though the giver probably will not thereby increase the shaman's favor. Of course, if the shaman is extremely busy there may be a wait determined by the gamemaster before instruction can begin.

The shaman reviews what he knows of the applicant. If the adventurer's player makes a D100 roll equal to or less than the applicant's POW ×5, the shaman will believe that the applicant has behaved according to the customs of the tribe and that his work has benefitted his community and family. If the learning goes well, the applicant will receive the spell. See the section, Learning Spells, below. If the percentile dice roll is unsuccessful, the tribesman must wait another season before requesting to be taught again. If the roll was a fumble then the applicant must wait for a year.

Applicants Who Are Strangers

A stranger never has more than a 50% chance to learn a spell from a shaman. The shaman, after all, is mostly responsible to the tribal community, not to any civilized notion of professionalism or profit. Strangers who wish to try to learn a spell from a shaman must first make his acquaintance. This is done by seeking him out, presenting a gift worth a minimum of 500 pennies per spell point desired, and then spending time in the area ingratiating himself to the tribespeople through acts of friendship, kindness, and protection. In general, the more gifts distributed, the better the stranger's chances. At the gamemaster's discretion, the shaman may require a gift worth 10 weeks of what the shaman thinks the stranger's income is, if that amount is larger than the traditional gift.

The minimum amount of time needed to befriend a shaman in a village is 2D6 + 2 weeks. He may eventually refuse to teach altogether for some mystical reason, keeping the gifts. He may ask some task be done to prove intent.

Once befriended, the shaman will remain friendly as long as the stranger-student obeys the ways of the tribe and works toward the tribe's benefit. The shaman will require only 250 pennies per spell point from familiar outsiders who wish to learn spells, plus a wait of 3D6 weeks while the shaman travels the otherworld to capture the appropriate spell spirit.

Duties and Restrictions

All students are instructed in the proper and responsible use of spirit-magic spells, and all students are considered to be tribesmen for the duration of training. Every member should work toward the common good of the tribe and accord his fellows due respect. Malicious use of magic generally results in midnight visitations by the angry shaman's spirit or, in extreme cases, the sending of pain or disease spirits.

Becoming an Assistant Shaman

To become an assistant, an adventurer must approach a shaman he knows and ask to be accepted. He must give a gift equal to those he gives when he learned a spell as a student. He will be interviewed by the shaman to see if he has the necessary knowledge. If he does, the shaman will then ask his fetch if the time is propitious to train another assistant. If the fetch agrees, then the new assistant is accepted.

Acceptance

An applicant must be at least 25% in the skills of Ceremony, Animal Lore, Plant Lore, World Lore, and First Aid. His player must make a roll equal to POW ×1 or less on D100, which represents the fetch's approval.

Duties, Restrictions, and Benefits

An assistant will live with, work for, and aid his shaman in every way. In return he will be taught the way of the shaman. An assistant's time is not his own; most shamans have only two to four assistants and have no room for sluggards, backsliders, or disloyal followers. An assistant must spend 90% of his time with his shaman. In return the assistant may add 5 percentiles per year in Summon, 3 percentiles in Ceremony, and 2 percentiles in Enchant. He also receives 1 free spell point of spirit magic per year and an automatic 1-point increase in POW at the end of every three years. There are additional mundane benefits, found in the Creating an Adventurer chapter of the Player's book.

Becoming a Shaman

A fetch is a portion of a person's soul which can be awakened. It can be brought to living consciousness (awakened) through certain trials, rituals, and activities which are very dangerous. Though everyone has a fetch, very few wake them. Once awakened it can never be put to sleep or separated from the shaman. It provides a shaman with distinct powers and vulnerabilities, for the awakened fetch enters the spirit plane. In a profound sense a shaman lives in the physical world and the spirit world at the same time. Both worlds impinge on him, and he must fight distraction.

A fetch can never be Dispelled, Dismissed, or Neutralized, and it can never be awakened accidentally.

Acceptance

To become a shaman, the assistant must awaken his fetch. He must go to a holy place and enter into a mystical quest, fasting and praying to the Great Spirit to awaken the powers within him. He remains on his quest for 1D6+1 days. At its conclusion the Horned Man, the First Shaman, will appear: he will tell the assistant that it is time to go, and will escort him along the path to shamanhood. Along the path the quester performs a special ceremony which always includes three stages.

The Sacrifice: A number of points of POW are sacrificed to the future fetch. These points are per-manently taken from the current POW of the quester, and a corresponding number of magic points are also deducted. There is no minimum that must be sacrificed, but a fetch with only 1 or 2 points of POW is easily destroyed if it ever must combat attacking spirits. If the assistant safely completes his journey then this will be the beginning POW of the fetch. If the assistant fails or dies, then these points are lost for good.

Awakening the Fetch: A successful Summon Spirit skill roll must be made. This can be augmented by Ceremony. If the roll is successful, then the fetch is awakened into consciousness. Its POW is the POW sacrificed to it. The process also awakens an INT of 3D6. As explained below, the fetch will add its POW to the shaman's as additional defense against the Bad Man attack. If the roll is a failure, the sacrificed POW is lost and no fetch awakens.

The Fight with the Bad Man: Spirit combat with the Bad Man occurs at the journey's end. This spirit has a POW of 35, and will spirit combat any quester with a fetch for 2D6 rounds Questers without a fetch will be fought until the Bad Man is destroyed, or until the living person is possessed. The Bad Man will not attack the Horned Man, nor will the Horned Man defend the new shaman.

Disadvantages of Becoming a Shaman

A shaman must spend 90% of his time performing the normal daily duties of his position. Sometimes these duties require adventures appropriate to *RuneQuest* play. However, most of his time is spent chanting, praying, teaching spells, and seeking spirits.

Because his awakened fetch naturally lives on the spirit plane, a shaman is always visible on both the mundane and spirit planes. Hence he is constantly in danger of invisible attacks by marauding otherworld creatures which can attack him on the spirit plane without becoming visible on the mundane plane. The percentile chance of this happening during any 24 hours is equal to the total POW of the shaman and his fetch. Use the Spirit Plane Encounter Tables (especially the Frontier Region) to determine the specific type of attacking creature.

Some categories of a shaman's skills are limited to a maximum level. Weapon skills cannot be raised above the shaman's DEX ×3 or his current ability, whichever is higher — a shaman has little use for weapons. Agility skills cannot be raised above the shaman's current ability or his DEX ×5, whichever is higher, because his daily duties restrict him from engaging in exercise for these skills. His perception skills cannot be raised above the shaman's current ability or his INT ×3, whichever is higher, because the attention he must pay to the spirit plane distracts even an experienced shaman. His communication and stealth skills are not limited.

Benefits of Becoming a Shaman

The Fetch: When magically attacked, the shaman uses both his own and his fetch's magic points to resist spells and spirits. (However, when attacking, a shaman uses only his own personal magic points, not

the fetch's. Furthermore, a discorporate shaman does not use his fetch's magic points for defense.)

The POW of a fetch allows it to maintain permanent contact with spirits on the spirit plane—the shaman's familiars, allies, and friends who aid his magical tasks. The number of spirits is unimportant. The quantity of their total magic points however, cannot be greater than the POW of the fetch. A fetch with a POW of 18 might capture one 18-point spirit, or it might for example take one 4-point, two 2-point, one 5-point, one 3-point, and two 1-point spirits. The fetch must maintain enough magic points to keep these captured spirits, at a ratio of 1 magic point to 1 point of captured spirits' POW. If the magic points are used by the shaman, the spirits will depart, always beginning with the largest ones first, and weakest ones last. A fetch reduced to zero magic points does not die or disappear.

Mind Expansion: A shaman gains use of increased INT when he awakens his fetch. This is the fetch's awakened INT of 3D6. This is an extension of the shaman's own INT and can be used to remember spells, but does not affect his reasoning powers or natural intelligence.

Discorporation: Sometimes a portion of the shaman's spirit leaves his body and wanders deep into the spirit plane. During that time the shaman's fetch is left to guard the sleeping body. The fetch cannot manifest if the shaman is not discorporate. When manifested on the mundane plane, the fetch will usually appear as an animal significant to the shaman. The resulting transparent form cannot be Dispelled, Dismissed, or Neutralized.

To discorporate, a shaman must expend a minimum of 5 magic points during a Ceremony ritual that requires one hour to complete. His chance of success is equal to his Ceremony skill percentage. If he is successful, the shaman causes a portion of his spirit to temporarily leave his body and enter the spirit plane for one hour. Every additional magic point spent during the ceremony increase the time that the shaman can remain discorporate by an hour. This is not so much a spell as magical ability—the discorporation process cannot be Dispelled.

When the shaman discorporates, his fetch forms on the mundane plane and protects the body awaiting the recoalescence of the spirit. The fetch can cast any spell available to the corporate shaman, but it cannot move or activate the shaman's body. It is in Mindspeech with the portion of the shaman's spirit on the spirit plane, as well. When discorporate, the shaman cannot use the fetch's magic points to defend or attack, though he can use the fetch's magic points to fuel spells.

If the discorporate shaman wishes to interact with creatures on the mundane plane, as shamans often do if they wish to engage in spirit combat in *RuneQuest* melees, then they must use the Visibility spirit spell.

Second POW: When he gains in POW, a shaman may give any new POW to his fetch. This increases the fetch's POW. This second POW regenerates magic points independently of, but at the same rate as, the shaman.

Second Sight: With this ability a shaman can see the auras of living things, as if using the Second Sight spell. No expenditure of magic points is required, only concentration.

Exorcism: By means of Second Sight, a shaman can see possessing spirits. Then, using the proper spirit (healing spirits against disease spirits, etc.), or by discorporating himself, the shaman engages the spirit in spirit combat. If the shaman wins the combat, he can drive the hostile spirit away, freeing the body of possession.

Captured Spirits

Spirits are automatically captured when a shaman battles it in spirit combat; reduces its magic points to zero; has a fetch with sufficient POW to maintain control of the spirit; and orders his fetch to do so. Control type spells are not required. They always remain captured without protest until discharged, unless the magic points of the fetch are reduced sufficiently to allow a captured spirit to flee. A captured spirit will perform one deed appropriate to the spirit, after which it must be freed. This is the only way that a shaman can use most of these spirits. Thus a spell spirit will teach or cast its spell, but it will not attack someone to possess him.

Leaving a Shaman

A shaman cannot force a student to excel in his studies, or even to continue to learn spirit magic. Many times, the shaman himself will deem a particular student unfit for further training and study.

Usually the parting of student and teacher is friendly. Either the student or the shaman decides that the relationship must end and, if there is no rancor or malice in the decision, then the shaman wishes good luck to his student and welcomes him back in the future.

Sometimes a shaman and a student part worst enemies, usually because the student committed a grave crime against tribe or teacher. A shaman's wrath can be terrible, and fill the miscreant's life with howling spirits, wraiths, pain, and combat.

Cormac's Saga — *After five years, Cormac has learned much of the ways of a shaman and has greatly broadened his perceptions of the world. He also learned that, though he is still weak from the patience to become a shaman. Combat was always a release for his frustrations, and this business of becoming a shaman is too intangible for him.*

When he speaks to Baobon, the old man understands. He foresaw this restlessness in Cormac and knew that this time would come. Cormac has been an excellent student and has learned well. He has also been very successful in recruiting more students and assistants for the shaman. Cormac and Nikolos have been very popular with the Baobon's tribe, and have enriched the tribe through sale of enchanted devices made by Nikolos. (Though more than once Signy disgruntled the males of the tribe by her notions about a woman's place.)

On a cool day in spring, after a late rain, Cormac, Signy, and Nikolos bid farewell to Baobon and set off again.

The Focus

Foci may come from many sources, depending more on the local custom than a game rule. They might require some special craft, or be stolen, bought, or made by the bearer. Runes may be carved into the tool which is the intended target of the magic. A focus for a Bladesharp spell, for instance, is often engraved right on the sword which will be sharpened. To cast the spell on another weapon simply clutch the pommel of the focus sword with one hand and touch the other weapon with the other hand while speaking the spell.

Parts of clothing, pieces of equipment, jewelry, and many other things may be carved or decorated with rune foci. Necklaces, headbands, and medallions are also common, rings are especially useful for any Touch spells.

Finally, tattoos and methodical scarring can be used to permanently carry foci. These permanent disfigurations are the only way that a focus cannot be removed from the user's reach. The drawback is that the person wishing to disarm a tattooed person may slice off the decorated limb or patch of skin.

Only a shaman can properly prepare a focus for use with a spell. One adventurer cannot simply use another's focus, even if the focus is for a spell he already knows. A shaman must work the magic to attune the known spell with the new focus. Thus, if Cormac found a sword with a Bladesharp focus on its hilt, he couldn't use that sword's focus until he attuned himself to it. Attuning a strange focus for a spell which you already know requires the intervention of a shaman who will charge 1/3 the normal price of learning the spell, even though he is not supplying the spell spirit or the focus. The shaman will bless the focus and send the character to the wilderness to meditate at night. After one undisturbed night he will have attuned the new focus.

Foci can be reused. If Cormac failed to learn the spell which he sought from the shaman, he could return later, pay 2/3 the normal fee, and try again. The extra 1/3 is the cost of the focus, which can still work. Use the same cost to attune a captured, stolen, or self-made focus. It is possible to have several foci for a single spell. In that case all foci must be taken away to disarm the caster from that spell.

Spirit Magic Spells

The following is a complete listing of Spirit Magic spells and their effects. Note that although many of these spells appeared in the basic rulebook, there may be additional information in this book. All references to the Magic Book or the Spirit Magic chapter will normally be to the Spirit Magic chapter of the basic rulebook.

Each spell is summarized by a similar format of presentation.

Spell Name
Magic Point Cost   Casting Range, Duration, Spell Type
Spell Description

Armoring Enchantment

1 Point (Memorization Only)

Ritual (Enchantment), Passive

The Armoring Enchantment is described in Ritual Magic.

Spirit Magic Spells

Spell	Value	
Armoring Enchantment	ritual	
Befuddle	2 points	
Binding Enchantment	ritual	
Bladesharp	variable	
Bludgeon	variable	
Control (Species)	1 point	
Coordination	variable	
Countermagic	variable	
Darkwall	2 points	
Demoralize	2 points	
Detect Enemy	1 point	
Detect Magic	1 point	
Detect (Substance)	1 point	
Dispel Magic	variable	
Disruption	1 point	
Dullblade	variable	
Endurance	variable	
Extinguish	variable	
Fanaticism	1 point	
Farsee	variable	
Firearrow	2 points	
Fireblade	4 points	
Glamour	variable	
Glue	variable	
Heal	variable	
Ignite	1 point	
Ironhand	variable	
Light	1 point	
Lightwall	4 points	
Magic Point Matrix Enchantment	ritual	
Mindspeech	variable	
Mobility	variable	
Multimissile	variable	
Protection	variable	
Repair	variable	
Second Sight	3 points	
Shimmer	variable	
Slow	variable	
Speedart	1 point	
Spell Matrix Enchantment	ritual	
Spirit Screen	variable	
Strength	variable	
Strengthening Enchantment	ritual	
Summon (Species)	ritual	
Vigor	variable	
Visibility	2 points	

Befuddle

2 Points Ranged, Temporal, Passive

This spell confuses the opponent who succumbs to it. It does not change his beliefs or perceptions, but it does muddy them up.

During the statement of intent, the victim's player must say that his adventurer will attempt to shake off the Befuddlement. This is all the adventurer can do in that melee round. The player must roll D100 greater than his adventurer's INT ×5. If the roll is successful, then the Befuddle spell is defeated, and the adventurer can act normally the following melee round. Failing the roll, the adventurer must stand there confused. He can do nothing, not even parry or dodge.

If the roll is fumbled then the adventurer mistakes his friends for enemies (and vice versa) and acts accordingly — as if he were no longer Befuddled. Since, in the case of this spell only, the normal fumble roll is over the victim's INT ×5, count any critical roll as a fumble for a Befuddled character.

Binding Enchantment

3 Points (Memorization Only)

Ritual (Enchantment), Passive

The Binding Enchantment is described in Ritual Magic.

Bladesharp

Variable

Touch, Temporal, Passive

This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per each point of spell applied. The spell is incompatible with the other weapon-enhancing spells of Bludgeon and Fireblade. If a Dullblade is also cast on the sword it will continue to do its increased chance to hit, but its additional damage will be reduced by the second spell.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Bludgeon

Variable

Touch, Temporal, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spells of Bladesharp and Fireblade.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Control (Species, usually Spirits)

1 Point

Ranged, Temporal, Active (until the creature is instructed) then Passive

Each casting of this spell subjects the indicated species to the caster's will. Shamans usually learn to Control spirits. Control spells for other species are not generally available to them. Thus, there is Control Disease Spirit, Control Ghost, Control Wraith, and so forth. Additional otherworld creatures controlled by variations of this spell include: healing spirits, hellions, intellect spirits, magic spirits, power spirits, spell spirits, and the various elementals, nymphs, chonchons, and passion spirits.

To use a Control spell the shaman must first reduce the magic points of his target to zero in spirit combat. The next melee round the shaman must cast his Control spell, attempting to overcome the creature's zero magic points with his own magic points. If successful the creature must obey all commands issued by the shaman. These commands must be given, acted upon, and completed, before the end of the spell's duration. Thus, spirit magicians use their Control spells primarily to capture otherworld creatures into enchanted devices (see the description of the Binding Enchantment in the Ritual Magic chapter of this book).

The controlled creature is in a special form of telepathic communication with the shaman. This mental communication is limited to line-of-sight. The shaman must use a Control spell to learn specific information about the creature, such as the creature's name or the values of specific charactertistics or skills.

To instruct a Controlled creature the shaman must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act.

Coordination

Variable Touch, Temporal, Passive

This spell increases the target's DEX. The target must possess the DEX characteristic in order for this spell to work. Each point of spell increases DEX by 1 point, thereby increasing skills, DEX rolls, and lowering the number of the DEX strike rank. Although there is no limit to the stacking of this spell, a creature's DEX may never be increased to be greater than twice its current, unadjusted DEX.

Countermagic

Variable Ranged, Temporal, Passive

This defensive spell will attempt to protect against any other incoming spell including detection, protection, and even Healing spells. Cast on armor or weapons, the Countermagic will defend other spells that were previously cast on the object. Countermagic will not defend against previously enspelled things, such as a sword with a Bladesharp spell on it. It does not work against spirits.

If the oncoming spell is two or more points weaker than the Countermagic then it is eliminated and the Countermagic remains. If the incoming spell is equal to or within one point (either more or less) of the Countermagic, both disappear. If the attacking spell is two or more points stronger than the Countermagic it eliminates the Countermagic. If it overcomes the resistance of the target, then it takes full effect upon its target.

Darkwall

2 Points

Ranged, Temporal, Passive (Active to move the wall)

This spell can create a wall of darkness 10m square in area and 10cm thick. The Darkwall can be moved by the caster at a rate of 1 meter per strike rank. Light sources within the darkness give no light nor can any sighted being see through. Other senses, such as sonar or other sound, are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is 10m square, and the thickness is always 10cm.

Demoralize

2 Points Ranged, Temporal, Passive

A victim of this spell loses faith in the ability of himself and his party to win a fight, find treasure, rescue the princess, etc. He can still defend himself fully but can attack only at half normal percentage. He casts only defensive and heal spells. If the spell takes effect before combat is started, then the victim will try not to attack. Faced with superior odds he will probably run or surrender. A Fanaticism spell cancels a Demoralize, and vice versa.

An adventurer can attempt to realize that he is under the effects of a spell, but his player must roll percentile dice and obtain a result equal to or less than the adventurer's INT ×1. If the adventurer realizes his condition, then he may cast Fanaticism or Dispel Magic to counter the Demoralize. He may not act contrary to the effects listed above until the spell's effects are countered. A player may roll for his adventurer's realization only once, when the Demoralize spell takes effect.

Detect Enemies

1 Point Ranged, Temporal, Active

compass, marble, etc.) that can guide him toward potential enemies. The fetish will first guide the shaman to the closest person within 100 meters who knowingly intends to harm him. The caster of the spell does not have to overcome the magic points of a potential target to find him. If the spell is still in effect, it will then guide him to the next closest person,

and then the third closest, and so on for the duration of the spell. The sensing effect is stopped by one or more meters of dense substance such as stone, metal, or earth.

Detect Magic

1 Point   Ranged, Temporal, Active

Working in a similar manner to Detect Enemies, the fetish guides the shaman to the nearest enchanted object, or object that has a spell on it. It will not guide the caster to magical objects touching him. It does not detect spirits.

The fetish seeks out magical things which do not regenerate their own magic points (including undead), and magical things which cast spells or things which have spells cast upon them. This spell penetrates up to one meter of rock, metal, dirt, etc.

Detect (Substance)

1 Point   Ranged, Temporal, Active

The fetish guides the caster to the nearest supply of the substance indicated. This spell penetrates up to one meter of rock, metal, dirt, etc.

Dispel Magic

Variable   Ranged, Instant

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells; two points will remove one point of divine magic spells. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to Dispel a Befuddle spell will require 2 points of Dispel, to dispel a 1-point Shield (a Divine spell) requires 2 points, and to dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern a specific spell.

Disruption

1 Point   Ranged, Instant

This spell damages the target's body. If the target's magic points are overcome, the target takes 1D3 damage to a random hit location using the missile/spell hit location table. This damage is not absorbed by armor.

Dullblade

Variable   Ranged, Temporal, Passive

Despite the spell's name, this spell reduces the damage done by any melee or missile weapon, sharp or blunt. To work properly it must be cast on the weapon, and will then reduce damage by 1 point per point of Dullblade. If a second Dullblade is cast at a single weapon, only the higher point spell will take effect. Dullblade reduces damage from weapons with spirits in them, etc. This spell specifically does not work on natural weapons.

Endurance

Variable   Touch, Instant

This spell adds to the stamina of the target. Each point cast adds 5 fatigue points to the target, up to the target's maximum (before subtracting any penalty for ENC). The Endurance spell has no effect on creatures that do not have or use fatigue.

Extinguish

Variable   Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; 2 points will put out a small campfire; 3 points will eliminate a bonfire, etc.

Fanaticism

1 Point   Ranged, Temporal, Passive

When cast upon a being with normal INT this spell will increase his chance to hit by half again his skill percentage (round up fractions). Thus a 33% swordsman becomes a 50% swordsman under the spell of Fanaticism. The fanatic may not parry or cast magic other than attack spells (Disruption, Smother, Mindblast, etc.). The spell halves the target's Dodge. A successful Demoralize spell cancels the effects of a Fanaticism spell, leaving the target with normal morale. If the target does not wish the spell to be cast upon him, then the center must overcome his target's magic points with his own.

Farsee

Variable   Ranged, Temporal, Passive

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision, exactly as if a telephoto lens was being used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Search ability is increased by 5 percentiles for each magic point spent powering the spell.

Firearrow

2 Points   Touch, Temporal, Passive

This spell creates a missile of fire which does 3D6 damage if it hits. Firearrows do not impale. It must be cast on an ordinary arrow, rock, or dart which bursts into fire and is consumed as the missile leaves the hand of the caster. Armor will help protect a target. A Firearrow will ignite flammable material. This damage cannot be (i.e. magic points vs. magic points) resisted because it is actually physical damage from the heat of the fire. This spell is incompatible with Multimissile and Speedart.

Fireblade

4 Points   Touch, Temporal, Passive

Cast on any edged weapon or spear, this spell delivers 3D6 damage when it strikes. This replaces any normal damage done by the weapon. The wielder of the weapon still adds his damage bonus when he strikes. The weapon is unharmed by this magical fire. The spell is incompatible with Bladesharp.

Glamour

Variable   Touch, Temporal, Passive

Each point of spell adds 2 APP points to the target for its duration. The target must possess APP for it to be affected. The appearance of the target does not alter, but the quality of appearance increases so that soon the perceiver simply is not reminded of the similarities to the person of whom he otherwise might be reminded. Characters will be recognizable as themselves only when within half of their previous total APP. Example: Ugly Fredrick, APP 4, will be unrecognizable as himself by applying 2 points of the spell, but Gorgeous Arleen, APP 15, still will be recognizable after applying up to 3 points of the spell.

Glue

Variable   Touch, Temporal, Passive

For each point of this spell the caster gets the equivalent of a 10cm-square patch of glue to distribute in any shape desired. The STR of the glue equals the magic points powering the spell multiplied by 10. Glue may be resisted by using adventurer STR on the resistance table. If adventurer STR overcomes the STR of the Glue spell, then the spell is broken and the patch is no longer sticky. Glue will never stick to any living tissue or living vegetable material.

Heal

Variable   Touch, Instant

This spell repairs damage done to hit points. For creatures of the caster's species, Heal replaces 1 hit point for each point of Heal spell used. The part of the body being healed must be touched. The effect is immediate. Creatures of species other than the caster's cost 2 points of Healing per hit point repaired.

Ignite

1 Point   Touch, Temporal, Passive

This spell will ignite anything normally burnable. It creates a small fire (see The World chapter, Player's book, for the types of fire). Thus Ignite can set fire to a torch, a house, or a dry backpack. Skin cannot be Ignited. Hair or fur may be, but the target being's magic points then must be overcome on the resistance table.

Ironhand

Variable   Ranged, Instant

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Though the name implies it works only on hands, various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof, and so on which work the same way.

Light

1 Point   Ranged, Temporal, Passive

This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It will then light everything within a 10 meter radius from that point with a radiance good enough to read by, though not as full as daylight. This spell is not affected by Extinguish.

Lightwall

4 Points   Ranged, Temporal, Passive (Active to move wall)

This spell creates a wall of light which is 10 meters square by 10 centimeters thick. The wall presents a bright glare on one side which is visually impenetrable, while from the other side it can be seen through. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved by the caster at a rate of one meter per strike rank, and it can be specified to take any form, provided it is always 10 centimeters thick and contiguous.

Magic Point Matrix Enchantment

1 Point (Memorization Only)   Ritual (Enchantment), Passive

The Magic Point Matrix Enchantment is described in Ritual Magic.

Mindspeech

Variable   Ranged, Temporal, Passive

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be subvocalized (whispered) and the listeners will hear the message in their minds in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

Mobility

Variable   Ranged, Temporal, Passive

Each point of this spell adds 1 meter of movement rate per strike rank for its duration. An adventurer under the effect of Mobility loses one additional fatigue point per each 3 points of this spell or fraction.

Multimissile

Variable   Touch, Temporal, Passive

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, or throwing axe or crossbow quarrel creates a magical missile the instant that the original is fired. The magical missile does the same damage as the original. Each of the missile attacks is rolled separately. The first roll is for the original, which is the only one that can impale. The magical missiles can still do critical damage. This spell is incompatible with Speedart and Firearrow.

Larger missile weapons require several points of this spell to create a single missile. An arbalest, for instance, requires 2 points of spell per missile. As a rule of thumb, each 2D6 or fraction of weapon damage requires 1 point of spell.

The temporal nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

Protection

Variable   Ranged, Temporal, Passive

Each point of this spell adds a point of armor protection to the whole body or object. It acts in every way like normal armor.

Repair

Variable   Touch, Instant

This spell repairs broken objects. All the parts must be present. Thus a sword can be fixed, shields renewed, and armor repaired. Each point of the spell fixes 1D10 points of damage. The object repaired shows a scar, and permanently loses 1 hit point, from its maximum HP value as well. If used to Repair magic items, the spell does not return any broken enchantments or released spirits.

Second Sight

3 Points   Ranged, Temporal, Passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. This spell does not allow the user to view the spirit plane. Shamans naturally have this ability and do not need to expend magic points to use it.

The aura of all creatures within the spell's range will glow only to the caster. If there are a large number of creatures within range it will be difficult for the caster to determine the POW of each. Undead things do not glow this way, for they have no characteristic POW. The POW of enchanted items is also visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the POWs of the viewed creatures are much less than the POW of the user, within 5 points of it, or much greater than the user's POW (for a shaman, include the fetch's POW). An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, as long as they possess POW. He will not be able to parry any blows received from that enemy.

Any heavy opaque surface — a thick woolen blanket, a wooden wall, etc. — will block Second Sight.

Shimmer

Variable   Ranged, Temporal, Passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts 5 percentiles from the skill of any enemy attempting to hit the affected target.

Silence

Variable   Touch, Temporal, Passive

Each point of this spell will add 15 percentiles to the Sneak skill of a person attempting to keep down his noise, and will muffle incidental noises (the brush of pants, soft footsteps, etc.) made by the target. It will not stop someone from chanting a spell, issuing commands, clumsily stepping on a large twig causing a loud snap, knocking over a vase and having it shatter, or similar loud or sharp sounds caused by fumbled Sneak rolls.

Slow

Variable

This spell slows down an enemy at a rate of one meter/SR per point of spell. It may reduce the movement of a creature to zero. The creature loses fatigue points for its exertions in normal fashion.

A creature whose movement is reduced to zero may still move by increasing its movement rate by running, though a sufficiently powerful Slow spell will immobilize even a runner. This tactic also increases the target's fatigue point loss for the distance traveled, and will tire him out.

Speedart

1 Point   Touch

This spell adds 15 percentiles to the attack chance and 3 points of damage to any missile weapon. The spell must be cast in the same melee round in which the missile is being thrown or shot, and lasts until the end of that melee round.

Spell Matrix Enchantment

1 Point (Memorization Only) Ritual (Enchantment), Passive

The Spell Matrix Enchantment is described in Ritual Magic.

Spirit Screen

Variable   Ranged, Temporal, Passive

This spell acts as spiritual armor to protect someone from attack by spirits. Each point of the spell adds 2 points to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

Strength

Variable   Touch, Temporal, Passive

Each casting of this spell adds 3 points of STR to the target for the spell's duration. The target must already possess the STR characteristic in order for the spell to work. This spell will affect skills modifiers, damage done, and ENC for the duration of the spell. Although there is no limit to the stacking of this spell, a creature's STR may never be increased to be greater than twice its current, unadjusted STR.

Summon (Species)

1 Point   Ritual (Summoning), Active

Spirit Magicians normally summon only spirit creatures. The full procedure for summoning such creatures is given in the Ritual chapter.

Vigor

Variable   Touch, Temporal, Passive

Each casting of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points will increase normal hit points for the duration of the spell. Hit points per location will probably have to be refigured. Although there is no limit to the stacking of this spell, a creature's current CON may never be increased to be greater than twice its current, unadjusted CON.

Visibility

2 Points   Self, Temporal, Passive

This special spell transfers an otherworld creature from the spirit plane to the mundane plane, giving it a translucent form. The appearance of the form will be the shape which the invisible being had while alive, if any. The spell can be cast only on creatures on the spirit plane. A creature with this spell on it may cast spells or otherwise interact with the mundane plane, and is subject to spells. Normal weapons will not affect such creatures whether or not they have magic cast upon them. Some otherworld creatures possess this as a natural ability which does not cost magic points.

This spell is not subject to the normal Dispel, Neutralize, or Dismiss rules. To send a Visible otherworld creature back to the spirit plane requires that the magician Dispel, Neutralize, or Dismiss that number of magic points equal to **the current MP of the otherworld creature.**

Divine Magic

Fundamentals of Divine Magic

In magical worlds, the gods and their manifestations are real. The presence of many (often opposed) deities usually means that an adventurer can believe in several of them at once, if he wishes, and can honor them through simple worship. In lands where the gods are worshiped, it can be assumed that every adult is or wants to be an initiate of one or more religions.

Gods are neither omnipotent nor omniscient. One god in a universe might truly be so, but the presence of many gods indicates that each god is somehow both protected and restricted. In *RuneQuest*, they are limited by their own capabilities and, more severely, by their banishment to the realms beyond Time. They therefore have lost most of their capacity to act independently or to create, and essentially are incapable of anything new.

To perform simple worship of a deity, an adventurer attends regular ceremonies and says prayers.

Simple worshipers are called lay members, and are not counted among the inner membership. Lay members do not know the secrets of the religion, are excluded from certain parts of the worship service, and do not receive special magical benefits because of their belief. Lay members are casual worshipers who belong in more serious fashion to other religions or cults, or are children, and include anyone planning to become an initiate.

An inner member of a religion is either an initiate, a priest, or a high priest. The last title is administrative in nature. In regions where gods are worshiped, every responsible or respected adult will be an initiate of a religion.

The most striking aspects of divine magic have to do with the relation of the initiate and the priest to the deity, involving the appeal of divine intervention (frequently used for purposes of resurrection) and Divination.

The requirements for becoming an Initiate, the duties, restrictions and benefits of that rank, and other details of divine magic are covered in the basic rulebook.

Divination

Divination is a spell. Its specific characteristics will be found in the alphabetical spell listing which makes up the second half of this chapter. Its relation to the worshiper who uses it reveals certain basic aspects of divine magic.

Divination is used to gain information that the worshiper's god knows. The god is incapable of revealing what he or she does not know. The problem lies in determining just what a god knows. Most consistently, a god understands the events with which he or she was involved—those things that happened to him or her in youth and in ascension to godhood.

Secondly, priests and initiates are extensions of the god, and can tell the god many things through prayer. Thus a god will know what has happened to his priests and, to a much lesser extent, his initiates. He will know if they are alive or dead, and can tell what killed them. The god does not know what a priest or initiate is thinking and cannot deduce motivations. A god knows facts. A god cannot invade anyone's mind, though he or she will know when a worshiper has lost faith. Other knowledge given to a god by a priest or initiate must be volunteered through prayer.

Thirdly, gods have general information about events within their realm or area of worship. The air god will know in a general fashion about events occurring in the air, and the earth god likewise will know some things which happen on or in the earth.

A god cannot tell or find out many things. Most importantly, a god will not know of events pertaining to another deity or that deity's worshipers, especially events occurring within 'foreign' (i.e., belonging to other gods) sacred or temple grounds. Imprisoning a worshiper within a foreign temple temporarily breaks the worshiper's link with his god. The god knows where the imprisoned worshiper went, but not where he is.

Divine Intervention

Divine intervention has the same sort of limitations as Divination. A god cannot do other than what is normal to him or her. The air god cannot make the earth quake, the underworld god cannot create storms, etc. Only an earth deity can open holes through the ground, for instance, and only a fire god can raise or lower temperatures (though an air god could create a cooling breeze and a water god could douse the heat with a gush of cold water).

Unlike Divination, divine intervention can work in an enemy stronghold, since the priest's and initiate's success comes from within themselves, and they pay for it with a sacrifice of current POW. Such an effort may succeed but cost the worshiper his life. Divine intervention cannot transport an individual into an enemy stronghold — where the enemy's power is greatest — but it can be used for escape. In general, a call for divine intervention to escape a situation can successfully include about 10 normal-SIZ people with limited equipment. A magical slave collar has been invented that can prevent a worshiper from calling to his god, and certain cults have developed rituals that can permanently sever a worshiper's bond to his god.

Divine intervention can be used to raise a characteristic by one point, but no characteristic can be raised above the maximum given for it earlier in the rules.

Divine intervention is often used to resurrect a dead adventurer. Though this will work on a single individual, one divine intervention will not bring back an entire party. An adventurer cannot use divine intervention to resurrect himself at some future time. The gods have no control over or concept of Time. They are incapable of transporting someone into the future or the past.

Divine intervention cannot be used against worshipers of the same god, for a god will not act against himself. Further, a god cannot simply create a spell just because a clever worshiper thought of it. The gods are fixed into patterns changeable only by heroquests. At the most, such a new spell would be special religion spirit magic available only while the originator remained a cult hero. Otherwise knowledge of the spell would fade from the religion's lists after the originator died.

Gods are unlikely to help non-worshipers. It might be possible that a worshiper can gain a loyal following of non-worshipers, and in such cases a leader should be able to assist all of his followers. A follower will not, however, be able to call on his leader's god to aid the party.

Divine Intervention: Procedure

The player must state in a precise way what his character wishes the divine intervention to achieve. He then rolls D100. If the D100 roll is greater than the adventurer's POW, then the wish will not come true and there is no other effect. If the D100 roll is equal to or less than the adventurer's POW, the god hears the appeal and intercedes as the adventurer requests. The adventurer then loses that number of current POW points equal to the player's D100 roll. This is a permanent change in the adventurer's current POW. If the adventurer must lose an amount of current POW points which equals his total current POW characteristic, then the wish comes true but the adventurer's soul will end up at its appointed place on the god plane. The adventurer is dead.

Priests

Priests lead congregations. They spend most of their time performing duties for the deity, temple, and congregation.

Requirements for Priests

A candidate for priesthood must be an initiate in good standing with the temple priests of the religion and must never have been a shaman or a sorcerer. He or she must possess divine magic spells amounting to at least ten points. A candidate must be skilled to at least 50% in each of four skills important to the religion. Finally, a candidate must have a total of at least 50 percentiles of ritual magic.

A candidate must pass a series of tests. There must be a vacancy at the temple, as determined by the gamemaster. The candidate must recount the deeds done for his or her deity, and present receipts for goods and money donated. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW × 3).

If successful on all counts, then the candidate is accepted for priesthood. If unsuccessful the candidate may try again after one full year, unless the religion itself requires a longer wait.

Duties and Restrictions

Since priests live to serve their temple and their god, they must give 90% of all personal income to the temple. Similarly, they must spend 90% of their time at the temple, or on temple business. A priest is entitled to about 10 days in 100 as vacation time.

The time consumed in serving the needs of the god, the temple, and the congregation, limits the priest in how high his or her skills can be raised. No priest, except for those serving warlike gods, can increase a manipulation (exception: Play (Instrument)), agility, stealth, or weapon skill beyond DEX × 3.

Priests must always work for their deity, and strive to uphold those principles important to the deity. This is especially important to do during adverse times.

Benefits

By sacrificing POW, by spending the time to learn the spell, and by being in a temple that can supply the spells, a priest can receive divine magic directly from the deity. He does not need the permission or intervention of other priests.

A priest also retains the right to ask for divine intervention which he gained when he became an initiate.

A priest leads his congregation in worship. For this he receives an automatic one-point increase in POW every year. Each year he also gains a free one-point increase in spirit magic significant to the religion.

His temple continues to teach magic to a priest. Each year he receives three percentiles in Ceremony, two in Enchant, and two in Summon. He receives other skills as well; they can be found in the appropriate culture's Priest occupation, in the Creating An Adventurer chapter of the Player's book.

His station gives a priest the support of his community and great social status.

Leaving the Priesthood

Voluntary departure from the priesthood involves a formal return of all authority to the deity and/or temple. The former priest will afterwards be an initiate of the religion in good standing.

Involuntary departure occurs because the priest broke the laws of his deity, or because he has lost his congregation.

He committed sacrilege if he broke the laws of the deity. His deity always knows when this occurs and will remove grace from the priest within one week, preferably at the most embarrassing or dangerous time possible. A sacrilegious priest is removed from office and from initiatehood as well.

A priest can lose a congregation in several ways. The worshipers may change their religion, refuse to attend the services on the High Holy Day, or have been captured or destroyed. The priest may have chosen to ignore his congregation on High Holy Day or have been forcefully restrained from leading. For any of those losses, the priest loses his status until he again leads a congregation for a full service on the High Holy Day. Until that time he loses all reusable divine magic—what he has instead becomes one-use. He is otherwise like an initiate in every way.

It is impossible to be a priest for more than one deity since the responsibility requires 90% of one's time for each function.

Other Hierarchical Positions

High Priest: A high priest leads an entire temple. He usually oversees many people, including other priests. This management position has higher status than simple priest, and conveys finer clothing, better food, and more servants. A high priest is a normal priest in every other way. The position is administrative and honorary; it does not give additional magical power.

Archpriests and Bishops: Some organized religions have tiers of rank higher than that of High Priest, such as Bishop or Archpriest. These titles are, like High Priest, administrative and social. Though such functions can confer great material benefits, they do not automatically confer any particular magic or ability.

Temples

A temple is a holy place, consecrated to and protected by a deity. It is a conjugation of the god plane, where the divinities live, and the mundane plane, where men live.

The presence of a temple makes it possible for priests and initiates to learn spells, provides special defenses, and transmits mortals' prayers to the deity and divine messages to the priests.

Functions of a Temple

Worship: At a temple, a congregation regularly meets to worship a god, spirit, or power. The ceremonies are led by a priest or other holy person of the religion. Sacred objects used in worship are usually kept on the premises.

Learn and Recover Magic: Magic can be learned and recovered. Special divine and spirit magics, limited by the worshiped entity, can be learned here. Priests who have cast their divine spells may also regain use of them at these sites. Although all temples allow the learning of some spells, the spells learnable are limited by temple size, as detailed below.

Temple Defense: The deity worshiped defends its ground. A temple can defend itself with magic, even without the presence of priests or worshipers.

Temple Sizes

The number of initiates and priests determine the size of the temple. Their sacrifice of POW and magic points opens links to the deity and then sustains the relationship. The larger the temple, the greater the benefits received from the god.

Temple size is calculated by units of approximately 100 initiates each. Temple sizes overlap; the gamemaster must decide whether a temple with exactly 400 initiates, for instance, is minor or major.

Site (0-125 initiates): A site has no magical effect in itself: a worshiper cannot regain or sacrifice for divine magic here, nor does it have any magical defenses. A site is a traditional place of worship where Worship ceremonies are held on the holy days of the religion. Such a place usually will not support a full-time priest and does not Detect as magical by itself (though some objects therein may be magical, of course.)

Shrine (75-225 initiates): Every god-fearing village or clan has its local shrine to some obscure sprite or to some great deity. The priest for this holy place is commonly indistinguishable from the rest of the peasants. At a shrine Worship (deity), and one special divine spell are available for both learning and may differ with the region. For greater gods the spell is always one special to the religion.

Minor Temple (150-500 initiates): A temple size commonly found in small cities and large towns. There will be several priests, perhaps not well-paid, a few servants, and perhaps an orphaned errand-boy. Only divine magics special to the religion are available through this temple, for both learning and defense.

Major Temple (400-2000 initiates): Such a temple is found in larger cities — in smaller cities only when everyone worships the same great deity. There may be up to a dozen priests in such a temple, resident initiates, and a number of servants. Here all common divine spells, divine spells special to the religion, and temple spirit magic spells are available.

Great Temple (1500 + initiates): These temples occur in major cities. Depending on the religion, there will be dozens to hundreds of priests in a great temple, many initiates occupying various specialized posts, and a dither of servants rushing in and out of the gates. Spells available at a great temple include all common divine spells, divine spells special to the religion, temple spirit magic spells, and all spells granted by any associate cult or religion.

Temple Defenses

Temples defend themselves with a vigor dependent on the number of worshipers and the spells available to the religion. Each temple supports a portion of its deity's consciousness, which resides within the sanctified area to work the defenses.

As a side effect of worship, each 100 initiates worshiping at a temple provide 1 point of Power which is allotted for the defense of the temple. This amount is spent on divine magic spells available at the temple. These spells are used to defend the temple. A standard distribution of the spell points is 50% to the inner sanctum, 25% to the defense of the priest quarters, and 25% to the outer defenses.

Spells dedicated in this manner regenerate themselves at the rate of 1 spell point per day.

Example: Temple Defenses

A minor temple of the sun god has 320 initiates who meet each Sunday to pray. This gives the priests 3 defense points to use in defense. They choose Sunspear, a single 3-point spell. The single spell must be used to defend the inner sanctum. If someone defiles the sacred mirror, he will be struck by a Sunspear.

However, in the provincial capital at the Great Temple of the Sun, there are 2000 loyal initiates. They have 20 points of magic to distribute, selected from all of the sun god's spells and from those of his fellows in the pantheon. Of those, ten points are devoted to the inner sanctum: the priests have chosen two Sunspear spells (total of 6 points) and four points of Warding. Three points of Warding and two points of Sanctify guard the priests' rooms, and another 3 Warding and 2 points of Find Enemy protect the grounds.

The casting of these spells may be modified by ritual magic, creating conditions of defense. Further defenses may be made by the worshipers and priests, such as traps or their own spells. Those, however, depend upon the casters and are not integral to the temple's defense of itself.

The nature of the deity may make meaningless the defenses for shrines and minor temples. The agricultural goddess, for instance, has hundreds of shrines with Bless Crops. Defiling it incurs an impotent attack at best. But such a shrine is also unworthy of plunder, being so poor that strangers pass it without notice.

The High Priest of the temple knows immediately whenever any of a temple's defenses are disturbed, if he is within the temple grounds.

Religions

The basic rulebook presented three deities which players could choose to have their characters follow. In this volume, the list is expanded to create a rather more complete pantheon. Each deity would have a religion, or cult, attached, which characters may join or be associated with.

The following deities and pantheon are meant to be guiding and exemplary, not exhaustive. A sample pantheon could include an earth goddess, a storm god, a hunter god, a war god, a moon goddess, an underworld god, a night goddess, a trickster god, a ruling deity, and a sun god.

Each is presented in the following fashion:
Name of Deity
> Explanation of traits
> Skills specially appropriate to the religion
> Divine magic specialty spells
> Spirit magic which the temple might be able to teach.

Agricultural Goddess

This goddess is the source of agriculture. She is often called the Grain Goddess since cereals are her most important gift, and she is often believed to be the daughter of the Earth Goddess. The Agricultural Goddess commands field crops, orchards, domesticated animals, and other elements related to regular and orderly sowing and harvesting.

Skills: Craft Iron or Wood (or any natural substance), Plant Lore, World Lore, Search
Divine Magic: Regrow Limb, Bless Crops
Spirit Magic: Heal, Second Sight, Shimmer, Vigor
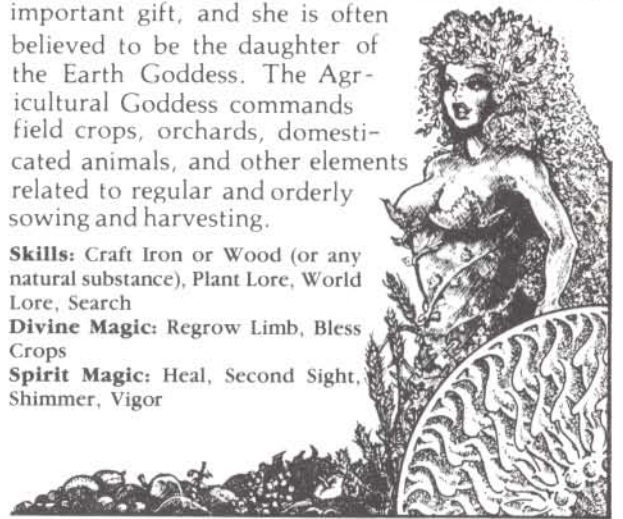
Earth Goddess

She is the ancient elemental mother from which all life spawned and to which all life will return. She is capricious and unpredictable, and governs all the wild world where lurk Life and Death.

Skills: Climb, Animal Lore, Mineral Lore, Plant Lore
Divine Magic: Absorption, Command (snake, bear, swine, dog, gnome) Heal Body, Restore Health (all except INT)
Spirit Magic: Healing, Second Sight, Strength
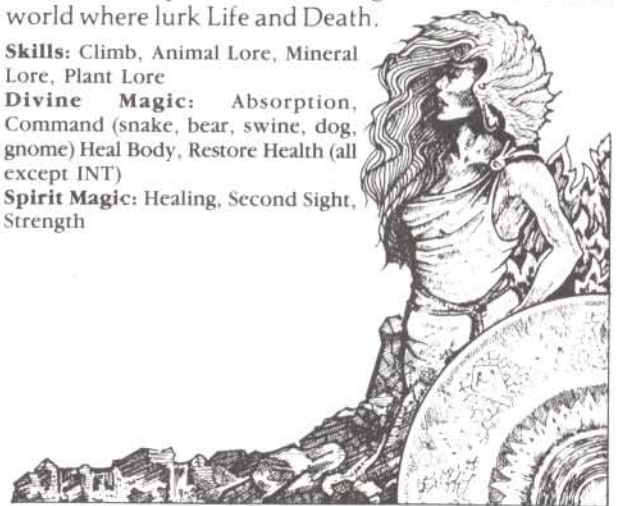
Hunting God

This god taught men to use spears, bows, and traps to catch game. He also teaches the prayers to send the animal souls back to their origins, to be born and return again.

Skills: Missile Weapon, Listen, Devise, Track
Divine Magic: Command (almost any prey beast appropriate to the region). Sureshot
Spirit Magic: Binding, Mobility, Speedart

Moon Goddess

This changing goddess is the ruler of illusion, and of mysterious forces which come out at night. All artists feel an affinity to her. Her influence on tides and the sea makes her important to sailors.

Skills: Dodge, Fast Talk, Sleight, Listen
Divine Magic: Command (fear spirit, madness spirit, pain spirit, bat) all Illusions, Madness, Mindblast
Spirit Magic: Befuddle, Glamour
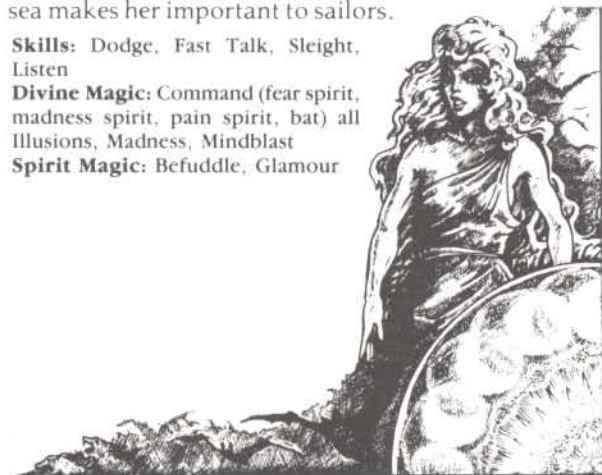
Night Goddess

This stygian spirit is cloaked in stars and rules the monsters of the darkness, but can also hide and protect her wards. She may rule, at least in part, the land of sleep and dreams as well.

Skills: Conceal, Listen, Hide, Sneak
Divine Magic: Absorption, Command (ghost, ghoul, hyena, shade), Fear, Restore Health (INT only)
Spirit Magic: Darkwall, Second Sight, Demoralize, Silence
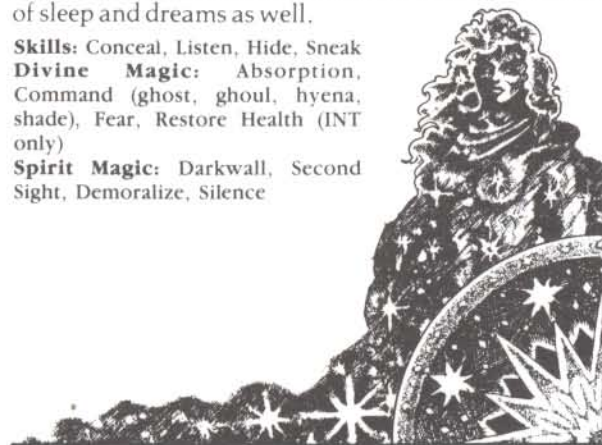
Ruling Deity

Pantheons are usually ruled by a single deity, or a pair of deities. This is usually, though not always, a male deity called King of the Gods. His domain is leadership decision, and the techniques which make his worshipers into leaders. Usually the Ruling Deity position is filled by one of the other deities described here.

Skills: Orate, Speak Own Language, Evaluate, Human Lore
Divine Magic: Shield
Spirit Magic: Detect Enemy, Glamour, Demoralize, Mindspeech

Sea God

This deity commands the rolling waves, the salty sea storms, and the creatures which dwell in the watery depths. Island peoples may believe him as strong as or more fundamental than the Earth Goddess.

Skills: Boat, Swim, Craft Wood, World Lore
Divine Magic: Breathe Air/Water, Command (any specific sea creature, undine), Float
Spirit Magic: Coordination, Protection, Strength
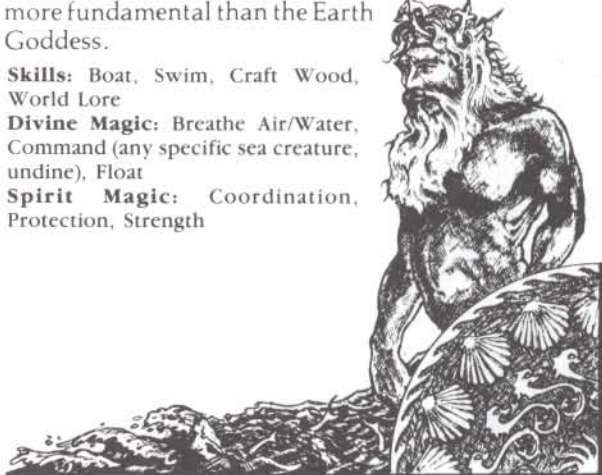
Storm God

This tempestuous deity is noted for his violence, the power of his thunderbolt, and the pleasant rains which he brings for crops. Frequently he defends the world from great monsters. Herdsmen worship him.

Skills: Jump, Primary Weapon Attack, Primary Weapon Parry, Speak Own Language
Divine Magic: Cloud Call, Command Sylph, Lightning, Thunderbolt
Spirit Magic: Disruption, Mobility, Strength
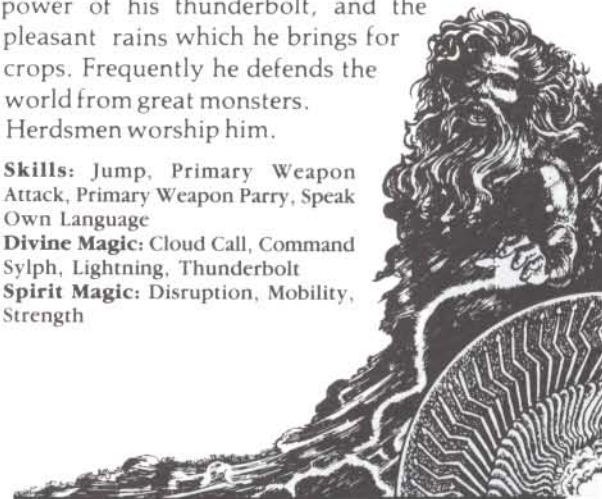
Sun God

This great champion provides light and life to the world. His greatest tale is how he was killed and banished to the Underworld, but fought his way free again. His mortal enemy is the god of the underworld.
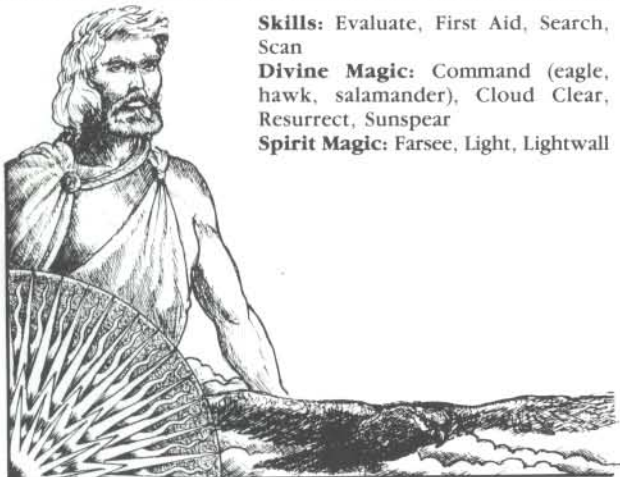
Skills: Evaluate, First Aid, Search, Scan

Divine Magic: Command (eagle, hawk, salamander), Cloud Clear, Resurrect, Sunspear

Spirit Magic: Farsee, Light, Lightwall

Trickster

The Trickster is a complex mythical figure. He may be a foolish imp, a rebellious demon, or the culture hero who first taught the use of language and fire.

Skills: Dodge, Fast Talk, Conceal, Sleight

Divine Magic: all Illusions, Reflection

Spirit Magic: Disruption, Glamour, Shimmer

Underworld God

The Keeper of the Dead and the Taker of Souls rules the Land Under the Earth, where live monsters and ghosts. He may be the cruel enemy of Life, or the wise keeper of the secrets from which Life springs.
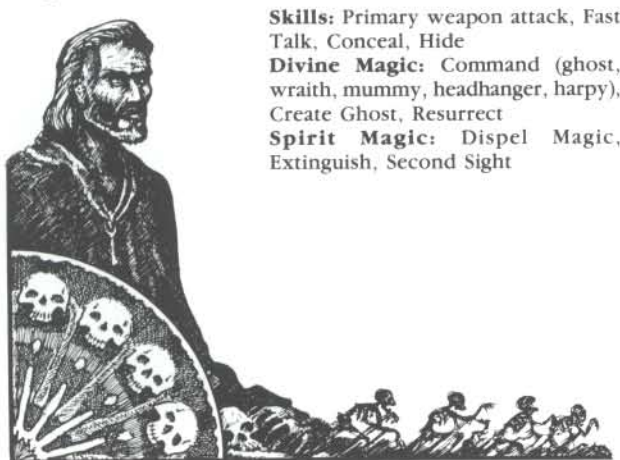
Skills: Primary weapon attack, Fast Talk, Conceal, Hide

Divine Magic: Command (ghost, wraith, mummy, headhanger, harpy), Create Ghost, Resurrect

Spirit Magic: Dispel Magic, Extinguish, Second Sight

Pantheons

Deities commonly are grouped together in associations called pantheons—in mythology such deities are more or less friendly with each other and are usually opposed by another (hostile) pantheon of deities who are believed to be evil and bad. In *RuneQuest*, certain labels designate the interrelations of deities.

Associated: These deities closely support each other and serve in the same pantheon.

Neutral: These deities have no formal relationship to the ruling pantheon or the enemy pantheon.

Hostile: These deities are formal enemies, and their worshipers are likely to always cause trouble when they meet.

The following is an example of what can be constructed from even these simple deities. The list concerns the dominant pantheon, its relations, and its relations to enemy deities.

Ruling Deity: Storm or Sun god.

Associate Deities: Agricultural Goddess, usually wife of the Ruler.

Hunter God, often the original civilizing influence on the peoples. Sometimes father of Agricultural Goddess.

Storm or Sun God, whichever is not Ruler, usually as son of the Ruler.

War God, usually a loyal son of the Ruler.

Neutral Deities: Earth Goddess, Keeper of the Wild, often the progenitor of everyone else.

Sea God, a greater god of nature wherever he touches.

Trickster, an ever-changing, unknowable creature.

Moon Goddess, an ever-changing, possibly knowable creature.

Hostile Deities: Underworld God, Night Goddess.

Common Divine Spells

Spell	POW Cost
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual
Extension	1 point
Find Enemy	1 point
Find (Substance)	1 point
Heal Wound	1 point
Magic Point Matrix Enchantment	ritual
Mindlink	1 point
Sanctify	1 point
Soul Sight	1 point
Spell Matrix Enchantment	ritual
Spellteaching	ritual
Spirit Block	1 point
Strengthening Enchantment	ritual
Summon (Species)	ritual
Warding	1 point
Worship (Deity)	ritual

Special Divine Spells

Spell	POW Cost
Absorption	1 point
Berserk	2 points
Bless Crops	1 point
Breath Air/Water	2 points
Cloud Call	1 point
Cloud Clear	1 point
Command (Species)	1 point
Create Ghost	1 point
Fear	1 point
Float	1 point
Heal Body	3 points
Illusory Motion	1 point
Illusory Odor	1 point
Illusory Sight	1 point
Illusory Sound	1 point
Illusory Substance	1 point
Illusory Taste	1 point
Lightning	1 point
Madness	2 points
Mindblast	2 points
Reflection	1 point
Regrow Limb	2 points
Restore Health	1 point
Resurrect	3 points
Shield	1 point
Sunspear	3 points
Sureshot	1 point
Thunderbolt	3 points
True (Weapon)	1 point

Spell Descriptions

Common and Special Spells

Absorption

1 Point   Ranged, Temporal, Stackable, Reusable

Earth Goddess, Night Goddess

This spell absorbs enemy spells, converting them into magic points, and makes those points available to the caster. It also screens out the effects of Absorbed incoming spells.

Each point of Absorption soaks up any one point of divine magic, or any two points of sorcery or spirit spells. The Absorption spell will not soak up part of a spell. If the incoming spell has more total magic points than can be Absorbed, then it will take effect normally.

The magic points gained this way remain suspended within the caster's aura, usable as he wishes. When the spell expires, or is Dispelled, any magic points in excess of his current Power dissipate. Absorption is incompatible with Reflection, Shield, and Spirit Block.
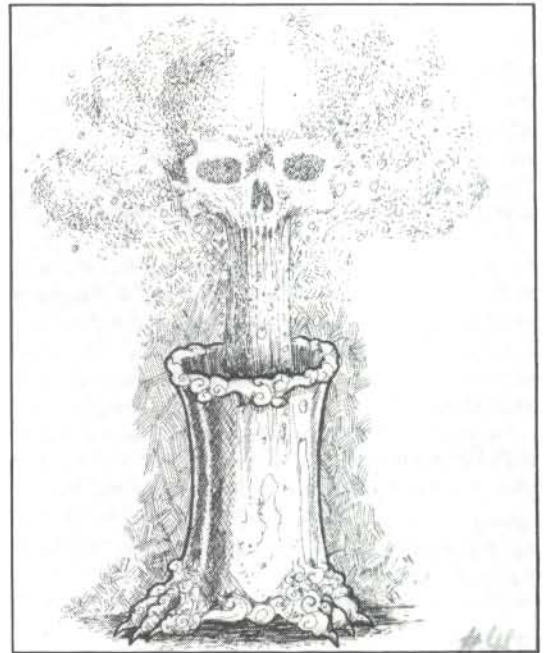
The main categories of divine magic are called common spells and special spells. Common spells are available to any religion mustering a sufficient number of initiates to qualify as a major temple (described later in this chapter). Thus an initiate of a religion with a major temple can sacrifice POW to gain the use of any common spell.

Special spells are available only to members of specific religions. Each of the descriptions in the Religions section of this chapter lists the special spells available through that religion. Additionally, each of the spell descriptions states whether the spell is common or special, and indicates the deities who can grant the use of that spell.

Consult the Temples section about the availability of special spells by temple size.

Armoring Enchantment

1 Point

Ritual (Enchant), Stackable, Reusable

Common

Refer to the concluding chapter, Ritual Magic, for the effects of this spell.

Berserk

2 Points

Ranged, Temporal, Nonstackable, Reusable

War God

This spell sends the recipient into a murderous fury. Personal safety and all but the strongest loyalties are forgotten in the rage to destroy, but the stamina and the combat skills of the spell's target are greatly enhanced.

The Berserker's total hit points and hit points per location do not change as a result of this spell, though his player will succeed when attempting any CON roll unless a 96-00 is the result. A Berserker is preserved from incapacitation, shock, unconsciousness, or exhaustion. He will suffer all other deleterious effects of a location's loss as described in the Game System chapter of the Player's Book. All poisons will do only minimal damage to a Berserker. A Berserker will die from the loss of total hit points.

A Berserker doubles his attack percentage, and if his total adjusted percentage is greater than 100% then he may use appropriate rules for that competency, described in the Combat chapter of the Players Book.

A Berserker cannot cast magic, parry, or Dodge. Adventurers affected by the spell may not attempt to shake-off its effects before the normal duration of 15 minutes expires unless extenuating circumstances, as judged by the gamemaster, allow the Berserker to snap out of the battle rage before that. If ruled possible this requires an INT ×1 roll by the Berserker's player.

When the spell expires the Berserker will be exhausted. His current fatigue point total will equal –100 fatigue points, regardless of his normal maximum fatigue point total.

If Berserk is cast upon a target under the effects of Fanaticism, this spell takes precedence. They do not combine effects.

Binding Enchantment

1 Point   Ritual (Enchant), Stackable, Reusable

Common

Refer to the concluding chapter, Ritual Magic, for the effects of this spell.

Bless Crops

1 Point   Ranged, Instant, Nonstackable, Reusable

Agricultural Goddess

In the Spring this spell is cast upon an area of ground equivalent to that which a farmer can plow in a day. It will guarantee a minimum return of an average year's harvest the following fall.

Breath Air/Water

2 Points   Ranged, Temporal, Nonstackable, Reusable

Sea God

Castable on air-breathers or water-breathers, for the duration it allows the target to breathe as if it was in its own element while in the other.

Cloud Call

1 Point   Indeterminate Range, Instant, Stackable, Reusable

Storm God

This spell brings or makes enough clouds to cover the area of sky that can be seen from the ground by the caster. Such a gathering of clouds may rain.

Each point of spell increases the cloud density by one percentile, as described in the World chapter of the Players Book. Also refer to that chapter for the effects of increased cloud cover.

Cloud Clear

1 Point   Indeterminate range, Instant, Stackable, Reusable

Sun God

For the spell's duration, each point of this spell reduces the cloud density by one percentile. See the World chapter of the Players Book for cloud density and weather conditions, and compare with Cloud Call just above. The area of sky that can be seen from the ground by the caster is affected.

Command (Species)

1 Point   Ranged, Temporal, Nonstackable, Reusable

Earth Goddess, Hunting God, Moon Goddess, Night Goddess, Sea God, Sun God, Underworld God.

While it endures, this spell allows the caster to take over the actions and will of an unintelligent (fixed INT) creature. The caster must see (or be able to distinctly sense) the beast to cast the spell, and its magic points must be overcome by the caster's magic points. If successful then the creature will be in a special form of line-of-sight, telepathic communication with the caster. The caster must form a mental image of the actions that he wishes the creature to perform. Commanding a creature requires concentration of the caster for a full melee round.

Create Ghost

1 Point   Ritual Spell (Enchant), Nonstackable, One-use

Underworld God

The Create Ghost ritual must be performed over the body of a recently slain victim. The ritual tears the soul of the person from the way that the soul naturally follows after death, and causes it to appear at the location of its old body and attack the casting priest in spirit combat. If the spirit's magic points are brought to zero, it is turned into a ghost bound at that place.

Dismiss Magic

1 Point   Ranged, Instant, Stackable, Reusable

Common Spell

Cast at a target, this spell eliminates magic from it. Each point of Dismiss Magic cancels two points of spirit magic or sorcery, or one point of divine magic. Only the Intensity component of sorcerous spells needs to be overcome.

When cast against a general target, without specifying any particular effect or target, the Dismiss Magic will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the specific spell.

There must be enough points of Dismiss Magic to dispel all of any defending spell, or it has no effect.

Divination

1 Point   Ritual Spell (Ceremony), Stackable, Reusable

Common

This Ceremony ritual spell must be used in either a temple of the caster's deity or in a Sanctity-spell-blessed area which is undisturbed for the duration of the Divination.

This spell allows the caster to communicate with his deity. For each point of the spell cast during the Ceremony, the communicant may ask a simple question and he or she either will receive an answer of up to seven words or a brief vision or dream of the answer. This procedure requires one hour per point of Divination used.

The gamemaster should privately roll D100 whenever a player requests an answer to a Divination. If the roll is greater than the caster's POW ×5, then the caster failed to interpret the answer or dream properly and the gamemaster must make up a misleading or puzzling answer.

Excommunication

1 Point   Ritual (Ceremony), Stackable, Reusable

Common

This spell can sever the mystical link that an initiate establishes with a god, causing the target of the Excommunication to immediately and irrevocably lose all divine magic from the caster's religion. Excommunication must be cast by a priest, and requires an hour to complete.

Extension

1 Point   No Range, Temporal, Stackable, Reusable

Common

This spell extends the duration of any temporal divine magic spell which has a normal duration of 15 minutes. The Extension spell and the spell to be Extended must be cast by one person in the same melee round, and are considered to be cast simultaneously for all game functions. This spell and the Illusion spells are the only exceptions to the rule that just one Divine spell can be cast per melee round.

The first point extends the spell to 30 minutes. Each additional point doubles the extension—an Extension 2 extends a spell to a 60 minute duration, and so on. Reusable spells that are extended cannot be regained at a temple until the spell's duration expires.

Fear

1 Point   Ranged, Instant, Nonstackable, Reusable

Night Goddess

This spell causes intense, incapacitating fear to well up within the target. To be effective, the caster must overcome the magic points of the victim. This spell is ineffective against unconscious victims or against victims without INT. The degree of success in overcoming the victim's magic points determines the effect of this spell. Once cast, the effects of Fear cannot be dispelled.

Fear Spell Table

Roll	Result
Critical	Victim dies of fear.
Special	Victim collapses for 20 minus CON full turns, and must make a CON ×5 roll or die as above.
Success	Victim acts in all ways as Demoralized (see spirit spell description) for 20 minus CON melee rounds.
Failure	Normal INT creatures are unaffected. Restricted INT creatures are Demoralized for 20 minus CON melee rounds.
Fumble	Victim is unaffected.

Find Enemy

1 Point   Ranged, Temporal, Nonstackable, Reusable

Common Spell

This spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm him, whether or not the lurker can be seen. The caster may also designate another person to receive the spell's protection. In this case both the caster and the target psychically know who are the target's enemies.

Interposing a meter of any solid substance between the caster and an enemy potentially seen blocks the effects of this spell.

Find (Substance)

1 Point   Ranged, Temporal, Nonstackable, Reusable

Common Spell

This spell informs the caster of the presence of the substance sought—the slight, identifying glow can be seen only by the caster. This spell can detect hidden objects made of the substance unless they are beyond one meter of stone, soil, or metal. The caster will be aware of the presence of the object for the duration of the spell.

Float

1 Point   Ranged, Temporal, Stackable, Reusable

Sea God

Each point of this spell lifts 100 kg to just below the surface of the water. Heavier objects will not float, though they will sink more slowly than they would if the spell had not been cast. Lighter objects will be raised to be about halfway out of the water, bobbing about.

Heal Body

3 Points   Touch, Instant, Nonstackable, Reusable

Earth Goddess

This spell cures the total damage done to a body, regardless of hit location. The player of the affected character simply erases all damage from total hit points and limb hit points. Heal Body will not, however, regrow or heal a maimed or severed limb.

Heal Wound

1 Point   Touch, Instant, Nonstackable, Reusable

Common

This spell repairs damage done to a living creature's hit points. It will work equally well on any living thing, whether complete or incomplete, as long as it has hit points. This includes such things as people, animals, plants, intelligent weapons, or certain otherworld creatures.

The spell converts magic points into hit points. The caster must simultaneously cast a number of MP equal to the points to be healed. This spell cures the damage in the location being touched as well as total hit points.

Illusions:

Once an illusion has been magically created it becomes a part of reality, however temporary. Illusions cannot be disbelieved. An illusion with substance can do damage and can be damaged.

If an illusion is cast upon an already-moving object, the illusion will move with the object. A sound illusion cast upon a noisy target will mask contradicting noises, and the same is true with contradicting tastes, smells, sights, etc. The following table suggests some standards for sense-related illusions.

Intensity	Odor	Taste	Sound
1	rose	water	whisper
2	smoke	banana	conversation
3	perfume	lemon	shout
4	ammonia	whiskey	gunshot

Along with the spell Extension, Illusion spells are the only exceptions to the rule that only one divine magic spell can be cast during a melee round.

Illusory Motion

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

Within range, this active spell animates illusions and moves them as desired by the caster. Each additional point of the spell allows the illusion to be moved at an increasing rate of 3 meters per melee round. The caster has a chance of manipulating the illusion equal to his DEX × 3.

Illusory Odor

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

This spell reproduces a single scent from the caster's memory. Since odor perception is the same for all species, this spell can fool other creatures. Three points or move of this spell forces the player of an adventurer encountering the odor to make a resistance roll of the adventurer's CON against the odor. Failure indicates the adventurer is overcome by nausea until the roll succeeds during some later melee round.

Illusory Sight

Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

This spell creates a visual illusion which registers upon light-sensitive organs. Each point of the spell will cover a volume of SIZ 3. One casting of the spell can completely cover a small child; if one point were used to create the illusion that an adult was covered in armor plate, only a portion of the adult would appear to be covered by armor.

Illusory Sound

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

The sound created with this spell must be specified as to nature, duration, and intent at casting. The gamemaster should rely upon the player's stated intent instead of the specified noises. If the character wishes to change the sound, he must cast another use of the spell.

Illusory Substance

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

This spell adds 1 SIZ (about 6 Kg) to the solid matter of an Illusion per point. For purposes of combat 1 SIZ point equals 1 hit point.

An illusion with Substance can do damage. One point of Substance can do 1D3 points of damage; two points can do 1D6 points of damage; and four can do 2D6. Each additional 2 points will do further 1D6 damage.

For an illusion with Substance to do damage the target must either strike himself with the illusion (such as walking into an illusionary fire), or Motion must be combined with the Substance to give the caster fine control.

Illusory Taste

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

This illusion creates a single taste covering about 1 SIZ of material. The taste created must be familiar to the caster, though the target will react to the taste as its experience dictates. If the target of the illusion cannot taste things, then this spell will have no effect.

Lightning

1 Point   Ranged, Instant, Stackable, Reusable

Storm God

A blast of crackling energy projects from either the hand of or some device of the caster (a spear, wand, sword, etc.) toward the target. Each point of Lightning used will cause 1D6 points of damage to a single hit location if the caster overcomes its magic points with his own. No armor protects against this damage, but spells which defend against physical attack will be effective. The Lightning discharge is very bright and will set afire dry, flammable materials.

Madness

1 Point   Ranged, Instant, Nonstackable, Reusable

Moon Goddess

If the caster of this spell overcomes the magic points of the target with his own, then the target suffers the effects given on the table below. The severity of the result depends on the degree of success of the caster's attack. Once the spell has been cast its effects cannot be dispelled.

Madness Effect Table

Success Level	Effect on Target
Critical	Lose 1D4 INT permanently, and roll again for precise result which lasts 30 minus POW days.
Special	Paranoia. Victim attacks nearest person as if Fanatic (see spirit spell Fanaticism) for 30 minus POW minutes.
Success	Catatonia. Victim collapses for 30 minus POW minutes and cannot be awakened.
Failure	No effect on normal INT creatures; restricted INT creatures confused for 30 minus POW minutes.
Fumble	Victim is unaffected.

Magic Point Matrix Enchantment

1 Point   Ritual (Enchant), Stackable, Reusable

Common

Refer to the Ritual Magic Chapter concluding this book for the effects of this spell.

Mindblast

2 Points   Ranged, Instant, Nonstackable, Reusable

Moon Goddess

This spell destroys the INT of the target if the caster overcomes the target's magic points. This effect lasts that number of days equal to half of the caster's POW (round up any fraction), and cannot be dispelled. If the caster achieves a special success in overcoming the target's magic points then he also does 1D6 + 2 points of damage to the target's head.

Mindlink

1 Point   Ranged, Temporal, Stackable, Reusable

Common

Each point of this spell allows mind-to-mind communication between two people. It must be cast upon both people at once. It allows the transmission of conscious thoughts, magic points, and spell knowledge.

Mindlink may be stacked so that several sets of two people are linked together, so that several pairs of people are independently linked in pairs, or so that one central person is linked to many people who are not otherwise linked. One point of Mindlink will link two characters. If person A is linked to person B and person C, B and C are not linked.

Any participant in a Mindlink may use the spell knowledge and the magic points of other participants without their consent, though they must willingly consent to being included in the Mindlink in the first place.

Consequently this spell may endanger participants perhaps otherwise safe. INT- or morale-affecting spells (Mindblast, Befuddle, Demoralize, Stupefy) cast against one member of the Mindlink will attack all those connected by means of a single resistance roll. Example: a 12-magic-point attacker casts at a target with 14 magic points. The attacker's player needs to roll 40 or less on D100 for a success, and gets a 37. The target is Demoralized. But the target's friend, who was in Mindlink with the target, has 15 magic points: he is not Demoralized because his magic points were not overcome.

Although the participants in Mindlink share magical energies and conscious thought, they maintain separate identities and retain their respective INT and POW for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. It cannot be used to teach a spell. Adventurers in the link defend against spells with their own magic points. Any person can leave the link at any time. Mindlink remains in effect as long as the participants are within spell range of each other.

Reflection

1 Point   Ranged, Temporal, Stackable, Reusable

Trickster

This spell reflects spells which fail to overcome the magic points of the protected being. The next strike rank, the reflected spells attack their caster. The magic points of the reflected spell attack are equal to caster's at the time the spell was originally cast. They are compared to the current magic points of the caster (after the spell was cast) in a resistance contest. If the spell overcomes the caster's magic points, he or she suffers the spell's effects.

This spell reflects 2 points of spirit or sorcerous magic, or one point of divine magic, per point of Reflection stacked in a single spell. The effects of Reflection do not work at all if the incoming spell is too powerful.

Regrow Limb

2 Points   Touch, Special Duration, Nonstackable, Reusable

Agricultural Goddess

This spell regrows a severed or mangled limb. The gamemaster should roll D100 whenever a limb is lost. The result shows how much needs to be regrown—at the rate of 10% per game-week if the spell is applied within 10 minutes of damage, lengthening to 10% per game-month thereafter. This spell does not heal damage, so that the regrown arm must naturally heal or be otherwise magically aided.

Restore Health (to characteristic)

1 Point   Touch, Instant, Stackable, One-use

Earth Goddess

This spell restores characteristic points that have been lost to disease or to the effects of the sorcery spell, Tapping. This spell does not cure any disease that may be present.

Each point of Restore Health restores one point of the specified characteristic. Use of this spell can restore characteristic points only up to their original value, as determined when the character was first created.

There is a specific Restore Health spell for STR, CON, SIZ, INT, DEX, and APP. There is no spell for POW or for attributes.

Resurrect

3 Points   Ritual Spell (Ceremony), Nonstackable, One-use

Sun God, Underworld God

This Ceremony ritual spell allows an adventurer to be restored to life. First the body must be healed to a level of at least 3 positive hit points. If the body is dead from disease, the disease must be eliminated or the Resurrect will be futile.

This spell summons the deceased spirit to approach its former body. The caster of the spell can then start spirit combat with the deceased. If the initiate or priest succeeds in causing the deceased to lose magic points, then he can force the spirit back into the body and to return to full life. If the caster fails, the soul is lost to death.

Each day after the first that the dead adventurer stays dead permanently reduces his current STR, CON, DEX, and APP characteristics by 1D3 points. When any characteristic is reduced to zero or less, then that character is irrevocably lost. Thus a death from loss of a characteristic is not resurrectable.

Sanctify

1 Point   Ritual Spell (Ceremony), Stackable, Reusable

Common

This spell blesses the volume of a 10-meter-radius sphere. Cast on level ground, one hemisphere will roughly be in the air, and the other within the earth. The boundary of the volume slightly shimmers in bright light. Anyone within any portion of the sphere is considered to be completely within it. The Sanctified sphere is not detectable by trolls' dark sense, touch, or heat detection. If Non-initiates, spells, or spirits cross the boundary, the caster immediately will be alerted to their presence.

Ceremonies are performable within a Sanctified area that normally can be cast only in a temple.

Additional points of Sanctify increase the area of protection by half. Thus a 2-point spell protects a 15-meter radius area, a 3-point spell protects a 22.5-meter radius, and so on.

Shield

1 Point   Ranged, Temporal, Stackable, Reusable

Ruling God, War God

This spell protects the wearer from damage. Each point of Shield gives the wearer 2 points of magical armor and 2 points of Countermagic (equivalent to the spirit magic spell). The effects of this spell are cumulative with either Protection or Countermagic.

To get past a Shield spell, a spirit or sorcery spell must be at least one point stronger than the defense of the shield. This spell does not dissipate when breached. It remains in effect for the full 15 minutes or until it is destroyed with Dispel, Neutralize, or Dismiss magic.

It cast on a target already protected by Countermagic, the Countermagic will be Dispelled before the Shield, if possible.

Soul Sight

1 Point   Ranged, Temporal, Nonstackable, Reusable
Common

This spell allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells).

The recipient can also tell if a person viewed through this spell is an initiate; and if so, whether the initiate is active or not. This spell will not reveal if a person is a priest.

Spell Matrix Enchantment

1 Point   Ritual (Enchant), Stackable, Reusable
Common

Refer to the Ritual Magic chapter concluding this book for the effects of this spell.

Spellteaching

1 Point   Ritual Spell (Summon), Nonstackable, Reusable
Common

Through the use of this ritual the priest or initiate can summon a cult spell spirit from which a spirit spell can be learned. This ritual must be undertaken within a temple or other holy place, and the recipient of the ritual must be present for the ritual's entire duration. Other than the need for this special ritual, the process of learning a cult spirit spell is the same as is described in the Learning Spells section of the Spirit Magic chapter.

Spirit Block

1 Point   Ranged, Temporal, Stackable, Reusable
Common

Each point of this spell adds 10 points to the defensive value of the recipient's magic points versus spirit combat. It does not alter the recipient's attack chances. If the magic points of the attacking spirit fall below the value of the Spirit Block then they become unable to interact with the protected recipient.

Strengthening Enchantment

1 Point   Ritual (Enchant), Stackable, Reusable
Common

Refer to the Ritual Magic chapter of this book for the effects of this spell.

Summon (Species)

2 Points   Ritual (Summon), Nonstackable, Reusable
Common

Refer to the Ritual Magic chapter of this book for the effects of this spell.

Sunspear

3 Points   Ranged, Instant, Nonstackable, Reusable
Sun God

This spell works only in direct sunlight. When cast, a shaft of sunfire blasts one caster-designated target. The target must be visible to the caster. Without needing to overcome magic points, a 1-meter-diameter cylinder of damage descends upon the target.

Every living thing within the circle receives 4D6 points of damage to its total hit points. The target's thinnest armor only will protect against this damage; spells are ineffective.

Sureshot

1 Point   Ranged, Temporal, Nonstackable, Reusable
Hunter God

This spell is cast upon a missile weapon. Unless the adventurer's player rolls a 96-00, the adventurer's missile automatically hits—regardless of movement, range (as long as it is within maximum missile range for the weapon), concealment, etc. Any chance for a critical, special, or fumble result is based on the adventurer's own missile skill. Suc-

cessful hits made using Sureshot do not qualify for experience checks. This spell is compatible with Speedart or Firearrow. It can be combined with Multimissile, but only the real missile is affected.

Thunderbolt

3 Points   Ranged, Instant, Stackable, Reusable
Storm God

This spell draws a bolt of divine energy from the stormclouds and directs it at a specified target, without needing to overcome the target's magic points. The sky must have a cloud cover of at least 51% (see the Weather section in the World chapter of the Players Book). Each additional point of spell adds another target that can be affected.

This spell does 3D6 points of damage directly to hit points. Neither armor nor spells that protect against physical damage are effective against this spell, though countermagic will work.

True (Weapon)

1 Point   Ranged, Temporal, Nonstackable, Reusable
War God

Cast on a specified melee weapon, this spell doubles the normal damage done by the weapon. Any damage modifier accorded the wielder of the weapon due to exceptional SIZ or STR is not affected. The player of the weapon-wielding adventurer should roll the weapon damage dice twice and total the results.

Warding

1 Point Ritual (Enchant), Stackable, Conditionally Reusable
Common

This ritual spell creates an area of safety for those inside. It requires four wands exactly 15 centimeters long as props. The wands can be made of any material, and can be so spaced as to enclose a maximum area of up to 81 square meters. The spell extends into the air for 3 meters, and underground to the depth of the prop stakes.

The activated wands connect invisibly to form a barrier detectable only by magical means. The protection afforded by the Warding is initiated when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When this happens a loud noise (a keening, whistling, booming, etc.) begins which may be suppressed by the casting priest.

Each point of Warding counts as 1 point of Countermagic (see the spirit magic description) against spells cast across the barrier, 2 points of Spirit Resistance (see the sorcery spell description) against outside spirits, and it does as well 1D3 points of damage, ignoring armor, to one hit location of any corporal enemy that crosses the boundary.

Alternatively, the added points of Warding can be used to increase the area protected: an additional point will cover up to another 81m square, 2 more points will cover another 162m square area, and so on.

The Warding spell will remain in effect until the props are removed. Anyone but the caster who attempts to touch the stakes will touch off and be affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the stakes. If the caster pulls up the stakes, he regains the use of his spell with proper prayer. The stakes need not be visible to work.

Worship (Deity)

1 Point   Ritual (Ceremony), Nonstackable, Reusable
Common

This Ceremony ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or temple on a holy day of the god, then it will allow the priests a POW gain roll. If held on the High Holy Day, it will allow all priests and initiates to attempt a POW gain roll.

Sorcery is the magic of the civilised races. In this section, players whose characters who follow this branch of magic will find many additional details of how the rules from *RuneQuest Fantasy Roleplaying Adventure* can be played.

Sorcerers perceive an impersonal universe. But they also believe that among its immutable laws there are exploitable qualities. Sorcery is the most flexible approach to *RuneQuest* magic, and its spells potentially are the most powerful. Sorcerers can alter the basic characteristics of their spells. Sorcerers learn to summon many types of creatures to do their bidding and act as their familiars. They can increase the range, duration, and strength of their spells with a skill roll— and the expenditure of considerable magic points.

Barbarian, nomadic, and primitive cultures never spawn sorcerers. Only civilizations contain the degree of literacy needed to study and to pass on such information. Sorcerers do, on occasion, choose to live among barbarians, nomads, or primitives.

Learning Sorcery

Anyone may learn sorcery by convincing someone to teach him or her the sorcerous spells and skills, and if he or she meets the requirements for training.

To learn the sorcery spells and the sorcery skill Intensity, the applicant must become a student. In regions where sorcery is the dominant practiced magic, every local resident is or was a student of local sorcerers. By accepting students, the sorcerer gains a steady supply of helpers and assistants, and the people gain regular training in spells and skills.

A student showing great promise might be invited to deepen his commitment to sorcery and become an apprentice. A proficient apprentice who successfully creates a familiar becomes an adept — the normal sorcerer. An adept who masters his spells and skills may become a magus, a self-proclaimed position of great capacity and danger.

Many students and apprentices find that either they do not want to or cannot continue their study of sorcery: if the apprentice or student has paid his master what is due him, then he usually may leave the teacher without fear of recrimination.

If the student or apprentice has injured, insulted, or stolen from his teacher, then he may have made a dangerous enemy. At the least, the teacher may send his familiar to watch the malcontent, causing him trouble at the most inopportune moments. At the worst, a master sorcerer may unleash a powerful disabling spell or curse against the violator.

The first stage - then - in becoming a Sorcerer is to become a Student. The details of this rank are presented in the basic rulebook.

Students

Students learn individual spells, the Ceremony ritual, and the sorcery skill of Intensity. Generally a student comes to the sorcerer only to learn the sorcery spells. He will not have devoted his life to sorcery, intending to use the spells in daily life. Unless the student remains full-time with the sorcerer (trying to be accepted as an apprentice), he will pursue another occupation in between learning spells. The sorcerer holds no claim over the student except when the student must work for the sorcerer in exchange for the privilege of learning the spells.

An adventurer whose parents were sorcerers can choose to continue studying this arcane art as long as he has a positive magic bonus—even if he would not qualify to be a sorcerer if he was born into another occupation or culture. But an adventurer who has a negative magic skills category modifier cannot become a student or apprentice. If such an adventurer manages through *RuneQuest* play to raise his magic skills modifier to a positive number, then he may study sorcery.

Apprentice

By becoming an apprentice, a student decides to devote his time and attention to the study of sorcery and to the understanding of the world necessary for the casting of complex spells. As a student, he began learning to manipulate the Intensity of his spells; now he also can begin work on Range, Duration, and Multispell. An apprentice is a formal assistant to the sorcerer. In exchange for regular service, the sorcerer reveals basic secrets of the world and of spell manipulation.

Applicants must satisfy the following requirements to be accepted as apprentices: be a student for at least a year; have a magic skills category modifier of $+10$ percentiles or better; know Read Own Language at 25% or better; know World Lore at 25% or better; know Intensity at 25% or better; and the apprentice's player must make a D100 roll equal to or less than his adventurer's POW $\times 3$. If successful, the applicant must then cast harmlessly all of the divine magic spells he has; then sacrifice one point of current POW to either the sorcerer's familiar or the sorcerer as part of an apprentice bonding ritual.

If the applicant meets these requirements, then he has been accepted as an apprentice by the sorcerer. A competent student will be considered for the post of apprentice once per year.

Duties and Restrictions

Each apprentice must spend 90% of his time performing duties, studying, and maintaining his sorcery skills. This involves many forays into the world, both to learn about it and to find opportunities to practice his skills. A gamemaster can construct many *Rune-Quest* adventures involving one or more apprentices performing duties for their master. (In a 52-week year, an apprentice has 47 weeks committed to duties, and has 5 free weeks.)

From this time forward an apprentice is limited to a DEX $\times 3$ maximum in all manipulation, weapon, stealth, and agility skills. Any such skills already known above that level cannot increase at all.

The point of POW sacrificed in the apprentice bonding ritual creates a special bond either with the master or the master's familiar—necessary for instruction in the deeper secrets of sorcery. Consequently, the master or the familiar will always be able to find or issue a gentle call to the apprentice at need. This bond is not like Mindlink: neither sorcerer nor familiar can read the apprentice's mind, use his magic points or spells, or influence his actions in any way through this bond.

Benefits

An apprentice can study the other sorcery skills and rituals more intently than can a student. Further, upon acceptance the master will teach the apprentice 1D3 sorcerous spells for free, chosen by the gamemaster. The exotic spells are rarely given freely, even to favored apprentices. They are usually found as treasures.

Each year thereafter the apprentice gains one spell, 3 percentiles in any ritual, 2 percentiles in his Intensity skill, 4 percentiles in any other sorcery skill, and 5 percentiles in his spell casting skills. These percentiles

may be assigned as the player of the apprentice desires.

Other skill percentiles commonly gained by apprentices are listed in the apprentice occupation description provided in the Creating An Adventure chapter of the **Basic Rulebook**

Adept

An adept has proven to his mentor that he is a capable sorcerer and that he understands the world sufficiently to be able to leave his master and to learn on his own. Not all adepts choose to leave; indeed many remain for decades. However, as most good teachers realize, one person can only teach so much. To truly master sorcery, the adept should travel the world, meet and learn from other sorcerers and the world itself.

To become an adept, an apprentice must satisfy certain requirements in order to convince his master that he is ready to advance: he must have been an apprentice for seven years; he must know one ritual or lore at 75% or better; he must know two sorcery skills at 75% or better; he must know two sorcery spells at 75% or better; and his player must roll D100 equal to or less than the apprentice's POW $\times 2$. The POW roll simulates the master sorcerer's perception that the apprentice is ready to advance. This roll may be made once per year after seven years of apprenticing.

Once the POW roll is successful, the sorcerer gives the apprentice several weeks of special instruction. During this time the sorcerer reveals the secrets of creating a familiar. An apprentice cannot become an adept until he has created a familiar.

To create a familiar, an apprentice must make an incomplete creature into a complete creature (see the beginning of the Creatures book for full definitions—in essence an incomplete creature lacks or is restricted in one or more of the seven characteristics which every adventurer has). The less complete the being, the more expensive in characteristic points that it will be to make that creature complete. See the Create Familiar (characteristic) spell later in this chapter for full procedures. If the ritual is successful then the apprentice has his familiar and has become an adept.

Duties and Restrictions

The primary responsibility of an adept is to himself, to increase his ability in the sorcerous skills and spells. He must seek new sources of knowledge, and look for promising new students who will relieve him of some of his mundane burdens.

An adept must spend only 75% of his time studying and maintaining his skills. This amounts to 39 weeks of a 52-week year. The rest of his time may be spent traveling, adventuring, researching, training, or working for or learning from another sorcerer.

The time which his profession demands in turn limits an adept to a maximum of DEX $\times 4$% proficiency in all manipulation, weapon, stealth, and agility skills.

The bond which was created between the apprentice and master or familiar will always exist, and aid from an adept may be requested decades later by his former master.

Benefits

Most importantly, the adept gains the advantages of the familiar: continual Telepathy with the familiar up to a distance of ten kilometers; use of the familiar's INT in which to store additional spells; use of the familiar's magic points to power spells; knowledge of the apprentice bonding ritual spell.

The INT of the familiar cannot be used to manipulate sorcery spells. The POW or the magic points of the familiar will in no way increase the magic resistance of the sorcerer, except that the sorcerer can use the magic points of the familiar first and thus preserve his own magical defenses.

The adept is free of many ties to his old mentor, if he chooses and if he feels ready. The teacher will encourage the adept to travel the world and learn its ways.

If the adept meets other sorcerers and desires to learn from them, he can make the customary trade of equal duty time for time spent in training or research.

He also can accept students and apprentices, and thereby create islands of friendship in the other imperturbable universe. Some day his need may be great, and every ally will be vital.
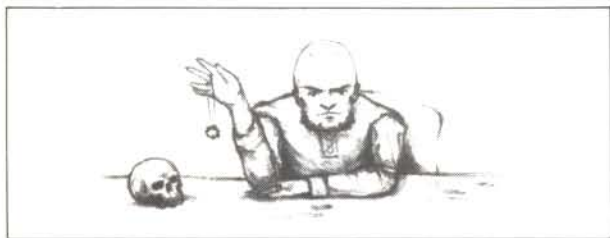
Magus

Few are capable of judging the skill of a magus. When the adept feels skillful enough to defend the position, he titles himself 'magus.' A magus is a master sorcerer, powerful, capable, and equipped with deadly magics. He recognizes as superior only another magus more capable. His sole responsibility is to his students and apprentices, who provide him with a comfortable living in exchange for the privilege of receiving his knowledge.

A magus normally is 100% in all of his sorcery skills and favorite spells.

Duties and Restrictions

The primary responsibility of a magus is to pass on his knowledge to his students and apprentices.

A magus must spend half of his time maintaining proficiency in his sorcery and skills. The rest of his time can be spent as the magus sees fit, teaching students and apprentices, working his magics, researching his skills, or traveling and adventuring.

The time spent maintaining his sorcerous skills limits a magus to a maximum of DEX ×5% proficiency in all manipulation, weapon, stealth, and agility skills.

Benefits

A magus earns income from students and apprentices, and is also qualified to learn any spell that he can find.

Sorcery Use

There are three aspects to sorcery: rituals, spells, and skills. Full discussion of ritual magic is found in the next chapter, Ritual Magic, in this book. The rest of this chapter is composed of the spells and skills of sorcery.

The rules for the casting of Sorcery spells are contained in the basic rulebook. However, there are some possibilities that were not considered there, as well as some more general rules about Sorcery Skills.

Increasing Spell-Casting Ability: An adventurer can increase his or her ability to cast sorcery spells through the use of the Ceremony ritual and through a standard experience check. Using the Ceremony ritual to temporarily increase a magician's spell casting skill is described in the Ritual Magic chapter.

Incompatible Spells: Some spells cannot be cast on the same target without use of the Multispell skill. When a spell is cast on a target which is already influenced by an incompatible spell, then only the spell with the greater magic point value takes effect. If the spells are of equal value, then the already-existing spell remains in effect.

Combining Spells: Different spells cast by the same sorcerer cannot be combined unless he uses his Multispell skill. Spells cast by different sorcerers cannot be combined at all.

Sorcery Skills

With sorcery skills a sorcerer can alter the basic qualities of a spell—he can manipulate the intensity, range, and duration of a single spell, and he can combine the effects of several different spells so that those effects occur at the same instant and strike the same target. The sorcery skills are listed in the magic section of the adventurer sheet below the rituals.

Beginning Sorcery Skill Percentages: The initial training period for a sorcery skill is equal to one week (50 hours). At the end of that time the magician's player must make a roll less than INT ×3. If successful, the adventurer will gain 1D6 percentiles plus his magic skills category modifier in the skill studied.

Increasing Sorcery Skill Abilities: The sorcery skills can be increased through research and training. Refer to the Game System chapter in the Player's Book for a full treatment of the research and training rules.

Intensity

All sorcery spells have an automatic intensity of one. Sorcerers can increase the intensity of a sorcery spell with this skill. Each magic point added to the cost of a spell can increase the multiplied intensity of the spell by one. One magic point of intensity added to a spell doubles the effect of the spell in a general fashion, while 2 magic points added triples the intensity of the spell for general applications. See the Spell Description section of this chapter.

Duration

The normal duration of a sorcery spell is 10 minutes. This skill increases the duration of a spell's effects. Each additional magic point spent using this skill doubles the duration of the spell. The Duration/Cost table below summarizes durations and magic point costs.

Duration / Cost Table

Duration In Minutes	Magic Point Cost	Free INT
10	0	0
20	+1	1
40	+2	2
80 (1 hour +)	+3	3
160 (2 hours +)	+4	4
320 (4 hours +)	+5	5
640 (10 hours +)	+6	6
1280 (21 hours +)	+7	7
2560 (1 day +)	+8	8
5120 (3 days +)	+9	9
10240 (1 week +)	+10	10
20480 (2 weeks +)	+11	11
40960 (4 weeks +)	+12	12
81920 (8 weeks +)	+13	13
163840 (16 weeks +)	+14	14
327680 (32 weeks +)	+15	15
655360 (1 year +)	+16	16
1310720 (2 years +)	+17	17
2621440 (5 years +)	+18	18
5242880 (10 years +)	+19	19
10485760 (20 years +)	+20	20

Range

This skill manipulates the range of a spell. The basic range for sorcery spells is 10 m. Each additional magic point added to the cost of a spell doubles the spell's range. This is summarized on the Range/Cost table below.

Range / Cost Table

Range	Magic Point Cost	Free INT
10 m	0	0
20 m	+1	1
40 m	+2	2
80 m	+3	3
160 m	+4	4
320 m	+5	5
640 m	+6	6
1.28 km	+7	7
2.56 km	+8	8
5.12 km	+9	9
10.24 km	+10	10
20.48 km	+11	11
40.96 km	+12	12
81.92 km	+13	13
163.84 km	+14	14
327.68 km	+15	15
655.36 km	+16	16
1310.72 km	+17	17
2621.44 km	+18	18
5242.88 km	+19	19
10485.76 km	+20	20

Multispell

With this skill the sorcerer can combine the effects of two or more spells so that they affect their targets on the same strike rank as well as cast multiple spells at a reduced cost in magic points. Each spell may be directed at a different target parovided that all targets are within range and sight of the caster.

Each point of Multispell permits one additional spell to be cast. The sorcerer determines how much Intensity, Range, and Duration he will use, limited by his Free INT, and all spells are affected identically. However, Touch spells gain no duration, even when combined with ranged or temporal spells.

The cost of the spells in magic points is equal to the total points of manipulation, counting the Multispell. Ritual magic cannot be Multispelled.

Sorcery Spells

This section lists and describes the spells available to sorcerers. Most are commonly available, widely known, and are straight-forward enough to be easily teachable to students.

A few exotic spells, particularly Create Basilisk, Create Vampire, and Immortality, are known only by a handful of magi. Their availability should be strictly controlled by the gamemaster, and should be acquired (if at all) only after extraordinary adventures and great risk.

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment—(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominate (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form/Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment—(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)
Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment—(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment—(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

Spell Descriptions

Each of the spells listed below follows the same format.

Spell Name
Casting Range, Type, Duration
Spell Description (including area of effect, whether the spell is offensive — requiring a magic points vs. magic points roll, and other notes.)

Animate (Substance)
Ranged, Active, Temporal

With this spell a sorcerer can animate up to six kilograms (1 SIZ) of the substance specified, per level of intensity. This spell causes the animated thing to move about clumsily (with a chance of the caster's DEX ×3 to complete any action successfully), at a movement rate of 1 meter per melee round. A sorcerer could cause a small boulder to roll uphill, a stool to scoot across a floor, the flames of a campfire to dance and flare, etc.

This spell combined with the Form/Set spell increases the control of the caster. The animated thing has the caster's skill chance of Jumping, Climbing, or using the sorcerer's melee weapons.

Apprentice Bonding
Ritual (Ceremony)

Through this ritual the master establishes a special link with each of his apprentices. This bond is necessary so that the master can instruct the apprentice in the deeper secrets of sorcery.

Establishing this bond requires the apprentice to expend 1 point of current POW during a ceremony overseen by the master. When completed, the familiar or the master (with whomever the bond has been established) will always know the approximate distance and direction of the apprentice, and can issue a gentle call for the apprentice to return to him. The familiar or master will not be able to read the student's mind, use his magic points, or influence his actions in any way. This spell is not like Mindlink.

Armoring Enchantment
Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Binding Enchantment
Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Cast Back
Ranged, Passive, Temporal

This spell affects any offensive spell which has a number of magic points equal to or fewer than the Cast Back spell. If affected, the attacking spell will boomerang back at its caster if it fails to overcome the magic points of the person protected by Cast Back. The caster must then try to overcome his own current magic points (which have probably been lessened due to the casting of the spell) in a resistance roll. Thus, the caster's magic points are used for both the attacking and the resisting force. If both the caster and the target are protected by Cast Back, then the spell may bounce back and forth several times before affecting either the caster or the target.

Create Basilisk

Ritual (Enchanting)

To create a basilisk the sorcerer must have a live toad or adder and an egg laid by a rooster. The Create Basilisk ritual is performed over the egg, and then the toad or snake must incubate the egg for at least one month per permanent point of POW sacrificed in the ritual. The sorcerer can use Holdfast or Dominate Toad or Dominate Snake to make the incubator behave.

When the basilisk hatches, its deadly glance will be the equivalent of a one point divine magic spell per point of POW used in the Create Basilisk ritual. The basilisk will not be friendly to nor subservient to its creator, and a Dominate Basilisk spell is usually used on the monster soon after it hatches. The characteristics of the new basilisk must be determined randomly.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

Create Familiar (Characteristic)

Ritual (Enchanting)

This is a complex of six spells used to create a sorcerer's familiar. These six spells are: Create Familiar STR, Create Familiar CON, Create Familiar SIZ, Create Familiar INT, Create Familiar POW, and Create Familiar DEX. There is no Create Familiar APP equivalent.

Each Create Familiar (Characteristic) spell permanently transfers the specified characteristic points from the sorcerer to the familiar. If the spell is intensified, then more characteristic points are transferred at once. Since these spells have no effect on a complete creature, they cannot be used on a familiar, but only on a creature which is about to become a familiar.

If a single point of INT is added to a creature with restricted INT, the entire INT of the creature becomes normal INT. If one point of SIZ is given to the familiar, the familiar will actually gain one to three points at the discretion of the sorcerer casting the spell. The sorcerer must decide the amount at the time the spell is cast and once the SIZ is added it cannot later be altered.

Each Create Familiar (Characteristic) spell permanently transfers the specified characteristic points from the sorcerer to the familiar. If the spell is intensified, then more characteristic points are transferred at once. Multispelling the Create Familiar spells allows the sorcerer to add to several of the creature's characteristics at once, for all of the points that the sorcerer gives to the object of the ritual must be transferred at the same time. Unlike other enchantments, a sorcerer will not be able to add additional characteristics at a later time, because the creature will be complete.

Each point transferred gives the familiar a number of points in the appropriate characteristic as indicated on the familiar conversion table. Please refer to the introduction of the Creatures book for an explanation of the results of a creature gaining characteristics that it did not possess before.

Familiar Conversion Table

Per Point of Characteristic	Familiar Gain
STR	2
CON	2
SIZ	1-3 (as desired)
INT	1
POW	1
DEX	2

When the creature has become complete through this procedure, it becomes the sorcerer's familiar. The sorcerer has a perpetual awareness of his familiar's approximate distance and direction. Whenever the sorcerer mentally commands, the familiar will come to him.

He can use its INT to store spells as well as its magic points at a maximum range of 10 kilometers. Beyond that range the sorcerer can only call the creature to him, as described above. The familiar will obey the sorcerer's commands to the limits of its ability. It will retain its own personality, and is a fully sentient being. While it is not acting under the orders of its creator, the familiar will do as it will. It is able to cast its own spells and use its own magic points to fuel them. A familiar cannot draw on the sorcerer's knowledge or magic points. Some gamemasters may want to allow a different player to play a sorcerer's familiar.

Emotion-affecting spells such as Befuddle or Demoralize may affect the sorcerer if the familiar is affected by it. Use the same die roll that indicated that the familiar was overcome, and compare it to the sorcerer's magic points to determine if the sorcerer was also overcome. This also works in reverse — if the sorcerer is affected by an emotion-affecting spell, the familiar may also be affected.

A sorcerer can release a familiar from his service simply by declaring that he is doing so. The familiar will retain its new characteristics for as long as the sorcerer lives, but it must always come when the sorcerer beckons. If a sorcerer dies, then all his familiars, whether or not he retained them or released them from his service, begin to lose their added characteristics at the rate of 1 point per week in each characteristic that was augmented. If the magician is resurrected somehow, then the familiars are once again his, unless they have degenerated to the point that they are once again incomplete. They will not regain lost characteristics. If a familiar dies, the characteristic points spent on that familiar remain lost.

Beings made into familiars are permanently embodied, as well as bound to the mundane plane, and any restrictions they may have possessed formerly (such as being bound to a specific locale) are removed. However, they retain any other normal abilities. For example, a ghoul familiar could howl chillingly or use its venom bite. A familiar dryad could not dissolve its body (since it now has permanent SIZ, CON, and STR), but if its old tree were chopped down, the dryad would still die, and it is still capable of controlling animals native to its old locale.

Create Vampire

Ritual (Enchant)

This spell must be cast upon a corpse that has been dead no longer than a day. At the end of the week-long ceremony it becomes a vampire with magic points and fatigue totals equal to the corpse's previous POW. Thus, the victim of this ritual must be alive for the first six days of the ceremony, and is killed shortly before its completion. This ritual will cost the caster 7 points of permanent POW.

The new vampire gains all of the restrictions and vulnerabilities of vampires described in the Vampire description in the Creatures chapter as well as all of the exotic abilities characteristic of vampires.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

Damage Boosting

Ranged, Passive, Temporal

This spell can be cast on anything that can be used as a weapon: a sword, fist, chair leg, ale mug, etc. This spell will affect any weapon up to 5 ENC.

Each level of intensity will add 1 point to the damage done by that weapon for the duration of the spell. The spell can be intensified to affect extremely large or bulky weapons at the rate of one level of intensity per 5 ENC.

Damage Resistance

Ranged, Passive, Temporal

This spell will protect only the body of the target (not possessions on his or her person). The total damage done to a protected creature or object must overcome the intensity of the spell using the resistance table. If the damage overcomes the resistance of the spell then the full force of the damage will affect the target. The target's armor will then absorb as much of the damage as it can. If the damage does not overcome the Damage Resistance spell then the blow will do no damage to the target but may knock him down.

The Damage Resistance spell will protect the target for its full duration. If it is combined with the divine spell Shield or the primitive spell Protection, the damage is first matched against the Resistance and then, if it passes through to the target, is absorbed by the Protection or Shield spells and any armor worn by the target.

Diminish (Characteristic except INT and POW)

Touch, Passive, Temporal

Each level of intensity will temporarily decrease the appropriate characteristic of the target by one point. Only STR, CON, SIZ, DEX, or APP can be affected, and no characteristic can be lowered below one. A creature must possess a characteristic if it is to be affected by this spell.

Dominate (Species)

Ranged, Active until commanded—then Passive, Temporal

This spell is used to gain command over a specific species of creature. The creature may be complete or incomplete, intelligent or not. Dominate spells will not work on creatures that contain two personalities (beings that are possessed) or that have been artificially changed (i.e. familiars).

To use a Dominate spell, the sorcerer must pit the intensity of his Dominate vs. the creature's magic points using the resistance table.

If the result of the Dominate spell is successful then the creature must obey the commands of the sorcerer for the duration of the spell. The controlled creature is in a special form of telepathic communication with the sorcerer. This mental communication has a line-of-sight range. Dominate spells can also be used in Questioning creatures so that the magician can find out specific information about the creature; such as the creature's name (see Other Uses and Consequences of Summoning in the Ritual Chapter) and discovering the strength of specific characteristics or skills. To command the creature the sorcerer must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act.

If the result of the Dominate Spell is unsuccessful then the creature is free to act as it will. If the creature is aggressive, it will attempt to attack the sorcerer who tried to Dominate it. Otherwise the creature will simply flee. A sorcerer may attempt to Dominate a creature as long as he has magic points to spend and as long as the creature is within range of his spell.

A sorcerer can construct enchanted devices that allow him or her to bind certain creatures for long period of time. Consult the Ritual Magic chapter.

The following is a sample list of the Dominate (Species) spells known by sorcerers and their availability.

Dominate Basilisk	Exotic
Dominate Chonchon	Common
Dominate Dragonewt	Exotic
Dominate Elemental	Common
Dominate Ghost	Common
Dominate Hellion	Common
Dominate Human	Exotic
Dominate Mundane Animal	Common
Dominate Spirit	Common
Dominate Vampire	Exotic
Dominate Wraith	Common

Drain

Ranged, Instant

This spell is used to exhaust the target. Each level of intensity will cause the target to lose 1D6 points of Fatigue. If the target is reduced to zero or minus Fatigue points, he suffers the effects of exhaustion as described in Chapter III. This lost Fatigue may be restored in the normal manner.

Enhance (Characteristic except INT and POW)

Touch, Temporal

Each level on intensity will temporarily increase the appropriate characteristic of the target by one point. A creature must already possess the characteristic for it to be enhanced.

Fly

Ranged, Active, Temporal

This spell will allow 1 SIZ to move at a movement rate of 1 meter per Strike Rank. This movement can be vertical, horizontal or diagonal. The caster of the spell will, at all times, control the direction of movement. The target of the spell cannot, however, be moved away from the caster farther than the spell's range allows. Of course, the caster may use the spell on himself.

If the spell is cast upon an unwilling target then the caster must succeed in a roll of his magic points vs. the magic points of the target.

Greater intensity spells will either increase the SIZ of the target that can be flown or the speed of flight, depending on the desires of the caster. Flight speed will increase 1 meter per SR per level of intensity. He can vary the weight carried and the speed with the same spell. The caster can choose to fly at a slower speed than allowed by the spell. The speed of the flown object can be changed at the rate of one meter per Strike Rank. The minimum speed that can be flown is zero meters per melee round (hovering). The maximum speed is defined by the intensity of the spell.

Form/Set (Substance)

Ranged, Active, Temporal

When used, Form/Set allows caster to shape 1 kilogram of solid substance, or 1 cubic meter of fire, darkness, or other ethereal substance. He must concentrate on the form one melee round for simple shapes (club, stick, ball), two melee rounds for more complex shapes, up to a maximum of five melee rounds for the most complex shapes, as decided by the gamemaster. The sorcerer must be intimately familiar with the shape he is forming.

When the magician finishes the forming process, the shape will be fixed for the duration of the spell. Substances which will normally hold a shape (stone, metal) will retain their final form when the spell ends. Fluid substances will lose their final form when the spell ends. The form must be applied to the spell as on the strike rank that the spell is cast. Once formed, the shape of the object can be changed only when the caster of the spell concentrates, and only during the spell's duration.

A sorcerer can use this spell to mend damage done to stone or metal. He must Form the entire damaged thing to mend it, and this will result in the object regaining its full hit points.

While the sorcerer is actively manipulating the appropriate substance with the Form/Set (Substance) spell, he can cause the substance to arc toward the target for a magic point cost of one per kilogram (or per cubic meter, as appropriate) of substance thrown. The magical lance of material has a chance of hitting equal to the caster's DEX x 3 as a percentage. If successful, the target sustains appropriate damage for the type and amount of substance thrown. Hard substances such as rock, wood or metal do 1D3 points of damage per kilogram thrown. Liquids do no damage unless extremely hot or acidic. Fire does damage depending on its intensity. Darkness does nothing, unless it is part of a shade. If the Lance roll is unsuccessful the sorcerer still loses the Magic Points. Armor and spells which protect against physical damage work normally. The substance under the effect of the Form/Set can be used again and again as a Lance, for the Form/Set spell's duration.

Glow

Ranged, Passive, Temporal

This spell must be cast on a physical object that has an area of at least one square centimeter. The object can be organic or inorganic. A point of light will then illuminate an area 1
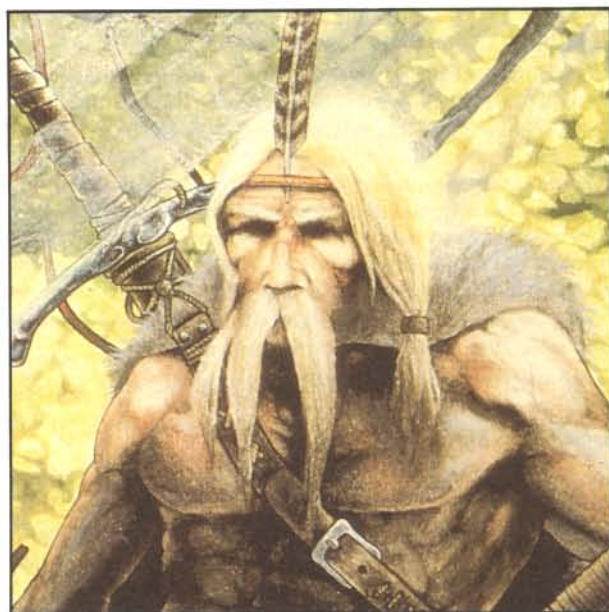
meter in radius with a light strong enough to read by. Each increase in intensity will increase the brightness of the light-spot, and will increase the area lit by 1 meter radius. If this spell is cast on a creature's eyes, to incapacitate it, then the caster must overcome its magic point. Then, the Glow spell will reduce the creature's visual skills, and attack and parry skills by a total of 20 percentiles, regardless of the intensity of the spell. This effect ends when the Glow spell expires.

Haste

Ranged, Passive, Temporal

This spell adds one meter to the movement rate of the target per level of intensity. Every two levels of intensity will also subtract one from the DEX strike rank of the target to a minimum of one. A person under the effects of a Haste spell will lose one additional point of fatigue per melee round per level of intensity.

Hinder

Ranged, Passive, Temporal

Each degree of intensity will subtract one meter from the strike rank movement rate of the target to a minimum of one. The caster must overcome the target's magic points with his own using the Resistance table. Every two degrees of intensity will also add one to the DEX strike rank of the target. If the total strike ranks of the target of the spell add up to more than 10, then he will be able to act only once every other melee round, or so, depending on the Strike Rank total.

Holdfast

Touch, Passive, Temporal

This spell will cause two adjacent 10cm × 10cm surfaces to comingle, becoming one. The patch has a STR equal to one. Each increase in intensity will increase either the STR of the interminglement or the area covered. This spell will work on both organic and inorganic materials. If one or both surfaces to be joined are portions of a creature's body (any being possessing magic points) then the caster must overcome the target's magic points with his own. If the caster is trying to join limbs, etc. from two creatures, then the magic points of each must be overcome in a single roll.

Homing Circle

Ritual (Enchanting)

Using this enchantment, the sorcerer can create a location to teleport to using the Teleport spell. Each point of permanent POW used in the ritual will create a 1 meter diameter circle—large enough for one standing, man-sized creature to use. Each additional point of POW used can increase the standing capacity of the circle by one man-size.

Immortality

Self, Ritual (Enchanting), Temporal

This spell prevents the caster from aging for the duration of the spell. Obviously, it must be Extended a fair amount to be at all effective, as well as needing to be repeated from time to time. Each time that this spell is cast the sorcerer must sacrifice one point of permanent CON. Depending on the universe in which your game is played, this spell will also require some sort of interesting component: water from the Fountain of Youth, the blood of a Virgin, consuming your SIZ in oysters every month, etc. Consult your gamemaster.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

The sorcerer resumes normal aging once the spell expires and is not recast.

Magic Points Matrix Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Mystic Vision

Ranged, Active, Temporal

This spell augments the target's visual ability. He will be able to perceive three kinds of things superimposed over the normal images that he sees: the aura of creatures or items which possess Magic Points, magical things which do not regenerate their own magic points but which possess Magic Points; and cast spells or things which have spells cast upon them. With a little practice, the target of the spell will be able to differentiate between these different things automatically.

If this spell is used while the viewer is in a dark room or place where his sensory organs don't function, he will not be able to see even the magical items. This spell does not augment the target's normal Search and Scan abilities.

The caster will know roughly the strength of every aura or spell that he sees. This can be approximated by the gamemaster telling the player of the magician the 10-point range in which the magic points seen fall (i.e. 1-10, 11-20, 21-30, 31-40, etc.).

Increasing the intensity of the Mystic Vision spell will give the caster knowledge as to the nature of the magic that he is seeing. At 5 intensities he will "see" the basic purpose of the magic and the longer he looks the more subtle purposes will be revealed one per full melee round. At 10 levels of intensity he will "see" an image of the creator of the item, and can determine conditions placed on the item.

Neutralize Magic

Ranged, Instant

The sorcerer must pit the intensity of this spell vs. the magic points of the spell to be neutralized on the resistance table. If the attack of the Neutralize spell is successful then the magic spell that was attacked is eliminated. If the resistance roll was failed, then the Neutralize Magic spell has no effect.

When cast against a target, without specifying any particular effect or target, the Neutralize Magic will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the spell.

Palsy

Ranged, Passive, Temporal

This spell affects the nervous system of the target if the caster overcomes the target's Magic Points with his own. Each casting of the spell will immobilize one random hit location of the target if the intensity of the spell is greater than the location's hit points. If the chest, head, or abdomen is affected, the results are the same as if those locations had been reduced to zero hit points, though there is no actual reduction of hit points.

Phantom (Sense)

Ranged, Active, Temporal

This is the spell of casting illusions. When this spell is learned the specific sense that the sorcerer is learning to affect must be declared. A sorcerer can learn to affect any physical sense available in the universe in which the game is being played. This includes the five common senses (sight, touch, taste, hearing, and smell), plus the sonar of Gloranthan trolls, the heat sense of dwarfs, and the extraordinary touch sense of Gloranthan elves.

When a sorcerer creates an illusion he is fabricating a temporary bit of reality. Though the Mystic Vision of sorcerers, the Soul Sight of priests, and the Second Sight ability of the shaman can detect the illusion for what it is, the illusion will remain in effect nonetheless. If it is a physical illusion it could still be deadly just the same, whether you know it is an illusion or not. The caster of the illusion must concentrate on it to cause the illusion to change or move at a rate of 1 meter per strike rank.

The intensity of an illusion will determine the loudness, strength of odor, opacity, size, or type of taste of the illusion. A listing of some sample illusory tastes, odors, etc. has been included with notes on each type of illusion.

Odor illusions will reproduce a single odor from the caster's memory. Odor is the same for all species and it can be used to fool any creature. A single intensity Odor illusion is about as intense as the smell of water just after a rain. If the sorcerer is attempting to affect the CON of a target with an odor illusion, he must match the intensity of the illusion vs. the CON of the target. Success in the odor attack will result in nausea.

Sample Odor Intensities

1	water after a rainfall
3	a rose
5	frying onions
8	ammonia
13	fresh skunk oil

Taste illusions will cause an area of 1 SIZ to assume a taste familiar to the caster. If the sorcerer is attempting to affect the CON of a target with a taste illusion, he must match the intensity of the illusion vs. the CON of the target. Success in the attack will result in nausea.

Sample Taste Intensities

1	clean river water
3	bland gruel
4	orange peel
12	coffee bitters

Sight illusions register upon light-sensitive organs. Each level of intensity will either increase the area covered by the sight illusion by 3 SIZ or will increase the opacity of the illusion as described below.

Sample Sight Intensities

1	smooth, clear glass
2	rippling water
6	murky water
10	opaque

Sound illusions must be specified as to nature and the intent of the caster. A single intensity Sound illusion creates a soft noise as loud as the rustle of a leaf on paper.

A Sound illusion that is loud enough will deafen a target for 1D10 + 5 minutes if the intensity of the sound overcomes the target's CON.

Sample Sound Intensities

1	a leaf on paper
2	whisper
4	conversation
7	close shout
10	loud horn

Touch illusions manifest as invisible solid force with a SIZ of 1. They can be combined with the others to give them substance, and touch illusions can do damage. Armor will protect the target from this damage.

If a sorcerer wishes to attack with a touch illusion, he has his DEX × 1% chance of succeeding. Adding a Sight illusion will increase his chances to hit to DEX × 3%.

Sample Touch Intensities and Damage

1	a fly on skin	10	1D10 damage
2	a soft caress	12	2D6 damage
3	a firm punch/1D3	16	2D8 damage
4	a sharp knife/1D4	18	3D6 damage
6	a fist in the jaw/1D6	20	2D10 damage
8	a jab in the belly/1D8		

Protective Circle

Touch, Passive, Temporal

This spell must be combined with Spell Resistance, Damage Resistance, or Spirit Resistance in a Multispell to be effective. When completed, the Protective Circle will encompass an area equal to the square of the spell's intensity in cubic meters. If the spell is cast upon the ground it cannot be moved. If cast on a wagon bed, it will move as the wagon bed moves, etc.

When combined with Spell Resistance all spells passing into the circle must overcome the intensity of the Resist spell or they are eliminated. If the attacking spell does overcome the spell, then it will affect the target normally. Everyone within the circle can cast spells without interference.

When combined with Damage Resistance all physical creatures must overcome the intensity of the spell with their STR to pass within the circle. Otherwise they cannot enter the circle. All damage done by weapons wielded within the circle must also overcome the intensity of the Damage Resistance spell, or the blows will have no effect. Missiles passing through the boundaries of the circle must match their maximum possible damage against the intensity of the Damage Resistance of the circle. If successful then they will affect their target without being further impeded.

When combined with Resist Spirit all disembodied spirits attempting to pass within the circle must overcome the intensity of the Resist Spirit Spell with their magic points. Otherwise they may not enter the circle. Once within the circle, however, they may attack normally.

Protective Circle may be combined with more than one of the Resist spells.

Regenerate

Touch, Passive, Temporal

Using this spell the sorcerer can cause living tissue to regenerate from damage. In this way the sorcerer can cause a wounded warrior to regrow his or her arm, or an acid-burned mercenary to regenerate the corroded tissue of his chest, or repair other damage that cannot be healed using the Treat Wounds spell (except Death).

To determine how much of a limb is lost, the gamemaster should roll D100. This is the percentage of the limb lost.

Each level of intensity will cause the tissue to regenerate one hit point per week if the spell is applied within 10 melee rounds after the limb has been mangled or lost. After 10 melee rounds this spell will regenerate one hit point per month.

Levels of intensity equal to the target's normal hit points in his limb must be provided. The tissue will regenerate one hit point per week if the spell is applied within the 10 melee rounds after the limb has been mangled or lost. The new limb will not look exactly as the old did, for the skin will be new and unscarred, and the scars on the old stump will remain, but the patient will not lose any skill percentiles.

If the intensity or duration of the spell is not sufficient to completely regrow a limb, as much will grow as is possible, and the patient will be maimed forever. It cannot later be regenerated. The patient will lose half of his ability in any skill that requires the use of that limb, including spell percentages.

During the weeks a limb or other tissue is regenerating the target may carry out his normal activities, though the new limb will not be usable until the entire regrowth time has passed. However, if the regrowing limb is damaged (loses hit points), then the limb that finally appears will be mangled and maimed, and probably unusable.

(Sense) Projection

Ranged, Active, Temporal

Using this spell the magician can extend the specified sense anywhere within range of the spell. This spell forms a point from which the sense receives. This viewpoint is a small spot 10 cm. across and can be moved 1 meter per Strike Rank. The magician will be able to use his normal sense skills, such as Search, Scan, Listen, etc., depending on the sense projected. Spells can be cast through the point, with the casting range measured from the point. Magicians using magical vision spells can see this viewpoint and can attack it. Magical weapons and spells cast at the point will affect the caster of the Projection spell in random locations, as needs be.

Sense (Substance)

Ranged, Instant

This spell will cause all sources of the substance within range to glow an appropriate color visible only to the caster. Gold will gleam like the sun, coal will shimmer in darkness, and gems will scintillate. Each level of intensity will penetrate 1 meter of rock, wood, or dirt. If the source is behind a wall of rock, wood, dirt, etc. that the spell can penetrate, then the glow will appear for an instant on the surface closest to the caster.

Shapechange (Species) to (Species)

Touch, Passive, Temporal

When this spell is learned, the specific Species that the magician can affect and the Species he can shapechange his target to must be specified. This spell only works on living things.

In order for this spell to be effective its intensity must be greater than or equal to the magic points of the target, and the caster must overcome the magic points of the target with his own magic points using a resistance roll. If successful the target will be biologically changed, though its SIZ remains constant. The target gains the unfamiliar natural abilities of the new shape at base percentages, and it will not gain magical abilities. The INT and memories of the target remain intact.

Skin of Life

Touch, Passive, Temporal

For its duration, this spell protects the target from the effects of asphyxiation due to air deprivation, whether from drowning, smoke inhalation, or the results of the Smother spell. The target of the spell must try to breath normally — for the spell merely provides oxygen, the lungs must still receive it. Up to 5 SIZ per level of intensity will be protected. This spell has no effect on choking due to a strong arm about the neck, a garrotte, or food stuck in the throat, etc.

Smother

Ranged, Active, Temporal

This spell continually deprives one target of oxygen if the caster can overcome the magic points of the target with his own magic points, and if he continually concentrates on the spell. If the target is an oxygen-breathing creature then it will start to asphyxiate as if choking in smoke (1D4 points of damage per round), according to the rules given in the Players book, The World chapter. Each increase in the intensity of the spell will lower the target's initial CON resistance by one. Thus, throwing an intensity 2 Smother spell will give the target a CON $\times 9$ roll the first round. A Smother 3 will give the target a CON $\times 8$ initial roll. A Smother 10 spell will give the target only a CON $\times 1$ roll the first round and every round thereafter. Each level of intensi-

ty beyond 10 allows the target only a CON $\times 1$ roll to resist, and adds one point of damage to the 1D4 roll.

Once the target fails the CON roll, the damage is continuous.

This spell can also be used to extinguish natural fires. A minimum intensity spell will smother a small fire. An intensity 2 spell will smother a campfire or two small fires. An intensity 3 spell will smother either 3 small fires, one campfire, or one bonfire. Smother has no effect on magical fires or salamanders.

Spell Matrix Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Spell Resistance

Ranged, Passive, Temporal

This spell will protect a target (not possessions on his or her person). Any spells cast upon a person or thing protected by Spell Resistance must overcome the spell's intensity using the resistance table. Use the number of magic points that it took to cast the spell as the offensive force. If the attacking spell overcomes the Resistance spell then it will affect the target. If the attacking spell fails to overcome the Resistance then it will have no effect on the target. The Spell Resistance will remain in effect until its duration expires.

Spirit Resistance

Ranged, Passive, Temporal

Each level of intensity of this spell will add one point to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

Stupefaction

Ranged, Passive, Temporal

In order to be effective, the intensity of this spell must be equal to or greater than the Free INT of the spell's target. If the caster overcomes the magic points of his target, this spell will make the target stop all action and simply stand there, exhibiting no will or interest in what goes on about him. He may be led or forced to walk, eat, or sit, but will take no independent action. He may begin to babble incoherently. The target will remain in this state for the spell's duration or until he or she sustains physical or magical damage.

Strengthening Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Summon (Creature)

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Tap (Characteristic)

Touch, Passive, Temporal

This spell allows the caster to permanently transform characteristic points into either Magic Points or Fatigue points at the discretion of the caster. The magician must be able to physically touch a creature to Tap it. Therefore, he cannot Tap creatures that do not possess SIZ. If he is Tapping a possessed creature, he will reduce the dominant spirit's POW and INT. The caster cannot add to both magic points and Fatigue Points with the same spell, and he is limited in the amount that he can add to magic points or fatigue. Magic Points can only be increased to a level equal to twice the caster's POW, and fatigue increases are limited to twice the caster's normal fatigue level. A magician could Tap his own characteristics.

The characteristic that the sorcerer will learn to tap must be decided when he learns the spell. Points that are Tapped are lost permanently by the victim of the spell, and no characteristic can be Tapped below one point. Skills category modifiers of the target may be changed as a result of this spell.

Depending on the characteristic that the sorcerer knows how to tap, he must use one or more levels of intensity to transform 1D6 points of the characteristic into an equal number of Magic or Fatigue Points. These transformed characteristics are added onto the caster's magic point or Fatigue tally, on the character sheet. If the sorcerer's total Magic or Fatigue Points exceed his normal maximums, the extra points will only be available for use until the duration of the Tapping spell expires. Magic points gained in this manner act in every way like normal magic points (i.e. they will add to the sorcerer's chances of his spells affecting a target's resistance), except that they will not be regenerated through rest. Fatigue Points gained in this manner act as normal Fatigue Points.

Only the seven main characteristics (STR, CON, SIZ, INT, DEX, POW, and APP) can be Tapped. However, not all characteristics are equally effective in providing Magic or

Fatigue Points. As is shown on the table below, Tapping 1D6 points of INT requires a 5 intensity Tap INT spell, while Tapping POW requires only a 1 intensity Tap POW spell.

Tapping Yield Characteristic	Intensity Required
STR	2
CON	3
SIZ	3
INT	5
POW	1
DEX	2
APP	4

Telepathy

Ranged, Active, Temporal

This spell allows mind-to-mind communication between the caster and a target, or between two targets chosen by the caster. Each increase in intensity will allow the caster to include an additional person to be communicated with. The thoughts to be communicated must be sub-vocalized. Bystanders may be able to hear the whispers of the participants in the telepathic communication. Telepathy does not create an open link between all communicants, only between the participants of any one spell casting. If a sorcerer casts one spell on himself and B, and then another spell on himself and C, then B and C are not in contact with each other unless someone throws yet another spell connecting B and C.

Teleport

Ranged, Instant

Each level of intensity will transfer 6 kilograms of mass (1 SIZ) that the caster touches (or himself) to a specially-prepared Homing Circle. An individual mass in excess of the cast level of intensity will not be affected or moved in any fashion, and one magic point will be lost. The caster must have a Homing Circle within range of the Teleport spell. Anything touching the sorcerer or the target of the spell will also be transported if there are enough levels of intensity included in the casting. If the caster has several Homing Circles within range, he can choose the one to which to teleport.

Treat Wounds

Touch, Passive, Temporal

This spell can be used to repair damage done to specific hit locations by increasing the natural rate of healing of the target. It cannot be used to heal poison, acid, or other damage that is solely measured against CON. A wound treated with at least an intensity-2 Treat Wound spell will stop bleeding immediately. The treated creature will recover one point of total hit point damage and one point of damage in the affected location per hour until the location is healed. Then the effects of the spell cease. The location healed will be the one touched by the caster of the spell. The duration of this spell increases automatically with the intensity.

Treat Wounds often requires the use of a component to be effective. Special roots, herbs, animal organs, or minerals may have to be used.

Venom

Ranged, Instant

A venom with a potency equal to the intensity of this spell infuses the target if the caster overcomes the target's magic points. The target must attempt to resist the venom POT with his CON. If successful, then he takes only half the venom POT in damage. If unsuccessful he takes the full POT in damage.

Ritual Magic

Rituals are common to Spirit and Divine Magic, and Sorcery. They are time-consuming and difficult to master, but their effects are very powerful and can greatly enhance the abilities of a magician. The other forms of magic all have Ritual spells which can only be employed if this branch of magic has been learned.

A ritual is a powerful, time-consuming magical procedure. Ritual magic is part of all of the *RuneQuest* approaches to magic, every magic-wielder uses the same procedures to learn and perform rituals. Ritual magic is often considered to be a fourth magic system, though in a practical sense it underlies the other approaches.

During a Summoning or Enchanting ritual the performer must also use one of the ritual spells to define the direction and purpose of the rite. A Ceremony ritual augments the skill at casting ritual and non-ritual spells, or it can be used with ritual spells for other purposes.

To use a ritual effectively, the performer must be in a place of relative calm — perhaps a quiet clearing in the woods, or a lofty castle tower — with his concentration undisturbed during the ritual. The requirement for calm generally prohibits the performance of lengthy rituals in the midst of battle.

Every ritual requires components and props (incense, candles, etc.) to establish the atmosphere and mood necessary for a successful procedure. If a ritual requires additional specific props, these will be described in the description of the particular ritual.

On the adventurer sheet, the common rituals are listed in the magic section above the sorcery skills.

Learning Rituals

An adventurer's knowledge of the ritual spells requires INT to memorize. An adventurer must have a positive magic skills category modifier even to begin learning the rituals.

Beginning Percentages in the Rituals

Ceremony is the only ritual that begins with a positive base chance of 5%. Thus, an adventurer's beginning skill in Ceremony is equal to his or her magic skills modifier plus 5 percentiles. If the result is a positive number, then that character can use Ceremony and can study to increase his or her skill in that ritual.

The other rituals have a zero base chance. An adventurer wishing to use the Enchanting or Summoning rituals must be trained in those skills. Without initial study, no adventurer can Summon an otherworld creature or Enchant an item, regardless of his or her magic skills modifier.

To gain a beginning skill in Summoning or Enchanting, the adventurer must spend a full week in either uninterrupted study supervised by a teacher or spend a full month on research. Once completed, the student gains a skill percentage in that ritual equal to his or her magic bonus. This number is written in the space next to the proper ritual in the magic section of the adventurer sheet. If the number is negative, the skill is useless; the adventurer will have to somehow raise his or her magic skills modifier in order to learn these rituals.

Increasing Ritual Magic Skills

An adventurer's ritual skills cannot be increased through experience. Instead, he must either use research (described in the Game System chapter of the Players Book), or find a sufficiently experienced master to train him.

Learning Ritual Magic Spells

An adventurer learns ritual spells in the same manner that he learns other types of spells. All of the information needed to learn these spells is given in the appropriate magic chapters, though the ritual magic spell description occur later in this chapter.

Fatigue Point Loss During Rituals

Rituals usually require several hours to complete and can be exhausting, for the time spent in a ritual must be continuous or all of the effort and energy spent will be wasted. The ritual procedure demands 11 active hours in 12. The remaining one hour can be used for napping, eating, or resting. The performer loses one fatigue point for every hour spent in ritual; no fatigue points can be regained until the ritual is concluded (unless a fatigue recovery spell or potion is used).

The Ceremony Ritual

This ritual has two uses: it can be used in conjunction with Ceremony Ritual spells in the same manner as the other rituals; or it can be used to augment a magicians chances to successfully cast any spell in exchange for time. Ceremony cannot be used to augment spells at which the magician has a zero or negative chance to succeed in casting.

Time Required

When used with ritual spells, the time required to complete the Ceremony is given in the ritual spell description.

If an adventurer is trying to increase his chances of casting non-ritual spells, then he must spend additional *melee rounds* in casting to gain an increase in his success chance.

If the adventurer wishes to augment a ritual spell casting success chance he must spend additional *hours* for his success increase. The Ceremony ritual can be used to simultaneously cast a Ceremony ritual spell, and to increase the adventurer's chance of casting the Ceremony ritual spell.

Costs

Knowledge of the Ceremony ritual requires no free INT. In addition, no skill roll is needed to see if a magician used his Ceremony skill to successfully increase his spell casting chance. A Ceremony skill roll is needed to cast Ceremony ritual spells.

Procedure to Augment Casting Success

To use Ceremony to augment a spell during a game, the player must announce that his adventurer's spell will be augmented with the Ceremony ritual; find in the first column of the Ceremony/Time Skill table the time interval (melee rounds or hours) that the adventurer must spend on the ritual; read across the table to find the number of six-sided dice that he must roll at the ritual's conclusion; add the result of the D6 roll to the adventurer's chances of successfully casting the announced spell.

Ceremony Time-Skill Table

Duration	Roll	Duration	Roll
1	1D6	144	11D6
2	2D6	233	12D6
3	3D6	377	13D6
5	4D6	610	14D6
8	5D6	987	15D6
13	6D6	1597	16D6
21	7D6	2584	17D6
34	8D6	4181	18D6
55	9D6	6768	19D6
89	10D6	10949	20D6

When augmenting the chances of a non-ritual spell, the left column number is melee rounds of time. When augmenting the chances of a ritual spell, the left column number is hours of time.

Limits to Ceremony Increases

The total percentile value added to an adventurer's spell-casting ability can be no greater than his Ceremony skill percentage. If the total of the D6 roll exceeds his Ceremony skill percentage the excess percentiles are ignored.

The spell that is augmented by the Ceremony ritual is cast immediately at the conclusion of the ritual.

The Summoning Ritual

The Summoning ritual is used in conjunction with Summon (Species) ritual spells to call otherworld creatures to the caster. Otherworld creatures (defined in the introductory chapter of this book) do not usually live on the mundane (physical) plane, and a magician must use Summon (Species) to draw them to him. Then he may be able to magically control the creature using Dominate, Control, or Command spells.

Even though followers of the three approaches to magic may learn the Summon (Species) spell in different ways, it works identically for each.

Props for Summoning Rituals

In addition to quiet surroundings and the fog of incense invariably accompanying rituals, the summoner must constantly keep in his mind the image of the creature to be summoned. Usually he will use a picture of the creature or will wear, hold, or stare at portions of a similar creature's body. Braziers full of roaring flames could be used for a fire elemental or wolf fur and teeth for a wolf-demon.

Summoning Otherworld Creatures

A summoner can only Summon a creature not normally residing on the mundane plane. Ghosts, all spirits, wraiths, demons, hellions, and elementals usually must be summoned before the magician can attempt to use the control spells. A player who wishes to have an adventurer summon an otherworld creature must use this procedure.

The player informs the gamemaster of the Summon (Species) spell that his adventurer is using, and his adventurer's skill in performing the Summoning ritual.

If the adventurer is Summoning an elemental, his player also must state the size of elemental wanted. The adventurer must have enough of the appropriate substance available from which the elemental can form its body. If the adventurer lacks enough material (water, for instance, for an undine) then the Summons will automatically fail.

The adventurer's player must attempt a D100 roll equal to or less than his adventurer's Summoning skill percentage. If the roll succeeds, the gamemaster then randomly generates the creature that was summoned.

The player states how many magic points his adventurer uses. If the number of magic points used is less than the magic points possessed by the specific creature being Summoned, as generated by the gamemaster, then the ritual automatically fails.

The magic points powering the Summons are expended whether or not the Summons succeeded. The summoner cannot use more magic points than he has available. The summons ritual requires one hour per magic point spent in attempting the summons.

Results of the Summons

Success: Typically, a random specimen magically appears at the spot where the Summons was performed, one melee round after the Summons was completed. The creature will be stunned for several moments after it arrives, and will be unable to act until the gamemaster rolls below the creature's magic points ×1 on D100. (Make this roll on strike rank 1 of each melee round after the creature appears.) Once activated, the creature can act. Summoned otherworld creatures automatically are hostile to the summoner and everyone in the area of the summoning. Depending on the relative strengths of the Summoned entity and the summoner, the gamemaster may choose to cause the being to attack the summoner, to flee and remain on the mundane plane, or to return to the otherworld.

There are no special bonuses for a critical success Summoning roll.

About 10% of the time, a successful summoner invokes an exemplary, huge, and/or more powerful version of the Summoned entity than he expected. Just as there are powerful lords and kings on Earth, so are there equivalently more powerful lords and kings for otherworld creatures. Such beings can choose to pass to the mundane plane when a foolish summoner shows them the way by trying to summon one of their subjects. The statistics given for discorporate creatures and elementals in the Creatures book cover about 30% of the creatures' population. There are spirits with POWs of 35, 50, and 100, though not many. There are also colossal elementals and some very nasty wraiths and demons.

Failure: No creature appears. The magic points spent on the summons are lost, as if the ritual was successful.

Summons Encounter Table

1D100	Encounter	INT	POW
01	Bad Man	20	35
02-07	demon	3D6	3D6+6
08-17	disease spirit	—	3D6+6
18-37	elemental	—	varies
38-57	ghost	2D6+6	6D6
58-61	hellion	4D6	3D6+6*
62-66	healing spirit	—	4D6
67-71	intellect spirit	1D6	2D10
72-76	magic spirit	3D6	4D6+6
77-81	passion spirit	—	3D6+6
82-86	nymph	depends on type	
87-91	power spirit	—	2D6+3
92-96	spell spirit	per spell 3D6	
97-00	wraith	2D6+6	5D6+6

*This refers to the hellion's CON, which is also equal to its armor and magic points.

If the simple success roll is fumbled, then the gamemaster rolls percentile dice on the Summons Encounter Table to determine what actually appears. Creatures appearing as the result of a fumbled summons always will be malign and will remain and attack the summoner for as long as they desire. If the creature begins to lose the battle, it will either flee or return to the otherworld. Some Summoned creatures have no effective attacks (healing spirits, intellect spirits, etc.).

Other Uses and Consequences of the Spell

An adventurer can learn the True name of any Summoned creature by succeeding with a Control/Command/Dominate (Species) spell and asking that question. The answer usually will be pulled up from the being's unconsciousness. This method also can reveal specific information about the creature's characteristics or skills. Each specific question requires an additional use of a control-type spell.
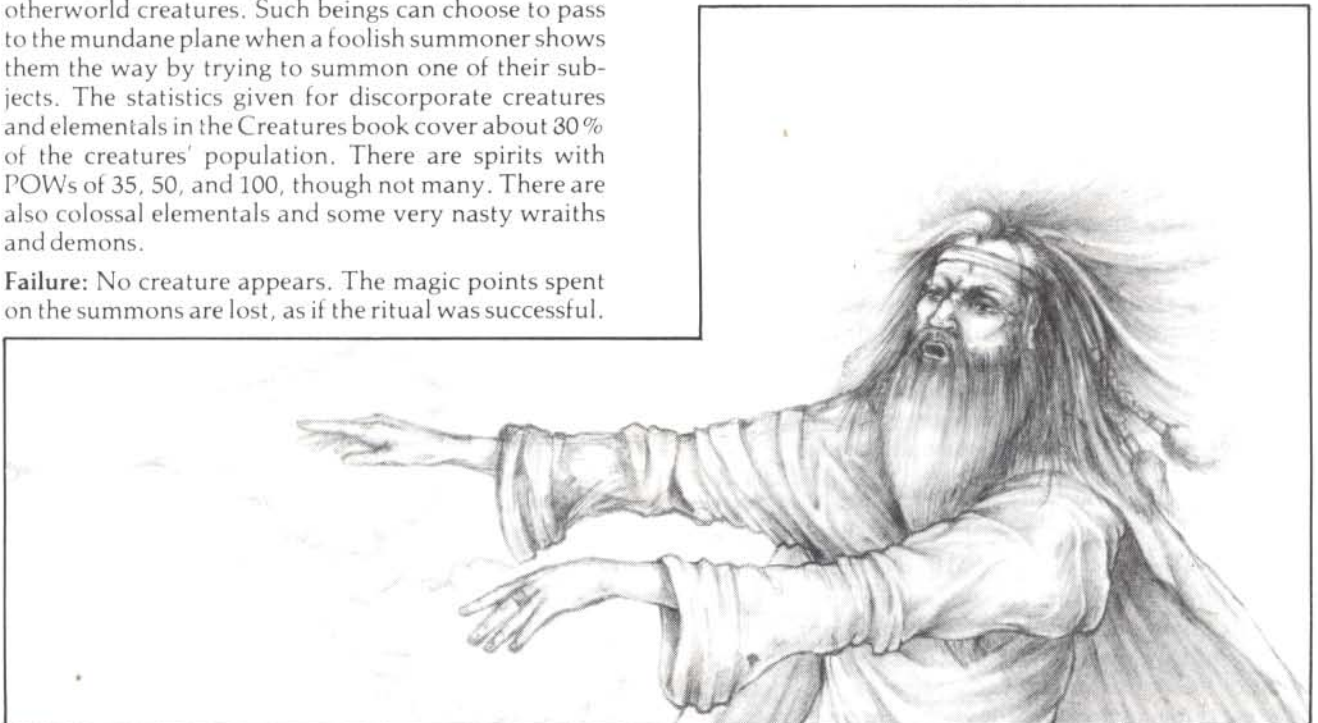
Sometimes a magician will desire to Summon a creature that he has Summoned before, perhaps a creature powerful enough to do the job, but not dangerously overpowering — an achievement only possible if the adventurer knows the creature's True name. (A True name is the magical, unique name which every being has individually, one ordinarily not consciously known.) The Summoning of a known creature is performed identically to any Summoning, except that a named request is made. This is also safer than random summonings, for no unexpected monstrosities will appear.

An adventurer can lose control of a creature in several ways. The creature can be destroyed through the loss of characteristics or hit points. Any time that a control-type spell fails, then the Summoned creature is free. An adventurer can steal control of a Summoned entity by dispelling the control spell and casting his own, or by casting a control spell on a creature which is bound into an item that the adventurer can use (see conditions for Enchantment).

Normal Summoning Targets

The following species are normally summoned with the Summon (Species) spell. Any such spells can be learned by any adventurer, as long as the gamemaster indicates that it is available. Usually Summons spells are learned only for entities that they can control, using the control spell.

chonchon	hellion
cult entity	intellect spirit
cult spirit	nymph
disease spirit	passion spirit
elemental	power spirit
ghost	spell spirit
healing spirit	wraith

Enchanting

The Enchanting ritual is used in conjunction with Enchanting ritual spells to store the knowledge of spells in physical items, magically defend places against intruders, gain control over other creatures, and for many other purposes. Later in this chapter are given descriptions of the Enchanting ritual spells that are available to the three types of magicians.

General Conditions and Definitions

Through Enchantment, a permanent change in the environment is magically caused. The type of Enchantment performed depends on the ritual spell focusing and directing the procedure. Enchanting requires that the enchanter permanently lose something in order to effect the permanent change—usually the loss is current POW. As a permanent change in the world, an Enchantment cannot be Dispelled, Dismissed, or Neutralized, though the runes of the Enchantment can be broken and the effect of the ritual thus cancelled.

Anything can be Enchanted: one or more hit locations of complete, incomplete, or otherworld creatures, and inanimate objects (up to 25 SIZ points per point of POW used in the enchantment). To Enchant an area, thing, or creature the enchanter must inscribe the runes of the Enchantment on, in, or about the ritual object. The appropriate craft of inscription known to 30% by the enchanter is considered sufficient to competently inscribe the runes. The enchanter can have another person with a higher craft skill work the runes into the item, though the enchanter must perform the ritual.

Generally, Enchanted items can be easily carried and touched by their owner. There is no limit to the number of Enchantments performable on an item. (Remember though, that Enchanted items can be lost or stolen and are therefore somewhat vulnerable.) Usually Enchanted items hold some symbolic or magical significance for the owner or the user. Rings, amulets, wands, and staves are commonly Enchanted. Adventurers may try to enchant any item, subject to gamemaster supervision.

Unless the Enchantment includes limiting conditions (see below) that indicate otherwise, anyone can use an Enchanted item.

A place can also be Enchanted. Perhaps intruders will trip activation of one or more spells, or perhaps an adventurer will have stored magic points or spells at a particular location — a sprite's glen, a cursed tomb, a ghost's haunt, a sorcerer's study, a temple's inner-sanctum, or the vale of thorns shielding a sleeping beauty.

Preparation for Enchantment

The enchanter must inscribe the runes of power that will focus the energies to be released during the ritual. If Enchanting a place, then these symbols must be inscribed into ground, trees, rocks, or other substances within the area of Enchantment. The symbols need not be visible, but they must be made of or from substance. Enchantments of animals or people must be accomplished through runes tattooed onto the particular creature to be affected. Inscribe the runes in as permanent a fashion as possible: if the symbols are destroyed the enchantments are also destroyed.

Procedure for Enchantment

The Adventurer's player must inform the gamemaster that his adventurer is attempting to Enchant an item or a place and he must indicate the place or item.

The player must announce the Enchanting ritual spell that his adventurer is going to use, any conditions that he will include, and the amount of POW that he is going to expend.

For each point of current POW that will be expended, one hour must be spent performing the Enchantment.

At the end of the time spent performing the ritual, the adventurer's player must successfully roll D100 equal to or less than his magician's Enchanting ritual skill.

The current POW used in the Enchantment must be expended at the conclusion of the ritual whether or not the player's D100 roll succeeded.

If the Enchanting ritual skill roll succeeds, then the

allotted current POW is expended and the item or place is Enchanted as desired. If the Enchanting skill roll fails, all of the current POW used in the Enchantment is lost and the item or place is not Enchanted. There is no further penalty or bonus for fumbling the Enchanting roll or for rolling a critical result.

Breaking the Rune of an Enchantment

Since enchantments are permanent changes in the environment of the magician, they cannot be Dispelled, Dismissed, or Neutralized. To remove an enchantment, the runes used to focus and contain the magical energies must be broken. To do that, they must be found. (That could take some time if the enchanter was clever.) Then the thing inscribed with, bearing, or containing the runes must be destroyed by eliminating all of its hit points; only then is the Enchantment broken.

Restoring Broken Enchantments

A broken Enchanted device can be repaired without redoing all of the Enchantments. First the pieces of the broken device must be collected, reassembled, and reconnected. Then, to restore the Enchantments, an adventurer who can use the item must spend one point of POW for each ritual spell that was used on it. (It does not matter how many POW points originally were used for those ritual spells.) This procedure also restores any conditions attached to the Enchantment. Only an entire Enchantment can be restored. An enchanter cannot restore only part of an Enchantment.

Cormac's Saga   *Nikolos dropped his only magic item, a gold amulet. After collecting all of the pieces, Nikolos uses his Form/Set Gold spell to reconnect them. Then, in an Enchanting ritual, he spends 3 points of current POW to restore the three enchantments the amulet held (one each for the Heal 2 and the (Sight) Projection spells, and the third one for the 10-point magic-point storage capacity). The condition that only former apprentices of Old Naws could use the amulet is also restored, free of any magic point cost.*

Conditions on Enchantments

Every enchantment can be modified by attacking conditions during the Enchantment. An enchanter learns how to add conditions as part of his training. The enchanter's player states the conditions that he desires and expends the appropriate amount of his adventurer's current POW when he makes his success roll. Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it.

There are six classes or kinds of conditions. Each class costs 1 point of current POW to include in the Enchantment but, except for Area-Effect Conditions, each class of condition will never cost more than 1 point of current POW to include, no matter how complex the stated condition within the class. The gamemaster naturally rules as to the number of classes actually within a stated condition.

Area-Effect Conditions: The Enchantment affects an area rather than a specific object; the size of the area is determined by the number of POW points expended.

An area Enchantment using only 1 POW point will affect a 1-meter-cube. A 3-POW-area-Enchantment will affect an area the volume of a 3-meter cube, and so on. Anyone eligible can use the magic point storage capacity of spell matrices Enchanted into an area. The magical strength of an area-effect attack is equal to the total number of POW points used to enchant the area.

Attack Conditions: An attack condition added to a spell causes it to be cast when a target defined by additional target conditions violates the space or touches the item.

Link Spell Conditions: This Enchantment links together specified spells to create unusual effects. Expending 1 point of current POW allows the magician to tie together any or all spells that are Enchanted in the device. This essentially creates one very complex spell. To cast any one of the spells that are linked together requires casting the others as well. If, at a later time, the enchanter wished to link more spells he must expend another permanent point of POW.

Link Magic Point Conditions: This Enchantment links the magic point storage capability in a device to a spell or spells (if the spells are linked as well) so that when the spells are cast the magic points used automatically come from that storage. Of course, magic points must exist in storage for the spells to draw from it.

Target Conditions: These conditions are used to define exactly who will not be affected by the Enchantments in an item. If target conditions are not specified then the item will work against anyone. If target conditions are included as part of the Enchantment then the spells in the item will not be triggered by any target who fulfills the conditions. If the spells are cast by someone using the item, they will automatically fail against protected targets.

User Conditions: Normally, anyone can use an item. User conditions make it possible for the enchanter to restrict the use of the item. A point of current POW spent allows the creator to bar one specific person or group of people from using the item. Any number of people can be included in the group as long as the group is clearly identified. It could be so large as to exclude everyone but the enchanter. Once this condition has been added to an item, the specified people can never use the item. If the enchanter later wants to restrict another person or group of persons, he must spend another permanent point of POW in an Enchanting ritual. If no one but the enchanter can use an item, then it will become useless when he dies. Only people who can use an item can add to the Enchantments or conditions in that item.

It is possible to tie a condition to only part of the Enchantments on an item, for example while anyone could use the magic point storage capability of a ritual sword, only a storm-priest could use the Bladesharp spell matrix.

Ritual Enchanting Spells

There are several common effects that an Enchantment can have, as described by the ritual spells below. A magician can learn to do each of these things through Enchanting by learning the appropriate Enchanting Ritual spell.

Armoring Enchantment

This enchantment is used to increase the armor points of an object or to give armor points to an object Each point of POW sacrificed in the Enchantment imbues the object with the equivalent of 1D3 points of armor. These armor points become one with the object. If this enchantment is used to create or increase the armor points of a living creature, each hit location must be magically treated. If this spell is used to increase the armor points of armor, then it will affect the armor of a single hit location only.
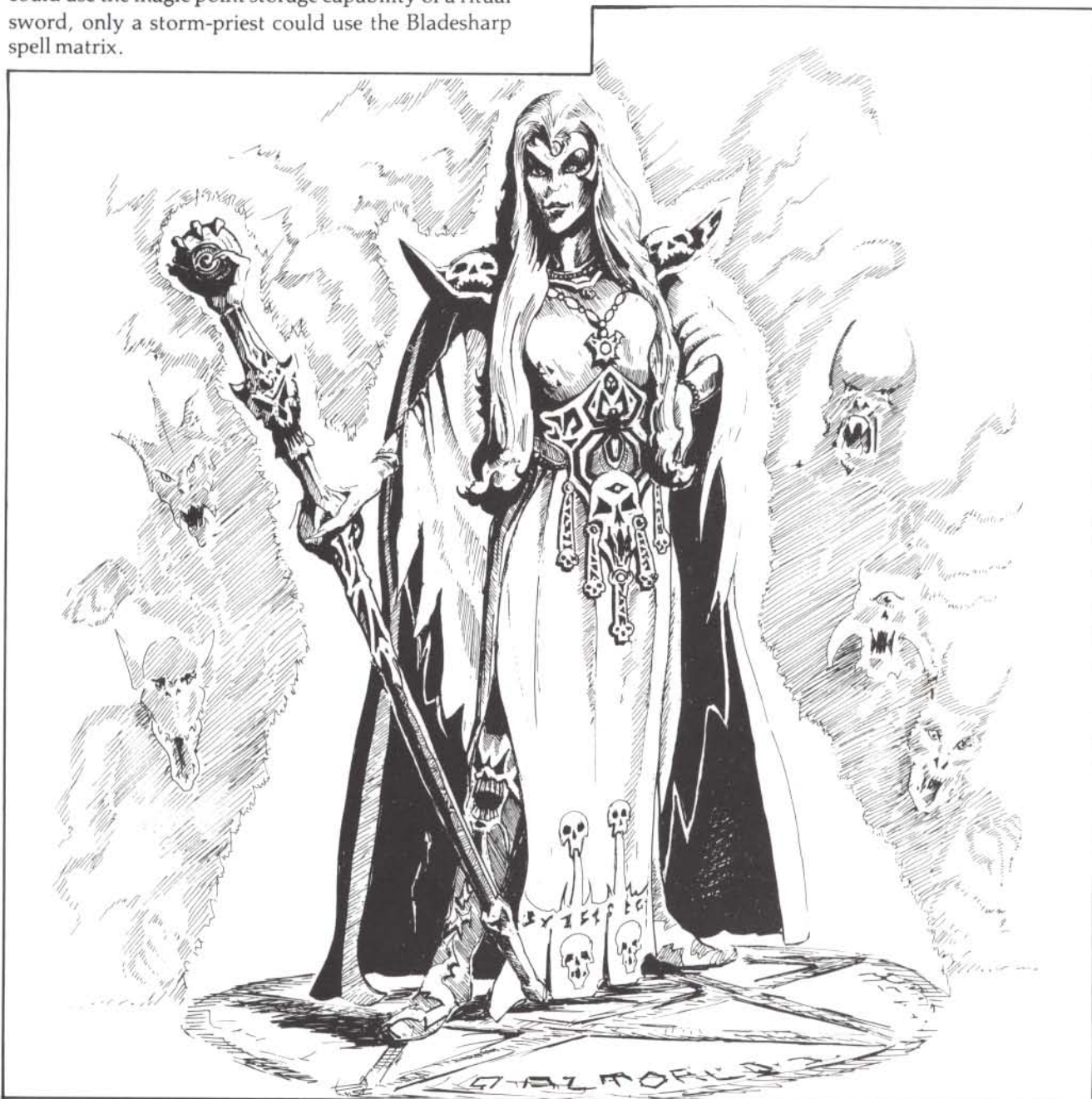
Binding (Species) Enchantment

This enchantment binds only otherworld creatures to places or to within magical items.

Capturing Creatures Within Items: To capture a creature, the item must be Enchanted with 1 point of the Binding enchantment per type of characteristic possessed by the creature. The enchanter traps the creature's spirit and physical form, if any, within the substance of the binding object. Those few otherworld creatures with SIZ do not add to the item's weight, nor would elementals add heat, wetness, etc., to it.

Capturing a creature in an enchanted item violates its natural instincts and requires a successful Control/Command / Dominate roll to succeed. Binding enchantments are species specific so an enchantment created to capture one species of creature cannot be used to capture another species. Once a creature is captured in an object it will remain that way until the object is destroyed or the creature is released. The destruction of a particular creature that is bound to an item does not mean that the item is useless, though the owner must Control / Command / Dominate another creature and again command it into the item.

A creature bound within an item has no natural senses and cannot perceive the world about it unless it uses magic. People in physical contact with an enchanted item can mentally communicate with a creature bound inside (if there are no conditions to the contrary) and can automatically command the creature to use its abilities.

Some creatures have knowledge or abilities which the wielder can use while it is Bound within an item (i.e. intellect spirits, magic spirits, and power spirits). However, many creatures are not very effective when so trapped and must be released to be useful (i.e. wraiths, healing spirits, elementals, etc.). Without the use of a control spell, a creature can be released from an item to perform one function, then it is free. If a control spell is used before the creature is released, then it can be commanded to perform many actions and return to the Binding item. Control spells automatically work against creatures while they are bound in items.

Also, a control spell supercedes the innate control held over a creature bound into an item. An enchanter who does not use conditions to restrict the use of his items may find his Bound creatures stolen from him or turned against him by crafty opponents using the proper control spells. Anyone who can use the item can also cast spells on the creature trapped inside, and he does not need to be in physical contact with the item to affect the creature with spells. He must use magical means of seeing on the mundane plane (Mystic Vision, Soul Sight, or Second Sight) to target spells aginst a Bound creature.

Elementals and other creatures who are trapped in items cannot regain lost hit points until they manage to return to the otherworld.

Capturing Creatures Within Places: Binding a creature within a place means that the creature's movement is restricted to within a specific volume of space. The POW costs for Enchanting an area to capture a creature are the same for Enchanting an object plus the costs for using the area-effect condition. Creatures Bound within a place can use their normal senses to survey the area within and without of the entrapping volume.

Magic Point Matrix Enchantment

Each point of POW sacrificed in such an Enchantment can be used to store one magic point. These stored magic points can be used to power or to boost spells by anyone who can use the item. Magic points stored in Enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending his own magic points. It will take one melee round to store one magic point in an Enchanted item. An Enchanted item cannot hold more magic points than it has capacity to store them.

Spell Matrix Enchantment

Using a spell matrix, an enchanter can store the knowledge of a spell in an item. Anyone who can use the item will gain the knowledge of the spell whenever he is in physical contact with the item, though he will forget the spell as soon as he loses that contact.

Even though practitioners of the different magic systems use the same procedure to enchant the knowledge of a spell into an item, the results for each differ. Spirit magicians and sorcerers do not lose the knowledge of spells for which they create matrices. Divine priests do lose the knowledge of the spell.

Spirit Spell Matrix: The user of such an enchanted item has a chance of casting that spell equal to his POW ×5. The person also needs to spend 1 magic point per point of spell.

Divine Spell Matrix: a divine spell that is Enchanted into an item will be cast with 100% skill. If the casting fails, the user can try again the next melee round. Once used, the user must take the item back to the proper temple and perform a worship service before the spell can be used again. In essence, the Enchanted divine spell works like priestly magic.

Only priests can Enchant divine spells into items. One-use spells cannot be Enchanted. When the Enchantment is completed the priest will lose the use of the re-usable spell himself but can resacrifice the POW to regain its use.

Sorcery Spell Matrix: a person who uses an item containing a sorcery spell must develop his own casting skill. He starts with a percentage chance to use each spell in the item equal to his magic skills category modifier. He increases his skill at casting such spells only through experience. If he later truly learns the spell (so that he remembers the spell when not touching the magic item), he will retain his developed skill.

If he is already skilled at using a spell contained within an Enchanted item, then he can cast the spell at his normal percentage.

Once a spell has been Enchanted into an item it may not be changed, though more spells could be later added. A point of POW expended during an Enchantment will form a matrix for 1 point of spell. Divine spells can be stacked in an item (i.e. more powerful versions of the spell can be held in the item). Stackable spirit spells can be slowly Enchanted into the item, a point at a time. A Bladesharp 1, would have to be followed by a Bladesharp 2, and a Bladesharp 6 with a Bladesharp 7. Adding a Bladesharp 1 to a Bladesharp 1 only results in two Bladesharp 1 matrices. A sorcery spell enchanted into an item can be manipulated to make it more powerful. (This will, of course, raise the POW that must be sacrificed.) A more powerful sorcery spell Enchanted into a device will not cost a sorcerer using the item free INT. Thus, if Nikolos made or found an item containing an intensity-5 Smother spell, he could use his full free INT of 10 points to further manipulate the spell. The 5 levels of intensity enchanted in the item do not cost Nikolos free INT.

Strengthening Enchantment

With this enchantment the hit points of a creature can be increased. Strengthening cannot be used on weapons, object, or creatures that do not have hit points. At the casters discretion, each point of POW that is expended during the Enchanting ritual will increase either the creature's total hit points or the hit points in one location by 1D6. Of course, if total hit points are increased, the hit points in each location may well increase as well.

Players Notes On Rituals

The following is a guideline to aid players whose adventurers are using ritual magic. These guidelines should help players avoid some of the common mistakes that occur when the rituals are used.

Ceremony Notes

Spirit magicians will frequently use the Ceremony ritual to augment their Healing or other spells which have permanent effects. Using Ceremony on temporal spirit spells is usually uneconomical — the Ceremony ritual may take longer than the spell's duration.

Priests should use Ceremony mainly with the other rituals to ensure their success, or if they are grossly over-encumbered, to partially or entirely avoid the lowered spell casting percentage.

Sorcerers will find Ceremony very useful — particularly in their early careers when their casting success percentages are low.

Summons Notes

Frequently it is much safer for two magicians to cooperate during a Summons ritual. One magician can summon the desired creature and the other can prepare the control-type spell that must be used. Control / Command / Dominate (Species) spells sometimes require considerable time to complete, particularly for sorcerers, and the summoned creature may well attack the summoner before the control spell is cast. Permanent control of a creature can be gained by capturing the summoned creature within an object enchanted with the Binding Enchantment. This object should be created before the magicians perform the summons. A single sorcerer can combine the summons ritual with a control-type spell through the use of the Multispell skill. The control spell is then cast as the summons is completed, saving valuable time in the face of a hostile creature.

Enchanting Notes

A magician will save time and POW if he or she determines the conditions that he wishes to place upon an enchanted item at the time that the enchantment is created. He then needs to make only one roll for creating the enchantment and conditions at the same time. If the magician wishes to add the conditions separately from the enchantment — thus risking less points of POW initially — then the magician's player needs to succeed with another enchanting procedure.

On Bound Creatures

A magician dealing with bound creatures needs to be very careful. While only one magician's control spell can be in effect on a creature at any one time, another magician can wrest control of a creature by either dispelling the previous spell and casting his or her own control spell, or by casting a more powerful control spell on the creature using the Combined Spells rules given in the Introduction to Magic chapter.

A creature bound to an object can be released and commanded to perform one action (suitable to the type of creature) as a result of the innate control of the Binding ritual. The creature is free afterward from the Binding. The magician must succeed in a new control-type spell to force the creature back into the item or to have it perform more than one action.

Gamemastering

In the basic rulebook, the mechanics for running adventures were described, so that novice GMs could run adventures quickly and simply. However, the art of good GMing lies in the running of a lasting campaign, and in developing ones own adventures.

This section gives some tips and advice for running gaming sessions and whole campaigns, including how you should generate atmosphere, and also some detailed guidelines for the designing of your own adventures.

The section that follows, *Scenario Aids*, provides a number of tables and descriptions of standard encounters and treasures, information about the world in which the adventures can be set, and more detailed information about the costs of different items in different places. Also included is a section on ships and sea travel.

Immediately after that is a ready-to-play scenario, *The Money Tree*, which you can run using the rules in this volume and the basic rulebook. You should not attempt to run this adventure until you are familiar with the *Advanced RuneQuest* rules.

The Gamemaster

In *RuneQuest*, you as gamemaster prepare an adventure for the players, and then present it to them in an interesting and even-handed fashion. During the session you also interpret and apply game rules to resolve particular actions and situations within the adventure.

The last of these tasks is the simplest to explain: a gamemaster tells the players when to roll the dice, and answers questions concerning the results. *RuneQuest* itself is the best reference. If you don't remember a rule, ask your players. If they seem to agree on a point, they are probably right. Your players are your second-best source of information. But if a point isn't covered by the rules, and if the players strongly disagree, you will have to decide: be guided by what is reasonable and fair, and by what will cause you fewer difficulties later.

Other aspects of gamemastering require more discussion.

Presenting an Adventure

As the gamemaster, you must present an adventure to the players, or there can be no game. In doing this you'll introduce and dramatize the situation, play the roles of the adversaries, allies, and disinterested bystanders, develop an unfolding story, and finally resolve it in a final episode. Before each session of play begins, you must prepare yourself and the players for the adventure, and after each session you'll attend to book-keeping and out-of-session player activities.

Published scenarios provide copious text and details, but your own scenarios need only your memory, some notes on the important subjects, and your imagination. Though both can be satisfying to gamemaster, you'll be prouder of your own. This book contains a complete scenario. Whether you play it or not, you should read it through, keeping in mind the ideas in this chapter.

Conditions for Play

Your player group probably numbers between one and ten gamers; three to six is optimal. While One-on-one gaming permits a good deal of individual player action, it limits roleplaying — too many players in the group decreases the opportunity for each individual to contribute. Orchestrating groups of a dozen or more players can be a horrendous experience for even the most experienced gamemaster.

To help players plan for later sessions, establish a regular time and place for the game. Strive to make it a pleasant ritual; dedicated players can adapt to wretched conditions, but it is better to have a table around which all the players can sit, and upon which visual material can be comfortably studied.

In designing scenarios, presume that players occasionally must miss game sessions. Never pressure a player to attend — be flexible. Once you compromise the optional nature of the game, the sessions become an obligation, not a pleasant pastime.

Adventurers from Other Worlds

You may have to choose whether or not to admit adventurers from other gamemasters' worlds into your campaign. How you decide depends upon how you view your game world. There are three nominal viewpoints.

Closed World: adventurers can take part in only the world for which they were designed. This is the best and easiest way to maintain a coherent and self-consistent universe. It may not be the answer which makes your players happy.

Multiverse: adventurers can enter a number of related universes controlled by different gamemasters; here the gamemasters have made similar basic assumptions about their games, and cooperatively permit communication and travel between their respective game universes. When doing this, you may find it progressively more difficult to rationalize implausible occurrences and contradictory ideas.

Open World: adventurers from every other universe are welcome. This approach is very difficult to balance and to consistently maintain. Players usually try to shift adventurers to more favorable universes; your players who do not have such adventurers and therefore cannot take advantage of such dispensations may feel envious and grumble a bit.

Regardless of approach, as a gamemaster you always have the right to inventory entering adventurer's powers and possessions, and always have as well the right to demand suitable alterations or deletions as conditions for admission. Never admit an adventurer who has more power (in terms of skills or possessions) than you are willing to handle in your campaign.

Preparing for a New Campaign or Player Group

At the first game session set aside time to create characters. Guide the players in designing characters appropriate to your setting and background who will fit comfortably into the sort of adventures you want to conduct. Walk new players step-by-step through adventurer creation so they won't become frustrated and unreceptive to the coming adventure. Keep copies of the player-characters for your own reference.

One adventurer to a player is an elegant ratio, but sometimes a larger party may be necessary to handle a certain scenario. Permit each player an extra adventurer or two, or add some non-player-characters who will be controlled by you, but who can provide skilled support for the adventurers. In case of serious adventurer casualties, the presence of extra or peripheral characters allows players otherwise out of the game to actively participate throughout the session.

As the primary source of information about your game universe, you play its creatures, characters, and environment, and apply the *RuneQuest* rules to the flow of play. To do this smoothly, you'll need to assemble player materials beforehand, study and be familiar with notes describing the scenario, and organize those notes so that you can quickly find the information you want. You'll need to be able to recall or locate specific *RuneQuest* rules to swiftly resolve conflicts, and be well-prepared and flexible enough to adjust for an unanticipated flaw in scenario design, or an unexpected player response. This sounds like a lot, and it is—but you'll be among friends: with a little experience you'll be running a smooth, brisk session.

Organization

Know your scenario. Study and review your material before you run the adventure. Don't hesitate to rehearse. Remember, you are at once the director, set crew, and actors in a large-scale dramatic presentation. Fumbling through notes consumes time, destroys pacing, and implies that you are clumsy and unprepared (even though you may have spent hours preparing).
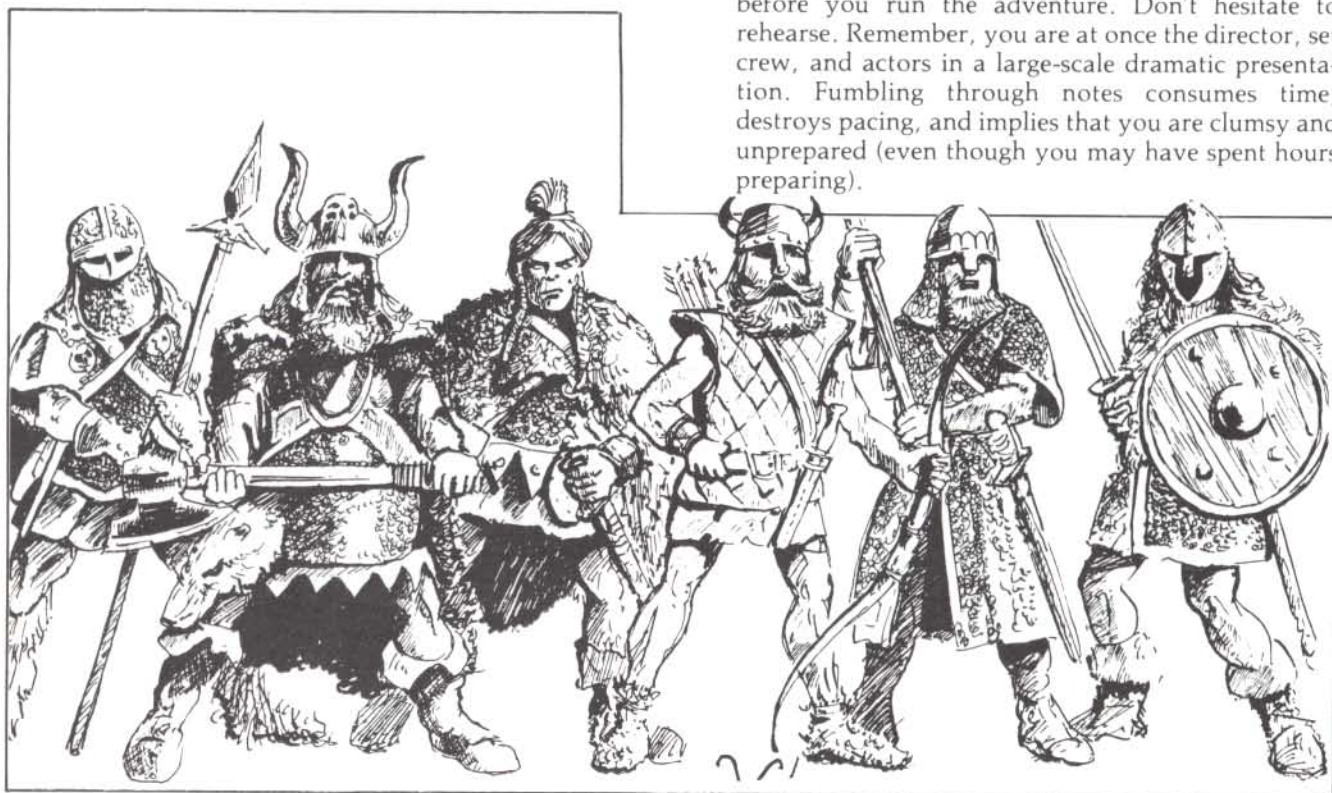
Prepare maps, diagrams, floor plans, character statistics, background information, and documents in advance. Clearly label your material so that you can find it quickly.

Make sure you have materials for mapping, for taking notes, and for displaying the positions of adventurers, non-player-characters, creatures, and physical settings. Use visual aids: they are more explicit and more effectively draw players into the scene. Use miniature figures and battleboards to display tactical situations. Most players like to identify with miniature figures representing their adventurers.

Reading background material out loud to the players is usually a bad idea, particularly at the beginning. Start with action! Prepare background material ahead of time, photocopy it, and hand it to your players before the session starts. They can read and refer to it as they wish, without disturbing the flow of the game.

Presentation

When introducing the adventure, try to create a comfortable atmosphere, one in which each player trusts the gamemaster and the other players to act fairly and considerately. "Play hard, play fair, nobody hurt" is a good motto. Discourage intra-party treachery and backstabbing. Define the party goals so that they apply to all of the adventurers; emphasize cooperation.

You may seat players around the table in the order which you want them to declare their intentions during play. One way is to start with the player whose adventurer has the highest DEX, since that adventurer reacts the fastest. Another approach is to first seat the player with the least intelligent adventurer, so that his statement of intent is made first, giving the player little time to think (and thereby simulating his adventurer's limited wit). The player with the least intelligent adventurer presumably would not have the advantage of knowing other player's intentions. Use either system, or your own: get the players in the habit of stating intent in an orderly fashion.

During the session you may need to give your players hints when their adventurers are bogged down or if they are in serious trouble. Hint generously with beginners; confine yourself to fewer and more subtle hints with experienced players.

Permit players to state procedures that their adventurers will use in recognizable situations. ("Whenever we get in a fight, I'll cover the group's rear.") This encourages the players to think ahead, and eliminates repetition.

Be generous and detailed in response to questions about the setting. When asked to amplify a description, do so as long as you have anything to say, then state that nothing more can be perceived. Remember that a player is entitled to understand your fantasy world from his adventurer's point of view — the adventurer's sight, hearing, taste, sense of smell, and so on — as the gamemaster you are the only channel through which your world can be explored.

Avoid speaking game lingo; use dramatic narrative. Compare the following interchanges.

Gamespeak

Player: I rolled a 32 — got 'em.
Gamemaster: The troll tries to parry. Miss on an 86.
Player: I got him in the 02 for 7 points.
Gamemaster: The troll's armor absorbs 4 points of damage, and that takes him down to 1 point in that location.

Dramatic Narrative

Player: Cormac chops desperately — and connects!
Gamemaster: He tries to parry with his spear and, uhh, misses completely.
Player: Good solid hit here, 7 points. Caught him flatfooted, chopped him in the right leg.
Gamemaster: Sure did! The sword slashes through the leather, blood gushes out, and he is staggering around on that leg. But he looks more mad than hurt.

Colorful, interesting language helps everyone participate more fully in the fantasy. Use it whenever you can, and encourage your players to do the same. Indulge yourself; make dramatic flourishes; step through the game rules onto the stage of your drama, and put on a good show.

As a gamemaster, you have the peculiar problem of keeping your gamemaster information secret from your roleplaying self while you're maneuvering your non-player-characters. It can be tempting to act on knowledge that your non-player-characters could not have. Resist the temptation: you'll feel like a cheat, and your players may agree.

Players must believe that they control the fate of their adventurers, or they will lose interest in the scenario. If you do too much of the talking and acting, your players will begin to doubt that they are significant to the game. A player must feel that his character has freedom to choose his actions; he must not feel like a puppet who must do whatever the gamemaster tells him to do. On the other hand, the gamemaster must channel the adventurer along the plotline or all his hard work preparing a scenario has gone for nothing. You may subtly use rewards or threats, or candidly admit that you aren't ready for the choice they want to exercise. Inevitably, to preserve the illusion of free will, you must occasionally follow the adventurers as they wander away from the scenario. Submit to the impulse to improvise when a dramatic opportunity presents itself. The more experienced you become, the more comfortable you will be in diverging from the original scenario notes. Flexibility and improvisation permits you to exploit your immediate responses and those of your players — often the most pleasure in gaming comes from these creative and whimsical moments. Make a virtue of necessity: relax, and enjoy the opportunity to improvise. Your best work may be done when your imagination is most responsive to the players and the setting.

Keep the game moving. Maintain rapid flow to the play. Shift time scales to compress unimportant action. Fumbling with papers and puzzling over forgotten details stifles the drama in your adventure. Keep all the players involved. Games crawl for players who have no adventurers in active play.

Give your players tasks to keep them busy while you organize or refer to your materials, or while you speak privately with a particular player. If you've been playing for a while, call a break.

Use the pressure of time to build tension. Be consistent. Don't run a leisurely adventure, then suddenly demand an instant response when the adventurers are confronted with danger.

Balance the value of continuous rhythm of play against decreased pleasure as players become desensitized and fatigued. Sessions typically last three to six hours. It is better to cut a session short while interest is high than to keep playing after some players have lost the energy to enjoy it. If interest is still running high after a few hours, take a complete break for 15 minutes — run around, throw the frisbee, hike to the market for munchies — then return to the adventure with your second wind.

After the game session, find out what players liked and didn't like so you can improve your performance and scenario design next session. Ask the players to summarize what occurred, so that everyone is in agreement. Ask them to state a general plan of action for future adventures, and use this information in planning for the next session. Arrange the time for the next meeting and solicit questions that the players would like answered at the beginning of the next game session.

Bookkeeping Between Adventures

Supervise the bookkeeping on your player's sheets. Make sure everyone remembers to roll for improvements in skills. Record any significant adventurer change (gain or loss of possessions, alteration of statistics, powers, or knowledge) while still fresh in the player's mind. Encourage players to keep an informal history about their adventures — time will quickly blur important details and events.

Update your notes for any non-player-character or setting data that may have changed during the adventure. Assess the impact of the session's play on the scenario or campaign and adapt accordingly. The consequences of a single session may require extensive revision of the adventure and campaign. (You mean that we killed the high priest? Oh dear . . .)

If your campaign has hooked your players, they will discuss it and plan for it between sessions. This may involve a number of game activities between games. Help them work on the background and development of their player characters — biography; training and research in skills, martial arts, and magic; information-gathering; earning a living between adventures — whatever enhances the illusion of the adventurer as a living being.

Principles of Gamemastering

Know the *RuneQuest* rules and game mechanics, and teach them to your players.

Be fair and consistent in rulings and judgments. Experience must be a reliable guide, or player knowledge and skill can be only frustrating and unfruitful. Write down important precedents.

Expect to interpolate and extrapolate the *RuneQuest* rules: inevitably, some situations will not have been explicitly covered by the game designers. As complete as these rules are, they do not pretend to cover everything. Don't waste time looking up obscure points — use common sense and rule quickly.

Provisional judgments are acceptable. Judge quickly, but always reserve the right to change the ruling when you have sufficient leisure to consider the ramifications.

Don't give your players everything they want. Limiting power and tactics is implicit in roleplaying; limits make the game challenging.

Don't hesitate to backtrack on a rules judgment if it crucially affects an adventurer. Players will accept and forget minor errors of judgment, and major ones which are made right.

Help new players design their characters. This is their initial contact with the rules, and it is important that they not be frustrated nor confused.

Keep separate your non-player-character tactics from your gamemaster role. As adversary, be as cunning, as ferocious, or as stupid as called for by the role. As gamemaster, favor neither adventurers nor their opponents in applying the rules.

If you must intervene to protect the drama of the adventure, do your best to conceal it from the players. Arbitrary action diminshes the challenge of the game.

Planning a Campaign

If a group of players intends to play together for more than a few sessions, the scenarios should fit together into a coherent campaign — most players enjoy campaigns because in them they better perceive the continuing growth of their adventurers.

A campaign in fact can be defined as a series of linked scenarios, but for a while we will discuss the campaign as though it had little relation to scenarios.

You may need to analyze your nascent campaign in order to present to the players the best possible adventures and encounters. Fortunately such analysis has proceeded for thousands of years in another guise — the elements of fiction.

Narrative fiction nominally has five elements: plot or incident, character, setting, theme, and style, elements always present in traditional literature. Since fantasy roleplaying stems directly from traditional epics like Beowulf and the Song of Roland, and from modern treatments such as the Conan stories and the Lord of the Rings, these elements are always strongly present in fantasy roleplaying as well.
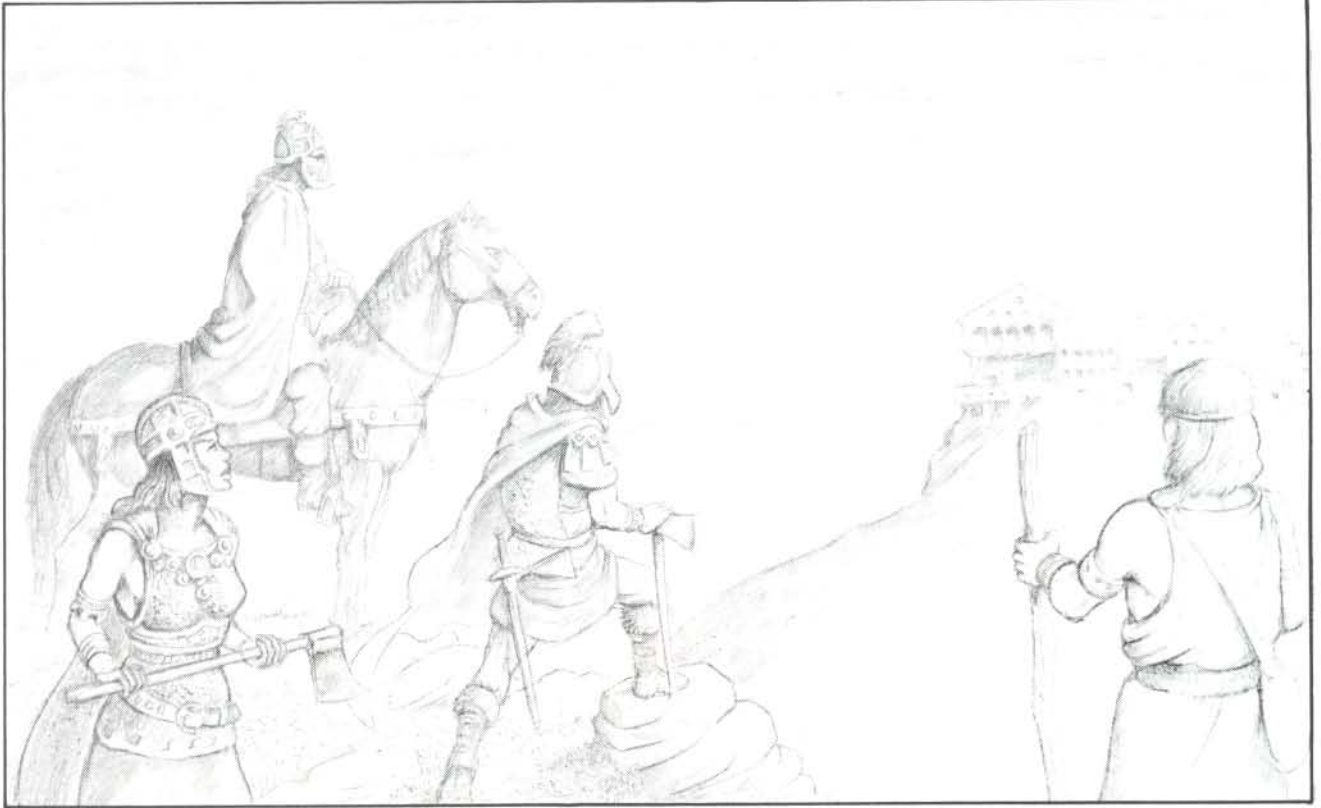
The elements of fiction therefore can be used as guidelines for creating campaigns. These elements are also useful in devising scenarios, but single scenarios have a somewhat different focus; each emphasizes different amounts of the five elements.

The Setting

In a campaign, setting is the most important element, for only in a campaign can you have enough time to evoke and detail a world both broad and deep. Sojourning into another world strongly attracts many people; the atmosphere of your sessions should evoke the sense of wonder for which readers and gamers yearn.

Four sources provide most campaign settings: campaign packs, fiction and film, works of history, and your fertile imagination.

Published campaign packs provide by far the easiest and quickest way to run or to learn to create campaigns. Intended as fantasy roleplaying aids, they already have been tested for effectiveness. It may be a good idea to rely on published material at first; such work saves time and can give you a practical guide for organizing and developing your later campaign.

Next-easiest to comprehend are those settings presented by films and other narrative material. Since film rarely lavishes systematic detail, you'll get inspiration and characters from it, but little else. Fantasy and science fiction stories are often action-packed, excellent sources for settings, characters, and narratives!

Historical materials are omnipresent. Better encyclopedias, such as the Britannica III, contain thousands of topical essays, systematized and cross-referenced. Any librarian can direct you to a plethora of easily-photocopied sources for costumes, places, people, royal houses, and maps; all of it will lend you confidence and credibility. Using historical conditions insures that your setting will be coherent and logical, satisfying to your players and a great aid to you. You'll want to introduce fantasy elements, but they can be easily interpolated from traditional fantasy sources. The juvenile book section of your library, for instance, has superbly-illustrated fantasy sources emphasizing alien places and moods, violence and warfare, and magic, religion, and the supernatural.

If you decide to create your own fantasy world, be prepared to do a lot of work while designing from scratch the physical, social, and political elements of a world. Your world must withstand logical scrutiny, and must be internally consistent — your players will spend months or years poking and prodding it, and wringing out its secrets. Creating a believable world is both incredibly difficult and supremely rewarding.

Most campaigns draw from all the sources. The world of Cormac emphasizes narrative and historical sources, affording gamemasters the opportunity to use materials which are readily available and which are quite familiar.

Warning: make the time you spend designing your world proportionate to the time spent playing in it. It is discouraging to slave over a masterpiece that never comes to life in play.

Detailed settings are the most effective, but a high level of detail requires the gamemaster to have a lot of carefully-prepared material on hand. Find a manageable level of detail that will create the proper atmosphere, yet will not overload your memory and record-keeping.

Character

Campaigns have little room for characterization of gamemaster-controlled characters. Exhaustive characterization is, after all, mostly the job of the players. Occasionally a superb warrior, powerful sorcerer, or great leader becomes important, but this is more likely to occur in individual scenarios.

The great villain usually is the most important non-player-character. Though such a powerful figure rarely appears himself, this fiend steadily dispatches countless henchmen to thwart the adventurers. He and his minions may drop out of sight for a while, especially after a defeat, but they'll continue to lurk about, adding depth and range to otherwise disconnected scenarios. Eventually the players will generate their own scenarios as they hunt down their old foe.

Leaders are more likely to favor the adventurers. They may be private patrons, political kingpins, heads of religions, or shadowy forms with unfathomable motives. They can supply information and special items, and occasionally dispatch some men to strongarm the adventurers out of trouble.

A stable of minor characters is invaluable, since adventurers always want to talk with someone you didn't anticipate. Keep a file of names, dates, and places for reference.

You should also help guide the development of the adventurers. Help the players visualize their characters. Work out a vivid background history in conjunction with the players, and explain how the adventurer fits into the societies and cultures of the campaign.

Decide how much you will rely upon randomly rolled statistics and how strictly you will follow the *RuneQuest* rules. Negotiate with players to balance their knowledge of the rules with an adventurer they can handle. Some players will try to wrangle a more powerful adventurer out of the negotiations, so make it clear that the rules are an aid in organizing a campaign, not tools by which to chisel out the most powerful adventurer possible.

Plot and Incident

The most important element in a campaign is suspense, which acts structurally something like the refrain of a song, unifying the direction of the piece and reminding singers and listeners alike what it means. Similarly, suspense keeps the players interested in the campaign. Each session should hint at actions in the world beyond which may affect the adventurers, who will seek to penetrate this shroud of mystery. These will be heightened by the uncertainties about the character's fate, and maintain suspense in the campaign.

Lavish most of your work on the opening scenarios. Once you have intrigued the players, later adventures will be richer and easier.

Don't plot out the entire story line before you begin to play. Have several possible developments in mind to be chosen on the basis of the initial sessions results. As you come to better know your players and their adventurers, you can select a storyline likely to interest everyone.

Don't be too novel. Most campaign plots vary familiar story ideas offering dozens of sessions of play: the return of and triumph of the rightful king, the abduction of and rescue of the princess, the quest for the magical artifact, the search for a lost heritage, and so on.

Theme

Theme plays an important part in campaign strategy, and shapes events in individual scenarios. One or two main themes give coherence and significance to the campaign. They should engage most of the adventurers' self-motivations. Present several possible themes to start, and pursue those which interest most players. Some themes which are also skeletal plots include freeing an enslaved people, saving the universe from forces of evil, reestablishing an ancient ideal, and making the world safe for demorcracy. More pervasive thematics, such as proving that love is real, will require careful plotting and relating of the adventurers to specific incident—an elaborate and risky procedure in the long run.

Fantasy gaming is escapist, a journey from the mundane to the perfect, where justice triumphs and where heroes never fall. Most players do not want tragedy or ambiguous (realistic) resolution. They may be disappointed and discouraged when you peddle the theme that everybody dies, often inappropriately, and that the rules of existence do not conform to human desires. They want a happy ending.

There should be personal tragedy. Failure and the deaths of adventurers make the eventual triumphs more poignant. But the benign universe is a major theme throughout fantasy literature.

Style

You'll also be choosing a style of presentation. Will events be humorous and light, or grim and dangerous? Will your rewards and triumphs be scarce or generous? Will adventurers grow regularly and lushly, with generous dollops of power, wealth, and success? Will you emphasize combat and tactics, problem-solving, or dialog and roleplaying? Will the background be subtle and detailed or broadly-brushed? Should adventurer options be many, or limited and carefully directed?

Style is difficult to discuss. Roleplaying is a new narrative mode, with little resemblance to previous literary forms. In a small way, devising and running a roleplaying scenario resembles the writing, directing, and acting all the roles in a film, except that the analogy fails crucially—the artist and the audience of a film do not interact.

Roleplaying resembles jazz. One artist, the gamemaster, interacts spontaneously with several other artists, the players. Creation is shared. Roleplaying is not a spectator sport—everyone adds theme, melody, and harmony.

You can get hints about gamemaster styles from fantasy-gaming magazines, fanzines, games, and books. Seminars and conversations at game conventions can be valuable, as can observing the style of other gamemasters and borrowing what you like.

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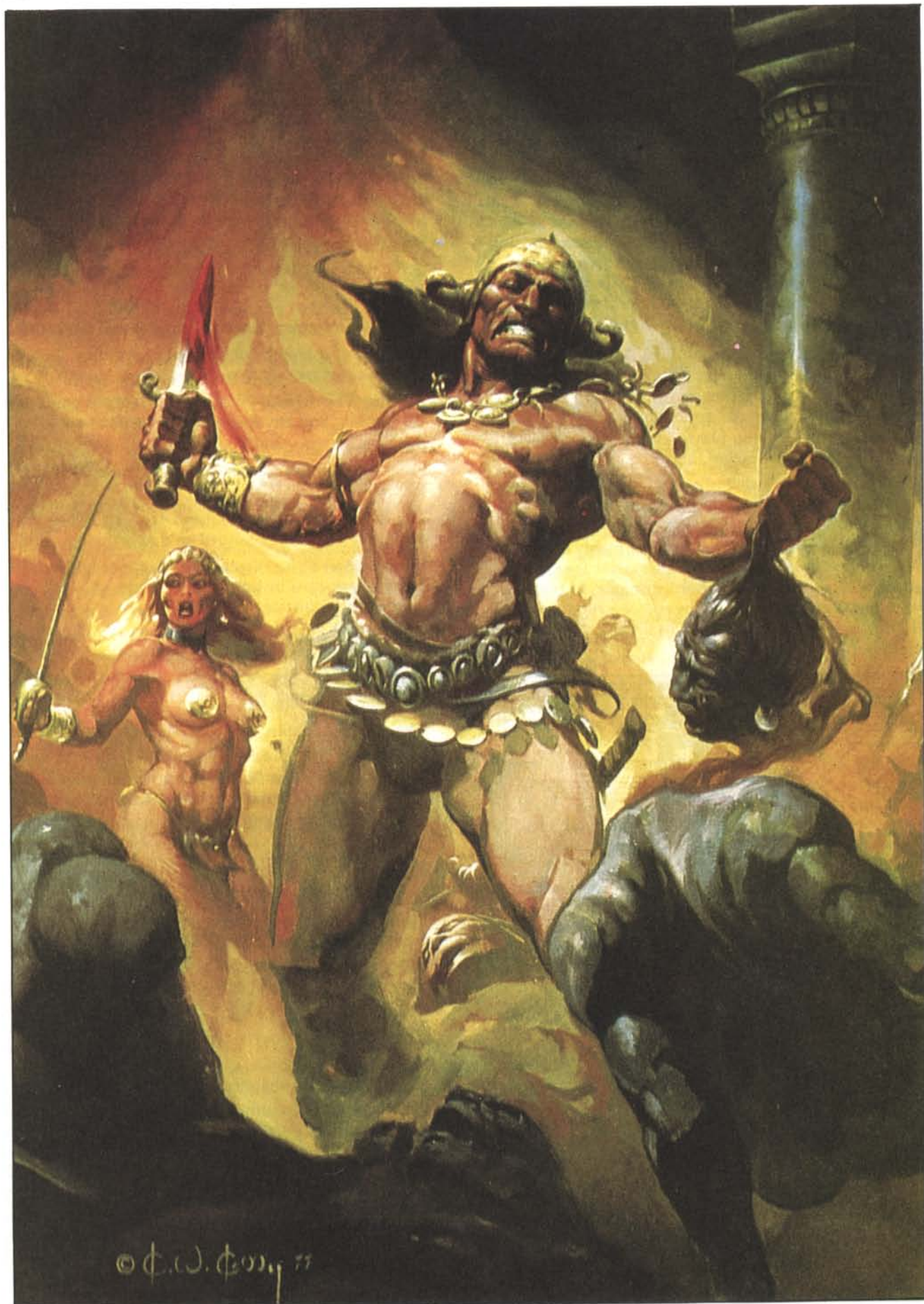
Your style will develop as you gamemaster. Do not be intimidated. Excellent gamemasters can develop with little conscious thought. As you encounter problems and resolve them, your presentation improves. Your improvement will be faster, though, if you make an effort to review your gamemastering experience, and then emphasize in later sessions what seem to be your strengths, while working to minimize your weaknesses.

Plan your campaign and scenarios by how best you can present your material. The style you evolve will be your own, organic to your abilities and predispositions. Gamemastering can be improved with dedication and hard work.

Scenario Design

Scenarios are the discrete building blocks of campaigns. They may be resolved in an evening, or last for a couple of sessions. A scenario by definition is one or more closely-connected encounters between the adventurers and the non-player-characters, creatures, traps, natural environment, and so on that you play.

Scenarios can be isolated as well, unconnected to a campaign. Isolated scenarios are ideal for times when the players may not be able to meet again.

A scenario need not be elaborate or highly original. A simple twist to a conventional situation is easy and effective: staging a melee is hardly unique, but setting your melee on a cliff face at the end of a rope, or on a flying carpet thousands of feet in the air is intriguing and interesting.

Storyline

The adventurers will have to overcome one or more situations and/or solve one or more problems as the session evolves. The sort of encounters they have indirectly make up the theme of the scenario. Sometimes your scenarios may simply be naturalistic encounters; at other times the incidents may coordinate in secondary meanings as well. Sometimes the theme simply is the storyline—the reason why the adventurers agree to be endangered and discomforted in the first place. There are lots of rationales; they may or may not have anything to do with the theme of the campaign.

Into The Unknown: a search for loot and adventure.

The Quest: a search for a specific object or person, usually at the request or order of a superior or patron.

Solving The Mystery: unusual events require investigation, and any menace must be dealt with.

Revenge: the adventurers have the opportunity to seek justice or revenge against foes who have victimized them or others.

The Challenge: honor requires that an adventurer achieve a task or be branded an unworthy coward.

Vile Intrigue: a plot threatening friends or lords of the adventurers must be unraveled, and the villains must be brought to justice.

The Escort: the adventurers must journey with and protect a lord, employer, or valuable item.

The Puzzle: a riddle or puzzle will, if solved, gain someone something desired.

The Rescue: victim must be discovered and freed unharmed from the captors.

The Crusade or The Police Action: criminals must be captured or eliminated before they cause further harm.

The War or The Assault: the adventurers have a military objective.

The Feud: the adventurers take sides in a conflict between traditional enemies.

Monster Peril: a peaceful village must be protected from the ravages of a lion, dragon, or bandit gang.

The Research Expedition: a party is dispatched to study and map an unfamiliar region.

Banditry: if honorable, the adventurers live like Robin Hood and steal from the rich to give to the poor.

Bounty Hunt: a price is on a criminal's head; the adventurers want the reward.

The Hunt: the adventurers seek to capture or to kill a beast for sport or for its economic value.

Messenger: the adventurers must overcome obstacles to deliver an important message.

Smugglers: the adventurers transport something at great risk for substantial profit.

Meet The Aliens: the adventurers encounter an alien creature or culture, and may need to defend themselves or may want to establish friendly relations.

Relating The Elements

Once you have chosen a theme or storyline, relate to it the other elements of the narrative — plot, character, and setting. (Your style remains recognizably yours; once evolved and working, don't mess with it.)

Scenario Plot: what hooks the attention of the players? What hooks the adventurers into the story? How is the scenario introduced to them? How should they resolve its challenge? What problems will confront them? What other ways might they solve it?

Scenario Non-Player-Characters: who and what will be met? What do they look like and sound like? Who among them need personalities outlined? What abilities do they have to threaten or help the adventurers? Will they appear in several scenarios?

Scenario Setting: what are the physical and cultural backgrounds? Where does the action take place? What does the region look like? Smell like? How long will the adventurers be there?

The key to roleplaying's popularity is its ability to carry us into an imaginary world in a peculiarly personal way. Well-thought-out streets and rooms leave the players with the feeling of looking through their adventurers' eyes.

Know the scene well. Use familiar real-world settings as models. Photographs of ancient castles and taverns, scenes from favorite fiction, or fantastic scenery by surrealist painters will help you with less-familiar fantasy elements. The more incisive and interesting your detail, the more convincing is your setting.

If useful, prepare a map or plan for each incident, and provide player copies. The copies you have should be annotated with the specifics of the location and encounters to be faced there. Illustrations, no matter how crude or how schematic, help players to see the scene. Published photos and illustrations suggest terrain, architecture, costumes, and battle regalia.

Cultural settings should be consistent to their own laws of science and society. You may want to use known societies as analogs, but leave yourself room to be flexible and to maintain wonder.

Plotting The Scenario

You need strong plots. Repeating similar encounters ruins player interest. Your plots should engage and entice the imagination. The action should move directly and tersely from the hook—the situation or statement which attracts the initial interest — to the ultimate showdown. Along the way, the adventurers face a series of incidental or incremental challenges.

Your scenario outline should list the initial action, the challenges or incidents, and the climax. The storyline already has determined the climax. Lavish attention on the first incident; it must attract the players and amplify or echo the motivations of their adventurers.

The Hook

Open with action. Don't detail background until players ask for it. One way to keep up suspense is to parcel out to the players a little less information than they want; then make them struggle for the rest of the information they need. You may add the pressure of a time limit within which they must act or all is lost.

The adventurers may be motivated by appeals to their greed, pride, honor, lust for power, or guilt. But if you can find a goal that relentlessly draws your players to the climax, then your scenario will succeed, even if the adventurers fail.

Complications

Having established motivation, create one or more incidents to overcome or suffer through. Give them variety; make some friendly and some not. Violent conflict is a roleplaying staple, since it threatens the lives of the adventurers, and is inherently dramatic. But adventurers should not habitually fight everything they encounter, nor should they expect every combat to annihilate the opposition. Sometimes the opposing force should have clearly superior weapons, abilities, and numbers, forcing the characters to parley, flee, or surrender when attacked. Steady violence will dull the appetite, offends those who seek more subtle adventure, and makes for lopsided adventurers. A good gamemaster also will rely on other types of challenges to provide action and conflict.

Traps can give another kind of challenge. Interpreted broadly, traps include ambushes and impeding obstacles as well as deadfalls, pits, and automated contraptions. Remember that traps may solve problems for the adventurers as well.

Riddles and other puzzles are fine complications: word games, devious logical traps, and obscure prophecies can be very entertaining.

Man-against-nature incidents occur in many adventures. Typically, wild creatures are encountered, but the natural elements are a wonderful way to make trouble for adventurers. You might have them search for water in a desert, guide a raft down a raging rapid, try to survive a blizzard, find their way through a jungle, climb a dangerous peak, and so on.

Non-player-characters are another familiar source of conflict and adventure, though many such encounters should be more than excuses for swordplay. Design incidents which force the adventurers to negotiate or to act on the basis of incomplete information, perhaps tense situations or with the handicap of a greedy informant. Create a non-player-character who is the only source for particular information, but who cannot be frightened into revealing what he knows. They'll have to talk him into it, through argument, reason, and persuasion.

Transitions

Transitions occur when one incident concludes and another has not yet started. Logical transitions are familiar activities like traveling, resting, eating, and sleeping. While not dramatic, such scenes lend an illusion of the flow of time. Try to use them smoothly, compressing them whenever possible — summarize, then fade to the next incident. If nothing important is to happen, why talk about it?

Transitions are excellent places to take breaks during play, or at which to halt when a scenario takes more than one session to resolve. Breaking in the middle of a melee or an escape is a bad idea. It's hard to reenter the scenario with the same enthusiasm; frequently important details will be forgotten or confused during the break.

The Climax

The climax must resolve the problem presented in the book; the resolution of the climax determines the success or failure of the adventure.

Typically, physical action resolves a scenario — the final battle or confrontation with the antagonists. A subtle or open-ended intellectual or moral climax may leave the players frustrated. A good fight releases all the tensions and neatly wraps up the narrative as well.

Creatures and Characters

After outlining and developing the incidents of your scenario, prepare the descriptions of the non-player-characters. You need not specify every skill, ability, and spell, nor feel obliged to let the dice determine important facets for your non-player-character. Tailor the statistics to fit the scenario. In the Creatures book, you'll find statistical ranges and averages for each *RuneQuest* creature. There are summary forms available, designed to compactly hold such gamemaster information.

Depending on his importance, a non-player-character's appearance and personality, statistics, tactics and strategies may be valuable.

Appearance and personality need only brief notes. You'll want this for most individuals who make even a brief appearance — minor characters, information sources, and rabble.

RuneQuest statistics are necessary if a non-player-character is active in the scenario. Active characters also need appearance and personality notes. Active characters include villains, patrons, and allies.

Fighting foes require notes about favorite tactics, strategies, abbreviated statistics (typically supplied by the squad sheet or the leader and followers sheet), personality and distinguishing features for leaders. Monsters, beasts, and common sword fodder may need nothing more than statistics and a number.

Great villains, such as the Sheriff of Nottingham or Elric's foe, Theleb K'aarna, may require expanded notes indicating how they fit into the campaign, their status and relations in the Empire or Kingdom, areas where their influence is weak or strong, and who are their traditional foes.

Conclusion

Fantasy roleplayers need gamemasters. To be a gamemaster, you'll need a certain knack for storytelling and communicating. You'll also need work, dedication, and a willingness to extend yourself.

There are commensurate rewards. It is immensely flattering to have your fellows be as interested in your fantasy world as they are in the worlds of Tolkien or Howard. You'll be a better and a more subtle leader, with increased self-confidence. Best of all, you'll have the joy of creation and the warm applause of your players. Few hobbies offer more.

Scenario Aids

Languages in Roleplaying

At least for major campaigns, the gamemaster should determine language families, so that he can decide whether or by how much an adventurer from one country can understand a speaker from a neighboring land. The simplest system is to state that all human languages within the campaign area are related, while non-human languages are entirely different.

The gamemaster should also determine the percentage difference in related languages, and use this either to subtract from an adventurer's language ability with a related language, or for resistance rolls as a difficulty factor to be overcome. Suppose, for instance, that Norwegian, Danish, and Swedish have a 20% difficulty factor with each other. All could have a 50% difficulty factor with German, English, or Dutch, and a 85% difficulty factor with French and the other Romance languages.

Trade languages usually develop between human societies with limited contact. Often this is a highly-abridged and refitted version of the language of the dominant employer (pidgin English, for example), but when two or more roughly-equal cultures interact, whole new languages (based on the languages of the participants) emerge. Swahili is one such example.

Outsiders generally pick up such a language easily (it was designed to be easy, after all). Later they may be embarrassed if they assumed that the language they learned was the real language of the area. Any adventurer who comes from outside the region of the campaign generally will have first learned some trade patois.

In much of medieval Europe, the international language and the language of literacy was Latin, a holdover from the long-dead Roman empire. Probably many would have learned Greek as well, but Greek happened to be the language of the competing Orthodox bishops of the eastern Church. Arabic, the other important tongue, was completely outside the Christian scholastic's pale—though many nominally-Christian merchants and traders knew it well.

Encounter Tables

Encounter tables are one way to quickly create random meetings with non-player-characters and creatures. Those of this chapter are included to provide incidents during adventurer movement between specific places in other scenarios. Using the encounter tables alone, without any plot or rationale, makes for a dull game.

Tailor these tables to specific needs, or make up your own. While supplements to *RuneQuest* will include tables designed for specific locations, thereby accounting for the particular nature of individual locations, the charts presented in this chapter necessarily cannot detail appearance, motivation, or other relevant facts. Determine those as appropriate to your scenario.

Mundane Plane Encounters

These encounters occur in the physical world, even though a magical place may be a portion of an encounter. The physical world is otherwise assumed to resemble the one we know. Compare with spirit plane encounters.

Urban Encounters

An urban area consists of a city of any size. But also use this table for encounters along any well-established road. Roll 1D6 for frequency of encounters. A 1 result means one encounter and a roll of 6 means six encounters that day.

Urban / Road Encounter Table

roll D100	result
01	Group of traveling nobles, with extensive entourage.
02	Rowdy rich nobleman, maybe seeking trouble.
03	Servants of noblemen with entourage.
04-05	Servants of noblemen with modest following.
06	Priest or priestess traveling with entourage.
07	Priest or priestess engaged in some activity.
08	Lone mendicant, monk, or paupered priest or priestess.
09-10	Adept sorcerer with entourage.
11-14	Soldiers—passing by, on guard, etc.
15	Soldiers—questioning or searching party.
16-17	Large merchant caravan passes.
18-19	Small merchant caravan passes.
20-25	Peddlers on foot.
26-27	Wagon of goods driven by crafter.
28-29	Cart of goods driven by crafter.
30-35	Crafter bearing goods on back.
36-40	Farmers in wagons.
41-55	Farmers in carts.
56-65	Farmers with livestock.
66-90	Farmers on foot. .
91-95	Thief or pickpocket.
96-00	Party is lost — roll encounter from the rural table.

Rural Encounters

In rural regions people live in villages and work the land or sea. Rural lands always intervene between urban and the wilds or wastelands. Normally there are 1D3 significant encounters daily.

The Rural Encounter Table

D100	result
01-05	Lost — roll encounter from urban table.
06	Lord of nearest town, with entourage.
07	Priest or priestess of nearest town.
08	Soldiers from nearest town.
09	Townspeople traveling on business.
10	A town.
11	Peddler on the move.
12-14	Traveling farmers.
15-16	Empty dirt trail.
17-26	Plowed fields.
27-29	A village.
30	A lord's country manor.
31-50	Empty fields suitable for grazing.
51-55	Domestic herd animals with herdsman.
56-59	One large wild herbivore.
60	One large carnivore.
61-65	Primitive hunters.
66-70	Country boys intent on mugging the party.
71-75	Highwayman, or a group of bandits.
76-80	Enemy scouting party.
81-00	Lost — roll event from the wilds table.

Encounters in the Wilds (Wilderness)

Human habitation occurs in the wilds, or wilderness, but neither in large numbers nor under comfortable conditions. Peoples native to such areas usually are of nomadic or primitive cultures. Roll twice daily.

The Wilds Encounter Table

D100	result
01	Lost — roll event from rural table.
02	Traveler headed toward a village.
03-04	Tilled fields.
05	Village buildings and residents.
06-10	Primitive or nomadic culture, human family.
11	Primitive or nomadic culture, human clan.
12	Shaman with entourage.
13	Holy man (hermit, vision-quester, etc.).
14-15	Primitive or nomadic culture, non-human group.
16-18	Brigands or outlaws.
19-20	Enemy scouting party.
21-30	Empty pastures.
31-35	Pasture with herdsman and domestic animals.
36-45	Fields of wild herbivores.
46-50	Fields with wild carnivore(s).
56-60	Trees and rough terrain.
61-70	Scrub and rough terrain, with wild herbivores.
71-75	Scrub and rough terrain, with carnivore(s).
76-80	One monster which is dangerous to humans.
81-00	Lost — roll on wasteland table.

Wasteland Encounters

Wastelands include forests, deserts, icelands, mountaintops, swamps, and other regions not normally settled by humans. Here monsters may live. Roll once daily.

Wasteland Encounter Table

D100	result
01	Village.
02	Hermit or other holy person.
03-05	Human trappers, etc.
06-10	Friendly creature.
11-70	Wild herbivores.
71-80	Wild carnivore.
81-90	Unfriendly monster, dangerous to humans.
91-95	Deadly location (quicksand, poison dust, sheer cliff, avalanche, flooding river, volcano, etc.)
96-00	Lost — roll on magical terrain table.

Magical Terrain Encounters

In such regions magic lies heaviest, and odd things occur for no reason. Sometimes an ordinary region becomes magical for a while — perhaps after some great ritual, magical battle, or mysterious birth. Roll once daily.

Magical Terrain Encounter Table

D100	result
01	Magical ruler of region.
02	Village of immortals.
03-05	Dance of nature.
06	Neutral demigod.
07-16	Non-human intelligent group or species.
17	Leaders of non-human group or species.
18-20	Servants of local non-human species.
21-45	Large herbivore.
46-50	Large carnivore.
51-65	Magical herbivore.
66-70	Magical carnivore.
71-75	Invading enemies.
76-85	Deadly location (quicksand, carnivorous plants, magical destruction, etc.)
86-96	Monsters.
00	Demonic demigod.

The Spirit Plane

The spirit plane is a featureless place, marked only by the auras of the beings who inhabit it. Ordinary senses are useless here, but every consciousness generates a field of presence around itself with a strength equivalent to one meter per point of POW.

Awareness of such auras is sometimes called "spirit sense." Humans recall only shifting shapes and lights, as do other beings who rely primarily upon sight. A recognizable form or definable shape is rare. Creatures relying on other senses recall the entities by means of those perceptions.

Use the spirit plane encounter tables whenever an adventurer travels the otherworld. The tables show the types of creatures which inhabit the otherworld. Adventurer shamans might search the planes seeking a particular type of spirit or if pursuing some unusual or powerful entity. The gamemaster should make one encounter roll per hour of discorporate travel.

Shamans are trained to navigate the spirit plane. Whenever an encounter is rolled for by the gamemaster, the shaman may alter (raise or lower) the D100 roll by a number of percentiles equal to or less than the POW of the shaman's fetch (not including the shaman's personal POW). He may use these encounter die-roll alterations to find particular types of spirits or to pass between adjacent regions of the spirit plane. Thus, a more powerful shaman will find the required spirit or reach the desired portion of the spirit plane more easily and quickly than an inexperienced shaman. Traveling deeper into the spirit plane requires that the shaman receive a D100 encounter roll result indicating passage to the deeper level (consult the proper spirit plane encounter table). If the shaman is moving outward from the inner region to the frontier, he must achieve an encounter roll result less than 01. A shaman is never obliged to change regions. He may also return to his body instantly at any time, regardless of his position on the spirit plane, unless engaged in spirit combat.

A non-shamanic adventurer forced to discorporate moves about the spirit plane suffering from random encounters: he cannot influence the encounter die rolls using his POW. He cannot return to the mundane plane without help, though he may accidentally travel deeper into the spirit plane through encounter table results.

The Frontier Region

The frontier region is the area which seems closest to the mundane world. Discorporation sends a spirit to this region of the spirit plane. Those spirits most commonly interacting with the living are from this region. The frontier must be traversed in order to reach the outer region.

Frontier Region Encounter Table

D100	encounter	INT	POW or MP
01-02	chonchon	4D6	3D6+6
03-08	disease spirit	—	3D6+6
09-10	ghoul spirit	3D6	2D6+6
11-25	ghost	2D6+6	4D6
26-27	wraith	2D6+6	3D6+6
28-30	nymph		varies with type
31-60	spell spirit	per spell	3D6
61-70	intellect spirit	1D6	2D10
71-80	power spirit	—	2D6+3
81-85	discorporate shaman	1D6+12	3D6+6
86-00	to outer plane		

Outer Spirit Plane

In this outer region dwell more powerful spirits which are often malevolent towards the living, but which are not powerful enough to find a more secure spiritual refuge in the inner region.

Outer Region Encounter Table

D100	encounter	INT	POW
01-03	chonchon	5D6	5D6+6
04-10	disease spirit	—	5D6+6
11-12	elemental	—	varies
13-15	hellion	4D6	3D6+6
16-25	ghost	3D6+6	6D6
26-28	wraith	3D6+6	5D6+6
29-35	healing spirit	—	4D6
36-45	intellect spirit	1D10	3D10
46-55	magic spirit	3D6	3D6+6
56-60	power spirit	—	3D6+3
61-70	spell spirit	per spell	4D6
71-80	passion spirit	—	3D6+6
81-85	other spirit or demon	varies	varies
86-90	discorporate shaman	1D6+12	3D6+6
91-00	to inner plane		

The Inner Region

The inner region is the core of the spirit plane. Here eddy the most powerful, the most exotic, and the rarest spirits.

Inner Region Encounter Table

D100	encounter	INT	POW
01	Bad Man aspect	20	35
02-10	cult/religion spirit		varies with type
11-25	elemental	—	varies
26-35	ghost	4D6+6	8D6
36-40	hellion	4D6	6D6+6
41-45	healing spirit	—	6D6
46-50	intellect spirit	2D6	4D10
51-60	magic spirit	4D6	5D6+6
61-65	power spirit	—	4D6+3
66-70	spell spirit	per spell	5D6
71-80	passion spirit	—	5D6+6
81-85	discorporate shaman	1D6+12	3D6+6
86-00	gamemaster's choice		

Treasure and Reward

Treasure is an ultimate reward for an adventurer. It is portable, concealable, and can be used to exchange directly for training, research, or equipment, making the adventurer stronger physically or intellectually, and just that much more likely to survive the next brush with death. Treasure is also countable, and its existence at the end of a game gives players and adventurers alike a way of understanding the success of the session or scenario. Men and women who wager their lives expect good reward in return.

As well as cash, rewards can be articles of worth, usable magical items, or information. A few adventurers might say that having eliminated a source of danger to themselves and their people is treasure enough. Most (but not all) feel that a triumph over their foes is adequate recompense. An adventurer rarely declines when pennies accompany the less tangible gifts of thanks and glory.

Adventurers might receive as tangible reward for their deeds either guaranteed wages or performance bounties, or some or all of the loot gathered during the expedition. Accepting payment in loot risks that there will be none, or that it will be lost; on the other hand, guaranteed wages may be dishearteningly less than the loot actually recovered.

Guaranteed Income

You might assume that the employer of the adventurers handles all the finances. Then you'll just tell the players when their adventurers get new armor, new horses, or whatever. This method would be best, for instance, when adventurers work within a clan, with the clan lord as the employer. Alternately, such an employer might be a local potentate, a temple head, or a gang leader. Experienced adventurers can settle down for awhile and work as bodyguards, watchmen, enforcers, or soldiers.

Alternately, you may assume the same circumstances, but allow the adventurers to handle their own finances. Pay them regular wages; leave it to them to do their own bookkeeping. Occasionally, therefore, they'll run out of money — a great time to tempt them with dangerous propositions.

Adventurer salaries should be a function of the work done and of the arrangements made. An adventurer living with his home clan as a full-time warrior should certainly receive high status. But, all things being equal, a

mercenary of equal skill who is hired by the clan for a specific job should be paid about twice the daily rate of his clansman counterpart, since the mercenary is without guarantee of full-time work. (The clansman's daily rate is about 16 pennies per day; a first-class hired swordsman could get 32 pennies per day.)

Adventurers who want cash without fixed responsibility may prefer working for bounties — specified rewards for specific jobs. Suppose a dragon ravages the countryside: the authorities are likely to have posted a reward for its demise. If the adventurers slay the monster, then they can be assured of that reward, and perhaps even collect something extra if the dragon has a treasure hoard (assuming that the adventurers can slay the dragon).

Loot by Speculation

A popular form of adventure is the free-lance expedition, usually destined far from civilization (easy-to-get-at loot presumably has already been grabbed by predecessors). The rewards may be chimerical despite the risk, but generally high risk should mean high reward. The free-lance party remains the quickest road to riches. Normally, such adventurers will have one of four identities — as raiders, bandits, grave-robbers, or monster-hunters.

Raiders: in war, or in situations reflecting interspecies enmity, normal banditry becomes an act of war. Loot so obtained is rightful plunder, and considered to be the property of the looter by his side. Such proceeds mostly will consist of goods, not money. The adventurers may find themselves at the mercy of prize courts, regimental loot divisions, ridiculous shares schemes, taxmen, and other government interference with their rightful gain.

Bandits: Adventurers who rob their own people are bandits. Their presence ensures that a standing army, clan warriors, or mercenary adventurers will exist to try to eliminate them. As gamemaster, bear in mind the contrasting social definitions of raider and bandit, and use them in play. Think out the retaliation likely to pursue malefactors within the settled areas of your campaign. Remind your players to insure their adventurers with the guise of respectability. Brawlers, robbers, and pick-pockets deserve to be pursued by lots of other bounty-hunting adventurers armed with sword and noose.

Grave Robbers: many a hero has won vast treasure by looting the tombs of the great. Remember that tombs exist to honor the dead. Plunderers of such places are desecrating ancestral resting-places of peoples who may still be living, powerful, and vengeful; tomb-robbers are scum and the lowest of scavengers to those who care.

In the worlds of *RuneQuest*, defenses for the great tombs will be much more effective than the vaguely-worded curses and tricky deadfalls of this world. Adventurers daring the living and dead defenders of rich tombs deserve any treasure that can get.

Monster-Hunters: Killing dumb, dangerous beasts has a lot in its favor. No one questions the adventurer's rights to such gains. Morality is rarely a question. Unlike raiding, once the monster is dead, the adventurers usually don't have to fight their way back for days through wild and hostile terrain — and monsters usually do not have kinsmen to wreak vengeance, Grendel's mother excepted.

Unfortunately, monsters will not have much loot. Monsters do not sit in the wilderness hoarding loot. The dragons Fafnir (who guarded the Rhinegold) and Smaug (who sat on the riches of Erebor) seem like exceptions, but remember that they hoarded the wealth gathered by others. Destroying Fafnir and Smaug was a service to civilized beings; their hoards comprised a just reward for the slayers — it's not easy to kill a dragon.

Unintelligent monsters have no use for gold and silver. Treasure found in their lairs is incidental to the skeletons of victims littering the floors. Some usable (blood-stained) armor and weapons might be present, but rarely money or other objects of value: stoor-worms and lions, for example, do not bother to haul back loot to their lairs. If they have taken over someone else's home, then they incidentally might control treasure commensurate with the normal possessions of the former inhabitants. Goods still present would range in condition from the merely dusty to the befouled and mutilated. The previous owners may be dead, may no longer have use for their goods, or they may offer a reward for their recovery or for the freeing of their residence.

Intelligent monsters are as likely as anyone to possess treasure. As intelligent beings, they have organized uses for money, goods, and luxuries. Their defenses likely will be in part magical, and will be as systematically designed as the technical level of their culture allows. Intelligent monsters will cooperate at least as much as will intelligent adventurers.

Other Treasures

Strange and outre items might appear in a hoard, including enchanted artifacts, maps and documents, and arcanities such as poisons, healing herbs, pet monsters, etc.

These items should be devised and put into treasures by the gamemaster. The Other Treasures table suggests some guidelines for possible items, your imagination will arrive at many more.

Other Treasures Table

roll D100	item
01	unique magic item
02-10	any enchanted magical item
11-35	book/scroll about the use of a skill*
36-40	book/scroll about a sorcery spell*
41-45	book/scroll about a ritual spell*
46-55	map to important location
56-60	book/scroll on interesting lost knowledge
61-75	book/scroll containing interesting obscure knowledge
76-85	gem or item of jewelry worth 10 ×D100 pennies
86-90	herbal healing potion capable of healing 1D6 hit points of damage, 1D20 doses.
91-95	poison potion of 3D6 potency, 1D20 doses.
96-00	useless, valueless item which looks vastly important and valuable.

*These writings teach a particular skill, spell, or ritual up to a certain percentage of proficiency. To use such a writing, use the research rules. Roll 2D6 and multiply by 5 to determine the actual highest proficiency gainable ws how to obtain 45% proficiency in Enchanting, but the adventurer is already 53%, the scroll is useless to him.

Unique Magic Items

Some magical items cannot be duplicated with known magic. How the magic works, or how the item was created is unknown or is the result of known, one-of-a-kind events which cannot be duplicated.

The following effects are guidelines for developing uncommon magic items of your own. They spice up a campaign and give adventurers a quest-object.

Usually such items have specific limits and a POW of their own due to their potency (divine or spirit). To use them, adventurers must, with their own magic points, overcome the magic points of the item on the resistance table. Unless otherwise specified, the item employs its own magic points to accomplish the magic possible to it, and can do nothing when it is out of magic points.

Set up limitations for such items; tailor them to the situation and to the needs of the campaign.

Effect-Doubling: this effect, often part of an object holy to some cult or one with strong spirit connections, can double the effect of a particular spell or spell type. For instance, a cup holy to the Earth Mother might double the effect of a type of Healing magic if wine is drunk from it by the victim at the same time the spell is applied. The magic point cost, or POW sacrifice, is normal for the spell, but the effect is doubled.

Such an item may be good for only one use per day, because it uses its magic points in the process, or it may have some divine or spirit power to continually repeat its ability without spending its magic points.

Sensory Magic: allows magical detection of a particular substance, species, intent, or situation. There is usually no magic point cost for its user, and the matrix will act characteristically — glowing, for instance, when the object it senses approaches within a certain range, usually ten meters.

Though some are limited in duration, they must be consciously used to detect. Their POW usually limits such items to how many times they may be used per day, and how they may expend magic points to do their work.

Others work continuously, although they, too, may cease to function for the rest of any day in which they have detected as many objects of the type desired as they have points of POW.

Magic Point Enhancement: these items are usually of divine or of spirit origin and are used to reinforce the magic points of the user much as a fetch's magic points reinforce those of his shaman when the shaman is under magical or spirit attack.

The POW of the item is added to the magic points of the user in different ways. Usually the item will work only in one of several possible manners. It could reinforce the magic points of the user in (pick one) defensive or offensive spirit combat. It could reinforce the magic points of the user in (pick one) casting or defending against offensive magic. And it could boost the magic points of an offensive spell, so that an item with a 3 POW, for instance, would add its POW to the magic points in an offensive spell to help push the spell through defensive magic.
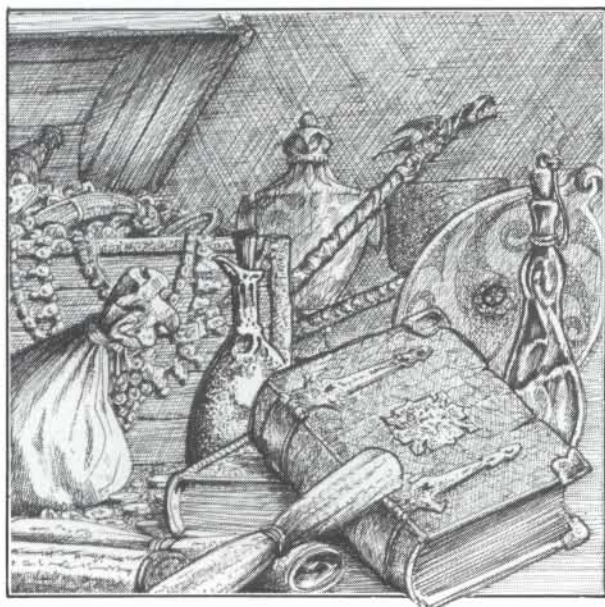
Spell-Effect Enhancement: such an item might seem to act as a normal spell, but has added effects for no increase in magic point cost.

For instance, an item may be used in casting Disrupt, but the resulting Disrupt does 1D10 damage (instead of 1D3) for the normal magic point cost. Similarly, a spell matrix for a divine spell might activate for only one sacrifice of POW, and from then on work for free.

Naturally such items will be immensely rare and enormously valuable.

Flawed Effects: these items may use one of the above effects or one of the powers normal to an enchanted object, but which have been subtly changed so that they operate abnormally.

For instance, the previously-mentioned Disrupt spell in a magical item might still do 1D10 damage instead of 1D3, but cost 4 magic points instead of 1.

In another approach, an item might work well, but exact an extra POW sacrifice before it works normally for the user. For instance, a sword which is holy to the Death god and which will cast Sever Spirit against the first foe it touches may also take a point of POW from its user for every foe so slain.

Specialized Magical Effects: these are usually normal enchantments on which a supernatural force has placed conditions. A weapon might do only part of its normal damage unless used against a particular creature or individual, for instance, or the cup of Healing instanced above might work only for devotees of the particular god and members of her pantheon.

Gems and Jewelry

Gem values are measured in carats. One carat equals 200 milligrams; five carats equals one gram. A small gem is about 1-20 carats (.2-4 grams). A medium gem is about 21-100 carats (4.2-20 grams). A large gem is over 101 carats (more than 20 grams).

Value per carat varies by the kind of stone, and by its clarity, cut, and source. Values shown are for cut stones. Uncut stones are worth only a tenth of cut stones.

Cut-Gem Values By Stone Type

type	pennies per carat	pennies per gram
diamond	10	50
ruby	8	40
emerald	7	35
sapphire	6	30
pearl	6	30
amethyst	2	25
opal	4	20
amber	4	20
jade	3	15
topaz	2	10
turquoise	1	5
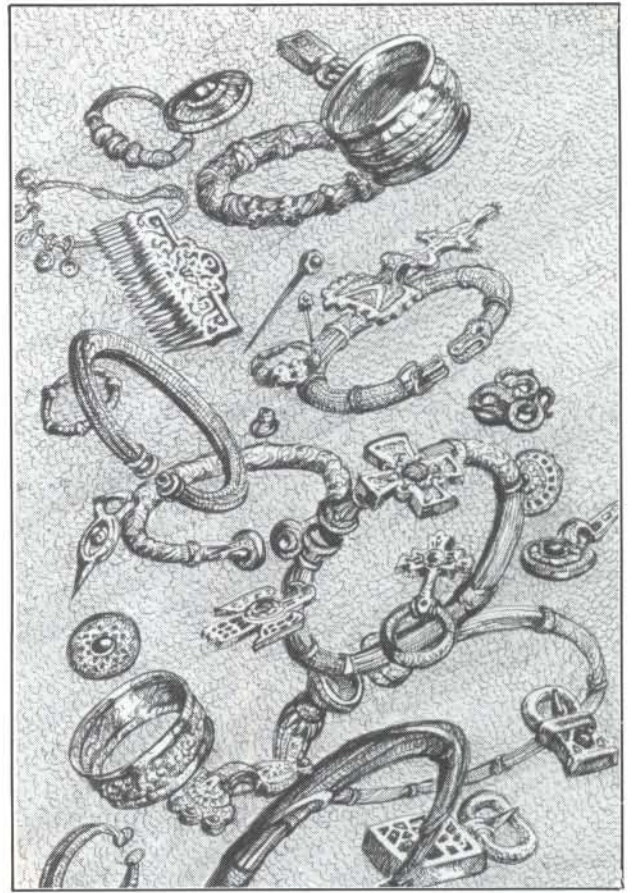
Jewelry

Gem settings affect value. These values stem from metal weight and the quality of the work which created the setting. In both setting qualities described below, the metal used is roughly of coinage purity; extra-pure precious metals lack strength and durability, and the best jewelers use alloys tailored for the structural requirements of brooches, rings, necklaces, cirques, and so forth.

Good quality indicates professional execution of average or perhaps out-of-fashion design.

Excellent quality requires intricate or elegant design, normally of currently-recognized fashion. More awesome pieces will be beyond the reach of fashion: a massive gold ring crafted into the shape of a dragon might only appreciate in value as it passes from hand to hand. The value of the finest jewelry is incalculable.

Setting Multipliers Table

metal	good setting	excellent setting
silver	1	2.5
gold	10	25

Multiply the value of the stone by the appropriate factor to find the average worth of the setting. Vary the price by the purpose of the setting — a necklace is significantly larger than an earring and should be more valuable.

Sample Jewelry

description	value in pennies
simple silver ring	9
sculpted silver ring	25
elaborately cast silver ring	60
silver ring with medium emerald	360
simple gold band	90
elaborate gold ring	225
gold ring with small ruby	475
gold ring with small ruby and 7 small diamonds	3600
two gold teardrop earrings	30
diamond earrings	120
narrow silver wrist bracelet	90
wide silver wrist bracelet	150
wide gold wrist bracelet	1500
heavy gold armband	3000
gold torque	1500
silver brooch	300
silver diadem	600
gold diadem, with 7 rubies	9000
gold crown, with 25 medium diamonds	13,500

Special Devices

Though anachronistic technical devices often appear in modern fantasy literature, be wary of them in your campaign. Avoid the player cry of "If lenses why not telescopes?" by reserving any such devices for your non-player-characters. If the campaign lacks all but the simplest machinery, it is easier to maintain fantasy orientation. The *RuneQuest* rules are not much concerned with technological progress, and cannot be of much help to you.

Most adventurers have no notion of technology; to them, arcane devices are simply magic items. Being so rare, today's mundane item can be of inestimable value in a campaign world. If you wish, a clever artificer might charge a high price for something from the following list: start the bidding at 5000p for a single device or a small amount of substance. Many more such entries exist.

range finder
water clock
telescoping staff (5m)
magnet
compass
variable scale w/ sliding weight
very small steam engine
arquebus
fireworks
signal mirrors with shutters for coding
unbreakable cipher
an accurate map of anything

invisible ink
two-way mirror
Greek fire
convex lens
periscope
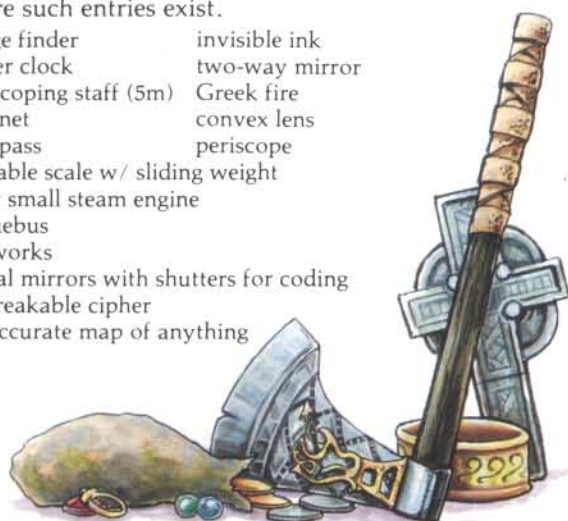
Danger Classes (Optional)

RuneQuest supplies a simple method to determine the plunder appropriate as a reward for the defeat of a particular creature. The procedure admittedly is artificial; gamemasters may properly wish to refuse even to associate loot with unintelligent monsters. Other gamemasters may find this system handy. Use the description in the Creatures book to choose likely lairs, habitats, and so on. Note that in this section the creatures have been arranged both by class and by alphabetical order.

Creatures are classed for average skills. If yours have superior abilities, then increase the class by one or two.

Procedure

RuneQuest creatures are divided into five danger classes; each general entry compares the creatures of that class to a range of human fighting skill.

Danger Class / Treasure Table

class	pennies possible	chance for other treasure
I	D10	01%
II	D100	05%
III	D100 ×10	10%
IV	100 + (D100 ×20)	15%
V	1000 + (D100 ×50)	20%

Determine the class of the creature in question. Then roll D100 to determine the number of pennies in the treasure. Make only one such roll for each type of creature, no matter how many are (or were) present.

Make a second D100 roll to determine if other treasure is present. This roll gives the percentage chance that something unusual will be found. If the roll is equal to or less than the percentage shown, refer to the Other Treasures table, on p. 17.

Nature of Treasure Rolled

While treasure value is shown in pennies, the coins actually present might be coins of higher value and fewer number. Often treasure consists of other things entirely.

A castle conquered by a dragon may have many pennies-worth of furnishings, ornaments, and useful articles, rather than bags of pennies stashed in odd corners. Bandits may have many pennies worth of trade goods like fabric, metal, and foodstuffs. Most of this material is less portable than coins, and presents problems in disposal.

Do not neglect the weaponry of intelligent creatures. Much of their loot has been spent for the equipment they use daily.

Creature Classification

Class I

Human standard: weak, unarmed person.
Creature comparison: weaker in combat than a typical human.

Class II

Human standard: Militia-quality fighter, or a commoner.
Creature comparison: in combat, equivalent to a typical armed human.

Class III

Human standard: Well-equipped fighter.
Creature comparison: superior in combat to a typical human fighter.

Class IV

Human standard: superhuman.
Creature comparison: generally superior in combat to any one human of any quality.

Class V

Human standard: none.
Creature comparison: so powerful they are undefeatable except by other creatures of similar class.

Creatures By Class

creature	class
Allosaur	IV
Ant, Giant	II
Baboon	I
Bandersnatch	III
Basilisk	III
Bear	III
Bear, Polar	III
Beetle, Giant	II
Behemoth	V
Brontosaur	IV
Broo	II
Cattle	III
Centaur	III
Chimpanzee	I
Chonchon	III
Crocodile (small)	II
Crocodile (medium)	III
Crocodile (large)	IV
Deer	I
Dog	I
Dragon	V
Duck	I
Dwarf	II
Elemental (gnome)	I-IV
Elemental (salamander)	I-IV
Elemental (shade)	I-IV
Elemental (sylph)	I-IV
Elemental (undine)	I-IV
Elephant	IV
Elf	II
Fachan	IV
Ghost	III
Ghoul	III
Giant	III-V
Gorgon	IV
Gorilla	III
Grampus	III
Griffin	III
Halfling	I
Harpy	I
Hawk	I
Headhanger	IV
Hellion	III
Horse	II
Human	II-IV
Insect Swarm	II
Jabberwock	IV
Lamia	III
Lion	III
Lizard, Rock	II
Manticore	III
Minotaur	III
Mummy	IV
Nymph (dryad)	IV
Nymph (hag)	IV
Nymph (naiad)	IV
Nymph (oread)	IV
Octopus	III
Ogre	III
Orc	II
Panther	II
Plesiosaur	III
Python	III
Satyr	III
Sea Serpent	IV
Shark (medium)	III
Shark (large)	V
Skeleton	I-III
Spirit (disease)	III
Spirit (healing)	I
Spirit (intellect)	I
Spirit (magic)	II
Spirit (passion)	III
Spirit (power)	I
Spirit (spell)	I
Stoorworm	IV
Tiger	III
Toad, cliff	I-IV
Troll, cave	III
Troll, dark	II
Unicorn	III
Vampire	IV
Werewolf	III
Whale (sperm)	V
Whale (killer)	V
Whale (dolphin)	II
Wolf	I
Wraith	III
Wyrm	IV
Wyvern	IV
Zombie	II

SIZ Equivalency Table

Use this table to equate an actual or estimated weight (in either kilograms or pounds) to its game SIZ. This can be used when superhuman feats are called for — lifting the leg of a dead giant to free a trapped friend, loading a Roc's egg into a wagon, or any other adventure event which calls for resistance rolls of STR against SIZ.

SIZ	kg	lbs	SIZ	kg	lbs
1	to 5	to 12	57	3490-3809	7680-8379
2	6-11	13-25	58	3810-4149	8380-9129
3	12-17	26-37	59	4150-4529	9130-9969
4	18-23	38-51	60	4530-4939	9970-10899
5	24-35	52-77	61	4940-5379	10900-11799
6	36-41	78-90	62	5380-5869	11800-12899
7	42-49	91-108	63	5870-6399	12900-13099
8	50-54	109-120	64	6400-6979	14100-15399
9	55-58	121-129	65	6980-7609	15400-16699
10	59-64	130-142	66	7610-8299	16700-18299
11	65-70	143-155	67	8300-9049	18300-19899
12	71-76	156-168	68	9050-9869	19900-21699
13	77-83	169-184	69	9870-10799	21700-23799
14	84-91	185-201	70	10800-11699	23800-25699
15	92-99	202-219	71	11700-12799	25700-28199
16	100-108	220-239	72	12800-13999	28200-30799
17	109-118	240-261	73	14000-15199	30800-33399
18	119-129	262-287	74	15200-16599	33400-36499
19	130-140	288-309	75	16600-18099	36500-39799
20	141-153	310-338	76	18100-19699	39800-43299
21	154-167	339-369	77	19700-21499	43300-47299
22	168-182	370-402	78	21500-23499	47300-51699
23	183-199	403-439	79	23500-25599	51700-56299
24	200-217	440-479	80	25600-27899	56300-61399
25	218-237	480-523	81	27900-30399	61400-66899
26	238-258	524-569	82	30400-33199	66900-72999
27	259-282	570-622	83	33200-36199	73000-79599
28	283-307	623-677	84	36200-39499	79600-86899
29	308-335	678-739	85	39500-43099	86900-94799
30	336-366	740-806	86	43100-46999	94800-102999
31	367-399	807-879	87	47000-51199	103000-112999
32	400-435	880-959	88	51200-55799	113000-122999
33	436-475	960-1049	89	55800-60899	123000-133999
34	476-518	1050-1139	90	60900-66399	67-72 tons
35	519-565	1140-1249	91	66400-72399	73-79 tons
36	566-616	1250-1359	92	72400-78999	80-86 tons
37	617-672	1360-1479	93	79000-86099	87-94 tons
38	673-733	1480-1659	94	86-93 tons	95-102 tons
39	734-799	1660-1759	95	94-95 tons	103-105 tons
40	800-871	1760-1919	96	96-97 tons	106-107 tons
41	872-950	1920-2089	97	98-99 tons	108-109 tons
42	951-1039	2090-2289	98	100-101 tons	110-111 tons
43	1040-1129	2290-2489	99	102-103 tons	112-113 tons
44	1130-1229	2490-2709	100	104-105 tons	114-115 tons
45	1230-1349	2710-2969			
46	1350-1469	2970-3229			
47	1470-1599	3230-3519			
48	1600-1739	3520-3829			
49	1740-1899	3830-4179			
50	1900-2069	4180-4549			
51	2070-2259	4550-4969			
52	2260-2469	4970-5429			
53	2470-2689	5430-5919			
54	2690-2929	5920-6449			
55	2930-3199	6450-7039			
56	3200-3489	7040-7679			

Etc. — increase size by 1 metric ton each SIZ point thereafter

Civilization

As social creatures, humans collect into groups which naturally tend to increase in size and complexity. If they can, groups increase toward the limits of their food supply; when food production improves, population increases. If food is imported, eventually additional hungry mouths will appear to consume any surplus.

Certain other patterns in human society, such as distribution and pricing, also occur. This chapter explores those patterns and their consequences for adventurers. Such idealized patterns have been included as elements to be used whenever the gamemaster needs something which feels right for his campaign, or whenever players need to learn the resources of a place. So far as the patterns actually occur in this world, they occur only where geography, soil, climate, plants, and population come together perfectly — rare places such as the Nile delta and the state of Iowa.

The distances between cities, towns, and villages given below are drawn from what is known as central place theory — a scheme presenting a hierarchy of settlement derived from a day's travel. A few general rules can be deduced.

First, most people live in the countryside: urban population makes up 5-10% of the total population of the land in pre-industrial times. A large city of 10,000 souls therefore must be supported by some 90,000 more, working the soil or sea all about. A city requires a lot of support.

Secondly, large cities are surrounded by smaller cities. Every large grouping has smaller settlements surrounding it. In an ideal urban central-place situation, a city is the center of a web of other, smaller cities, towns, and villages roughly equidistant from their neighboring peers.

Finally, growth occurs when five settlements of equal size generate enough surplus to increase the size of the central one, raising it to the next largest grouping. For instance, a region with seven small cities will probably have at least one medium city as well. If you map or plan using this scheme, compensate for fractions by making one or more cities slightly larger, or by ignoring the anomalous fractions altogether.

Group Sizes

Whenever possible, humans enjoy gathering into semi-fixed camps or permanent settlements. Such groupings provide important benefits like food-sharing and mutual defense, and allow specialized occupations. Settlements in *RuneQuest* are of several standard sizes, presented here in ascending order of population. Game functions are emphasized in the comments. The price lists referred to in the text will be found later in this chapter. Usually stated population sizes overlap from one type of grouping to the next largest or to the next smallest.

Travel distances and times are always given in terms of land travel.

The Hearth

The smallest organic social unit, a hearth is defined as a single (perhaps extended) family of some ten people including children. In a literal sense, a hearth can be a small cooking fire on bare ground; here it indicates an intimate, small-scale sharing of shelter and resources.

The Village

Several hearths may neighbor. When they do, they form villages. Villages are the most common settlements in densely-populated agricultural lands, and may be the largest existing settlements in wilderness lands. Villages usually have at least one shrine, a carpenter, a thatcher, and a simple tool smith. Peddlers visit once a week or so. Residents average 50-350 in number. When adventurers shop in a village, use the Wilderness or the Rural price list, at your discretion.

In agricultural lands, villages stand about 1.6km (1 mile) apart. Plowed land around a typical village extends out for about 0.4km, with an interval of pasturage, waste, and woodlots of another 0.8km before the next tilled ground is encountered. In the superb ricelands of Manchu/later China, there might be little but paddies and dwellings, with some villages at closer intervals.

Most villages include a resident priest, priestess, or shaman who looks after the shrine. The shrine usually is dedicated to the local agriculture deity, or perhaps to the state religion.

The village is the largest grouping normal to primitive peoples, and the largest one normally functional to nomads.

The Town

A town is a substantial settlement, with a population of 300-1000 permanent residents. Each town has a smith, a priest or two, and a weekly market where the local peddlers get together to sell to customers and to buy from merchants from distant towns and cities. Town markets use the Rural price list. Towns are, on the average, about 8km (5 miles) apart and usually unwalled; if built of stone or other non-combustible material, the houses may be clumped wall-to-wall on a hill for defense, as in Asia Minor, Italy, etc.

Towns commonly cluster about the residence of the local landlord. In European terms he is a knight or a similar low noble. A town and the surrounding villages must produce enough extra food to support that noble's family and following.

A town includes several small shrines — one to the agriculture deity, one to the state religion, one to the lord's favorite god or goddess. Alternatively, a town may have a minor temple to one of those gods, or to a local godling. In barbarian lands there may be a resident shaman in addition to priests.

The Small City

A small city contains 500-3000 residents. By definition, a city has a permanent marketplace where its wares can be purchased daily. Use the Small City price list.

Cities always have at least one armorer, several smiths, and many permanent retail shops which sell goods collected from surrounding districts and goods brought from the nearest large city. A small city typically manufactures most simple wares.

This is the largest size that an average city reaches before it must bring in food from beyond the immediate region. Small cities average 48km (30 miles) from the nearest grouping of equal or larger size.

Holy places in a small city usually include a small temple and several shrines to local spirits, etc. There may be a single medium temple instead.

A sorcerer likely will be here.

Each year nomad families, clans, and tribes may meet for a few weeks or a month in encampments which have the population of a small city, or perhaps even the population of a medium city. How long the encampment lasts depends on the ritual or social purpose, and the immediate food and fodder supplies.

The Medium City

A medium city has 2000-8000 residents. This urban center has an excess population, requiring that food be imported from a distance. Its central market is always in business and includes permanent facilities for wholesaling, storage, and transshipment of goods. Weapons and armor, fine clothing, ships (if on a coast), etc., are manufactured here. Use the Large City price list.

Medium cities are usually about 80km (50 miles) apart, a very long day's march.

Most medium cities have at least one major temple (often two) and a number of shrines. Usually there will be no shamans, though they may reside in the nearby countryside. Almost certainly several adept sorcerers will be present.
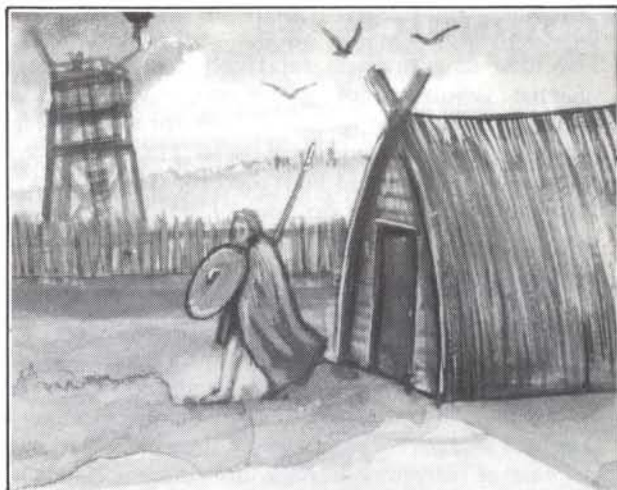
The Large City

A city of 6000-25,000 permanent residents is very large for pre-industrial times. The largest provincial capitals in the Roman Empire were this size, definitely larger than most cities of feudal Europe. A large city is typically the center of a small kingdom or the capital of an imperial province. A large city is the largest grouping that a barbarian culture can build.

A large city is a major importing center. It is also a major manufacturing center of luxuries such as good musical instruments, brocaded and lacy finery, and works of art. Use the Large City price list.

A large city averages a week's travel from the nearest neighboring city of comparable size, about 320km (200 miles).

Great temples are often found in large cities, usually to the major god of the region. There may be other great temples to other deities in the local pantheon. Minor temples to lesser deities of the pantheon are present, as are temples for foreign gods worshiped by immigrants or visitors, and as are many small shrines devoted to obscure spirits and godlets.

Large cities are the natural home of sorcerers, containing several or many adepts and perhaps a magus as well.

The Metropolis

A metropolis is the largest city grouping in *RuneQuest* numbering above 25,000 or so up perhaps to one million. A metropolis requires good transport (usually water) and a strong central administration to acquire and distribute food to the residents. Here importers sell their wares. Use the Large City price list for the several or many marketplaces.

A city with 50,000 residents is extraordinary, but history has recorded many which are larger, even in ancient times, including imperial Rome (possibly 1,000,000 at its height) and Byzantium.

A metropolis usually has a great temple dedicated to its state religion or deity and others of the same pantheon. Several other great temples to the same deities may be within its walls. It has the same mixture of other cults, religions, and approaches to magic as a large city.

Sorcerers always will be found in a metropolis, probably organized into one or more guilds or colleges.

Economics

The idea of money is relatively new to human societies. Before money, barter was universal: goods for goods, goods for work, or work for work. Every people developed standards of barter. Historically, for instance, one pig could be traded for five bushels of barley, or for one set of clothing, or for five bars of salt — a set of relationships nominally true across the globe. When economies became more complex, traders naturally converted such organic standards into cash values. Thus that pig also became worth 50 pennies.

RuneQuest uses the penny (p) as its universal standard of value. A penny is equivalent in value to one day's food for an ordinary human in a city, or for a family of two parents and two children in the country. For ease of transport and account, most societies invent a succession of high-value coins as well: pounds, or talents, or nobles, or bezants, or pieces of eight, etc., but *RuneQuest* gives all costs in pennies. The purchasing power of one penny represents the minimum daily amount on which an adventurer can survive in society. He cannot get by on less: less food, shelter,

and clothing results in exposure and malnutrition. One penny also represents the minimum daily wage paid to city laborers.

Workers rarely actually receive coins, though. They may get the equivalent in food and shelter from their bosses, for instance, or receive the use of a specific plot of land which normally yields an amount per year equivalent to one penny daily. Perhaps, if the land prospers and their lord is kindly, they will receive more. But most people in the ancient historical world or in any fantasy world never will have seen money.

Standards of Living

The necessities, comforts, and luxuries enjoyed by or aspired to by a person represent his standard of living. In a narrower sense, standard of living can refer to what is available to maintain or to increase the social status of the individual or family (actual cash or goods usable for any purpose is disposable income).

The figures on the preceding page will vary by at least half, depending on the individual — the variance marks the individual as being higher or lower in his class.

Standards of Living Table

360 Pennies Yearly

(1 per day, 7 per week, 30 per month)

Status: menials, prisoners, slaves, drafted common soldiers, beggars, recluses, etc., and their children.

Food: turnips & sauerkraut, or beet soup, or potatoes & onions, or carrots and acorns, or a cereal (choose one of the series). Little or no meat among unlanded peasants and day-laborers. Drink is buttermilk or water.

Housing: perhaps none; maybe a tiny room or hut for a family; no furniture.

Clothing: sackcloth, homespun, rude leathers, nudity. Primitives, nomads, and barbarians will have usable winter clothes if appropriate.

1440 Pennies Yearly

(4 per day, 28 per week, 120 per month)

Status: most landed peasants, minor crafter, civilized soldiers of rank corresponding to sergeant or lieutenant, servants to those of moderate wealth, peddlers, captains of large boats and small ships, minor priests, most shamans, assistant sorcerers, etc.

Food: as per previous income tier, plus gruel, barley bread, cheese, and eggs. Meat or fish at least 1-2 times weekly. Beer, ale, and porter available. Nomads may regularly eat meat; their drink may be koumiss.

Housing: single dwelling per hearth protects animals, too. Furniture includes a chest or two, bench and tables, lamps. Nomads may have a wagon, and up to 6 riding animals.

Clothing: shoes, 1 new suit of clothes a year; winter clothes will be warm and protective.

6000 Pennies Yearly

(16 per day, 112 per week, 480 per month)

Status: master crafters, servants who command other servants or who have other independent responsibilities, professionals, merchants, traders, knights, thanes, other minor nobility, outstanding warriors, well-to-do priests, powerful shamans, sorcerers, etc.

Food: as per previous income tier, plus meat or fish with most meals. Meat and table wines.

Housing: hall or greathouse. A good bed, several tables and benches, stools, possibly chairs, perhaps one or more decorated walls or a small fountain, or other display items. Nomads may have a large tent, good blankets, fine furs, metal goods.)

Clothing: high-quality linens and cottons, occasional luxury such as imported dyes, fur trim, or jewelry. Styles are important to such folk, the first tier for which this is true.

Other: status includes one servant and two mounts, or three servants.

24,000 Pennies Yearly

(64 per day, 688 per week, 2000 per month)

Status: counts, earls, ealdormen, sheikhs, secretaries and factotums to nobility, important priests, shamans with direct connections to rulers and other powerful personalities, locally-important sorcerers.

Food: as per previous income tier, plus plentiful beef or other herbivores, fowl, shellfish, etc. Homemade pastries and breads. Good wines. Occasionally imported fruits and fine wines.

Housing: multi-roomed dwellings housing the noble family and servants, guards, etc. Furnishings now include thrones, chairs, valuable artworks, tapestries, panelling, and fine rugs.

Clothing: imported silks and satins, and decorative trims including gold and silver threads. Such folk

This description assumes that everyone spends everything they earn. Frugal folk will save, of course; they'll show a low standard of living for their class. Misers are beyond the scope of this summary.

Remember that standard of living does not represent coins per se, but an equivalent purchasing power. A barbarian farmer, for instance, exists on the equivalent of 1440 pennies per year, but he may never handle a penny, even when trading for metal goods.

Another way to view these summaries is to imagine coming into the city with a bag full of money and plunder. The stats tell you exactly what it costs to "live like a king" (it costs 4000p per day).

Remember that these are standards. There will always be exceptions. The range is offered as a guideline, and gamemasters are urged to tailor it to their needs.

When developing these standards, we assumed that seven days always equal a week; 30 days always equal a month; 360 days always equal a year.

The incomes in the Standards of Living table represent total income amounts roughly four times the amount of the previous income in the table.

Note that social status often does not hinge on comparatively equal incomes: a nomad ruler might be accorded even more deference and power than his civilized counterpart, yet have nowhere near the same income in cash and property.

frequently set (or always quickly follow) the latest fashion. Gold jewelry with gemstones.

Other: Includes several to many servants and mounts, other staff, wagons, guards, etc.

90,000 Pennies Yearly

250 per day, 1750 per week, 7500 per month)

Status: dukes, high priests, magi, great shamans (perhaps one or two of these last would exist during any one century).

Food: as per last income tier, plus luxury items such as birdnest soup, stuffed peacock, candied fruits, and rare beasts. Drinks include the finest wines. Large banquets and parties may be given.

Housing: several large dwellings including a country mansion or castle, a stronghold, and a townhouse or small palace.

Clothing: trend-setting, exquisitely-made garments of the rarest materials, fine jewelry and other accoutrements.

Other: many servants, guards, secretaries, and mounts; much land.

365,000 Pennies Yearly

(1000 per day, 7000 per week, 30,000 per month)

Status: archdukes, princes, archpriests.

Food: as per previous income tier, plus rare or outre luxury items such as hummingbird tongues, enormous and complex meat pastries, elaborately-prepared platters, strange fruits, and rare beasts. Drinks include brandies and rare wines.

Housing: palaces.

Clothing: beyond style, one-of-a-kind items, accenting large and beautiful precious gems.

Other: many servants, mounts, concubines, staff-members, accountants, secretaries, etc. Many guards and personal soldiers.

1,440,000 Pennies Yearly

(4000 per day, 28,000 per week, 120,000 per month)

Status: king, queen, pontiff.

Food: as per previous income tier, only more elaborate, larger, and more bizarre presentations. Throws enormous parties; may invite the whole kingdom.

Housing: large palaces.

Clothing: as per previous income tier, but designs which accent the wearer's ritual or political functions. Likely has the largest diamond, ruby, amethyst, emerald, sapphire, pearl (choose one) known to exist. Several exquisite crowns, scepters, keys, etc.

Other: includes hundreds of servants, riding animals, mounts, estates, herds, castles, and trade/tariff monopolies, armies, navies, etc.

5,760,000 Pennies Yearly

(16,000 per day, 112,000 per week, 480,000 per month)

Status: emperor, empress, sovereign, king of kings.

Food: as per previous income tiers, only better. State dinners are events talked about for months and years.

Housing: palace complexes the size of medium cities.

Clothing: wearable works of art, so costly and so marvellous that even the sophisticated are blinded by wonder and astonishment. Certain styles or garments may be reserved solely for the emperor's use. He never wears anything twice, except his crowns.

Other: includes thousands of servants, mounts, guards, messengers, and so forth; in theory everyone and everything belongs to the emperor, etc.

Life Price

Life price is the value of a person's life as measured in goods or money. It is used in primitive, nomadic, and barbarian lands as a part of the legal system.

Life price is used to determine ransom, the price paid to have a captive returned alive, and weregeld, the price paid by murderers to atone for their crime.

Ransoms and weregelds are traditional amounts, varying from place to place. In general, the life price of an individual equal his annual income ×7.

Ransoms for kinsmen generally are assured by the family. Wandering adventurers should stash a hoard with some trustworthy friend instead.

Murderers can buy their way out of their punishment by paying weregeld. Those with close or important family ties can get the costs assumed by their many kinsmen. Payment of weregeld officially concludes a feud and any bad blood between the killers and the victim's relatives, though an aggrieved family may refuse weregeld, preferring vengeance instead.

Strangers may not be offered the privilege either of weregeld or of ransom.

Standard Weregelds Table

yearly income in pennies	weregeld in pennies	weregeld in cattle
360	2,520	10
1440	10,000	40
6000	40,000	160
24,000	160,000	640
90,000	640,000	2,560
365,000	2,560,000	none
1,440,000	10,240,000	none

Prices

This section contains prices for a variety of items in four different markets; they indicate the nominal cost of a new item if it is available. This amount is called the buying price.

When an adventurer sells an item in good condition, he gets approximately half the amount which he originally paid — or would have paid if he bought the item in the sort of market where he is selling it. This is called the selling price.

The lists include set buying prices for items which are always available.

If an item is not always available, a note accompanies the entry for that item, stating the percentage chance that the item is available in this size of market. The entered price is the normal price of the object, if it is available. Unavailable items generally are pieces of metal armor.

Items not listed for a market are unavailable from any trader in that market.

Calculating the Cost of an Item

An item is least expensive at its place of manufacture. An item transported to another level of market for resale multiplies in value by a factor of 2.5 each time it is moved to a different level (i.e., rural, the wilds, etc.) of market.

Thus, so far as pricing is concerned, levels or kinds of markets are considered to be arranged in a linear series: the wilds, rural, small city, large city. While it is possible for individuals to take an item directly from one end of the series to the other, it is the normal nature of trade to plod methodically through each of the intervening levels, spreading the profits as the handling multiplies, and vastly increasing the price. Obviously, canny traders may be willing to bypass markets (and accept the risks of travel) in order to concentrate more of the profits in their hands.

Suppose a small-city-made suit of medium ringmail armor costs 1100p. Transported to a rural market, the armor will cost 2750p; transported one step further to a wilds seller, it will cost 6875p (or 138 sheep, or almost three horses), if a buyer can be found with that much free cash or so many chattels. The armor will not much change in price if transported to another small-city market; there it will face direct competition which holds down the price. If taken to a large city, competition again will hold down the price.

The reverse occurs when large cities import food. There 1p will buy a meal for one person, while anyplace else it will feed a family for a day.

Oddities in this scheme will occur. A large town, near an iron source, might manufacture quantities of armor. The price of armor in any city within a week's walk all about would have the lower price.

For another example, in a broad land dotted by small city-states there likely will be available every item from the large city price list even though no large city exists in the region: one place will be famous for its lace, another for its armor, a third for marvelous goldwork, and so on.

The Markets

All prices are in pennies. (m) indicates metal item. * indicates limited availability. na indicates not available.

Tools for All Markets

type	cost	type	cost
awl	2	lantern*	35
axe, wood	35	lamp oil* (liter)	4
2-hour candle	1	scythe	10
hammer	5	sickle	15
hatchet	15	spade	20
hoe	5	1-hour torch	1
knife	5		

*available only in towns and cities.

Weapons

(m) — indicates metal weapon

type	wilds	rural	small city	large city
ball & chain (m)	1500*	600*	250	250
battleaxe (m)	600*	240*	100	100
bolas	50	50	50	50
boomerang, hunt	20	20	20	20
boomerang, war	30	30	30	30
bow, composite	250	250	250	350
bow, long	350	350	350	350
bow, self	150	150	150	150
broadsword (m)	900*	350*	150	150
club, wood	4	4	4	4
dagger (m)	200*	80	33	33
flail, mil. (m)	1440*	576*	240	240
flail, 3-chain (m)	1440*	576	240	240
gladius (m)	600*	240	100	100
great hammer (m)	3700*	1500*	600*	250
greatsword (m)	5000*	1920*	768*	320
halberd (m)	1500*	600*	250	250
hatchet, stone	25	25	na	na
hatchet (m)	150*	60	25	25
javelin	100	100	100	100
knife	10	10	10	10
lance (m)	900*	360	150	150
mace, heavy	220	220	220	220
mace, light	100	100	100	100
pike (m)	390*	156	65	65
pilum (m)	750*	300	125	125
poleaxe (m)	900*	360*	150	150
quarterstaff	1	1	2	5
sling	10	10	10	30
sling, staff	10	10	10	80
spear, 1H short	20	20	20	20
spear, 2H long	30	30	30	30
sword, bastard (m)	1380*	800*	230	230
warhammer (m)	900*	360	150	150
war maul (m)	900	360	150	150

*25% availability in the wilds; 50% in rural.

Warning to Gamemasters

The gamemaster must maintain firm control of the players when adventurers buy and sell items. Some enterprising players will try to manipulate this system to their adventurer's advantage. These prices are based on the assumption that high-priced goods are fairly rare; that there are significant dangers in transporting goods to and from markets; and that there exists a suitable demand at a market to take advantage of the merchant's services. Carrying a wagonload of medium plate armor from the large city (buying price of 6750p) to the small city (selling price of 8435p) does not assure quick sales. Few if any of the small city residents will even have 8000 spare pennies. With so much armor available, the market will be flooded and the selling price will probably drop or the merchant will move on to another market.

Shields

type	the wilds	rural	small city	large city
buckler (m)	na	288	120	120
heater (m)	360*	144	60	60
hoplite (m)	900*	360	150	150
kite (m)	720*	288	120	120
target	120	120	60	60
target (m)	na	375	150	150
viking round	720	288	120	120

*50% chance of availability.

Leather Armor in All Markets (complete suit)

type	small	medium	large	X-large
cuirbouilli	180	225	270	315
soft leather	60	70	80	100
stiff leather	80	100	120	140

Saddles

type	price	chance to find in market: the wilds/rural/S. city/L. city
knight's saddle	2500	na/05%/50%/100%
light saddle	200	na/25%/100%/100%
nomad's saddle	1000	15%/15%/05%/na

Metal Armor Costs (complete suit)

The wilds: metal armor unavailable.

Rural: metal armor unavailable.

Small City Armor Prices

type	small	medium	large	X-large
bezainted	420	525	630	735
brigandine*	8750	11,000	13,250	15,500
chainmail*	9600	12,000	14,400	16,800
lamellar	2900	3600	4300	5000
plate*	13,500	16,875	20,250	23,625
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

Large City Armor Prices

type	small	medium	large	X-large
bezainted	420	525	630	735
brigandine	3500	4400	5300	6200
chainmail	3840	4800	5760	6720
lamellar	2900	3600	4300	5000
plate	5400	6750	8100	9450
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

*25% chance to find this metal armor.

Armor Cost by Piece and Size Table

Adventurers commonly wish to armor themselves to personal taste. The following list allows mixing and matching. All of these costs are place-of-origin prices.

Armor Type / Material	Cost by Size (Small/Medium/Large/X-Large)
Greaves (pair)	
Leather	24/28/32/36
Hard Leather	32/40/48/56
Cuirboilli	72/90/108/126
Bezainted	168/210/252/294
Scale	768/960/1152/1344
Ringmail	352/440/528/612
Lamellar	1160/1440/1720/2000
Chainmail	1536/1920/2304/2688
Brigantine	1400/1760/2120/2480
Plate	2160/2700/3240/3780
Pants/Trews	
Leather	30/35/40/45
Hard Leather	40/50/60/70
Bezainted	210/262/315/368
Ringmail	440/550/660/770
Scale	960/1200/1440/1680
Chainmail	1920/2400/2880/3360
Brigantine	1750/2200/2650/3100
Skirt	
Leather	6/7/8/9
Hard Leather	8/10/12/14
Cuirboilli	18/23/27/32
Bezainted	42/52/63/73
Ringmail	88/110/132/154
Scale	192/240/288/336
Lamellar	290/360/430/500
Chainmail	384/480/576/672
Brigantine	350/440/530/620
Plate	540/675/810/945
Hauberk	
Leather	18/21/24/27
Hard Leather	24/67/81/94
Bezainted	126/157/189/220
Ringmail	264/330/396/462
Scale	576/720/864/1008
Lamellar	870/1080/1290/1500
Chainmail	1152/1440/1728/2016
Brigantine	1050/1320/1590/1860

Armor Type / Material	Cost by Size (Small/Medium/Large/X-Large)
Byrnie	
Leather	12/14/16/18
Bezainted	84/105/126/147
Ringmail	176/220/264/308
Chainmail	768/960/1152/1344
Cuirass	
Hard Leather	16/20/24/28
Cuirboilli	36/45/54/63
Scale	384/480/576/672
Lamellar	580/720/860/1000
Brigantine	700/880/1060/1240
Plate	1080/1350/1620/1890
Sleeves (pair)	
Leather	12/14/16/18
Bezainted	84/105/126/147
Ringmail	176/220/264/308
Chainmail	768/960/1152/1344
Vambraces & Rerebraces (pair)	
Hard Leather	16/20/24/28
Cuirboilli	36/45/54/63
Scale	384/480/576/672
Lamellar	580/720/860/1000
Brigantine	700/880/1060/1240
Plate	1080/1350/1620/1890
Coifs/Hoods	
Leather	6/7/8/9
Bezainted	42/52/63/73
Ringmail	88/110/132/154
Chainmail	384/480/576/672
Helms	
Hard Leather	8/10/12/14
Cuirboilli	18/22/27/31
Scale	192/240/288/336
Lamellar	290/360/430/500
Plate	540/675/810/945

Food

type	the wilds	rural	small city	large city
human per day				
poor	0.25	0.25	0.25	0.6
common	0.5	0.5	0.5	1.25
superior	1	1	1	2.5
noble	na	na	2	5
human preserved rations, per week				
common	7	7	7	17.5
superior	na	na	15	37.5
for horses:				
fodder, daily	0.75	0.75	0.75	2
fodder, weekly	5	5	5	13
grain, daily	1.5	1.5	1.5	3.75
grain, weekly	10	10	10	25

Clothing

The wilds: 10% chance to find pre-made cloth garments.
Rural: 25% chace to find pre-made cloth garments.

type	the wilds/rural/small city	large city
cheap shirt or shifts	8	8
cheap outer wear	20	20
common shirt or shifts	10	10
common outer wear	45	45
common winter clothes	65	65
superior shirt or shifts	45	45
superior outer wear	100	100
superior winter clothes	175	175
noble shirt or shifts	na	150
noble outer wear	na	400
noble winter clothes	na	1200

Animals (domestic food/draft)

animal	the wilds rural small city	large city
bull	1000	2500
calf	50	125
cow	200	500
fowl	1	3
goat	50	125
ox	300	700
pig	50	125
sheep	50	125

Animals (other domestic)

animal	the wilds/ rural	small city	large city
burro	500	500	1250
cat, common	5	0.5	free
dog, common	0.25	0.25	0.25
dog, hunting	5	20	20
dog, hunting breed	na	100	100
horse, average	2400	2400	6000
horse, racing	na	10,000 +	15,000 +
pony	750	750	1875

Animals (wild, living)

animal	the wilds	rural	small/large city
small (rabbit, bird)	5	5	12
medium (dog, goat)	25	25	63
large (bear, lion)	100	250	625*
huge (elephant)	500	1500	3750*

*25% chance of availability

Vehicles

type	the wilds	rural	small city	large city
2-wheeled cart	na	45	45	45
2-wheeled wagon	na	175	175	175
freight wagon	na	na	500	500
war chariot (plain)	na	na	860	1200
sedan chair	na	na	na	200
palanquin	na	na	na	2000

Human Slaves (where legal and common)

kind	the wilds/rural	small/large city
human, male	2400	2400
human, female	1800	1800
human, child	800	800
skilled adult	na	3500
educated adult	na	5000

Adventurer's Gear

Standard Traveler's Pack: 50p

Waterskin (4 liters), 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket. The whole pack weight 14 ENC.

Chain: 120p

A standard 10m-long iron chain, which is capable of supporting a SIZ 60 weight. The chain weighs 14 ENC.

Strong Rope: 45p

A standard 30m fiber rope, which is capable of supporting a SIZ 30 weight. The rope weighs 6 ENC.

Additional Prices of Goods and Services

The following miscellaneous sections will aid construction of background for *RuneQuest* campaigns. The sections explain the costs for various goods (gems and jewelry, boats and ships, houses, castles, forts and bridges) and for a variety of services (hired soldiering, spell casting, major construction, ship repair). The prices are given to provide a foundation for your imagination. Please adjust them to the specifics of your world.

Hiring Non-Player-Characters

Many times adventurers will desire to hire servants or aides. A healer non-player-character in the employ of the adventuring party is a major aid in battle.

Spell Casters

Players will often have spells cast upon them by others. Standard costs for this are based on availability, the time required to do the spell, and the time required to replace the spell.

Spirit Magic: Shamans work spells for their followers at the following prices, and charge strangers that cost ×10. In such cases the matter is not treated as a purchased service, but as a gift in return for a favor done. If the caster already has the spell in mind, the rate is 1p per point of spell. If the caster must Discorporate and search for the spell, the cost is 30p plus the following:

Shaman Per-Point-Of-Spell Charge (in pennies)

magic point	cost*	magic point	cost*
1	1	5	16
2	2	6	32
3	4	7	64
4	8	And so on	

cost applies only to spells not in the caster's mind.

Divine Magic: Priests and priestesses will normally cast their spells on their initiates, and in return expect to receive a sacrifice equal to 30p per point of divine magic cast. A non-initiate may have a spell cast on him by a priest or priestess of a friendly cult. The cost is a gift to the temple equal to 100p per point of spell. Priests and priestesses do not cast spells for initiates of neutral or for enemy deities. Any one-use spells cast cost ten times the rates above.

Sorcery: The flexible spells of a sorcerer are the most likely to be bought without problem. They cost in pennies the points of magic squared, up to 18 points. Since few sorcerers have INT greater than 18, prices increase steeply thereafter and require the use of special enchanted items. Rare or exotic spells, perhaps known to one or only a few people in an area, cost their normal value ×3. If extra duration is required, find the magic point cost in the sorcery Duration/Cost table and charge the equivalent amount from the table below.

Retail Sorcery Spells Cost Table

magic points	cost in pennies	magic points	cost in pennies
1	1	16	256
2	4	17	289
3	9	18	324
4	16	19	686
5	25	20	800
6	36	21	927
7	49	22	1065
8	64	23	1217
9	81	24	1383
10	100	25	1563
11	121	26	1758
12	144	27	1969
13	169	28	2196
14	196	29	2439
15	225	30	2700

Enchantments: When any caster enchants an item for someone else, the minimum cost is 1500p per point of POW expended.

Summoning: summoning costs are dual. There is a set cost, in pennies, of the square of the magic points expended. Secondly, the type of spirit determines an additional multiplier applied to the previous total. The multipliers are arranged by the dangerousness of the summoned entity.

Summoning Multipliers Table

multiplier	summoned entity
1	healing, spell, intellect
3	magic, passion, disease
10	ghost, wraith, elemental
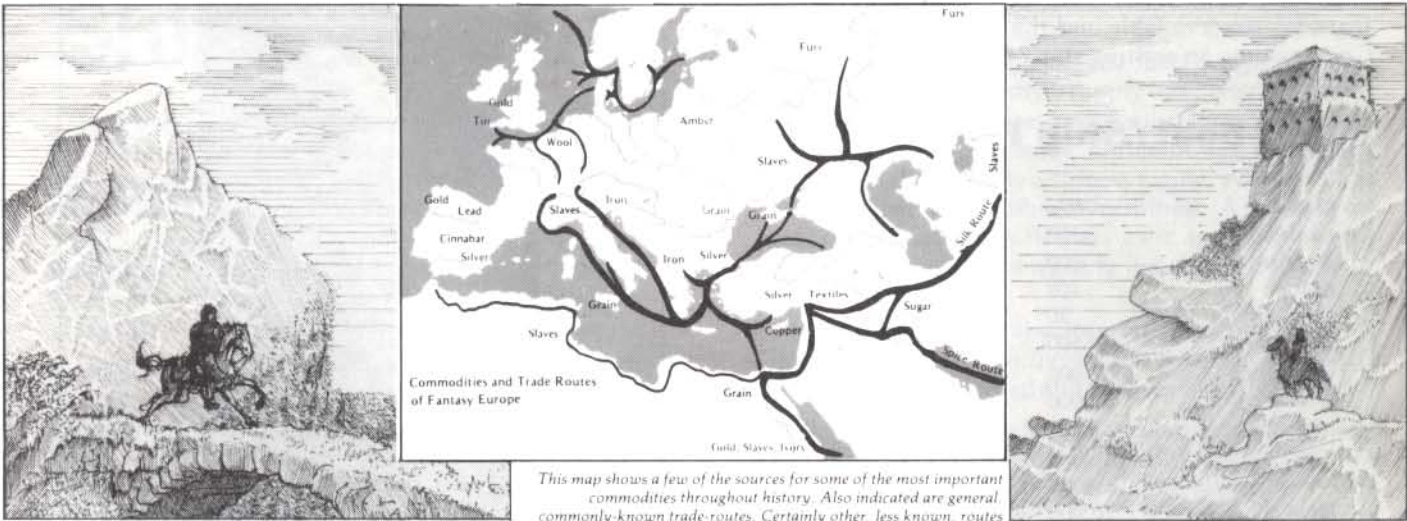
This map shows a few of the sources for some of the most important commodities throughout history. Also indicated are general, commonly-known trade-routes. Certainly other, less known, routes are available for enterprising adventurers to discover.

Couriers

Couriers are mounted messengers who carry small items, such as a letter or a verbal message, for 10p per day or portion thereof. A courier may carry more than one message, but the charge remains the same for each message.

Mercenaries

Mercenaries may be hired individually for the day, week, or month.

They may also be hired by the squad, which consists of four men and a leader who makes double normal mercenary wages. A squad may be hired for the day, week, or month.

A mercenary company consists of 100 men in 19 squads, plus four leaders at double pay, and one commanding captain at quadruple pay. Companies are available only by the week or month. Discounts exist for greater lengths of time, but not for hiring larger groups. Mercenary foot soldiers work for common wages, doubled because of their irregular, mercenary status. Only the company captain rates as an excellent soldier, receiving commensurate play.

Mercenary Rates for Foot Soldiers

unit	daily	weekly	monthly
soldier	8	55	220
squad	48	330	1320
company	1000	6900	27700

Cavalry receives four times the foot soldier rate.

Builders

For convenience, standard work crews are assumed. All hiring is paid for in days of work, but may be commissioned by job. Hired individuals usually will be common workmen, or perhaps journeymen who make double common wages. A work crew consists of one journeyman and ten workers. Job foremen must oversee large tasks requiring more than one crew.

Construction Wages Table

builder	daily wage in pennies
Worker	4
Journeyman	8
Crew	48
Foreman	16

Sample Building Costs: The following prices include labor and materials. These abstract reckonings are especially flexible, even among the speculations of this pricelist. Prices do not include furnishings.

Construction Price Table

construction	cost in pennies
poor shack	400
commoner's house	1500
superior home	6000
noble manse	24,000
simple stone tower	10,000
small log fort	10,000
small stone castle	50,000
moderate castle	200,000
large castle	800,000
short wooden bridge	500
short stone bridge	2000
drydock	15,000
simple boatdock	100
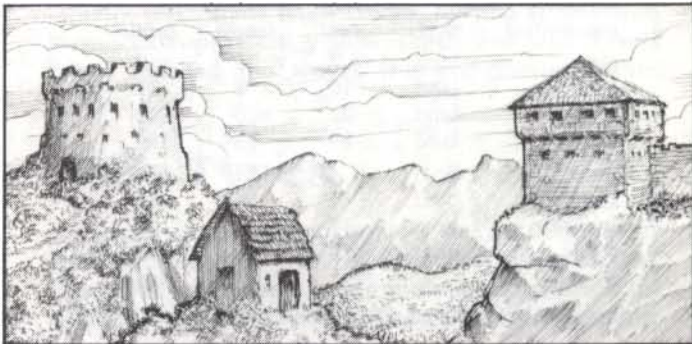
Boats and Ships: Boats can be built anyplace that the materials are available and the workers know how. Costs assume an existing ship of average value.

New Boat / Ship Price Table

type	cost
rowboat	100
large rowboat	300
canoe	100
small raft	50
large barge	500
war galley	7,000
bireme	15,000
trireme	25,000
longship	3000
knorr	4000
large cog	10,000

Travel and Shipping

Freight

The cost of transporting goods depends on load, distance and mode of transport.

Comparative Freight Costs Table

mode	standard cost/day	weight carried
Man	6 p	25 kg
Horse	6 p	75 kg
Ship, Raft	6 p	150 kg

The nominal maximum load which a man can carry is 25 kilos. The nominal maximum load for a horse is 75 kilos. Ship maximums vary with rated capacity.

Personal Travel

Travel costs mostly depend on the standard of living maintained. Land costs presume use of one or more pack or riding animals, and their feed costs and rental/amortization costs are built into the day cost of land travel.

Nominal Per-Diem Cost of Travel

standard maintained	mode	day cost	room & board	total
poor	land	7	2	9
common	land	10	6	15
superior	land	22	20	42
noble	land	85	75	160
poor	boat	3	1	4
common	boat	6	4	10
superior	boat	17	16	33
noble	boat	70	60	130

Room or shelter is furnished aboard ship; food may not be furnished, and is subject to negotiation.

Bill Houston
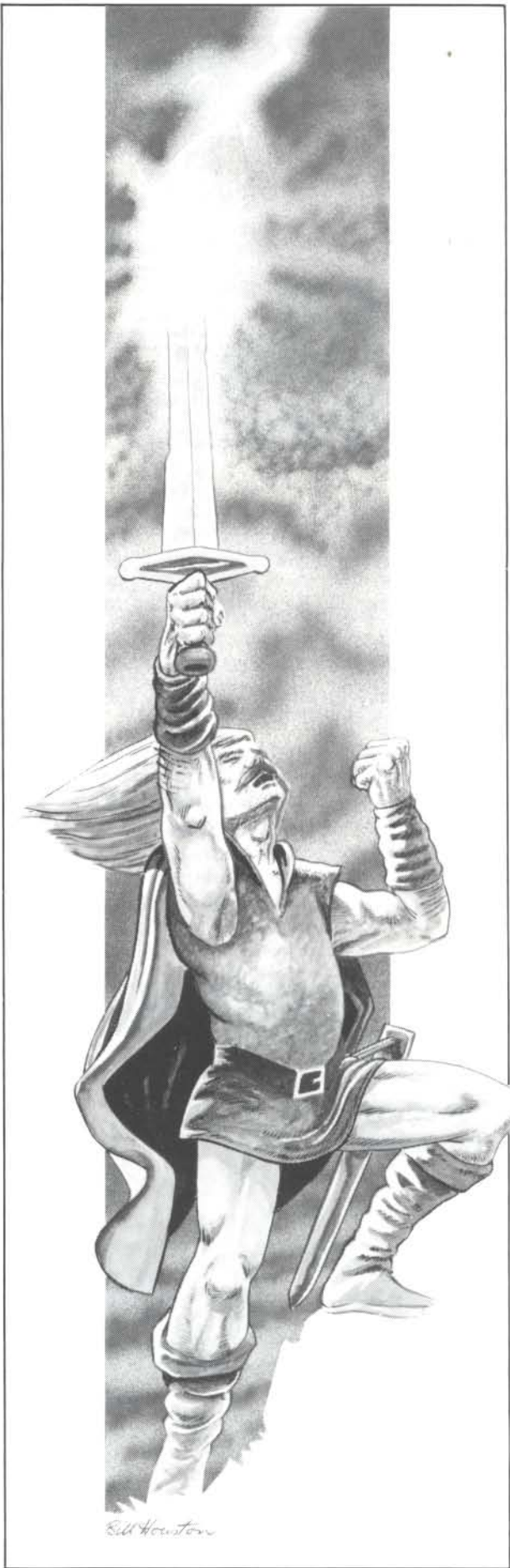
Ships&Sailing

These ship rules are props and plot devices which can give *RuneQuest* adventures some salty flavor. These rules quantify almost a dozen types of craft selected from early human history. There was remarkably little major change in sailing technology or in shipbuilding technique for hundreds of years, though there were abundant local variants in rigging, hull design and proportion, sail shape and arrangement, etc.

Ships, sailing, and navigation are encyclopedia-length subjects. This rules sketch pretends no completeness about nautical matters; important aspects of ship-to-ship combat (boarding, ramming, shearing of oars, etc.) have not been covered, many other elements of ships and of sailing have been abstracted, and even ship hit locations are discussed only in passing.

Only the Shiphandling and Craft Wood skills are of importance to *RuneQuest* adventurers. The gamemaster administers and roleplays battle, storm, and every other element of consequence in the ship rules.

Ship Attributes

Organize information pertinent to ships on the ship sheet, the nautical equivalent of the adventurer sheet. A reduction of the ship sheet accompanies this discussion, and a blank sheet is reproduced among the Playaids. We grant permission for you to photocopy it, but for personal use only.

Length: The distance from stem to stern.

Beam: The widest part of the ship. Don't forget that if a ship is rowed, the reach of the oars will further increase this distance. Trireme oars reach up to 4.5 meters in full length.

Draft: The depth of water needed by the ship to operate effectively and to avoid running aground. Measure this from the bottom of the ship's rudder or keel (whichever is deeper) to the waterline of the vessel. On some ships, portions of a deep keel or rudder can be retracted to reduce draft. Ship sheet draft always reflects the loaded state of the ship; it will be less if the ship's hold is empty.

Freeboard: The minimum height of the side of the ship above the waterline, as measured to the gunwhale. The lower the freeboard, the more easily water washes into the ship. Differences in freeboard heights reduce the Jumping skills of adventurers jumping from the lower ship to the higher ship by 20 percentiles per meter of freeboard difference. For differences of more than three meters, two Climb rolls are needed instead.

Capacity: this number indicates the standard cargo capacity of the ship in metric tons. This number reflects excess ship capacity after accounting for the weight of ship's gear, ship's crew, and crew provisions and weapons.

Ship Speeds: the speeds at which a particular ship sails, as given below in the movement section.

Seaworthiness: A vessel must withstand the rigors of sailing and stay watertight. Even the best-made wooden hull shrinks, expands, and warps. Adventurers must persistently reapply tar, wax, or other water-resistant or water-proof substances to the hull to maintain seaworthiness. Different hull types each have a maximum seaworthiness rating. All new ships begin at their maximum seaworthiness. A sailing craft gradually loses seaworthiness as it ages. Seaworthiness points can be lost quickly if a ship is in battle or storm.

At-sea repairs can raise Seaworthiness somewhat. A ship can be repaired fully, up to the maximum for its hull type, if it is beached and then repaired by the crew.

Hull Quality: Although there is some degree of standardization in ship design among shipbuilders, no two ships ever have the same overall hull integrity — even by the same shipbuilder.

Hull Quality is to a ship's structure points as armor is to a man's hit points — as long as hull quality is not exceeded by storm or melee damage, no ship structure points are lost.

Structure Points: This number measures the amount of damage that the ship can withstand before becoming useless. Damage to structure points represents the weakening of the main structural members of a ship; consequently a ship's structure points will be difficult and perhaps impossible to reasonably repair, for the damage is to the relation of a host of timbers and structural ties. A ship lacking structure points is useless by definition; it can not make way under sail or oar, nor can it carry cargo. It may still float in part or whole, but the cost of restoration will be greater than building a new comparable craft.

Hull Construction

All ship hulls are built of wood—of pine for merchants and of fir for warships. Cyprus and cedar are also commonly used. Keels of merchantmen are generally of pine. If the ship is meant to be hauled ashore frequently (as are warships), then the keel is made of oak. Masts, oars, and yards are of fir or pine. Ships are usually sided with wood, though leather is used occasionally.

Wooden pegs and metal nails join the timbers of a ship. Bronze nails are favored over iron because they better resist salt-water corrosion.

Seams are caulked and fixed with wax and/or tar. Waterproofing, often mixed with paint, is melted and brushed onto the outer planking. The Greeks commonly used seven paint colors: purple, violet, blue, two shades of white, yellow, green, and later a color that matched the waves (for reconnoitering and piracy).

Ship Types

Originally ships were not built for specific uses—a ship carried whatever was required (troops or cargo). Eventually the lords and nobles required specific duties of their sea vessels. Thus were born warship, merchantman, and barge.

Sample Vessels

The following are typical vessels drawn from history. Gamemasters should feel free to devise more vessel types.

Achaean War Galley: one of the earliest rowed warships of the Mediterranean. Light and fast, one bank of 25 oars on a side propels it. Such galleys often carried warriors to land battle, or boarding onto merchant vessels and other warships. Later war galleys may have rams.

Hull Type: warship   Hull Quality: 1D6+4
Seaworthiness Max: 12   Structure Points: 40
Length: 27m   Beam: 6m   Capacity: 2 tons
Freeboard: 1m Draft: .5m
Crew: 50 rowers; 10 officers and sailors

Bireme: Layering rowers in two banks per ship side, the bireme presents a shorter profile to would-be rammers and has greater maneuverability than the lengthy monoreme (single-bank). Biremes were used to transport troops to land battles, and to ram, shear, and board during naval engagements.

Hull Type: warship   Hull Quality: 1D6+8
Seaworthiness Max: 12   Structure Points: 60
Length: 20m   Beam: 3m   Capacity: 1 ton
Freeboard: 1m Draft: 1m
Crew: 60 rowers; 10 officers and sailors; 10 marines/archers

Small Rowboat: This craft is often carried as a utility vessel on a larger merchantman or warship; in that role, its tiny draft allows access to waters and shores impossible to the mother ship.

Hull Type: merchant   Hull Quality: 1D3+3
Seaworthiness Max: 15   Structure Points: 15
Length: 3m   Beam: 1.5m Capacity: .5 ton
Freeboard: .6m Draft: .3m Crew: 1 rower

Large Raft: This is a quickly-constructed craft made of logs bound by rope. It does not require great skill to build or to sail, but it is guaranteed to get the users' feet wet. Once a roped craft starts to break up, it may break up rather quickly.

Hull Type: barge   Hull Quality: 1D3+12
Seaworthiness Max: 10   Structure Points: 50
Length: 6m   Beam: 2m   Capacity: 4 tons
Freeboard: .1m Draft: 3m   Crew: 2 polemen

Ptolemy IV Polyreme: a tremendous warship with four rams that was used mainly for show. In fantasy battles, though, it may well be a workable and seaworthy craft. The hull is fashioned from two immense warships; each bears three banks of fifty oars.
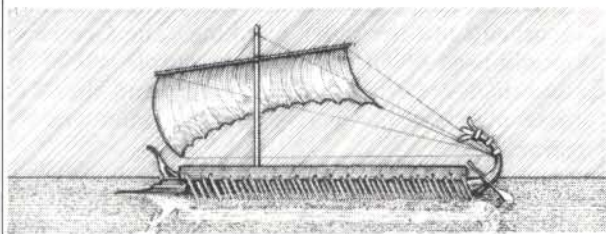
Hull Type: warship Hull Quality: 2D6+8 (ea. hull)
Seaworthiness Max: 12   Structure Points: 140
Length: 128m   Beam: 44m   Capacity: 50 tons
Freeboard: 7m Draft: 2m
Crew: 4000 rowers; 3000 warriors and archers

Trireme (Phoenician, Greek): the largest warship of which many were produced. It carries three banks of oars and requires skilled rowers to operate at peak efficiency. With good crews, this is a swift and deadly vessel. Trireme tactics include ramming, shearing oars, and boarding. Later improvements in the trireme involved wider and longer designs which added more rowers per oar.

Hull Type: warship   Hull Quality: 1D6+12
Seaworthiness Max: 18   Structure Points: 80
Length: 37m   Beam: 4m Capacity: 1 ton
Freeboard: 3m Draft: 2.5m
Crew: 170 rowers; 30 officers and sailors; 14 spearmen and 4 archers

Large Cog: a steady, reliable ship capable of withstanding most of the rigors of the sea. A big enough ship to make the owner rich.

Hull Type: merchant   Hull Quality: 2D6+4
Seaworthiness Max: 28   Structure Points: 80
Length: 24m   Beam: 7m Capacity: 75 tons
Freeboard: 4m Draft: 3.5m
Crew: 25 officers and sailors

Canoe: the basic personal rivercraft; easily constructed cheaply-maintained. The canoe described in the statistics below is hide-covered. A dugout (formed by burning-out and then re-working the interior of a tree trunk) will have higher Hull Quality and more structure points.

Hull Type: warship   Hull Quality: 1D3+1
Seaworthiness Max: 7   Structure Points: 5
Length: 3m   Beam: .6m   Capacity: .25 ton
Freeboard: .3m Draft: .3m   Crew: 1-2 rowers
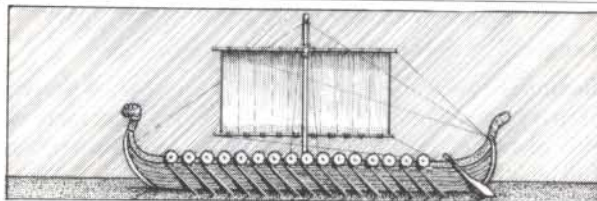
Large Viking Longship: often used for expeditions and explorations; it transported both goods and warriors. Carried sixteen oars per side. Flexible and efficient design, but not for the faint-hearted or the luxury-loving.

Hull Type: warship   Hull Quality: 1D6+4
Seaworthiness Max: 15   Structure Points: 50
Length: 28m   Beam: 6m   Capacity: up to 20 tons
Freeboard: 1m Draft: 1m
Crew: 50 rowers; up to 200 warriors total.

Greek Trading Vessel: an excellent small merchant vessel—perfect for erstwhile adventurer-traders.

Hull Type: merchant   Hull Quality: 2D6
Seaworthiness Max: 18   Structure Points: 30
Length: 14m   Beam: 4m Capacity: 7 tons
Freeboard: .5m Draft: 2.5m Crew: 2 sailors

Knorr (Norse merchantman): Clinker-built relative of the Viking longship, well-suited for large cargoes and deep water.

Hull Type: merchant   Hull Quality: 1D6+4
Seaworthiness Max: 22   Structure Points: 40
Length: 21m   Beam: 5m   Capacity: 15 tons
Freeboard: 2m Draft: 1m
Crew: 15 officers and sailors

Barge: A wide, flat-bottomed craft of very sturdy construction, a barge moves goods to and fro along rivers and across quiet waters. At best, a barge is slow and cumbersome to maneuver. At sea, even moderate waves or swells will swamp it. A barge can be built square, or to almost any ratio of length and width.

Merchant: The basic transport craft, emphasizing hold-capacity and seaworthiness, carried few crewmen. Merchant ships are generally too bulky to be efficiently moved by oar, but they carry them nonetheless for navigating in narrow harbors, for use when becalmed, or for fending-off. The largest merchantman of ancient times measured about 27 meters long.

Warships: A war craft is built sleekly (up to a 10:1 length-width ratio). It has speed with or without a favorable wind. Its cargo capacity is limited. Although equipped with a removable mast for long-distance travel, a warship is intended to be rowed. With a skilled crew, a warship may vary speed even on calm days. In comparison to barges and merchants, a warship is the last word in mobility, but in heavy seas it suffers from low freeboard and therefore is of limited Seaworthiness.

Sometimes a warship can be used as a transport at rather drastic cost (a 200-oar Athenian galley was reduced to 30 oars when used to transport 30 horses, for instance). A warship also can be built to be later disassembled into 30-40 sections and carried overland.

Head-sized oar-holes honeycomb the sides of warships. The holes for the lowest bank of oars sit only 15-30cm above the waterline. A leather gasket at each oar-hole keeps out the seawater and holds the oar in place.

Crew

The crew numbers given in the ship description reflects the standard crew complement carried by that ship type. A minimum number of sailors or rowers is needed to operate the ship at all normally: one-third the normal complement of sailors or one-fifth that of rowers (of course to a minimum of one man). Undercrewed warships are limited to cruising speeds at triple the normal rowing fatigue cost to the rowers.

Each crewman fewer than the minimum number required reduces the captain's Shiphandling skill by 20 percentiles to a minimum of 1%. This can be deadly during storms.

Movement Speeds

The speed of a ship is expressed in knots (nautical miles per hour). One nautical mile equals approximately 1.15 (8/7) statute miles or 1.85 kilometers.

Sailing

Sailing vessels use sails — large areas of linen, skin, papyrus, or rushes — to catch the wind and thereby force it to propel the ship. The sails are strengthened with edges of hide. Some superstitious sailors believe that seal or hyena hides ward off lightning.

The speed of a sailing ship depends on the angle of the wind in relation to the sails of the ship. These rules acknowledge four such relationships: before the wind, quarter wind, half wind, and head wind.

Wind Attitudes Diagram
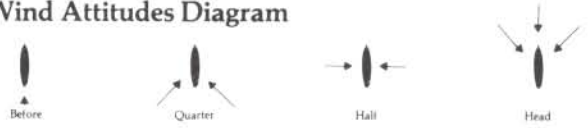
Before the Wind: the wind blows directly from the stern of the craft to its bow, an attitude best for ships boasting only one sail.

Quarter Wind: the most efficient position if the ship uses multiple sails; the wind must come from one of the two rear quarters.

Half Wind: the wind blows broadside to the ship. A strong half wind may cause top-heavy ships to keel over.

Head Wind: the wind blows from the front of the ship, from the bow sternward. To make headway in such wind, a ship must be able to tack or wear.

Sailing Speed Table (in knots)

	Before/Quarter	Half	Head
Calm	1	0	0
Light Air	3	1	0
Moderate Wind	5	3	1
Strong Wind	7	5	2
Fresh Gale	x	x	x
Whole Gale	x	x	x
Hurricane	x	x	x

x — the speed depends on the strength of the storm and how well the crew handles the challenge. This should vary widely.

A ship certainly can change directions to take advantage of the wind, but it is hard to get further north by sailing further south.

Use the sailing speed table to calculate tactical speed for an adventurer ship during play. (The table supposes that the ship carries one sail.) If the adventure requires merely an innocuous journey along a coast, etc., then use the average speeds noted under that heading below.

Average Sailing Distances

An average full-day's sailing is considered to be 10 hrs. A sailing ship that is coasting with a good wind can cover about 120 km (75 mi). A sailing ship in the open sea can average 240 km (150 mi) per full day (24 hrs). An exceptional day's sailing can cover 350 km (210 mi).

Some Functions of Ship's Officers and Men

Because of their fragility and dependence upon maneuver, warships in particular require efficient discipline of effort. That discipline depends on a hierarchy of authority and responsibility; similar (though more flexible) relationships might be true for larger merchantmen; some such arrangements will be true for any craft bigger than a canoe.

Sponsor: Essentially the owner of the vessel, or his representative. Usually the sponsor of a warship is a government or ruler. This financial guarantor usually does not sail on the craft; though he pays expenses for ship and crew, he might actually see the ship only a few times.

Captain: The officer who commands the vessel in the absence of the sponsor. He takes the tiller in emergencies. Though a salaried captain would not function so for a great house of commerce, an independent owner-captain may need to be a trader of some sagacity and wit.

Executive: responsible for training and morale, and the commander of any marines aboard the vessel. Smaller ships will have no such position; the largest vessels may have several.

Oarsmaster: in charge of the oar banks; and is also the paymaster, purchaser, and recruiter.

Lookout: he watches especially for shifts of wind that could easily swamp a warship.

Rating: the following positions held more esteem than being a common rower but less than an officer: carpenter, flutist or drummner, steersman, side-chiefs (rowers nearest the stern on each side).

Rower: the average oarsman; almost always a free man. Warships depend on disciplined rowers to perform their battle maneuvers. One imprecise rower can entangle a whole bank of oars, dooming the vessel. When moving from ship to ship, a rower always takes along his cushion.

Rowing

Rowing speeds are determined by the ratio of the number of oars per ton of ship's capacity. If crew has been lost, then the speeds must be pro-rated downward (see the Crew section, above).

Rowing Speed Table

	Warship	Merchant	Barge
Back Oars	3	1	1
Cruise	4	1	1
Race	7	2	—

Vessel Damage

A ship can be sunk by losing seaworthiness points and the concurrent taking on of water, or be destroyed through the loss of all structure or hull quality points.

Loss of Seaworthiness

All ships in *RuneQuest* continually take on water — bailing excess water from a ship is a normal crewman function. As long as the ship has a seaworthiness rating greater than zero then the amount of water taken on has not seriously affected the handling of the ship and can be counteracted by the ship's carpenter and bailers. Loss of all seaworthiness points means that the affected ship is taking on water at too great a rate to be counteracted by bailing or the efforts of the carpenter. The vessel is swamped (and will soon sink) either if it carries no cargo or if the majority of the cargo it carries will float. Otherwise the ship sinks immediately.

Each month that a merchant ship rests in or sails in water automatically reduces by one point its seaworthiness. Seaworthiness of properly maintained warships (those which are removed from the water each night) automatically lowers by one point per month; a warship anchoring or sailing full time in water loses one point of seaworthiness per week. Barges lose one point of seaworthiness per season that they rest in or sail in water.

Loss of Structure Points

Extreme stresses, such as the pounding of the winds and the waves of a storm or the angry ram of a warship, can damage a ship. Hull quality can protect a vessel from this damage. The different ways that a ship can be damaged can be found below in the Menaces section.

Whenever a ship takes damage that may affect its structure points, that damage is first compared to the ship's current hull quality rating. If the damage is less than the hull quality then there is no effect on the ship. If the damage is greater than the ship's hull quality then the structure point total of the ship is reduced by the amount of damage in excess of hull quality.

A ship becomes useless if either its structure points or hull quality ever reaches zero. This means that while there may be sizable pieces of the vessel left, it cannot carry cargo or sail. Crewmembers may hang on to ship pieces to avoid drowning, and the portions of the ship hulk can be rowed at a speed of .5 knots.

Loss of Hull Quality

The hull quality rating of a ship is reduced by one point every time that it is exceeded by damage. Hull quality points that are lost can never be replaced or regained.

Normal Daily Sailing Procedure

Most craft never venture far from sight of land and plan on beaching every night. Deep-water travel prevents night-beaching and increases exposure to storms.

Each day of sailing the gamemaster must determine the day's average wind strength. The player of the ship captain or the sailing master (whomever issues the commands to the sailors) must attempt a Shiphandling skill roll for that day's sailing.

If the Shiphandling roll is successful then the captain's skill brought the ship through the day without mishap, and the ship covered the average distance given in the Sailing Speed Table for the day's wind condition and attitude to the ship. A critical Shiphandling roll results in 20% more distance gained that day of sailing.

If the captain's player fails the Shiphandling roll the ship made poor progress that particular day and the seaworthiness of the ship must resist the wind strength using the resistance table. If the ship's seaworthiness does successfully resist the wind's strength then the integrity of the ship protected the cargo and crew despite the captain's incompetence and the ship suffers no loss. If the seaworthiness resistance roll fails, reduce seaworthiness by one point.

If the captain's player fumbles the Shiphandling roll he ran the ship aground, capsized it, or some other horrible mishap occurred. The ship made little or no progress that day. Automatically reduce seaworthiness by the wind strength and total a roll of 1D10 six-sided dice to determine the structural damage inflicted to the ship. The structure point total is reduced by the amount of damage in excess of the ship's hull quality, and hull quality is reduced one point for each die rolled.

Special Menaces

A number of unique terrors can menace the safety of a ship and its passengers.

Storms

Storms are the greatest single menace to ships and boats. Ships encounter storms as part of the gamemaster's plot for the evening's *RuneQuest* game. In a storm the action of the wind and sea combine to threaten a ship. The captain and crew must continually position the ship to keep the proper attitude toward heavy waves or the tremendous force of water breaking upon the ship can crush her. Capricious shifts of wind direction must be watched for, lest they cause the ship to roll dangerously or place excessive strain upon the sails and mast or drive the ship upon hidden shoals. Cargo can shake loose in the hold to smash into the ship side and cause water to pour aboard.

If the captain's player succeeds in a Shiphandling roll then the ship weathered two hours of the storm, taking one point of seaworthiness damage.

If the Shiphandling roll is failed the ship's seaworthiness must resist the wind strength using the resistance table; taking 1D6 points of damage if successful. Also, consult the Wind/Sea Damage Table. Roll the damage dice indicated for the wind strength and compare the result to the hull quality of the ship. If the damage total exceeds hull quality deduct the excess damage from the ship's structure points and reduce hull quality by one.

If the captain's player fumbles the Shiphandling roll the ship was driven aground on rocks, took a tremendous wave across the bow at the worst possible angle, or some other disaster. Automatically reduce seaworthiness by the wind strength and roll the damage dice indicated on the Wind/Sea Damage Table. The total damage inflicted reduces structure points regardless of hull quality. Reduce hull quality by one point for each die of damage rolled.

Monsters

Exceptionally large creatures may also threaten a ship, though not by offhandedly crashing into it. For sea creatures to willingly attack a ship they must be sick, provoked, or magically controlled. Only creatures which possess damage modifiers greater than 1D6 can

Wind / Sea Damage Table

Wind Strength	Wind Description	Damage to Craft	Average Damage
0-2	Calm	—	—
3-6	Light Air	1	1
7-12	Breeze	1D3	2
13-18	Light Wind	1D6	3.5
19-24	Moderate Wind	2D6+3	10
25-30	Strong Wind	4D6+6	20
31-36	Fresh Gale	6D6+12	32
37-45	Whole Gale	8D6+24	66
46-50+	Hurricane	10D6+48	87

do serious damage to a ship and impair its seaworthiness or lessen its structure points.

The captain's player must successfully make a resistance roll of his ship's seaworthiness vs. the creatures damage. If successful only damage in excess of seaworthiness will reduce the ship's seaworthiness rating. If unsuccessful then seaworthiness is reduced by the total damage done.

Then compare the damage to the ship's hull quality. If the damage is greater than the current hull quality value, deduct that amount of damage in excess of hull quality from the ships structure points. Reduce hull quality by one. If the damage done is not greater than the ship's hull quality then the ship suffers no structural damage.

Fire

Fire threatens a ship only if it grows to be of some size — the equivalent of the large (2D6) fire described in the World chapter of the Players Book. Generally, the wood and canvas of the ship is too damp to catch fire easily. Tar and wax will burn hotly if raised to sufficient temperature. Carrying pots of oil aboard ship may enhance the spread of flame if set afire or overturned into an existing fire. In these rules, Greek Fire has yet to be developed.

Hull quality will not protect the ship's structure point total against fire damage. Seaworthiness will not be affected by fire. When guaging fire damage, roll the damage dice normally and subtract the result directly from the ship's structure point total. Roll this damage once per full turn (25 melee rounds) or portion thereof. Unless extinguished, a fire will grow in size and will accumulate one additional die to the standard damage inflicted every full turn. Each time the damage dice are rolled reduce hull quality by one point as well.

Naval Combat

Detailed ship-to-ship combat is beyond the scope of these rules. For action of such scale, have the players of opposed captains attempt Shiphandling rolls. If both the attacker and the defender are successful then neither gained an advantage. A successful pursuer vs. an unsuccessful victim will first close to long bow ranges; then to short bow ranges; then to ramming, shearing, or grappling range. Thus four successes vs. four failures indicates grappled ships and land-style combat between opposed sailors and marines.

Missiles fired from one ship to another, particularly by shipboard engines, should have an extremely small chance of hitting (up to a penalty of 100 percentiles).

Engines

Engines are missile-firing machines defined and quantified in the combat chapter of the Players book. Large stones can damage ships if they hit; arrows will have no significant effect on ships. Impose many penalties on any adventurer using an engine to fire upon a distant ship — a minimum of at least 25 percentiles reduction under perfect conditions. If the missile does hit, the target's seaworthiness must resist the damage normally and structure points will be affected if the missile's damage is greater than the ship's Hull Quality.
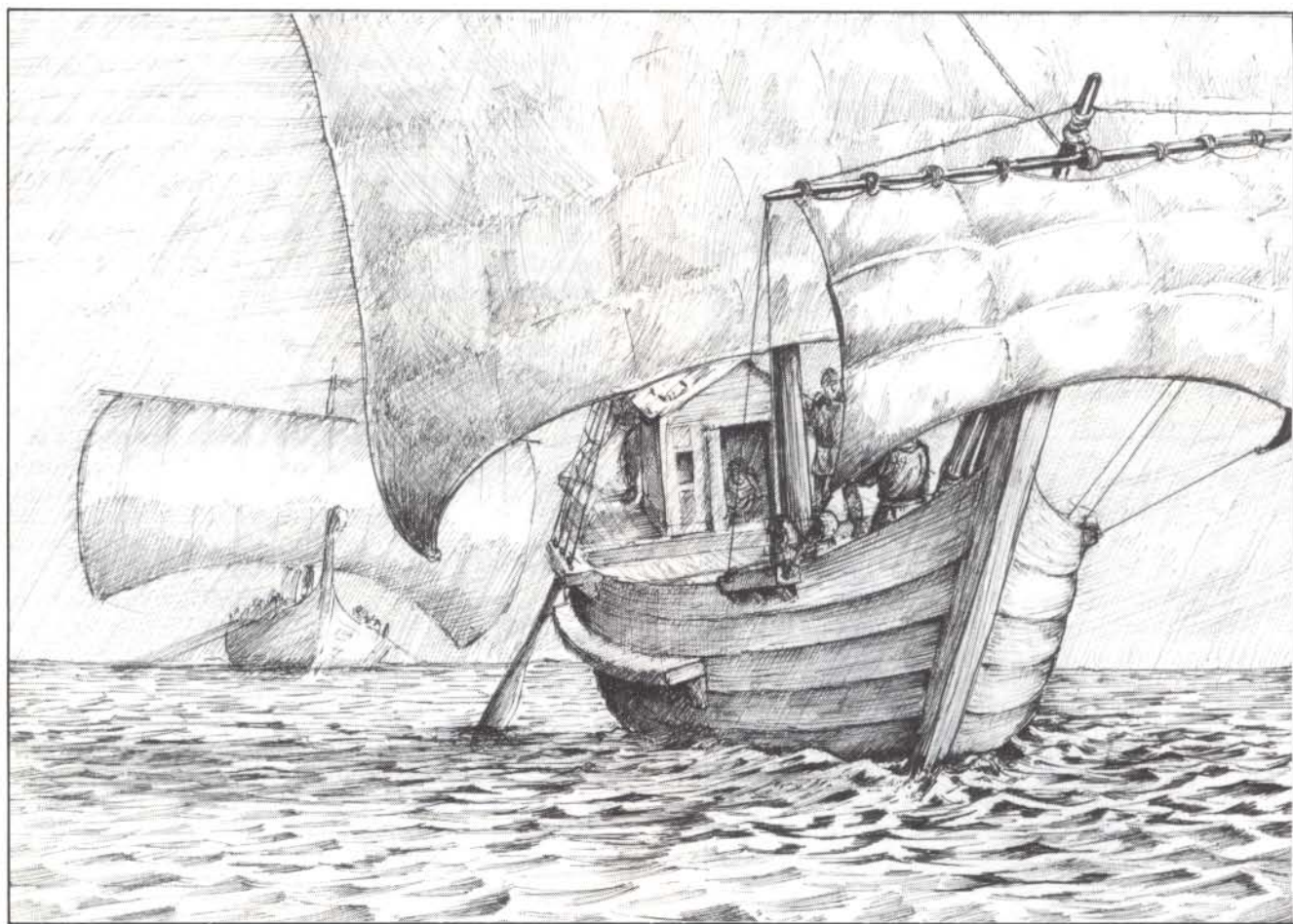
Ship Repairs

Repairs may be effected through physical reconstruction or by magical means.

Cost of Repair

All repairs require repair materials: tar, wax, pitch, cured lumber, saws, planes, nails or other securing materials, etc. The materials to repair each point of seaworthiness costs 10 pennies. The materials to repair each structure point costs 50 pennies.

Repair Crews

A standard repair crew consists of a journeyman shipwright and ten workers. Ship repair crew cost is 50p per day. Several crews may work on a vessel, speeding repairs, but no more than three crews per 10 tons of ship capacity.

Physical Repairs While At Sea

One-half of the total damage done to seaworthiness can be physically repaired at sea (but see the Magical Repairs section below). Physical repair of seaworthiness while a ship is at sea is possible only if a ship's carpenter and sufficient repair supplies are aboard. Every four hours (once for every two Shiphandling rolls made by the captain during a storm) the carpenter's player attempts a simple success roll for his adventurer's Craft Wood skill. Success means that the carpenter repaired 1D3 points of seaworthiness. An additional 1D3 points will be repaired if there are sufficient other hands available on-board to form a crew. Available hands cannot be engaged in other duties. If the Craft Wood roll is failed, the supplies are still consumed but no substantial repairs were made.

Physical Repairs While Beached

Beaching a ship speeds seaworthiness repairs and allows structure points to be repaired. Hull quality damage can never be repaired.

Seaworthiness: The ship's carpenter will be able to repair 3 points of seaworthiness on a beached ship per four hours, provided that his player succeeded in a simple Craft Wood skill roll, plus 1D6 points per crew (10 workers) aiding him. Seaworthiness can be repaired up to the ship-type maximum.

Structure Points: The player of the ship's carpenter attempts his Craft Wood roll once per day (approximately 12 hours). If successful 1 structure point will be repaired that day plus 1D3 per crew.

Hull Quality: Hull quality can never be repaired A ship becomes useless when its hull quality falls to zero.

Magical Repairs

To magically repair a ship, the magician must either know Craft Wood to 50% himself or he must work in close consultation with a ship's carpenter who knows Craft Wood to 50%. Seaworthiness can be magically repaired up to the maximum for the ship-type while at sea.

Seaworthiness Repair: Each 10 meters of ship length or portion thereof requires a 1 intensity Form Wood, Form Tar, or Form Wax spell (sorcery), or 1 point of the spirit spell Repair to restore one point of seaworthiness.

Structure Point Repair: Each 5 meters of ship length requires a 1 intensity Form Wood spell (sorcery) or 1 point of the Repair spell (spirit) to restore 1 structure point.

Dry Docks

Use of a dry dock costs 50p per day. It will reduce by 1 hour the time required for each seaworthiness repair roll, and reduce by three hours the time needed for each structure point repair roll. The effects of magical repairs are not affected by drydock use.

The Money Tree

This scenario is intended for beginning players who control a total of 4-6 adventurers of moderate ability.

The story begins in the village of Greenbrass. You are introduced to and given statistics for some of the residents which the adventurers are likely to meet, including an average militiaman intended to be reproduced a dozen or so times if you need.

Then the mission is outlined. The headman of Greenbrass, asks the adventurers to go on a short quest to bring back a holy object. If agreeable, they will travel across-country, meet and (with luck) overcome several threats, and finally enter the cave where grows the fabled money tree. They may return the tree's fruit to the village headman and receive the promised reward.

The Village of Greenbrass

Greenbrass is a hamlet somewhere in your campaign; it is so small you've never bothered to put it on any map. It is located on a frontier between a civilized region and barbarian lands beyond. Both civilized and barbarian folk are welcomed here, as are the occasionally-seen nomad horsemen and stone-age primitives from afar. A peaceful place, Greenbrass tolerates every being who behaves decently.

There are about a hundred residents, of whom 30 are adults. Once each season everyone (except for the headman) pilgrimages 18 kilometers west to spend the day worshiping at Munn, a larger village boasting a small temple to the Corn Mother, Esrola, the agricultural goddess for and patron deity of the region.

This scenario occurs in late fall, three days before the seasonal celebration of Esrola.

The Bouncing Buffalo

The only inn in town, it serves ale, mead, wine, beef, bread, borscht, and lots of dairy products. In it are four or five tables and benches for perhaps 20 guests. The interior is dark, smokey, and of plain wood. Several fanciful buffalo are carved into the walls. (If asked, the proprietor says that long ago, when he came to Greenbrass, he saw several cavorting buffalo calves, a vision he took as a prophesy of prosperity, since his former clan held buffalo sacred, and so he opened trade here.)

Three rooms are available upstairs. Two are of moderate size, each renting for 2 pennies a night. The other is large and roomy, with its own fireplace, and rents for 3 pennies a night.

Breakfast is included in the price of the room. A bountiful dinner costs a penny, unless the customer is a troll or other notoriously ravenous being, in which case the cost is 3 pennies. A drink costs ¼ penny, yielding a gigantic brass mug overflowing with the chosen brew. If wine is ordered, the price is the same, but the mug is ⅓ the size.

The proprietor is Oxar Shatterson, a former barbarian tribesman. He long ago left his tribal prejudices behind, and became thoroughly civilized. Like a buffalo, he is calm and unruffled, massively built, and has small, dull eyes. Oxar keeps order and does some of the cooking. He is in his early forties. He has never killed a patron, despite severe provocation.

Oxar's wife, Sheree Fishwife, has the most piercing voice in town. Anyone but Oxar would have long ago murdered her or fled his lot. She cleans upstairs, handles the finances, and nags messy patrons. Notoriously, she insists on payment for an extra day if departing guests are not gone promptly after breakfast.

Sheree constantly wanders about the inn scrubbing up and sweeping down. She is a hard worker and a native of Greenbrass. She is nearly ten years younger than Oxar. Their marriage has been childless.

The inn's profits are kept in a locked box under Oxar's bed. Only Oxar and Sheree know about it.

Bathsheba Fullbubs is the inn's barmaid and waitress. She is in her late teens, buxom, and has a winning smile. She hasn't yet found the man she wants to marry, but is saving herself for him. (She thinks the village boys are hicks.) Bathsheba does most of the downstairs cleaning and serving.

Note: The Fatigue statistics in this scenario include subtractions due to worn armor and carried weapons.

Oxar Shatterson: proprietor of the Bouncing Buffalo inn and tavern; initiate of Esrola.

STR	16 __	Move 3		R Leg	1/6 __
CON	16 __	Hit points 16_____		L Leg	1/6 __
SIZ	16 __	Fatigue 32 − 3 = 29 ____		Abdomen	1/6 __
INT	11 __	Magic points 12 ____		Chest	1/8 __
POW	12 __	DEX SR 4		R Arm	0/5 __
DEX	8 __			L Arm	0/5 __
APP	10 __			Head	0/6 __

Weapon	SR	Attk%	Damage	Parr%	Pts
Cleaver	8	48%	1D4 + 4 + 1D4	29%	8 __
1H Spear	7	76%	1D8 + 1 + 1D4	49%	10 __
Target	8	10%	1D6 + 1D4	60%	12 __
Thrown Cleaver	4	52%	1D6 + 1D2	—	—

Spells: (Spirit Magic 57%) Bladesharp 2, Detect Silver, Disrupt, Healing 2, Protection 5.

Skills: Craft/cooking 130%, Evaluate 87%, First Aid 50%, Listen 86%, Scan 90%.

Notes: Oxar normally carries his cleaver in a pocket of his apron when moving about in his inn. That heavy leather apron is the source of his armor.

Sheree Fishwife: co-proprietor of Bouncing Buffalo inn and tavern; initiate of Esrola.

STR	11 __	Move 3		R Leg	0/4 ____
CON	11 __	Hit points 11_____		L Leg	0/4 ____
SIZ	10 __	Fatigue 22 _____		Abdomen	0/4 ____
INT	14 __	Magic points 12 _____		Chest	0/5 ____
POW	12 __	DEX SR 3		R Arm	0/3 ____
DEX	12 __			L Arm	0/3 ____
APP	12 __			Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Broomhandle	6	82%	1D6	23%	8 __
Knife	8	41%	1D4+2	18%	6 __

Spells: (Spirit Magic 60%), Detect Silver, Disrupt, Healing 1, Repair 2 (Divine Magic 100%; all one-use), Heal Wound, Second Sight.

Skills: Craft/housekeeping 89%, Evaluate 67%, Listen 82%, Orate 87%, Scan 47%, Search 99%.

Bathsheba Fullbubs: barmaid and waitress at Bouncing Buffalo inn and tavern; initiate of Esrola.

STR	9 __
CON	14 __
SIZ	8 __
INT	13 __
POW	11 __
DEX	14 __
APP	15 __

Move 3
Hit points 11_____
Fatigue 23 _____
Magic points 11 _____
DEX SR 3

R Leg	0/4 ____
L Leg	0/4 ____
Abdomen	0/4 ____
Chest	0/5 ____
R Arm	0/3 ____
L Arm	0/3 ____
Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	9	42%	1D3	31%	—
Kick	9	27%	1D6	—	—

Spells: (Spirit Magic 55%) Befuddle, Healing 1.

Skills: Dodge 33%, Evaluate 35%, Listen 46%, Search 37%.

Henere Hannibal's House

This is the village headman's home. Henere is a farmer who also has the responsibility of notifying the village about problems facing it and for speaking for it. He resolves minor disputes and may punish rowdy youths, or see that their fathers do. If outsiders get rambunctious, he always asks for help from the other men of the village (the militia). If serious trouble brews, he may even send to Munn for aid. He takes his position seriously, and has served Greenbrass well for a dozen years.

Greenbrass has no jail, nor any concept of character reform. Custom-breakers are punished by public beating (or exile for serious matters). If a criminal or rowdy must be held for judgment, he is shackled to the beating-pole near the Bouncing Buffalo. After a cold, uncomfortable night chained to a hard post, most youngsters see the light. The post even mildly deters hardened ruffians and adventurers.

Henere Hannibal: Greenbrass town constable.

STR	12 __	Move 3		R Leg	7/5 ____
CON	15 __	Hit points 11_____		L Leg	7/5 ____
SIZ	14 __	Fatigue 27−16=11 ___		Abdomen	6/5 ____
INT	16 __	Magic points 17 _____		Chest	6/6 ____
POW	17 __	DEX SR 2		R Arm	6/4 ____
DEX	16 __			L Arm	6/4 ____
APP	12 __			Head	6/5 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	80%	1D6+1+1D4	38%	10 __
Buckler	7	41%	1D4+1D4	94%	8 __
Long Bow	2/7	63%	1D8+1	23%	6 __

Spells: (Spirit Magic 69%) Binding 2, Bladesharp 1, Countermagic 3, Detect Enemies, Farsee, Healing 2, Protection 5, Speedart.

Skills: Fast Talk 102%, Listen 66%, Scan 81%, Search 42%.

Notes: Henere officially has armor, but normally only carries a bow and buckler and wears soft leather even when he expects trouble. His listed fatigue points include the bow and buckler.

His armor is ringmail everywhere except his legs, which are guarded by lamellar splints. He wears soft leather beneath.

Esrola Shrine

This small open booth always has a basket of fruits, vegetables, cereals, or herbs within it for the use of the poor or hungry. In practice, nobody eats from it except for occasional wandering beggars and mischievous children.

Usually the food sits in the shrine until it rots and is replaced. The Wise Woman of Munn sends an acolyte here to hold services on the weekly holy days of Esrola. On the seasonal holy day, this shrine is abandoned as the entire population of Greenbrass goes to Munn for a grand celebration, together with most of the folk of neighboring towns and farms.

This shrine is insufficient to restore or permit a sacrifice for any divine magic, even on those holy days when the acolyte is present.

The Mill

Gregor Gougepoor owns the water-powered mill which grinds the district's grain. It is the reason that Greenbrass is as large as it is, and the oxidized brass fittings of the mill long ago gave the hamlet its name. Gregor's greed is notorious, but his mill is the only one within a reasonable distance. In this region, flour begins to mold after only a few days; it is of great convenience to keep cereal in grain form until actually needed for cooking. Gregor charges a percentage of the grain to be ground as his fee.

Several times a year, Gougepoor sells the hoarded grain to the traveling jobbers who control nominal cereal prices in the region. In return, they give him coins and gold which he buries a meter beneath the surface of the earth, in a secret place. Gregor would rather die than to reveal its location. Everyone in Greenbrass knows where the loot is (they are all wrong). It is a summer pastime for youths to dig up plots around the mill, searching for the treasure.

The Village of Greenbrass

and its environs

North

ford suitable for wagon
tilled earth
~140 m~ elevation line
dirt road
bluff
1 meter
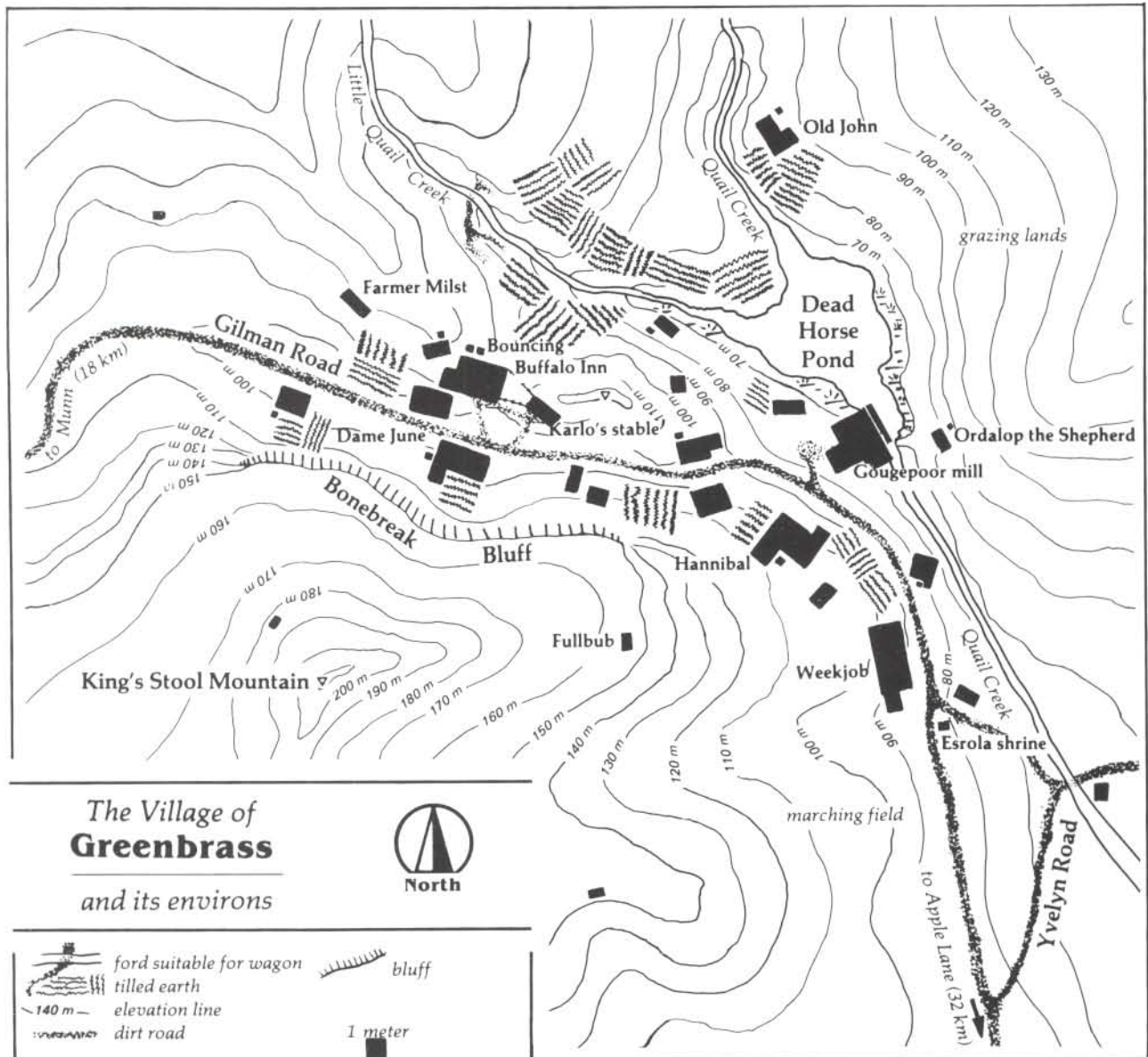
Gregor Gougepoor: town miller; initiate of Esrola.

STR	9	Move 3	R Leg	0/5	
CON	16	Hit points 15	L Leg	0/5	
SIZ	13	Fatigue 25	Abdomen	0/5	
INT	15	Magic points 10	Chest	0/6	
POW	10	DEX SR 3	R Arm	0/4	
DEX	12		L Arm	0/4	
APP	11		Head	0/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Grain Flail	7	80%	1D6	50%	6
1H Spear	7	43%	1D8+1	34%	10
Buckler	8	16%	1D4	36%	8

Spells: (Spirit Magic 50%) Binding 1, Detect Silver, Healing 1, Repair 4, Strength 3 (adds +4 percentiles to STR-affected skills and yields a damage modifier of +1D4).

Skills: Craft/miller 112%, Devise 82%, Evaluate 40%, Plant Lore 78%, Scan 45%, Search 82%, Sleight 68%, World Lore 56%.

The District Militia

Twice a year, once after spring sowing and once after fall harvesting, most able fighting men assemble to drill with spear and shield. They look forward to these days as a glorious vacation from humdrum farming.

The level of training in the local militia is significantly better than that boasted by most other hamlets in the region—a condition due entirely to the efforts of Wort Weekjob, an ex-sergeant from the regional regulars. He has retired in Greenbrass to live the life of a minor country squire.

For 20 years, Weekjob served in the army. Wort is a bad farmer, but loot hoarded from his combat days and his mustering-out pay gave him enought to buy some excellent land. Renters do the work and pay him a modest yearly amount. He fills his days by studying the military approaches to Greenbrass and mentally defending Greenbrass from innumerable invasions, by gossiping, by hunting, and by teaching individual weapons skills, at the rate of a penny an hour for any weapon he knows. He is a likable and respected member of the community, and is an excellent friend to Henere Hannibal.

Wort Weekjob: elderly retired soldier, current land-owner; initiate of War God.

STR	12 __	Move 3	R Leg	9/5 ____
CON	15 __	Hit points 15_____	L Leg	9/5 ____
SIZ	14 __	Fatigue 27 − 29 = − (2)__	Abdomen	7/5 ____
INT	17 __	Magic points 19 _____	Chest	7/6 ____
POW	19 __	DEX SR 2	R Arm	9/4 ____
DEX	17 __		L Arm	9/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	99%	1D10 + 1 + 1D4	94%	10 __
Scimitar	6	80%	1D6 + 2 + 1D4	60%	10 __
Heater	7	25%	1D6 + 1D4	48%	12 __

Spells: (Spirit Magic 66%) Bladesharp 3, Control Intellect Spirit, Countermagic 3, Demoralize, Healing 2, Protection 6; (in mind of bound intellect spirit) Mobility 3. (Divine Magic 71% - one use) Berserker 3, Heal Area 2, Second Sight, Shield 3, Truesword 2.

Skills: Conceal 52%, First Aid 80%, Listen 91%, Ride 45%, Scan 97%, Hide 55%.

Magic Item: Binding Enchantment in scimitar hilt, which contains an intellect spirit with and INT of 6 and a POW of 8.

Notes: Weekjob normally wears no armor. When drilling the militia or when battle or scuffle seems imminent, he always carefully dons all of his armor. His skills have been adjusted to take his normal ENC into account: if he is not wearing his armor, add 2% to most skills, and 26% to his chances for success with magic.

His armor consists of a lamellar cuirass protecting his torso, of plate greaves and vambraces, and of a heavily-padded chainmail coif. He wears soft leather beneath his cuirass and limb armor.

The Greenbrass Militia

Twelve men officially make up the Greenbrass militia. In case of emergency, around 300 local and mostly untrained farmers could show up to fight, taking about a day to assemble. Of the official militia members, each has a spear, a light shield, hard leather armor, and a long knife. The local farmers have only scythes and sickles.

The dozen fighting-age men in Greenbrass are a fairly well-trained cadre. Given another week and the equipment, these men could teach the rest of the district enough defensive spearwork to put up stout opposition to any but regular soldiers.

Typical Member of the Greenbrass Militia: initiate of Esrola.

STR	12 __	Move 3	R Leg	3/5 ____
CON	12 __	Hit points 13_____	L Leg	3/5 ____
SIZ	13 __	Fatigue 24 − 15 = 9 ____	Abdomen	3/5 ____
INT	13 __	Magic points 10 _____	Chest	3/6 ____
POW	10 __	DEX SR 3	R Arm	3/4 ____
DEX	10 __		L Arm	3/4 ____
APP	10 __		Head	4/5 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	7	50%	1D8 + 1	35%	10 __
Target	8	15%	1D6	40%	12 __
Knife	8	35%	1D4 + 2	25%	6 __

Spells: (Spirit Magic 35%7 Bladesharp 2, Second Sight, Healing 2.

Skills: First Aid 30%, Listen 40%, Scan 40%.

Notes: If not wearing armor, add 8 percentiles to chances for success with magic. If wearing armor, it consists of a thick leather jerkin, arm braces, and leggings, all laced on. Militia members wear a distinctive cuirbouilli helmet with a crest. All the armor is stuffed with wool padding for comfort and extra protection.

Typical Local Militia Auxiliary: farmer; initiate of Esrola.

STR	11 __	Move 3	R Leg	0/4 ____
CON	12 __	Hit points 12_____	L Leg	0/4 ____
SIZ	12 __	Fatigue 23 − 3 = 20 ____	Abdomen	1/4 ____
INT	12 __	Magic points 10 _____	Chest	1/5 ____
POW	10 __	DEX SR 3	R Arm	0/3 ____
DBX	10 __		L Arm	
APP	10 __		Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Scythe	6	20%	2D6	20%	8 __

Spells: (spirit magic 47%) Healing 1.

Notes: wears thick woolen jerkin.

Other Buildings in Greenbrass

There are no other buildings of note. Other buildings shown on the map are the homes, barns, and out-buildings of farmers whose fields are adjacent to the village.

Starting the Scenario

One evening a small band of travelers gathers in the Bounding Buffalo. Have the adventurers explain to each other how they came to be in Greenbrass. Let the players make up whatever reasons seem appropriate: the point is to introduce, describe, boast about, and otherwise make known the adventurers.

Once the adventurers have settled down to a hot meal and possibly a tankard of the inn's finest, the front door swings wide and the headman, Henere Hannibal, steps through. He is a plump, cheerful man, perhaps 45-50 years, with a fringe of blond whiskers and a red, round face. His manner is direct and honest. He glances about the room, sights the adventurers, and strides over, nodding and smiling to boisterous farmers in for their regular nightcap.

Reaching the adventurers' table, Henere asks, "Ah, may I sit with ye a while?" Without waiting for an answer, Henere plops himself down.

"Tis infrequently we greet wayfarers such as ye. Be ye staying long?" If the adventurers say no, he replies, "A pity. And me having this rich reward, with no one to give it to."

If the adventurers say that they are planning to stay for a while, he says in effect, "Perhaps ye could be using money?" In either case, use an offer of money to pique the adventurers' interest; they will begin to question Henere about it.

Henere tells them that every nine years a special magic plant bears fruit. Normally the village sends several men to harvest the crop, but this year the prophesied harvest time falls in the middle of the fall pilgrimage to Esrola's temple in Munn. No one dares miss it but Henere, who does not go only because he has dispensation to guard Greenbrass in the absence of its other residents. He asks if the adventurers will hire themselves to harvest the crop.

The adventurers should ask questions about the trip and the reward. The negotiations can go in any order, but here Henere first explains about the plant and the trip.

The magic plant is a money tree (Henere's term for it is a 'fiscus'). It grows underground 100 kilometers to the east, across some hills and wasteland. Henere freely admits that there may well be robbers or worse on the way to it. "There's where thy reward comes in, eh?"

The money tree has pure silver leaves and enchanted fruit. The village requires only the tree's fruit. Henere says that there's never been more than one fruit before, and expects only one this year—a small, beautiful silver fruit. "Ye are free to pick as many leaves as ye wish. However, ye must be careful not to break any of the tree's branches, for fear of harming it. If the tree dies, my lads, there'll be no more fruit or silver leaves for anyone."

If the adventurers provisionally accept the job (if they don't, there's no adventure), Henere will offer them each the opportunity to learn a magic spell from the Wise Woman of Munn after they return. The Wise Woman will, for free, teach each adventurer one point of spirit magic. If any of the adventurers wish to join the cult of Esrola as initiates, success on this mission adds 20 percentiles to their chances of being accepted by the religion.

If the adventurers feel that the payment is not enough, Henere can be haggled up to a grant of three points of spirit magic each. He will also guarantee that at least 100 silver leaves will be on the tree. If they wish, he will promise them a weight in silver coins equal to that of the leaves upon return.

If the adventurers ask him what he plans to do with the magic fruit, he will be frank. He tells them that the seed is of no value to anyone not of Greenbrass. In all the world, he declares, only Greenbrass knows how to properly sprout, dung, and tend a growing money tree—a gift of holy secrets from the Goddess Herself. In return the villagers watch over the money tree saplings as best they may: when the saplings are of sturdy size, they are transplanted to various shrines and temples of Esrola in the region. None of the trees grown from a seed ever bear fruit themselves, so the adventurers should be told that the fruit is an important component of this religion. It is unnecessary to emphasize that not only the villagers but many of the folk of the entire region will be displeased if something goes wrong—that is for the adventurers to deduce or to discover.

If the adventurers want to see a live money tree, Henere demurs. "I'd love to give ye a peek, but the nearest one is in Munn, in a special sanctum at the shrine, and ye must be at least an initiate even to get a wee peek at a dedicated money tree." Here he makes a reverent gesture.

Henere adds, though, that once a great freeze killed the money tree then growing in the village, and that the villagers melted down the branches and trunk, and made copper kettles of the results, and that he could show them some of those. If the adventurers accept the offer, Henere faithfully troops them around town, exhibiting as many battered, burnt, and completely unremarkable copper kettles as they want to see.

This is the map that Henere Hannibal gives to the adventurers. A copy of this map is provided among the Players Notes

After the adventurers have agreed to do the job for a specified reward, Henere provides verbal directions and a written map. "There's a trail east through the hills. Follow it till ye can see the Ochre Mountains rising above the hills. Pick out the tall sharp peak and head for it. That's what be called Thin Peak, lads. When ye get to the foothills of the peak, ye'll see that the peak has different sorts of sides to it—the north is long, curved, and harsh; the south is smoother and seemingly easier to climb. But hitch thyselves up the harsh side, all the way to where the snow lies and the trees no longer grow. Up there is a big pocket of a cave. Go in there, clear to the end and always to the right, and ye'll find the tree. Mind what I said about hurting the tree—take but the leaves and fruit."

A copy of the map accompanies this scenario; you can show the players that copy, or make them a photocopy. Be prepared to amplify Henere's instructions in small ways, but do not change any major idea shown on the map.

With that, Henere wishes them luck and leaves them to their preparations. Greenbrass gives them all the food they can carry, but has no equipment to offer. The route is too rough for animals; pack-mules and riding horses must be left behind. The villagers will stable and tend the adventurers' animals for free.

All the villagers — cheery, honest, hard-working folk—gather around the adventurers when they begin the trip, ply them with fresh bread and mulled cider, and pray to Esrola for them. The cold morning wind carries snippets of their shouted thanks and good wishes for the first kilometer of the trip.

The First Day

The rough hills east of town are uninhabited by humans. Wildlife includes mountain lions, small wild dogs, bobcats, rabbits, grouse, quail, pheasants, groundhogs, deer, beavers, elk, and an occasional black bear. The adventurers should see represent-

atives of some or all of these species or all local fauna, but none of them are aggressive, and most will bound away if attacked or approached closely.

The first day's trek is uneventful. The party will bed down for the night. During the night, a black bear comes into camp and rummages through the food supply. If an adventurer is on watch, then he will hear the bear and can react. If no one is on watch, then the players may attempt Listen rolls for each of their adventurers. A successful Listen roll indicates that the adventurer for whom the roll succeeded wakes up and can react.

Adventurers who wake become aware of the bear. Players may attempt successful Animal Lore rolls for their adventurers. Success means that the adventurer knows that frightening the bear may drive it away, whereas injuring it might make it attack. If the adventurer(s) simply shout, wave their arms, or run at the bear, it will turn tail and lumber into the woods, not to return. However, if it is struck or attacked, it will fight back.

The Bear

STR	20 __	Move 7	
CON	15 __	Hit points 19 _____	
SIZ	23 __	Fatigue 25 _____	
POW	10 __	Magic points 10 _____	
DEX	10 __	DEX SR 3	

location	melee	missile	points
RH Leg	01-02	01-02	3/7 _____
LH Leg	03-04	03-04	3/7 _____
Hind Q	05-07	05-09	3/9 _____
Fore Q	08-10	10-14	3/9 _____
RF Leg	11-13	15-16	3/7 _____
LF Leg	14-16	17-18	3/7 _____
Head	17-20	19-20	3/7 _____

Weapon	SR	Attk%	Damage
Bite	6	30%	1D8 + 2D6
Claw	9	47%	1D6 + 2D6

Note: each round an attacking bear will first bite, then hit with a claw.

The Second Day

If the bear gulped down all the party's rations, the adventurers need to spend their day hunting or trapping more food. If one adventurer is or was a hunter, he will be able to obtain enough food for everybody to continue. Otherwise, each player may attempt a Hide roll and a missile attack roll for each of his adventurers. If both rolls succeed, then that adventurer has shot himself a rabbit and otherwise gathered enough roots and herbs for a stew for the entire party. Admonish the party that time is important; these hardy adventurers can easily go without food for a day or two. Once they have made their rations safe, they should resume their journey.

Just after noon, they spot a short figure barring passage across the road. To one side is a deep-looking pool of water. The figure is Yozarian, a noted duck bandit.

Yozarian is a disreputable-looking character. He has a wooden leg and an old scar-crack across his beak. Half the feathers on one arm are missing, exposing pink flesh. A nicked short sword dangles from his waist, and he holds a light crossbow leveled at the chest of the biggest adventurer.

Yozarian, Duck Bandit

STR	9 __	Move 1	
CON	12 __	Hit points 9 _____	
SIZ	5 __	Fatigue 21 − 10 = 11 ____	
INT	16 __	Magic points 14 _____	
POW	14 __	DEX SR 2	
DEX	17 __		

location	melee	missile	points	
R Leg	01-04	01-03	2/3	_____
L Leg	05-08	04-06	6	_____
Abdomen	09-11	07-10	4/3	_____
Chest	12	11-15	4/4	_____
R Arm	13-15	16-17	4/3	_____
L Arm	16-18	18-19	4/3	_____
Head	19-20	20	6/3	_____

Weapon	SR	Attk%	Damage	Parr%	Pts
Crossbow	2	75%	2D4 + 2	—	—
Shortsword	7	52%	1D6 + 1	47%	10 __

Spells: (spirit magic 59%) Disrupt, Healing 3, Mobility 2.

Skills: (Dodge and Swim reduced by ENC): Dodge 52, Listen 90%, Swim 88%.

Armor: stiff leather wrapped around good leg, cuirbouilli torso and arms with leather padding, lamellar metal helm. Yozarian's wooden leg has natural armor points (as per weapons).

He will accost the group. "Hold! You cannot go on my road here without paying my toll. Such sturdy fellows as you should be able to afford at least 10 pennies each. Pay up or meet your ancestors!" Yozarian has a remarkably deep voice for a SIZ 5 duck, and he is swaggeringly confident.

Now have the players attempt Scan rolls for each of their adventurers. Those adventurers receiving successful rolls can see armed people hiding in the bushes and behind the rocks to either side of the trail. There are at least a dozen bushwhackers. If any player makes a critical Scan roll for an adventurer, that adventurer notices that the head of one of the hidden bandits looks remarkably like a pumpkin.

If the party does not immediately cough up the loot, Yozarian quacks out "Not speedy enough for me, lads! The price has gone up to 12 pennies each!" If the party seems to be preparing to attack him, Yozarian will hastily quack out orders to his gang: "Ready, now! Aim your crossbows! Shoot to maim if possible!" He'll glower threateningly at the adventurers.

In reality, Yozarian is working alone. He has built dummies of rags, squash, and straw, and equipped these troops with old battered weapons and a few battered pots to serve as shoulders or helmets. These dummies have been concealed cunningly—but not so cunningly that a group of victims would fail to see them once they began to look.

Yozarian's plot is simple. He asks only a mildly unreasonable toll, lets the party notice his gang, and sends the victims on their way after collecting his fee.

If the adventurers choose to attack, Yozarian will throw down his crossbow and dive into the pond next to him. He'll swim far underwater, to where he has weighted down a pair of large, open-bottomed barrels filled with air—similar to the effect obtained by turning over a glass and pushing its mouth below the surface of a fish bowl.

Yozarian will breathe from the barrels until their air goes stale (about a half hour), and then will swim to the surface. If the party is waiting for him, he'll surrender and offer to ransom his life for 200 pennies. He can pay up to 300, but will cry and wail if he has to do that. After receiving oaths of safety, he'll lead the party a short way up a canyon. There his treasure is buried under a stone. It amounts to exactly 300 pennies.

If Yozarian ever must engage in hand-to-hand combat, he immediately will surrender instead.

Yozarian probably does con a few pennies from the adventurers. It is unlikely that the adventurers will out-think this quick-witted, resourceful bandit. The duck will try not to harm any adventurer unless the situation is desperate—if he did, he knows that the survivors would be much more inclined to hunt down and harm him.

The Third Day

By the evening of the second day and for all of the third day, the Ochre Mountains have been clearly visible. The tall thin peak described by Henere has loomed ever closer. The trail leads directly into an arm of a sprawling forest. Going around the forest will take at least two days, perhaps more.

For hours the adventurers follow the meandering trail through the forest. Dense black trees tower at either side. At last, in the near-dark of the forest interior, the party rounds a bend in the trail and finds their path barred by a gigantic, perfectly woven, orb-shaped spider's web. The individual strands of the web are as thick as yarn. The entire web is at least 15 meters high. The webspinner is nowhere in sight. At one of the web's upper corners, hangs a silken bundle with antlers protruding from the top—a hapless deer, more than likely.

If the adventurers detour around the web, they find that gobbets of web lace the underbrush. A successful Search roll made before stepping off the trail, allows an adventurer to notice this. If they wade into the bush anyway, they become gummed and entangled before going four steps. The web gobbets have STR 14. Each adventurer must overcome with his own strength the gluey web's STR. An adventurer may try once per melee round until he gets free. If, once freed, an adventurer pushes further into the brush, he'll become entangled again. The second time someone becomes entangled, the giant spider that has been hiding in the treetops will attack.

If the party tries to cut through the big web, 30 points of damage must be done to the web with weapons to break it. After each blow, the weapon becomes stuck to the web. The wielder must overcome a STR of 8 with his own to pull it away from the web. Purely thrusting weapons such as a spear or a dagger cannot damage the web, nor can any missile weapon — these latter will simply sail through the web and disappear into the blackness beyond. But flaming weapons will not stick in the web and will do rated damage. When the web has taken 30 points of damage, a hole big enough to permit a man to pass has been formed. But on the fourth blow, the web will begin to vibrate, and a giant spider will rush down it to attack the web's assailants.

If the party detours widely, to avoid the forest entirely, alas they will find that this remarkable forest completely surrounds Thin Peak. They must pass through the forest to get to their goal, and they will meet a spider (but only one) no matter which way they go.

About five minutes after the combat ends, anyone who took damage from the spider's bite will feel queasy, vomit, and turn green from the poison. Healing spells will not purge the poison, though they may close and heal the wound through which it passed. The poison has a potency (POT) of 12, which is matched against the CON of the victim. If the CON is overcome, that victim takes 12 points of damage. If it fails to overcome CON, that victim takes 6 points of damage. This poison damage may not be healed by normal healing spells, but will be naturally purged at the rate of 1 point per day.

Emerging from the forest just before dusk, the party clearly sees the tall mountain (Thin Peak) spoken of by Henere. All the other mountains in the range are distinctly lower and blunter than this one. This night, the party will be camping in the foothills of Thin Peak.

The Fourth Day

During this day, the adventurers will face a series of individual challenges. Each challenge is marked in this text by a subhead.

The Route

There are two routes up Thin Peak. One looks relatively easy, and the other difficult. A successful World Lore will permit the appropriate adventurer to understand that the easy-seeming route actually promises deadly avalanches. The adventurers should be able to remember that Henere told them to take the difficult route as the best way to find the cave. But let them decide.

Climbing the Scarp

As the party begins to hike up the mountain, the first obstacle is a 5-meter rocky cliff running across the face near the base. All party members will need to make a successful Climb roll to get to the top. Anyone failing drops to the hillside below, taking 1D6 damage to a random hit location (ignore all armor), and must try again.

The Stream

Once all have scaled the scarp, there are no problems till a stream cuts across their path, running rapidly down the side of the mountain. It is shallow enough to wade, but who needs to get his feet wet on a cold mountain? Players must roll CON ×4 or less on D100 for each wading adventurer: adventurers taking failed rolls catch colds, making them miserable and reducing all perception rolls for them by 20 percentiles till they recover (in 1D2 days). The colds take effect three hours after the dunking.

Any adventurer may jump the stream instead upon a successful Jump roll. A failed one means that the adventurer fell in the stream instead. A successful CON ×4 roll lets him avoid sickness.

The Giant Spider

STR	16 __	Move 4/6 (on web)
CON	18 __	Hit points 21 _____
SIZ	24 __	Fatigue 34 _____
INT	3 __	Magic points 14 _____
POW	14 __	DEX SR 2
DEX	19 __	

location	melee	missile	points
RR Leg	01	01	4/4 _____
LR Leg	02	02	4/4 _____
RH Leg	03	03	4/4 _____
LH Leg	04	04	4/4 _____
Abdomen	05-08	05-11	4/9 _____
RC Leg	09-10	12	4/4 _____
LC Leg	11-12	13	4/4 _____
RF Leg	13-14	14	4/4 _____
LF Leg	15-16	15	4/4 _____
Head	17-20	16-20	4/7 _____

Weapon	SR	Attk%	Damage
Bite	5	70%	1D6 + 1D6 + poison

Skill: Climb Web 200%, Dodge 35%

Note: This spider will bite one opponent and dodge each round. It will not leave the area of its web. Damage to the spider's legs does not affect its total hit points.

The Rockslide

Now an old rockslide offers the best way up. Sheer cliffs rise to either side of the slide. Successful Climb rolls must be made to Climb through the talus. Failure means that the climber slipped and rolled back to the bottom of the slide, on the way taking 1D6 damage three times to three randomly-chosen hit locations (ignore armor). If the adventurers take precautions, such as tying themselves together, grant the players a temporary percentile increase to the Climb rolls, but make it clear that several failed Climbs will drag the whole party down the mountainside.

A Fork in the Path

At the next stage, there seem to be two good choices of route. A successful World Lore roll reveals that one of the routes is actually much easier to climb. If no World Lore roll succeeds, then have the adventurers determine which route is taken without other clues. If the party takes the hard route, each member will need to receive another successful Climb roll — failure does 2D6 damage to a random hit location (ignore armor). If the party takes the easy route, they reach the tree line without incident and can begin scouting for the cave.

Disregarded Advice

If the adventurers chose the easy-seeming slope of the mountain, disregarding Henere's advice, then everything occurs just as written here, except that the fruitless search of the southern slopes of Thin Peak takes the rest of the day. The party spends the night huddled on the icy slopes; if you want to endow everyone with colds as reward for this stupidity, that is certainly within your rights. In this case, the succeeding incidents take place on the morning of the fifth day. Otherwise they occur on the fourth day.

The Mighty Bird

As the party looks for the cave, call for Scan rolls for them all. All who get a successful Scan roll see a colossal bird cruise around the edge of the mountain and come sailing toward them. Everyone may try to Conceal and Hide (one try each) to escape this monster's sight. One adventurer's Conceal skill may be used on another, but only one Conceal roll for one adventurer is allowed. All Conceal rolls must be made before attempting any Hides. If any adventurer receives both a failing Hide and a failing Conceal, the bird swoops down and tries to grab him. If more than one adventurer waffles about in the open, roll randomly to see who is grabbed.

The bird is of terrific size — it is one of the fabled rocs of the Ochre Mountains, with a wingspan of well over 30 meters! This prowling avian is essentially invincible to the powers of the adventurers; they should want to avoid it, not fight it. Call for a hasty Animal Lore roll if you want to emphasize the point.

When the roc swoops, the victim can attempt a Dodge roll to avoid the grab. If the roc does succeed in snatching an adventurer, it will carry him off and that person never will be seen again. If the roc misses its grab, it will not return for a second swipe: proud bird that it is, it will fly off, pretending that it wasn't really trying.

The Roc

			Move 3/12 (fly)
STR	70		Move 3/12 (fly)
CON	30		Hit points 50
SIZ	70		Fatigue 100
INT	8		Magic points 20
POW	20		DEX SR 3
DEX	13		

location	melee	missile	points
R Claw	01-02	01	12/13
R Claw	03-04	02	12/13
Body	05-09	03-08	12/21
R Wing	10-13	09-13	12/17
L Wing	14-17	14-18	12/17
Head	18-20	19-20	12/17

Weapon	SR	Attk %	Damage
Claw Grab	6	50%	none; grapple & carry off

The Cave

Soon after the roc attack, the party finds the large entrance to the cave. It is the only cave on the whole north slope of the mountain. Its mouth is over 4m high. As the party approaches the cave, each member may try a Track roll to discern specific footprints in the slush and snow before the cave. A successful Animal Lore identifies these prints as belonging to an ice or cave troll; everyone can tell they were made by some large humanoid.

Once in the cave, if all party members receive successful Sneak rolls, then they can move quietly past the niche in which a troll loudly snores. If anyone wishes to attack the sleeping troll, the troll will smell him and hear him, and leap up ready for battle.

If the party wishes to move peacefully past, they may. If the players fail only one Sneak roll, the troll will just grunt and turn over in his sleep (it is the middle of the day —favorite sleeping time for trolls). If two or more Sneak rolls are failed, the troll will snort, get up, and come out ravening for battle.

The Mountain Troll

STR	23 __	Move 3
CON	15 __	Hit points 22 _____
SIZ	28 __	Fatigue 38 _____
INT	5 __	Magic points 11 _____
POW	11 __	DEX SR 4
DEX	9 __	
APP	2 __	

location	melee	missile	points	
R Leg	01-04	01-03	3/8	_____
L Leg	05-08	04-06	3/8	_____
Abdomen	09-11	07-10	6/8	_____
Chest	12	11-15	6/10	_____
R Arm	13-15	16-17	3/6	_____
L Arm	16-18	18-19	3/6	_____
Head	19-20	20	3/8	_____

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	40%	3D6 + 2D6	30%	13 __
Claw	9	50%	1D6 + 2D6	—	—

Note: The troll hits first with club, and then with claw each round. If he is facing two opponents in the cave, he will target one attack against each foe. He will only parry if his arm is injured, preventing him from using his claw. If his club is broken, he will attack with two claws each round, on strike ranks 7 and 10.

Injuries suffered by the troll heal at the rate of 1 point per round. If the troll is actually killed, then he cannot regenerate.

ARMOR: Bare limbs and head, with a bearskin strapped around his torso.

The Money Tree

Past the troll, the tunnel leads on to a small chamber where the money tree grows. The money tree looks like a miniature oak, about a meter high, with deeply-corrugated copper bark and dozens of perfectly-formed little silver leaves. At the end of one long branch is a single round silver fruit, shaped something like an orange (but much smaller). If the adventurers saw through or break a branch, it proves to be copper clear through. Any portion of the Tree bends to almost double before breaking.

The leaves and fruit are easy to twist off. There are 111 leaves on the plant, each worth 15 pennies. A successful Evaluate reveals that the fruit is worth about 1000 pennies to a collector.

The Trip Back

The trip back is uneventful, it takes three days. As they pass the pond where Yozarian accosted them, several of his dummies are found strewn across the road. Yozarian is nowhere is sight. If you wish, you might have a pack of wild dogs or a mountain lion attack the party. But do this only if the players obviously itch for more action.

Return to Greenbrass

When the adventurers get back, everyone will be pleased and treat them all to a feast and innumerable rounds of drinks at the Bouncing Buffalo. For several weeks, in fact, Oxar will let them loll about the inn as they please for free; if they remain for over three weeks, it becomes obvious that they have outstayed their welcome. Even Oxar has his limits.

The promised spells from the Wise Woman are forthcoming, and a usurer from Munn is willing to give the adventurers fair price for the silver leaves, converting these curiosities into coins.

The village holds a harvest feast and celebration which happens to coincide with the return of the adventurers. Remarkably for a hamlet the size of Greenbrass, suitable dance partners are available for all the adventurers who want one.

Forever after, the adventurers are known in Greenbrass and have friends there (perhaps sweethearts as well).

The adventurers may ask Henere why the trip was much more dangerous than he claimed. If they do, he admits that perhaps he glossed over some of the hardships, but says in his defense that since the trip is only made once every nine years, he could hardly be expected to know exactly what was to lie ahead —there was certainly no troll or duck bandit last time! And, of course, no one in town was qualified to fight their way through dangerous wilderness —outsiders had to be hired.

Then Henere will chortle and slap the adventurers on the back, ordering another round of drinks and promising that if they show up again in nine more years, he'll be glad to give them the job again.

Cheating Henere Hannibal

If the adventurers do not wish to give Henere the fruit, there is not much he can openly do about it. In such a case, he will remind them of the promised spells from the Wise Woman, and he will curse them as traitors if they don't hand the fruit over. The adventurers will never again be welcome in Greenbrass or Munn, and they will be known as common thieves by anyone from the entire region.

If one of the party ever wants to join the religion of the agricultural goddess (Esrola in these parts), the board of priests will be informed by the goddess that the adventurer has cheated the deity in the past (by cheating Esrola's priestess, the Wise Woman, who was supposed to get the fruit). That adventurer will not be allowed to join the religion unless and until he has somehow made good the loss.

If the party does not return through Greenbrass, Henere will not be able to revile them to their faces, but all the other above penalties apply.

If they keep the fruit, they find (just as Henere told them), that they are unable to grow a money tree; no matter what they do, the seed remains barren. Perhaps a magus could discover the necessary procedures and rituals, but this possibility entails at least a whole new scenario.

Reference

Sample of Play

Charlie, Steve, Gigi, and Greg gather for their regular Thursday-night *RuneQuest* game. It's at Steve's house. Charlie brings some drinks, Gigi brings munchies, and Greg acts as gamemaster.

The kitchen table is cleared for play. A battle mat, like an uncolored checkerboard, fills the center of the table. A box of figures is on one corner.

Everyone dumps their books and papers onto the table. Steve seems to have every *RuneQuest* item and reference in print, and his half-meter-high stack teeters on a fifth chair. Gigi's purse contains dice and personal figures, plus a folder of her adventurer sheets. Charlie carries his adventurer sheets and dice in his *RuneQuest* box. Greg, the GM, has several books and a fat notebook to which he frequently refers.

GM: Clear the table now. The adventure starts someplace in the Sea of Mists aboard a ship.

Steve: Sea of Mists! I thought we were in Norway.

GM: [spreads out the plan of a longship] We were, but you said your adventurers wanted to get home. Well, they took passage on this boat and it was blown off course. The sun hasn't been seen for five days.

Steve: Great. We haven't even introduced our adventurers yet.

GM: All right, then, let's do the introductions.

Steve: [brings out a beautifully-painted figure of a warrior maid] This is Signy the Brave, damage modifier of +1D6 with this poleax, 95% to hit, and unafraid of any man alive.

GM: What is she wearing?

Steve: Her usual, 8-point plate.

GM: At sea?

Steve: [figures quickly] Well, just her helmet, greaves, and vambraces then, and . . . her shortsword.

Gigi: Here is Cormac mac Bran, who has a distinctive and melodic Pictish accent. [gasps and snickers at this bold lie] Cormac is wearing the wolfskin cloak that the jarl gave him, and the gold torque.

GM: It's pretty cold out. That metal is chill on his skin.

Gigi: He doesn't care. The cloak is warm, and he never had so much gold.

GM: He's often seen the viking crew eyeing it.

Gigi: Do they know where he got it?

GM: Did Cormac tell them?

Charlie: Nikolos did.

Gigi: So did Signy. If they know, then they won't try to mess with us and steal it.

GM: Okay. Charlie?

Charlie: This is Nikolos the Sorcerer, lately of Byzantium, far-traveled visitor to Iceland, to the ruins of Atlantis, and even to hellholes like Pictland.

Gigi: [flaring] Nikolos got better treatment in Pictland than Cormac got in Greece!

GM: Enough. Here is Thorgrim, owner and captain of this ship. There are 30 other crewmen aboard, most of whom are from Thorgrim's neighborhood. Your three adventurers are the only passengers, but there is a large cargo of hides and furs. Thorgrim's ship is headed for Britain, but winds from the southeast drove it off course.

Charlie: [groans] Southeast! No wind blows from that direction here. It must be Clovis again.

Gigi: Clovis is dead!

Steve: [eyeing the GM] We don't know that for sure. The body was never found.

GM: [smiling] It is morning, and the rising sun clears the air of the mist. Thorgrim approaches, and waits to be noticed.

Steve: Where are our adventurers?

GM: The adventurers are in a kind of lean-to tent rigged here [indicates a rectangle on the ship plan]. The crew are at their oars, warming up for rowing. They seem happy the mist is gone. Thorgrim waits patiently. Will you ignore him?

Charlie: Nikolos will.

Gigi: Cormac will ask him what he wants.

Steve: Signy stands by with her sword ready.

GM: Thorgrim says to Signy, "I wish to speak with your lord, the sorcerer."

Gigi: Cormac says, "Speak to me. He can hear. Don't make him angry by insisting on his presence."

Charlie: [appalled] Don't say that!

GM: Does Nikolos say that?

Charlie: No.

GM: Then don't you say it.

Gigi: I just want to maintain the illusion of your power [Charlie snorts]

GM: Don't interupt the game, Gigi. From now on if I hear it, your adventurer said it. [Gigi pouts briefly, then acquiesces] Well, Thorgrim says, "The men are complaining that a devil's wind blew us here, and that we near the land of giants. Is that so?"

Charlie: Is it?

GM: Make a World Lore roll.

Steve: Us too?

GM: Yes.

Charlie: Success—Nikolos knows all about it. Remember, he went to Atlantis and knows the world is round.

GM: Sure enough: Nikolos' knowledge indicates he is probably north of Iceland, perhaps near the arctic circle.

Charlie: Is that near the viking land of giants?

GM: Yes.

Charlie: Hmmm.

...............................(time passes)...............................

GM: Okay, make a Listen roll for Cormac; I'll make one for Thorgrim. [rolls dice] Thorgrim failed. Didn't hear a thing.

Gigi: Cormac failed too.

Steve: Signy heard something.

GM: No, she didn't. You can't try for Signy or Nikolos — they're arguing in the tent.

Charlie: How about the crew? Did they all fail?

GM: Some made it, but everyone is surprised.

Gigi: By what?

GM: The stern of Thorgrim's ship is facing east. The rowers are looking into the rising sun. Everyone notices a flitting shadow. Suddenly Cormac is struck from behind by something slamming into him hard. Make a DEX ×2 roll for Cormac.

Gigi: [rolls D100] Ooops, missed.

Steve: Signy attacks with her broadsword!

GM: Calm down. Signy and Nikolos just heard a couple big thumps outside on the deck, and that's all they know. [to everyone] We're going to go into melee rounds. Nikolos knows the least of what's going on. Make a statement of intent for him, Charlie.

Charlie: [playing for time] Did the thumps sound threatening?

GM: Well, okay. Nikolos hears Thorgrim go down with a crash and a yell.

Charlie: Nikolos casts Resist Damage 7 on himself and grabs his staff.

Steve: Signy draws her sword and goes outside, casting Protection 4 on herself.

Gigi: Cormac gets up.

GM: No, he doesn't — two things are holding him down from behind. Make a Strength roll on the resistance table to get him free: the combined attacker Strength is 21.

Gigi: They're pretty scrawny! Well, poor old Cormac's Strength is still 13. He has a 10% chance to succeed. [rolls D100]. He succeeds.

GM: [rolls D100 twice] Yes, Cormac got up, but they are still holding on. He can look around now, and he sees this. [GM places four winged figures on the ship layout, and knocks over the Thorgrim figure] Cormac is here. Behind him are two tall, thin, winged figures, totally naked but for belts with knives.

Steve: Are the winged guys standing with their backs to Signy?

GM: Yes. They're between Signy and Cormac.

Steve: [gesturing] Signy will kill that one! [rolls D100]

GM: Calm down. It isn't even statement of intent yet.

Steve: Grrrr. Well, that's Signy's statement.

GM: Done — you can't change it after this. Over here Signy sees Thorgrim, sprawled on the deck with two of these things holding his arms and flapping like crazy. Everyone make a Scan roll. No, not everyone — Nikolos can't see anything yet.

Gigi: Made it.

Steve: Me too.

GM: Your adventurers see several shadows in this area, sort of hovering about. Gigi, your statement?

Steve: I want to change Signy's.

GM: Too late. Gigi?

Gigi: Cormac struggles to break free. What are the things doing?

GM: They are holding on, and flapping to get Cormac into the air.

Charlie: Nikolos is going to prepare another spell. It is Venom 12.

GM: That will take more than one round. What is his DEX?

Charlie: Eleven. That spell will go off next round, strike rank 5.

GM: Right. [scribbles a note] We will play by strike rank now. The flying things are tugging at Cormac's cloak now. He sees several more winged things hovering about here. [indicates the ship plan] Most have bows drawn and are ready to shoot. One is pointing at Thorgrim and chanting.

Five fire at Signy, and two fire at Cormac. Others are shooting at the crew, too.

Steve: Ah, rolled a 27. She hits.

GM: Wait until Signy's strike rank! Now, the flying things are all shooting on strike rank 2. First, two go at Cormac. [rolls D100 twice] A miss, and a hit. Self bow damage is D6 + 1, so Cormac takes [rolls D6] 7 points.

Gigi: You only rolled a 3!

GM: They have Speedart on their arrows.

Gigi: Is his cloak good for any armor?

GM: Oh, that's right — 2 points. [rolls D20] But Cormac was hit in the head. No armor there.

Gigi: He's below zero in the head! Is he dead?

GM: Not yet. Just knocked out.

Gigi: (sarcastically) Great.

GM: Now five arrows at Signy: [rolls D100 five times] a miss, a hit, a miss, a miss, and an impale.

Steve: (groaning) Well, at least she has on all her armor.

GM: Some armor on. Helmet, greaves, and vambraces, to quote what you said.

Steve: [sighs] She has leather padding, anyway. Signy would never take that off.

GM: Okay, okay. Signy has 1 point. [rolls D20 and D6 each twice] The regular hit does 5 to the chest; the impale does 15 to the left arm.

Steve: [groans] Well, she still hit him.

GM: Roll again in your correct strike rank.

Steve: Strike rank 4: I rolled 94, a hit!

GM: They're flying. Did you subtract 10 percentiles?

Steve: [groans again] Well, next round . . . .

GM: [with an evil chuckle] Not next round. They can still shoot again this round! Same targets: at Cormac [rolling dice], one arrow thunks to the deck, another hits him in the [rolls D20 and D6] chest for 3 points.

Gigi: With the cloak, he takes 1 point.

GM: And at Signy [rolls D100 each time], a hit, a hit, a miss, a miss, and a fumble [the players cheer].

Well, let's check the damage. [D20 and D6 again] Chest for 3 points, left arm for 7, and the fumble is 91. Would you mind finding that, Gigi? How is Signy, Steve?

Steve: Still going.

Gigi: Missile Fumble 91: "Hit nearest friend, do impaling damage."

GM: [rolls D20 and D6] Hmm, nine points to his wing.

Gigi: One carrying Cormac?

GM: Yes. So, everyone done with bookkeeping? Next round. Statements for everyone, Signy first.

Steve: Are these guys in reach of her sword? [GM nods affirmatively] And the bowmen are still flying around? [another GM nod] Well, Signy dives under cover into the tent to heal herself.

GM: Get the arrow out?

Steve: Umm, her chance is STR + CON × 2, or 72. Can she heal this round too?

GM: Sure

Gigi: Thanks a lot, pals. Cormac's still unconscious.

GM: Yes. How about Nikolos?

Charlie: His spell goes off on strike rank 5. He'll target anything in his sight.

GM: [pointing to a figure] Then this one is his target. Meantime, the flying guy who was hit in the wing is incapacitated. He can't keep aloft. He quivers and screams, and falls to the deck. Cormac thuds down, too. Gigi, Cormac takes 1D6 damage from the fall.

Gigi: Does he get a luck roll?

GM: Sure. [Gigi frowns as her roll misses] Now, is anyone watching the rest of the crew?

Steve: Signy is.

GM: No, she isn't. She's hiding in that tent. Even Nikolos is more exposed.

Charlie: He is? I didn't want him to be.

GM: He is if you want that spell to go off on strike rank 5. [Charlie indicates that he does want Nikolos' spell to go as stated]

GM: Thank you. Let's see. [rolls D8] four can see you and will shoot. Your spell will work first.

Charlie: It will? Uh oh, they must be using Speedart again [gamemaster leers]. Oh well, here goes [rolls D100] Hmm, 32. That is below Nikolos' Intensity, and below his Venom spell skill, too; it worked. What are its magic points?

GM: Average for these monsters — but I'm not telling. Just roll. [Charlie's roll succeeds] Let's see, now I'll roll his CON resistance to the venom [rolls D100 in secret]. The target suddenly gasps, screams once, and drops to the deck.

Charlie: Nikolos ducks back under the tent.

GM: Maybe next round, if he survives the arrow fire.

Charlie: On, yeah.

GM: The whole crew is staring over the port side into the air, where the flyers flap away with Thorgrim in their grasp. All of the flying-guy archers have departed, also.

Charlie: Nikolos begins a Venom 5 spell. At what range will Thorgrim be then? [the GM suggests a Scan roll to find out, at which Charlie succeeds]

GM: Hmmm. The targets have been flying for two rounds, at about half speed, so they are about 100 meters away.

Charlie: About 100 meters is range intensity 5. Nikolos is already weak from loss of magic points, but he'll try it anyway.

GM: That spell will be ready next round.

Charlie: On strike rank 1.

GM: How about Signy?

Steve: Kill! Kill! Is she first?

GM: Yes, against both.

Steve: Both?

GM: Sure. Remember the one with the venom damage? They both attack on strike rank 8.

Steve: Oh. Well, she'll kill the one on the right, and parry the one on the left. [D100 roll] Got him good, for [2D6 roll] 9 points in the [D20 roll] left leg.

GM: Does he parry? [D100 roll] Nope, poor sap. He takes it in the leg, grunts a little, then falls down. Second guy cuts at Signy, [D100 roll] and hits for —

Steve: [D100 roll] Never mind, no damage. She parried.

GM: That's it, then. Check your bookkeeping.

Steve: Is the guy that Signy hit dead?

GM: Does Signy want to cast Soul Sight?

Steve: Give me a break! Is he moving, is his leg cut off, is he bleeding?

GM: Well, he looks like he ought to be dead.

Steve: Signy'll just kill the other guy.

GM: How about Nikolos?

Charlie: Add another strike rank for the extra movement. Nikolos' spell should go off during strike rank 4.

GM: Big action round coming up: roll your dice, friends.

(Many adventures follow.)

Character Conversion

Players familiar with previous editions of *RuneQuest* may wish to integrate the new elements of the system into their adventurers. Put a blank *RuneQuest* adventurer sheet beside your old character sheet. Follow the instructions in order.

Personal Information

Your adventurer's Name, Player, Species, Gender, Age, Homeland/Clan and Religion do not change.

To determine Culture, use the character's original social class: if he was a farmer, townsperson, or noble, he is still Civilized; if he was a "foot barbarian", he is still a Barbarian; but if he was a "mounted barbarian", his culture is Nomad. Unless an adventurer was created as a native of Balazar using the Chaosium publication *Griffin Mountain*, he will not be a Primitive.

Occupation consists of whatever the adventurer currently does for a living — probably mercenary or adventurer.

Characteristics

Adventurer STR, CON, and POW do not change.

Dexterity: if the original DEX has been forgotten, or if it is already trained beyond the new maximum (1.5 times original DEX), then freeze it at its current value.

Appearance: at your gamemaster's option, enter APP if already rolled, or roll it, or enter your adventurer's original CHA. If the chosen procedure seems to warp the adventurer's personality, your GM probably will negotiate.

Intelligence: human INT is now 2D6+6, rather than 3D6. Modify your adventurer's INT according to the accompanying Intelligence/Size conversion table. Example: a previous-edition human with INT 9 now has INT 12.

Size: Human SIZ is based on differing die rolls, 2D6+6 for males and selected females, and 2D6+3 for remaining females. You select the die roll for your female adventurers. Modify SIZ according to the accompanying Intelligence/Size conversion table. Example: an adventurer of SIZ 4 under old *RuneQuest* now is of SIZ 8.

Damage Modifier: figure the damage modifier from your adventurer's STR and new SIZ, using the 3rd edition *RuneQuest* table.

Movement: for all humans, the movement rate is 3 meters per strike rank.

DEX SR, base SR, magic points, fatigue points, and hit points (as well as hit points per location) are figured according to 3rd edition rules. There is no longer any Defense; use the Dodge skill as the equivalent function.

Skills

Figure new skills category modifiers for all skills categories.

Your adventurer's skills category modifiers are ruled to be individually subsumed within each skill which he presently has. Do not subtract the adventurer's old skill bonuses from nor add his new skills category modifiers to his current skills percentages.

If a skills percentage is lower than the sum of the 3rd edition *RuneQuest* base chance plus category modifier, raise it to that amount.

If a skills category modifier is zero or is a negative value, then in that category a skill may be no higher than 100% minus the percentiles of the modifier. If a skills category modifier is positive (that is, +1 or more), the adventurer's skills in that category may reach any percentage.

Some skills have been renamed or dropped; others have remained the same in name and function. The accompany-

ing list and its order is taken directly from the 2nd edition *RuneQuest* character sheet; it shows old skill names as they appear on that sheet and indicates the 3rd edition equivalents which appear on the new adventurer sheet.

A skill also may have been shifted to a different skills category. In any conflict of function or definition, accept 3rd edition rules. New skills, such as Craft, are not listed here.

Skills not printed on the 2nd edition character sheet (such as Shield Making or First Aid) can be fitted into the 3rd edition by finding the skill most similar to it or by making up a new skill with the help of your gamemaster. Other frequently-used skills, such as Speak Other Language, do not appear on either sheet, since the actual skill is functional to a specific environment, such as Speak Esrolian.

Magic

RuneQuest magic terminology has changed considerably, and the whole concept has been greatly broadened.

Spirit Magic: the equivalent of battle magic.

Divine Magic: the equivalent of Rune magic.

Sorcery: *RuneQuest's* 2nd edition has no Sorcery. No adventurer has any Sorcery skill or spell.

Converting Battle Magic

If the character has more than his INT in spirit spells, choose those you most wish to keep, up to the adventurer's INT limit. Enter those on the adventurer sheet. The excess spells are lost. But record the total amount of the excess spell points; that number will be useful later.

Many spirit magic spells have undergone name changes or become variable. If a spell has gone variable for the 3rd edition, your adventurer may have as many points of the spell as is desired. The following table lists the 3rd edition equivalents to certain battle magic spells. Spells not listed retain their former name (but may act slightly differently — consult the spell descriptions).

If a spell is indicated as "add spell points to running total," your character automatically loses the spell, but should record the number of spell points lost. These will be used as later described in this section.

Converting Rune Magic

The Rune magic spells of Dismiss Elemental, Multispell, Discorporation, Divine Intervention, Concealment, and Vision no longer exist. Add any unused spell points to the running total begun with battle magic conversion.

Matrix Creation is now the ritual spell of Enchant Spell Matrix.

The number of points an adventurer has in Extension is totaled and added together, as this spell is now stackable.

Shield, Absorption, Warding, and Reflection, are no longer generally available. If the cult your adventurer belongs to does not possess these spells, he has them no longer — add them to the running spell points total.

Converting the Excess Spell Points Total

Take sum of all the excess spell points and multiply that amount by 5. The product is the raw amount of percentiles which may be allotted among the magic skills of Ceremony, Enchant, and Summon. Be sure to add the adventurer's magic skills category modifier to the value for each skill as well.

Shamans

A shaman under the old rules is still a shaman. If he has not already received at least a score of 1% plus his magic category bonus in the skills of Enchant and Summon, raise his score to that level and assume that he somehow managed to survive entry into shamanhood. (Surely a great entity became his protector!)

His fetch is considered to have the same INT and POW as it had before; it becomes a 3rd edition fetch. All spirits under his control which have POW in excess of his fetch's POW must be released. Any POW expended by the shaman in gaining such spirits is not returned. All spirits controlled by the shaman's fetch are considered to be ghosts, unless the gamemaster permits otherwise.

Priests

An adventurer-priest under the old rules remains a priest only if he so qualifies under the new rules (i.e., 50% + level in appropriate cult skills). Otherwise, he retains his magic and becomes an initiate — a favored initiate. His spells become one-use until he can qualify for priesthood under the new rules.

Weapons and Armor

Most weapon values have been changed in the new rules. Adopt the 3rd edition equivalents for your adventurer's old weapons.

Adopt as well the *RuneQuest 3* equivalents for the adventurer's old armor as well. The point value of the adventurer's new armor should equal that of his old armor. Your gamemaster is the final arbitrator.

Magic Items

Many previous *RuneQuest* magic items can be reproduced by using 3rd edition enchantments.

Scrolls

Scrolls enabling a character to increase ability in a characteristic or weapon (rolls of 02-15 and 31-50 on the *RuneQuest 2* scroll table) are considered to be well-written treatises on the subject. An adventurer researching that characteristic or weapon can use the scroll as if it were a teacher, eliminating need for an experience gain roll. Give such scrolls an experience rating, usually 75% for weapons. A scroll cannot increase a researcher's skill past its experience rating, even if the skill roll result seems to indicate it.

Secrets of general abilities scrolls (roll of 51-65 on the *RuneQuest 2* scroll table) are considered to be lengthy treatises covering all normal skills in the appropriate category. Thus, a scroll giving increase to all Perception skills is considered to be a treatise on Listen, Scan, Search, and Track. An adventurer researching in those skills can use such a scroll as a teacher, eliminating the need for an experience gain roll. Consider the skill level of such scrolls to be three times the old percentage increase in the ability, as listed in the scroll table. Such scrolls no longer increase the skills modifier.

Other scrolls need not be changed.

Potions

Poison and poison antidote potions (rolls of 26-55 and 66-80 on the *RuneQuest 2* potion table) are unchanged.

Blade Venom potions are considered to be ordinary poison.

Healing potions are considered to be potions containing a Healing spell. Battle magic spell potions are considered to be potions containing the appropriate spirit magic, and act just as they did before.

Spell Matrices

These are magic items created using the Enchant spell matrix magic. If the spell contained in the matrix no longer exists, trade it in for another, or (optionally) keep it as a "special" or "flawed" matrix.

Magic Crystals

Power-Storage Crystals: these now store magic points. They lose their spirit-trapping ability.

Power Crystals: these must be treated individually. In general, they are "special" magic items and function as they did before, or differently, at the gamemaster's option. Some of them are reproducible with creative use of *RuneQuest 3* Enchant rituals and new spirit types, and should be considered to be such enchantments. The gamemaster should rule whether or not he wishes to permit a particular crystal to continue in his campaign.

Bound Spirits

Remove spirits bound into crystals and place them into Binding enchantments. The Binding object may be anything possessed by the adventurer. Such spirits are considered to be magic spirits, and no longer freely supply their INT and POW to their user, though they will cast spells for him.

Spirits bound into animals should also be replaced with magic-spirit Binding enchantments into material objects. At the option of the gamemaster, they may be replaced with *RuneQuest 3*-type familiars.

Spells known by such magic spirits are the same as known by the spirit before the conversion.

Cults of Prax

Many 2nd edition characters worshipped gods described in the Chaosium volume, Cults of Prax, and learned new skills and spells contained therein. Convert these abilities and powers to *RuneQuest 3* just as *RuneQuest 2* skills and spells have been handled earlier in this article. In later supplements the religions and relations of Cults of Prax will be realigned to conform with the 3rd edition rules.

Skills

Some skills from Cults of Prax have 3rd edition *RuneQuest* equivalents on the list below. Other spells on this list have not changed at all and, while not included in the 3rd edition, are sanctioned as options which adventurers may adopt.

Intelligence / Size Conversion Table

old score	new score
3-4	8
5-6	9
7	10
8	11
9	12
10-11	13
12	14
13	15
14	16
15-16	17
17-18	18

Skills

skill name on 2nd edition **RuneQuest** character sheet	skill name on 3rd edition **RuneQuest** adventurer sheet
Evaluate Treas.	Evaluate
Read Own Lang.	Read/Write Own
Climbing	Climb
Defense	Dodge
Hide Item	Sleight*
Jumping	Jump
Lock Picking	Devise**
Map Making	***
Riding	Ride
Swimming	Swim
Trap Set/Disarm	Devise**
Listen	Listen
Spot Hidden Item	Scan
Spot Trap	Search
Tracking	Track
Camouflage	Conceal
Hide in Cover	Hide
Move Silently	Sneak
Pick Pockets	Sleight*
Oratory	Orate

*If an adventurer is skilled both in Pick Pockets and in Hide Item, choose the higher percentage of the two and enter it as his Sleight skill.

**If an adventurer is skilled both in Lock Picking and in Trap Set/Disarm, choose the higher percentage of the two and enter it as his Devise skill.

***Map Making has been eliminated as a generally-available skill. If your gamemaster allows it, treat Map Making as a Craft.

Battle Magic

old spell name	new equivalent
Binding	Slow
Detect Detection	add spell points to running total
Detect Enemies	Detect Enemy
Detect Gems	Detect [choose a specific gem]
Detect Life	Second Sight*
Detect Spirit	Second Sight*
Detect Traps	add spell points to running total
Detect Undead	Second Sight*
Detection Blank	add spell points to running total
Harmonize	add spell points to running total
Healing	Heal
Invisibility	add spell points to running total
Spirit Binding	Binding Enchantment
Spirit Shield	Spirit Screen
Xenohealing	add spell points to running total

*If an adventurer knows Detect Life, Detect Spirit, or Detect Undead, he is considered to know Second Sight. If he knows more than one of these spells, the excess spell points are added to the running total.

Cults of Prax Skills

old skill name	RuneQuest 3 equivalent
Bargaining	@
Find Cattle Fodder	Plant Lore*
Find Healing Plants	Plant Lore*
Find Water	World Lore
First Aid	First Aid@
General Knowledge	**
Identify Plants	Plant Lore
Masonry	Craft: Masonry@
Peaceful Cut	Craft: Butchery#
Sense Chaos	@
Sense Assassin	@
Treat Disease	@
Treat Poison	@
Understand Beast Speech	Animal Lore

@In name and function, this skill remains as it is in Cults of Prax. A new description of First Aid exists in the 3rd edition rules.

*The higher of the two skills Find Cattle Fodder or Find Healing Plants becomes the adventurer's Plant Lore skill.

**General Knowledge: an adventurer with a skill in General Knowledge gets a skills percentage equal to his General Knowledge level in each of the following skills: Animal Lore, Human Lore, Mineral Lore, Plant Lore, and World Lore. Example: an adventurer formerly with 30% General Knowledge now has 30% in each of the five Lores.

#Peaceful Cut is now a 1-point spirit magic spell. In order for it to take effect, it must be cast in conjunction with a successful Butchery skill roll. Peaceful Cut insures that the spirit of the slain animal reaches Eiritha.

Attack, Parry and Dodge Results

Attack: an adventurer can make one attack and one parry during a melee round, unless attacker's weapon skill is greater than 100%, or if he is using two-weapon use rules.

success	result
critical	weapon does maximum possible weapon damage plus the user's damage modifier, ignoring all armor and all but critical dodge results; target suffers automatic knockback; critical parry will completely block critical attack.
special	weapon does normal weapon damage plus user's damage modifier; thrusting weapons (spear, shortsword and missile weapons) (arrows, sling stones will also impale); target suffers automatic knockback; special dodge will avoid special attack.
simple	weapon does normal weapon damage plus user's damage modifier. If total damage is greater than target's SIZ, then target is knocked back.

miss	no damage; attacking weapon may be damaged by parrying weapon.
fumble	no damage; attacking weapon may be damaged by parrying weapon; attacker suffers effects of roll on Missile / Melee Fumble Table or Natural Weapons Fumble Table.

Parry: One parrying weapon can be used against one attack. Except for 2H weapons, no weapon used to parry can be used to attack in the same MR.

success	result
critical	stops critical attack, parrying weapon suffers no damage. Check knockback, Swords, axes and similar weapons will do normal weapon damage to unsuccessful attacking weapon.
special	viking shield, sai, and specially-constructed weapons entangle attacking weapon. Swords and axes or similarly-bladed weapons will do normal weapon damage to unsuccessful attacking weapon.

simple	weapon absorbs current AP in damage. If weapon AP exceeded by damage then AP reduced by one. Excess damage passes to defender's armor. Sword parry will do normal weapon damage to unsuccessful attacking weapon.
miss	any successful attack hits.
fumble	any successful attack hits, plus defender suffers effects of roll on Parry Fumble Table.

Dodge: Each point of ENC carried reduces dodge skill by 1 percentile. Dodge is effective against all attacks from a single source, but must be rolled against each attack.

success	result
critical	avoid critical attack.
special	avoid a special attack.
simple	avoid normal successful attack.
miss	any successful attack hits.
fumble	automatic normal hit unless rolled hit is better.

Aimed Blow

Specify hit location to be hit during Statement of Intent. On SR 10 roll attack at ½ chance.

Damage

An adventurer will fall unconscious if only 1-2 total HP remain, and also loses all positive fatigue points. He or she will die at end of MR if total HP are equal to or less than zero. Damage Equals or Exceeds Location HP

Head: Adventurer unconscious. Lose all positive FP. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR character can be Heroic if CON ×1 rolled (gain no experience).

Chest: Adventurer falls, cannot fight. Can crawl, magically Heal, or use First Aid. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if CON ×1 rolled.

Abdomen: Both legs useless, adventurer falls. May fight from ground. May magically Heal or First Aid self. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if CON ×1 rolled.

Arm: Limb useless, drop item, continue standing unless knockback. May magically Heal or First Aid self.

Leg: Limb useless, adventurer falls. May fight from the ground, magically Heal or First Aid self.

Damage Equals or Exceeds Double Location HP

Head, Chest, or Abdomen: Adventurer unconscious, lose all positive FP and 1 HP/MR. No CON roll, Heroic action, or other action.

Limb: Limb is maimed or severed, adventurer is unconscious. Lose all positive FP and 1 HP/MR (blood loss). If CON ×1 rolled can be Heroic, will not stop blood loss. Must be Healed to +HP within 10 MR or lost permanently. No more than 2× location HP can be done as damage to total HP.

Disarm

Attacker states that opponent's weapon is target of attack; opponent automatically parries if that was his declaration during Statement of Intent. Attacker retains normal success chance against SR 0 weapons; he loses 10 percentiles against SR 1 weapons; 20 percentiles vs. SR 2 weapons; and 30 percentiles against SR 3 weapons. He has these options:

Strike to Damage Weapon: each point of damage in excess of weapon armor points reduces AP by one. Purely thrusting weapons will not damage other weapons.

Hit With Flat of Weapon: match rolled damage vs. target's STR (or STR ×1.5 if he uses 2H weapon using resistance table. Success means

that weapon knocked from user's hand to distance in meters equal to difference between damage done and target's STR.

Entangle Target Weapon: entanglement occurs when the user of a whip, lasso, flail, etc. achieves a special result. Then match STR of attacker vs. STR of target to wrench weapon from target's hand.

Swordbreaker Tactics: usable with viking shields, sias, and specially-made weapons (double cost). User must achieve special parry result with swordbreaker: success means either that attacker's weapon is entangled as above or match swordbreaker user's STR vs. remaining armor points of attacker's weapon using resistance table. Success indicates broken attacker weapon.

Fatigue

Total FP equals STR + CON. Subtract 1 FP for each point of ENC carried or worn. Lose 1 FP for each melee round of action, or each hour marching, or each 1.5 hours riding. Subtract one percentile from each skill roll, resistance table roll, or characteristic roll for each negative FP. Reaching a negative FP total equal to STR + CON causes unconsciousness (exhaustion). Unconscious character must recover to positive FP to awaken 1D3-1 FP regained per MR of rest (can ride, walk 1m/MR).

Grapple

Successful grapple skill use catches random hit location (shield if defender makes successful shield parry roll). Grapple attack is blocked if defender succeeds in grapple or fist roll or defender can dodge grapple attack. After initial attack, base MR SR on combatant's DEX alone (do not include SIZ). A successful roll by each cancels the other's action. A solely successful grappler may:

Throw Foe: match thrower's STR + DEX vs. opponent's SIZ + DEX on resistance table. Success means that opponent must make DEX ×5 roll or suffer 1D6 damage to random location (armor protects). Failure means opponent not thrown, but attacker maintains grip.

Immobilize Limb: succeed in STR vs. STR roll. Failure means that limb not immobilized, but attacker maintains grip.

Healing

Healing removes damage. An impaled adventurer cannot be healed until impaled weapon is removed. Natural Healing (PB 43): recover 1D3 HP per location per week. If adventurer is working while healing rate is 1D4-2 for each location. Total hit point damage will heal after all hit locations are healed.

First Aid : can be used once per wound.

cannot replace severed or maimed limbs, cannot be used on adventurers with negative HP. One melee round is needed to stop bleeding. Five melee rounds and normal success heals 1D3 HP; special success heals 2D3 HP; critical success heals 1D3 + 3 HP; fumble causes 1D3 additional damage. Any other action by user during process subtracts 2 HP from those healed. First Aid will work against total hit point damage (asphyxiation, poison).

Magic Healing : can be used any number of times against a wound. If used within 10 MR, any spell that restores HP immediately can be used to cure a maimed or severed limb. Spells will not work on total HP damage that is unrelated to location damage; can be used on adventurer suffering from negative HP if applied before SR 10.

Knockback

Every 5 points of damage in excess of target SIZ knocks the target back 1 meter, target will fall unless DEX ×5 roll is successful. A special hit automatically knocks a target back 1m/5 points of damage regardless of SIZ.

Knockback Into Small Objects or People: primary target must make second DEX ×5; secondary target must also make DEX ×5. If primary target suffered at least a 3 meter knockback, both he and secondary person suffer 1D6 points of random damage per 5 meters to be traveled (i.e. 1D6 damage per 25 points of knockback).

Knockback Into Solid Objects: target suffers additional 1D6 random damage per meter traveled.

Intentional Knockback: state intention to knockback; at fist-attack SR attacker matches his STR + SIZ vs. SIZ + DEX of target. If successful, treat attacker STR + SIZ as if weapon damage. Unsuccessful attacker is knocked back as if defender SIZ + STR is weapon damage.

Martial Arts

User must roll D100 less than both natural weapon skill percentile and martial arts skill percentile. Martial arts doubles natural weapon damage (roll twice the dice); it does not affect user's damage modifier.

Other Melee Maneuvers

Area-Effect Attacks	Multiple Activities
Close Combat	Opportunity Melee
Darkness	Overhead Blow
Disengaging	Set Spear vs. Charge
Missile Fire Into Melee	Stun Damage
Missile Fire Vertically	Sweep Attack
Mounted Combat	Two-Handed Weapon
Moving and Melee	Two-Weapon

Character Generation Summary

Use this summary only after you are familiar with the general character-generation procedure.

You need a copy of the *RuneQuest* adventurer sheet, the dice that come in the box (3D6, 1D8, 2D20), and a pencil.

(1) Fill in Personal Data: Include the adventurer's name (choose it), your name, the adventurer's sex (choose it), the species of your adventurer ("human" for beginners), and Homeland/Clan of origin (ask your gamemaster).

(2) Determine Culture: For your first adventurer, pick a barbarian. Otherwise roll 1D8 for the social culture of your adventurer. Write the result in the space provided.

$$
\begin{aligned}
1 &= \text{Primitive} \\
2,3 &= \text{Nomad} \\
4,5,6 &= \text{Barbarian} \\
7,8 &= \text{Civilized}
\end{aligned}
$$

(3) Determine Characteristics: Use one of the three methods below. Fill in the characteristics spaces on the sheet as you go.

Random Method: Roll 3D6 for STR, CON, POW, DEX, and APP. Roll 2D6 + 6 for SIZ and INT.

Deliberate Method (usable only for human adventurers): Divide a total of 77 points among your adventurer's characteristics. INT and SIZ must be at least 8 each, and all others must be at least 6. No characteristic may be greater than 18.

Combined Method: Roll the dice by the random method. Then distribute up to 6 points, total, to one or more characteristics. The total of all the points cannot exceed 91 and no characteristic can be raised above 18.

(4) Determine Attributes:

Magic Points *(MP)*: Magic points are equal to the adventurer's POW.

Fatigue *(FP)*: Total the adventurer's STR plus CON.

Hit Points *(HP)*: Hit points equal the average of the adventurer's SIZ and CON.

Humanoid Hit Points per Location

Location	Total Hit Points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
Each Leg	1	2	3	4	5	6	7
Abdomen	1	2	3	4	5	6	7
Chest	2	3	4	5	6	8	9
Each Arm	1	2	3	3	4	5	6
Head	1	2	3	4	5	6	7

Damage Modifier: Total your adventurer's STR plus SIZ, then consult the table below.

Total	Bonus
01-12	−1D4
13-24	0
25-32	+1D4
33-40	+1D6
41-56	+2D6
ea +16	+1D6 additional

DEX Strike Rank: Find your adventurer's DEX on the table below and read across to find his DEX strike rank.

SIZ Strike Rank Modifier (SIZ SRM): Find it on the table below.

Strike Ranks Summary

DEX strike rank	SIZ Modifier	Weapon Modifier	(example)
1-9 = 4	1-9 = 3	0-.3m = 3	(fist/knife)
10-15 = 3	10-15 = 2	.4m-1.1m = 2	(1H weapon)
16-19 = 2	16-19 = 1	1.2-2.1m = 1	(2H weapon)
20+ = 1	20+ = 0	2.2m+ = 0	(pike/tree)

Melee Strike Rank Modifier: The sum of the DEX strike rank and the SIZ SRM.

Weapons Strike Rank Modifier: Find this number by individual weapon in the weapons tables of the combat chapter.

Movement Rate (Move): All humans move at 3 meters per melee round strike rank.

(5) Determine Skills Category Modifiers:

Total the values of the influences for each characteristic.

Skills Category Modifiers

Primary	Secondary	Negative
+1 per 1 over 10	+1 per 2 over 10	Converse of
−1 per 1 under 10	−1 per 2 under 10	Primary
	(max. +10 points)	

AGILITY SKILL
  DEX = Primary
  STR = Secondary
  SIZ = Negative

KNOWLEDGE SKILL
  INT = Primary

MANIPULATION SKILL
  INT, DEX = Primary
  STR = Secondary

STEALTH SKILL
  DEX = Primary
  SIZ, POW = Negative

COMMUNICATION SKILL
  INT = Primary
  POW, APP = Secondary

MAGICAL SKILL
  INT, POW = Primary
  DEX = Secondary

PERCEPTION SKILL
  INT = Primary
  POW, CON = Secondary

WEAPONS SKILL
  Attack % = Manipulation Modifier
  Parry % = Agility Modifier

(6) Establish Previous Experience:

(a) Roll 2D6. Add the result to your character's age of 15 to find his or her present age.

(b) Use either the Quick Experience System or consult the occupation table in the appropriate culture to learn the occupation of your adventurer's parents.

(7) Write Down Weapons and Other Equipment.

Quick Experience System

This previous experience system will provide no cultural background for an adventurer—it merely provides an extremely fast method of giving a character some previous experience. The gamemaster will find this method useful for quickly generating NPC previous experience. He or she may also allow experienced players to use this method to generate or augment adventurers in the midst of a game. Players may use this previous experience generation system only with gamemaster approval.

Magic: The type of magic depends on the culture of the adventurer.

Primitive and Nomadic culture adventurers gain 1D3-1 points of spirit magic at 15 years of age, plus 1 point per additional 10 years of age, plus 1 point per additional 10 years or fraction thereof.

Barbarian culture adventurer players must roll D100. A result of 01-50 means that your adventurer gains spirit magic as if a primitive/nomad adventurer (given above). A result of 51-00 indicates that the adventurer can automatically become an initiate of his or her parent's religion. If the adventurer does not become an initiate he or she gains no magic. Initiates gain a 1 point increase in characteristic POW per three years or fraction, which can be sacrificed for divine spells. POW may be increased only to the limits given in the Game System chapter. Initiates also gain 1 point of cult spirit magic per five years or fraction.

Civilized culture adventurer players must roll D100. A result of 01-75 means that your adventurer gains divine magic as if a barbarian adventurer (given above). A result of 76-00 indicates that the adventurer gains 1D3-1 sorcery spells at age 15 plus 1 additional spell per five years or fraction.

Skills: The player tallies 30 percentiles for every year that the adventurer is older than age 15. He or she then divides up the sum of the percentiles among the various skills. Skills accompanied by experience-check boxes can be increased only to 75%. Skills lacking experience-check boxes can be increased to 100%. No skill can be increased beyond 100%.

Magic skills can be increased as follows: only those adventurers who know sorcery spells can gain percentiles in Intensity, and sorcery-using adventurers should gain percentiles in their spells as well. Further, these skills can be increased only to 75%. No adventurer can gain percentiles in Duration, Multispell, or Range with this system. Any practitioner of magic can gain percentiles in Ceremony, Enchant, or Summon.

Equipment: 1H weapon+shield or 2H weapon, self bow or javelin or sling, hard leather armor and helm (2 points or protection), one scar, tattoo or birthmark, odd goods worth 100 pennies, Standard Traveler's Pack (50p 14 ENC): 4-liter waterskin, 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket.

Cultural Weapons

Primitive

attack and parry—
1H Spear or 2H Spear (25)
1H Axe or Mace (25)
attack only—
Javelin or Boomerang (20)
Sling or Self Bow (25)
parry only—
Buckler or Target Shield (25)

Barbarian

attack and parry—
1H or 2H Spear (25)
1H Axe, Mace, or Sword (25)
2H Axe or 2H Sword (15)
attack only—
Bow or Javelin (25)
parry only—
Buckler, Tar, Kite, or Viking Round Shield (25)

Nomad

attack and parry—
1H Axe, Mace, 1H Spear, or Sword (20)
attack only—
Lance (30)
Bow or Javelin (20)
parry only—
Buckler or Target Shield (20)

Civilized

attack and parry—
Broadsword, Rapier, Scimitar, or Shortsword (25)
1H or 2H Spear (20)
2H Axe or 2H Sword (15)
attack only—
Crossbow or Sling (25)
parry only—
Main Gauche, Buckler, Heater, Kite, or Hoplite Shield (25)

Common Divine Spells

Spell	POW Cost
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual
Extension	1 point
Find Enemy	1 point
Find (Substance)	1 point
Heal Wound	1 point
Magic Point Matrix Enchantment	ritual
Mindlink	1 point
Sanctify	1 point
Soul Sight	1 point
Spell Matrix Enchantment	ritual
Spellteaching	ritual
Spirit Block	1 point
Strengthening Enchantment	ritual
Summon (Species)	ritual
Warding	1 point
Worship (Deity)	ritual

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment—(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominate (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form/Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment—(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)
Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment—(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment—(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

Special Divine Spells

Spell	POW Cost
Absorption	1 point
Berserk	2 points
Bless Crops	1 point
Breath Air/Water	2 points
Cloud Call	1 point
Cloud Clear	1 point
Command (Species)	1 point
Create Ghost	1 point
Fear	1 point
Float	1 point
Heal Body	3 points
Illusory Motion	1 point
Illusory Odor	1 point
Illusory Sight	1 point
Illusory Sound	1 point
Illusory Substance	1 point
Illusory Taste	1 point
Lightning	1 point
Madness	2 points
Mindblast	2 points
Reflection	1 point
Regrow Limb	2 points
Restore Health	1 point
Resurrect	3 points
Shield	1 point
Sunspear	3 points
Sureshot	1 point
Thunderbolt	3 points
True (Weapon)	1 point

Spirit Magic Spells

Spell	Value
Armoring Enchantment	ritual
Befuddle	2 points
Binding Enchantment	ritual
Bladesharp	variable
Bludgeon	variable
Control (Species)	1 point
Coordination	variable
Countermagic	variable
Darkwall	2 points
Demoralize	2 points
Detect Enemy	1 point
Detect Magic	1 point
Detect (Substance)	1 point
Dispel Magic	variable
Disruption	1 point
Dullblade	variable
Endurance	variable
Extinguish	variable
Fanaticism	1 point
Farsee	variable
Firearrow	2 points
Fireblade	4 points
Glamour	variable
Glue	variable
Heal	variable
Ignite	1 point
Ironhand	variable
Light	1 point
Lightwall	4 points
Magic Point Matrix Enchantment	ritual
Mindspeech	variable
Mobility	variable
Multimissile	variable
Protection	variable
Repair	variable
Second Sight	3 points
Shimmer	variable
Slow	variable
Speedart	1 point
Spell Matrix Enchantment	ritual
Spirit Screen	variable
Strength	variable
Strengthening Enchantment	ritual
Summon (Species)	ritual
Vigor	variable
Visibility	2 points

RuneQuest

Adventurer Sheet

Personal Information

Adventurer Name _____ Player Name _____

Species _____ Homeland/Clan _____

Age _____ Gender: ☐ Male ☐ Female Parent Occupation _____

Culture _____ Adventurer Occupations _____

Religion _____ _____

Characteristics

current: STR ___ CON ___ SIZ ___ INT ___ POW ___ DEX ___ APP ___

original: STR ___ CON ___ SIZ ___ INT ___ POW ___ DEX ___ APP ___

Selected Attributes

Damage Modifier _____ Move Rate _____ DEX SRM _____ + SIZ SRM _____ = MELEE SRM _____

Skills

Agility (_____)

Boat (05) _____ ☐
Climb (40) _____ ☐
Dodge (05) _____ ☐
Jump (25) _____ ☐
Ride (05) _____ ☐
Swim (15) _____ ☐
Throw (25) _____ ☐

Communication (_____)

Fast Talk (05) _____ ☐
Orate (05) _____ ☐
Sing (05) _____ ☐
Speak Languages
Own (30) _____ ☐
_____ (00) _____ ☐
_____ (00) _____ ☐

Knowledge (_____)

Animal Lore (05) _____
Craft (10) _____
_____ _____ ☐
_____ _____ ☐
Evaluate (05) _____ ☐
First Aid (10) _____ ☐
Human Lore (05) _____
Martial Arts (00) _____
Mineral Lore (05) _____
Plant Lore (05) _____
Read/Write Language (00) _____
_____ _____
_____ _____
Shiphandling (00) _____ ☐
World Lore (05) _____

Manipulation (_____)

Conceal (05) _____ ☐
Devise (05) _____ ☐
Sleight (05) _____ ☐
Play Instrument (00) _____
_____ _____ ☐
_____ _____ ☐

Perception (_____)

Listen (25) _____ ☐
Scan (25) _____ ☐
Search (25) _____ ☐
Track (05) _____ ☐

Stealth (_____)

Hide (10) _____ ☐
Sneak (10) _____ ☐

Magic (_____)

Ceremony (05) _____
Enchant (00) _____
Summon (00) _____
Duration (00) _____
Intensity (00) _____
Multispell (00) _____
Range (00) _____

Spells Known **(Free INT _____)**

_____ ☐ _____ ☐
_____ ☐ _____ ☐
_____ ☐ _____ ☐
_____ ☐ _____ ☐
_____ ☐ _____ ☐
_____ ☐ _____ ☐
_____ ☐ _____ ☐

Weapon Skills (A% mod ___) (P% mod ___)

Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____

Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____

Shield _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Body Locations

HEAD
AP _____
HP _____

CHEST
AP _____
HP _____

R ARM
AP _____
HP _____

L ARM
AP _____
HP _____

ABDOM
AP _____
HP _____

R LEG
AP _____
HP _____

L LEG
AP _____
HP _____

Equipment ENC

pennies _____ _____
armor _____ _____
(blank lines)
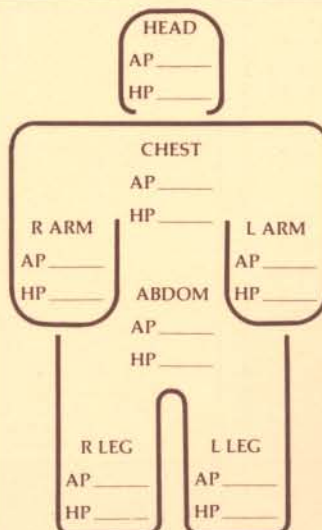
Total ENC: _____
(subtract total ENC from Fatigue)

Attribute Tallies

Magic Points: 0 1 2
3 4 5 6 7 8 9
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31 32 33 34 35 36 37

Fatigue Points:
1 2 3 4
5 6 7 8
9 10 11 12 13 14 15
16 17 18 19 20 21 22
23 24 25 26 27 28 29
30 31 32 33 34 35 36
37 38 39 40 41 42 43
44 45 46 47 48 49 50

Hit Points: 1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30 31 32
33 34 35 36 37 38 39

Hit Location Table
(humanoid)

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

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Other notes, skills, spells, and treasure

Game Aids

Melee Sequence

Statement of Intent Phase: each player and gamemaster declare their intentions for their characters. Suggestion: first statement given by character with lowest DEX. 3 SR required to change actions in the midst of the MR.

Action Phase: 10 SR per MR. An adventurer may begin moving on his DEX SR. Roll D100 to succeed in skill use, and D20 if affecting a hit location. Check for knockback (automatic for special hits).

Bookkeeping: subtract all damage done; note fatigue point loss; check for bleeding and Heroic rolls; make experience checks.

Limit to Activities

An adventurer can perform two of the three melee actions (attack, parry, dodge). He may also cast spells if sufficient SRs remain in the melee round, though he may not attack, parry, or dodge while casting spells. Spellcasting activities can carry-over to the next melee round.

Skill Results

Actual Skill	Critical Success	Special Success	Fumble
01-07	01	01	96-00
08-10	01	01-02	96-00
11-12	01	01-02	97-00
13-17	01	01-03	97-00
18-22	01	01-04	97-00
23-27	01	01-05	97-00
28-29	01	01-06	97-00
30	01-02	01-06	97-00
31-32	01-02	01-06	98-00
33-37	01-02	01-07	98-00
38-42	01-02	01-08	98-00
43-47	01-02	01-09	98-00
48-49	01-02	01-10	98-00
50	01-03	01-10	98-00
51-52	01-03	01-10	99-00
53-57	01-03	01-11	99-00
58-62	01-03	01-12	99-00
63-67	01-03	01-13	99-00
68-69	01-03	01-14	99-00
70	01-04	01-14	99-00
71-72	01-04	01-14	00
73-77	01-04	01-15	00
78-82	01-04	01-16	00
83-87	01-04	01-17	00
88-89	01-04	01-18	00
90-92	01-05	01-18	00
93-97	01-05	01-19	00
98-00	01-05	01-20	00

Attack Modifiers

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 5%.

Positive

Percentiles	Effect
+25	Target helpless.
+20	Target surprised during non-combat or knocked down.
+10	Target surprised during combat.
+10	Attacking from target's unshielded side or from behind.
+10	Prepared attack (one melee round delay to aim just right).
+10	Attacking from above target.
+05	Per 10 SIZ points that the target is over SIZ 20.

Negative

Percentiles	Effect
-75	Target cannot be seen, or sensed by darksense or other such senses.
-20	Attacker has been knocked down.
-10	Target moving (if attacking with missile weapon).
-10	Per SIZ point which target is below SIZ 4.
-10	Attacker is riding a moving animal/vehicle.

The Resistance Table

For success, roll equal to or less than the indicated number.

					Active																	
Passive		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
	01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	99
	02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
	03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	05	05	05	05	50	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
	20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
	21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50

Humanoid Hit Locations

Melee

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

Missile / Spell

D20	Body Area	Description
01-03	Right Leg	Right leg from hip to foot
04-06	Left Leg	Left leg from hip to foot
07-10	Abdomen	Hip to just under floating ribs
11-15	Chest	Floating ribs to neck and shoulders
16-17	Right Arm	Entire right arm
18-19	Left Arm	Entire left arm
20	Head	Neck and Head

Shielded Hit Locations

Shield	Area Covered
Buckler	Shield arm.
Target/Heater	Shield arm and one other hit location.
Hoplite/Kite/ Viking Round	Shield arm and two other hit locations contiguous with each other.

4-Legged Animal Hit Locations

Area	melee D20	missile D20	HP Multiplier
RH Leg	01-02	01-02	25
LH Leg	03-04	03-04	25
Hind Q	05-07	05-09	40
Fore Q	08-10	10-14	40
RF Leg	11-13	15-16	25
LF Leg	14-16	17-18	25
Head	17-20	19-20	33

Combined Melee Weapons and Parry Weapons Fumbles

D100	Nature of Fumble; Effect on Fumbler
01-05	Lose next parry.
06-10	Lose next attack
11-15	Lose next attack and parry.
16-20	Lose next attack, parry, and Dodge.
21-25	Lose next 1D3 attacks.
26-30	Lose next 1D3 attacks and parries.
31-35	Shield strap breaks: shield immediately falls.
36-40	As 31-35 above, and also lose next attack.
41-45	Armor strap breaks: roll for hit location from where the armor fell.
46-50	Armor strap breaks: as 41-45 above, and also lose next attack and parry.
51-55	Fall: lose parry and Dodge this round, and take 1D3 melee rounds to get up.
56-60	Twist ankle: halve movement rate for 5D10 melee rounds.
61-63	Twist ankle and fall: apply both 51-55 and 56-60 above.
64-67	Vision impaired: lose 25 percentiles from attacks and parries; fix helmet or clear eyes in 1D3 unengaged melee rounds.
68-70	Vision impaired: lose 50 percentiles from attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
71-72	Vision blocked: lose all attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
73-74	Distracted: foes attack at +25 percentiles effectiveness for next round.
75-78	**Attack**—weapon dropped: recover in 1D2 melee rounds. **Parry**—parrying weapon or shield dropped: recover in 1D2 melee rounds.
79-82	**Attack**—weapon knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds. **Parry**—parrying weapon or shield knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds.
83-86	**Attack**—weapon shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon. **Parry**—parrying weapon or shield shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon.
87-89	**Attack**—hit nearest friend for rolled damage; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
90-91	**Attack**—hit nearest friend for maximum rolled damage; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
92	**Attack**—hit nearest friend for maximum rolled damage and ignore any armor; hit self if no friend is near. **Parry**—wide open: foe automatically hits for rolled damage.
93-95	**Attack**—hit self: do rolled damage. **Parry**—wide open: foe automatically hits for rolled damage.
96-97	**Attack**—hit self: do maximum rolled damage. **Parry**—wide open: foe automatically hits for rolled damage.
98	**Attack**—hit self: do maximum rolled damage and ignore any armor. **Parry**—wide open: foe automatically hits for critical success with weapon.
99	**Attack** or **Parry**—blow it: roll twice on this table and apply both results.
00	**Attack** or **Parry**—blow it badly: roll three times on this table and apply all three results.

Dropped Oil Lamp Table

roll D100	result
01-30	Light is extinguished: lamp is unharmed.
31-70	Lamp continues to burn unharmed; roll for random beam direction.
71-75	Lamp breaks and is no longer usable. Oil spreads over to the floor, leaving slick surface. Wick continues to burn with brightness of candle.
76-85	Lamp breaks irreparably and spreads oil over floor, leaving slick surface. Wick goes out.
86-00	Lamp breaks and spreads burning oil across floor; treat flames as a small fire (see The World chapter).

Missile Weapons Fumbles

D100	Result
01-10	Lose next attack.
11-20	Lose next 1D4 attacks.
21-30	Lose next 1D3 melee rounds for any activity.
31-40	Weapon strap breaks: lose melee weapon.
41-50	Armor strap breaks: roll for hit location to determine which piece breaks and falls.
51-60	Armor strap breaks: as per entry 41-50, and neither initiate action nor parry in the next melee round.
61-65	Fall to ground.
66-70	Vision impaired: lose 50 percentiles from all attack chances for 1D3 melee rounds.
71-73	Vision blocked: cannot see for 1D3 melee rounds.
74-80	Drop weapon: weapon lands 1D6-1 meters distant.
81-85	Weapon shatters: 100% chance if unenchanted, −10 percentiles per point of spirit magic or sorcery on weapon; −20 percentiles per point of divine magic on weapon.
86-89	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
90-92	Hit nearest friend: do impaling damage. If no friend is near, apply as per entry 81-85.
93-94	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
95-98	Blow it: roll twice on this table and apply both results.
99-00	Blow it badly: roll three times on this table and apply all three results.

Natural Weapons Fumbles

D100	Results
01-05	Lose next Dodge.
06-10	Lose next attack.
11-15	Lose next Dodge and parry.
16-20	Lose next Dodge, parry, and attack.
21-25	Lose next 1D3 melee rounds: initiate no action nor parry.
26-30	Lose next 1D6 attacks.
31-35	Armor or clothing strap breaks: roll to determine hit location.
36-40	Armor or clothing strap breaks: roll to determine hit location and lose next melee round as per entry 21-25.
41-50	Fall: lose Dodge and parry this round.
51-60	Fall and twist ankle: lose 1 meter of movement per strike rank for 5D10 melee rounds.
61-70	Vision impaired: for 1D3 melee rounds, lose 25 percentiles for attacks, parries, and Dodges
71-73	Vision impaired: for 1D4 melee rounds, lose 50 percentiles on attacks, parries, and Dodges.
74-75	Vision blocked: fumbler cannot see for 1D3 melee rounds.
76-80	Distracted: all foes may attack at +25 percentiles during the next melee round.
81-85	Miss an attack, and strain a muscle: lose 1 hit point in the attacking limb and 3 fatigue points.
86-90	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
91-94	Hit nearest friend: do maximum rolled damage. If no friend is near, apply as per entry 81-85.
95-96	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
97-98	Hit self: do maximum rolled damage.
99	Blow it: roll twice on this table and apply both results.
00	Blow it badly: roll three times on this table and apply all three results.

Natural Weapons

Weapon	Damage	Base %	SR
Claw	1D6	25%	3
Fist	1D3	25%	3
Grapple	1D6	25%	3
Head Butt	1D4	10%	3
Kick	1D6	15%	3

Engines

Name	ENC(kg)	Base %	Damage	Max. Range	Rate of Fire
Siege Arbalest	10.2	10%	3D6+1	425	1/5MR
Ballista	N/A	05%	10D6	275	1/5 minutes
Catapult	N/A	10%	6D6	325	1/5 minutes
Springal	N/A	05%	3D6	300	1/5 minutes
Trebuchet	N/A	05%	12D6	300	1/15 minutes

Missile Weapons

Weapon Name	STR/DEX	Base %	ENC(m)	Damage	AP	Range Effect	Range Max.	Rate of Fire	P
Atlatl	7/9	05	.5(1)	+1D6†	6	+10	+20	1/MR	20
Bow, Self	9/9	05	.5(.05)	1D6+1	5	90	120	1/SR	150
Bow, Long	11/9	05	.5(.05)	1D8+1	6	90	275	1/SR	350
Bow, Composite	13/9	05	.5(.05)	1D8+1	7	120	225	1/SR	350
Crossbow, Heavy	13/7	25	8.0(.05)	2D6+2	10	55	300	1/3MR	500
Crossbow, Medium	11/7	25	4.8(.05)	2D4+2	8	50	270	1/2MR	400
Crossbow, Light	9/7	25	3.4(.05)	1D6+2	6	40	225	1/2MR	300
Repeater (12 shots)**	9/7	25	3.2(.05)	1D6+2	6	60	170	1/SR	800
Stonebow	11/7	25	3.4(.1)	1D6+2	6	30	200	1/MR	300
Blowgun	–/11	10	.5(.05)	1D3*	4	30	30	1/MR	50
Sling	–/11	05	.1(.1)	1D8	–	100	100	1/MR	30
Staff Sling	9/11	10	.5(.1)	1D10	10	120	120	1/MR	80
Bolas***	9/13	05	3.0	1D4	–	15	25	1/MR	50
Boomerang, War***	13/9	10	1.0	1D8	6	30	50	1/MR	30
Boomerang, Hunting***	9/11	05	0.5	1D4	3	50	50	1/SR	20
Dart*	–/9	10	.5	1D6	4	20	30	1/SR	75
Javelin	9/9	10	1.5	1D8	8	20	50	1/SR	100
Shuriken	–/13	05	.1	1D3	–	20	30	1/SR	25
Throwing Axe***	9/11	10	.5	1D6	6	20	20	1/SR	50
Throwing Knife	–/11	05	.2	1D4	4	20	20	1/SR	50
Thrown Rock***	–/–	15	.5	1D3	–	20	20	1/SR	0
Rope Lasso***	9/13	05	1.0	none	–	10	10	1/5MR	200
Pole Lasso***	9/9	20	3.0	none	4	3	3	1/MR	100
Whip***	9/9	10	1.0	1D4	6	5	5	1/MR	150

* Dart from blowgun will usually have a poison of 2D10 potency.

** Once 12 shots have been fired, it takes the character's DEX strike rank +3 to reload one quarrel.

*** These weapons do not do impaling damage with a special hit.

† This is a damage modifier.

Melee Weapons

Weapon Category	Weapon	Damage	STR/DEX	ENC	BS%	Armor	SR	Price
Axe, 1H	Battleaxe	1D8+2	13/9	1.0	10	8	2	100
	Hatchet	1D6+1	7/9	0.5	10	6	2	25
Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2	100
	Great Axe	2D6+2	11/9	2.0	05	10	1	120
	Halberd@$	3D6	13/9	3.0	05	10	1	250
	Poleaxe	3D6	11/9	2.5	05	10	1	150
Dagger	Dagger@@	1D4+2	-/-	0.5	15	6	3	33
	Knife	1D3+1	-/-	0.2	15	4	3	10
	Main Gauche	1D4+2	-/9	0.5	10	10	3	55
	Sai	1D6	-/11	1.0	05	10	2	60
Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3	100
	Cestus, Light	1D3+1	7/-	1.0	15	4	3	100
	Fighting Claw	1D4+1	7/9	0.1	15	-	3	100
Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2	250
	Grain	1D6	9/-	1.0	10	6	2	10
	Three Chain	1D6+2	9/13	2.0	05	10	2	240
Flail, 2H	Military	2D6+2	9/-	2.5	05	10	1	240
Hammer, 1H	Warhammer@	1D6+2	11/9	2.0	10	8	2	150
Hammer, 2H	Great Hammer@	2D6+2	9/9	2.5	05	10	1	250
Mace, 1H	Heavy Mace	1D10	13/7	2.5	15	10	2	220
	Light Mace	1D8	7/7	1.0	15	6	2	100
	Singlestick	1D6	7/9	0.5	15	5	2	10
	Wooden Club	1D6	-/7	0.5	15	4	2	4
Maul	Heavy Mace	1D10	9/7	2.5	10	10	2	220
	Quarterstaff	1D8	9/9	1.5	10	8	1	20
	Troll Maul	2D8	17/7	5.5	10	16	1	50
	War Maul	1D10+2	11/7	2.5	10	12	1	150
	Work Maul	2D6+2	13/7	4.0	10	12	2	150
Rapier	Rapier@***	1D6+1	7/13	1.0	05	8	2	100
Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2	100
	Kukri	1D4+3	-/11	0.5	10	8	3	120
Shield**	Buckler	1D4	-/9	1.0	05	8	3	120
	Heater/Target	1D6	9/-	3.0	15	12	3	60
	Hoplite Shield	1D6	12/-	7.0	15	18	3	150
	Kite	1D6	11/-	5.0	15	16	3	120
	Viking Round	1D6	9/7	4.0	15	10	2	120
Spear, 1H@@	Javelin	1D6+1	7/7	1.5	05	8	2	100
	Lance (mntd)	1D10+1	7/7	3.5	05*	10	0	150
	Pilum	1D6+1	9/7	2.0	05	10	2	125
	Short Spear	1D8+1	7/7	2.0	05	10	2	20
Spear, 2H@@	Long Spear	1D10+1	9/7	2.0	15	10	1	30
	Naginata****	2D6+2	7/11	2.0	05	10	1	150
	Pike	2D6+2	11/7	3.5	15	12	0	65
	Short Spear	1D8+1	-/7	2.0	15	10	2	20
Sword, 1H	Bastard Sword	1D10+1	13/9	2.0	10	12	2	230
	Broadsword@	1D8+1	9/7	1.5	10	10	2	175
	Scimitar@	1D6+2	7/11	1.5	10	10	2	200
Sword, 2H	Bastard Sword	1D10+1	9/9	2.0	05	12	2	230
	Greatsword	2D8	11/13	3.5	05	12	1	320
Tools##	Hoe (2H)	1D6	7/7	2.0	10	8	1	5
	Scythe#	2D6	11/9	2.5	10	8	1	50
	Sickle (1H)@	1D6	-/-	0.5	05	6	3	40
	Spade (2H)	1D6+2	7/7	1.5	05	8	2	20

*   Lance cannot parry when used from horseback.
**   Percent is for parry. Attack is 05%.
***   Impaling damage with the Rapier is 3D6+3.   **** The Naginata does not impale.
\#   Generally have straightened blades when used for war.
\#\#   Unlike the other categories of weapons, expertise with one tool does not confer any ability with the other tools. Attacks and parries with each tool must be advanced separately.
@   Weapon can be used either as a cutting/smashing weapon or as a thrusting weapon which can impale. Mode must be declared before attack is rolled.
@@   All special hits with these weapons are impales.
$ Impaling Damage with a Halberd is 4D6, not 6D6.

Metal Armor Costs (complete suits)

The wilds: metal armor unavailable.
Rural: metal armor unavailable.

Small City Armor Prices

type	small	medium	large	X-large
bezainted	420	525	630	735
brigandine*	8750	11,000	13,250	15,500
chainmail*	9600	12,000	14,400	16,800
lamellar	2900	3600	4300	5000
plate*	13,500	16,875	20,250	23,625
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

*25% chance to find this metal armor.

Large City Armor Prices

type	small	medium	large	X-large
bezainted	420	525	630	735
brigandine	3500	4400	5300	6200
chainmail	3840	4800	5760	6720
lamellar	2900	3600	4300	5000
plate	5400	6750	8100	9450
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

ENC per Hit Location

Hit Location	Percent of Total ENC
Head	1/10
Arm	1/10 each
Chest	2/10
Abdomen	1/10
Leg	2/10 each

Leather Armor Costs (complete suits, all market)

type	small	medium	large	X-large
cuirbouilli	180	225	270	315
soft leather	60	70	80	100
stiff leather	80	100	120	140

Adventurer's Gear Costs

Standard Traveler's Pack: 50p

Waterskin (4 liters), 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket. The whole pack weight 14 ENC.

Chain: 120p

A standard 10m-long iron chain, which is capable of supporting a SIZ 60 weight. The chain weighs 14 ENC.

Strong Rope: 45p

A standard 30m fiber rope, which is capable of supporting a SIZ 30 weight. The rope weighs 6 ENC.

Weapons Costs

type	the wilds	rural	small city	large city
ball & chain (m)	1500*	600*	250	250
battleaxe (m)	600*	240*	100	100
bolas	50	50	50	50
boomerang, hunt	20	20	20	20
boomerang, war	30	30	30	30
bow, composite	250	250	250	350
bow, long	350	350	350	350
bow, self	150	150	150	150
broadsword (m)	900*	350*	150	150
club, wood	4	4	4	4
dagger (m)	200*	80	33	33
flail, mil. (m)	1440*	576*	240	240
flail, 3-chain (m)	1440*	576	240	240
gladius (m)	600*	240	100	100
great hammer (m)	3700*	1500*	600*	250
greatsword (m)	5000*	1920*	768*	320
halberd (m)	1500*	600*	250	250
hatchet, stone	25	25	na	na
hatchet (m)	150*	60	25	25
javelin	100	100	100	100
knife	10	10	10	10
lance (m)	900*	360	150	150
mace, heavy	220	220	220	220
mace, light	100	100	100	100
pike (m)	390*	156	65	65
pilum (m)	750*	300	125	125
poleaxe (m)	900*	360*	150	150
quarterstaff	1	1	2	5
sling	10	10	10	30
sling, staff	10	10	10	80
spear, 1H short	20	20	20	20
spear, 2H long	30	30	30	30
sword, bastard (m)	1380*	800*	230	230
warhammer (m)	900*	360	150	150
war maul (m)	900	360	150	150

*25% availability in the wilds. 50% in rural.

Saddle Costs

type	price	chance to find in market. the wilds/rural/S. city/L. city
knight's saddle	2500	na/05%/50%/100%
light saddle	200	na/25%/100%/100%
nomad's saddle	1000	15%/15%/05%/na

Tool Costs (all markets)

type	cost	type	cost
awl	2	lantern*	35
axe, wood	35	lamp oil* (liter)	4
5-hour candle	1	scythe	10
hammer	5	sickle	15
hatchet	15	spade	20
hoe	5	5-hour torch	1
knife	5		

*available only in towns and cities.

Shield Costs

type	the wilds	rural	small city	large city
buckler (wooden)	60	60	na	na
buckler (m)	na	288	120	120
heater (m)	360*	144	60	60
hoplite (m)	900*	360	150	150
kite (m)	720*	288	120	120
target	120	120	60	60
target (m)	na	375	150	150
viking round (m)	720	288	120	120

*50% chance of availability.

Domestic Animal Costs

animal	the wilds/rural	small city	large city
burro	500	500	1250
cat, common	5	0.5	free
dog, common	0.25	0.25	0.25
dog, hunting	5	20	20
dog, hunting breed	na	100	100
horse, average	2400	2400	6000
horse, racing	na	10,000+	15,000+
pony	750	750	3750

Armor Cost by Piece

Armor Type — Cost by Size
Material — Small Medium Large X-Large

Greaves (pair)
Leather	24 28 32 36
Hard Leather	32 40 48 56
Cuirboilli	72 90 108 126
Bezainted	168 210 252 294
Scale	768 960 1152 1344
Ringmail	352 440 528 612
Lamellar	1160 1440 1720 2000
Chainmail	1536 1920 2304 2688
Brigantine	1400 1760 2120 2480
Plate	2160 2700 3240 3780

Pants/Trews
Leather	30 35 40 45
Hard Leather	40 50 60 70
Bezainted	210 262 315 368
Ringmail	440 550 660 770
Scale	960 1200 1440 1680
Chainmail	1920 2400 2880 3360
Brigantine	1750 2200 2650 3100

Skirt
Leather	6 7 8 9
Hard Leather	8 10 12 14
Cuirboilli	18 23 27 32
Bezainted	42 52 63 73
Ringmail	88 110 132 154
Scale	192 240 288 336
Lamellar	290 360 430 500
Chainmail	384 480 576 672
Brigantine	350 440 530 620
Plate	540 675 810 945

Hauberk
Leather	18 21 24 27
Hard Leather	24 67 81 94
Bezainted	126 157 189 220
Ringmail	264 330 396 462
Scale	576 720 864 1008
Lamellar	870 1080 1290 1500
Chainmail	1152 1440 1728 2016
Brigantine	1050 1320 1590 1860

Byrnie
Leather	12 14 16 18
Bezainted	84 105 126 147
Ringmail	176 220 264 308
Chainmail	768 960 1152 1344

Cuirass
Hard Leather	16 20 24 28
Cuirboilli	36 45 54 63
Scale	384 480 576 672
Lamellar	580 720 860 1000
Brigantine	700 880 1060 1240
Plate	1080 1350 1620 1890

Sleeves (pair)
Leather	12 14 16 18
Bezainted	84 105 126 147
Ringmail	176 220 264 308
Chainmail	768 960 1152 1344

Vambraces & Rerebraces (pair)
Hard Leather	16 20 24 28
Cuirboilli	36 45 54 63
Scale	384 480 576 672
Lamellar	580 720 860 1000
Brigantine	700 880 1060 1240
Plate	1080 1350 1620 1890

Coifs/Hoods
Leather	6 7 8 9
Bezainted	42 52 63 73
Ringmail	88 110 132 154
Chainmail	384 480 576 672

Helms
Hard Leather	8 10 12 14
Cuirboilli	18 22 27 31
Scale	192 240 288 336
Lamellar	290 360 430 500
Plate	540 675 810 945

Armor Table

Armor Type	Armor Points	Cost per ENC	Small (6-10)	Medium (11-15)	Large (16-20)	Troll (21-25)
Clothes	0	varies	2.0(40)	2.5 (45)	3.0 (50)	3.5 (60)
Soft Leather	1	20 p	3.0(60)	3.5 (70)	4.0 (80)	5.0 (100)
Stiff Leather	2	20 p	4.0(80)	5.0 (100)	6.0 (120)	7.0 (140)
Cuirbouilli	3	45 p	4.0(180)	5.0 (225)	6.0 (270)	7.0 (315)
Bezainted	4	70 p	6.0(420)	7.5 (563)	9.0 (630)	10.5 (735)
Ringmail	5	110 p	8.0(880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Lamellar	6	200 p	14.0(2800)	18.0 (3600)	21.5 (4300)	25.0 (5000)
Scale	6	120 p	16.0(1920)	20.0 (2400)	24.0 (2880)	28.0 (3360)
Chainmail	7	240 p	16.0(3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Brigandine	7	200 p	17.5(3500)	22.0 (4400)	26.5 (5300)	31.0 (6200)
Plate	8	270 p	20.0(5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)

Armor ENC (total cost)

Range Cost

Range	MP Cost	Free INT
10 m	0	0
20 m	+1	1
40 m	+2	2
80 m	+3	3
160 m	+4	4
320 m	+5	5
640 m	+6	6
1.28 km	+7	7
2.56 km	+8	8
5.12 km	+9	9
10.24 km	+10	10
20.48 km	+11	11
40.96 km	+12	12
81.92 km	+13	13
163.84 km	+14	14
327.68 km	+15	15
655.36 km	+16	16
1310.72 km	+17	17
2621.44 km	+18	18
5242.88 km	+19	19
10485.76 km	+20	20

Duration Cost

Duration In Minutes	MP Cost	Free INT
10	0	0
20	+1	1
40	+2	2
80 (1 hour +)	+3	3
160 (2 hours +)	+4	4
320 (4 hours +)	+5	5
640 (10 hours +)	+6	6
1280 (21 hours +)	+7	7
2560 (1 day +)	+8	8
5120 (3 days +)	+9	9
10240 (1 week +)	+10	10
20480 (2 weeks +)	+11	11
40960 (4 weeks +)	+12	12
81920 (8 weeks +)	+13	13
163840 (16 weeks +)	+14	14
327680 (32 weeks +)	+15	15
655360 (1 year +)	+16	16
1310720 (2 years +)	+17	17
2621440 (5 years +)	+18	18
5242880 (10 years +)	+19	19
10485760 (20 years +)	+20	20

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment —(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominate (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment —(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)

Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment —(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment —(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

Common Divine Spells

Spell	POW Cost
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual

Spell	POW Cost	Spell	POW Cost
Extension	1 point	Cloud Clear	1 point
Find Enemy	1 point	Command (Species)	1 point
Find (Substance)	1 point	Create Ghost	1 point
Heal Wound	1 point	Fear	1 point
Magic Point Matrix Enchantment	ritual	Float	1 point
Mindlink	1 point	Heal Body	3 points
Sanctify	1 point	Illusory Motion	1 point
Soul Sight	1 point	Illusory Odor	1 point
Spell Matrix Enchantment	ritual	Illusory Sight	1 point
Spellteaching	ritual	Illusory Sound	1 point
Spirit Block	1 point	Illusory Substance	1 point
Strengthening Enchantment	ritual	Illusory Taste	1 point
Summon (Species)	ritual	Lightning	1 point
Warding	1 point	Madness	2 points
Worship (Deity)	ritual	Mindblast	2 points
		Reflection	1 point
		Regrow Limb	2 points
		Restore Health	1 point

Special Divine Spells

Spell	POW Cost		
Absorption	1 point	Resurrect	3 points
Berserk	2 points	Shield	1 point
Bless Crops	1 point	Sunspear	3 points
Breath Air/Water	2 points	Sureshot	1 point
Cloud Call	1 point	Thunderbolt	3 points
		True (Weapon)	1 point

Ceremony Time to Skill

Duration	Roll	Duration	Roll
1	1D6	144	11D6
2	2D6	233	12D6
3	3D6	377	13D6
5	4D6	610	14D6
8	5D6	987	15D6
13	6D6	1597	16D6
21	7D6	2587	17D6
34	8D6	4181	18D6
55	9D6	6768	19D6
89	10D6	10949	20D6

When augmenting the changes of a non-ritual spell, the left column number is melee rounds of time. When augmenting the changes of a ritual spell, the left column number is hours of time.

Summons Encounters

1D100	Encounter	INT	POW
01	Bad Man	20	35
02-07	demon	3D6	3D6+6
08-17	disease spirit	—	3D6+6
18-37	elemental	—	varies
38-57	ghost	2D6+6	6D6
58-61	hellion	4D6	3D6+6*
62-66	healing spirit	—	4D6
67-71	intellect spirit	1D6	2D10
72-76	magic spirit	3D6	4D6+6
77-81	passion spirit	—	3D6+6
82-86	nymph	depends on type	
87-91	power spirit	—	2D6+3
92-96	spell spirit	per spell 3D6	
97-00	wraith	2D6+6	5D6+6

*This refers to the hellion's CON, which is also equal to its armor and magic points.

Spirit Spells

Spell	Value		
Armoring Enchantment	ritual	Glamour	variable
Befuddle	2 points	Glue	variable
Binding Enchantment	ritual	Heal	variable
Bladesharp	variable	Ignite	1 point
Bludgeon	variable	Ironhand	variable
Control (Species)	1 point	Light	1 point
Coordination	variable	Lightwall	4 points
Countermagic	variable	Magic Point Matrix Enchantment	ritual
Darkwall	2 points	Mindspeech	variable
Demoralize	2 points	Mobility	variable
Detect Enemy	1 point	Multimissile	variable
Detect Magic	1 point	Protection	variable
Detect (Substance)	1 point	Repair	variable
Dispel Magic	variable	Second Sight	3 points
Disruption	1 point	Shimmer	variable
Dullblade	variable	Slow	variable
Endurance	variable	Speedart	1 point
Extinguish	variable	Spell Matrix Enchantment	ritual
Fanaticism	1 point	Spirit Screen	variable
Farsee	variable	Strength	variable
Firearrow	2 points	Strengthening Enchantment	ritual
Fireblade	4 points	Summon (Species)	ritual
		Vigor	variable
		Visibility	2 points

Wind Measurement

STR	Result
0-2	Calm, no air movement.
3-6	Light air, little movement; will gutter a candle, may not blow it out.
7-12	Breeze; easily blows out a candle.
13-18	Light wind. Lower limit for good sailing in boats.
19-24	Moderate wind. Dangerous to flying creatures and may knock them down. Birds always roost in such wind.
25-30	Strong wind. Menacing to average humans; may knock them down. Upper limit for sailing ships to endure.
31-36	Fresh gale. Impossible for average humans to remain afoot.
37-45	Whole gale.
46-50	Hurricane.

Cloud Cover

% cover	scale of cover	possible precip.
0-10	none	0-10mm
11-20	scant clouds	11-20mm
21-30	scattered clouds	21-30mm (1"+)
31-40	slightly overcast	31-40mm
41-50	moderately overcast	41-50mm (2")
51-65	mostly overcast	51-65mm
66-80	completely overcast	66-80mm (3")
81-00	dense clouds, little light	81-100mm (4")

Temperature

temp. reference	degrees in C°
water freezes	0
water boils	100
human optimal range	17/27
human-acceptable	10/40
human-survivable	−20/45

Armor Points for Objects

Object	Armor Points
Light Wooden Furniture	5
Light Wooden Door	6
Heavy Wooden Furniture	8
Heavy Wooden Door	8
Hut Wall	6
Fence Rail	12
Farmhouse Wall (wood & plaster)	15
Postern Gate	20
Large Stone	20
Loose Stone Wall	20
Adobe	25
Castle/Town Gate	30
Wooden Pallisade	30
Mortared Stone/Brick Wall	35

Wind/Sea Damage

Wind Description	Damage to Craft	Average Damage
Calm	—	—
Light Air	1	1
Breeze	1D3	2
Light Wind	1D6	3.5
Moderate Wind	2D6+3	10
Strong Wind	4D6+6	20
Fresh Gale	6D6+12	32
Whole Gale	8D6+24	66
Hurricane	10D6+48	87

Daily Movement Rates

Type	Notes	Rate*
Hiking	Assumes an average of 10 hours of steady walking, on road or path with no encumbering wagons/animals	50 km/day
Marching	Marching in organized groups for 10 hours, ready to fight at the end of the march	30 km/day
Riding	Moving at a walk, possibly accompanied by pack train or wagons	30 km/day
Cavalry	Unhindered by wagons/pack animals at a disciplined walk-trot-walk pace	50 km/day

*see terrain effects guidelines, just below.

Terrain Effects Guidelines

Terrain	Effects
Major River	Adds one day per km to cross unless bridged or on a very shallow ford. Gamemaster should call for Swim skill rolls and World Lore rolls.
Vegetation	Depends on density of vegetation. No effect if on road or well-used trail. Light—slows movement to 85% of normal. Medium—slows movement to 70% of normal. Heavy—slows movement to 50% of normal.
Rolling Hills	Slows movement to 70% of normal.
Mountains	Slows movement to 30% of normal.

These conditions are cumulative. Example: if adventurers attempt cavalry movement through medium vegetation on mountains, movement is cut to 30% for mountains, and to 70% of that modified amount for vegetation. Instead of 50 km/day, movement will be 11.5 km/day (50km × .30 mountains = 15km × .70 medium vegetation = 10.5km actual movement rate).

Terrain Effects on Perception

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
	−0	−10	−10	−10	−20	−20	−15	−30	−50

If ground is broken, halve Search and reduce Scan by 25% before subtracting the terrain percentile.

Terrain Effects on Stealth

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
Hide	+5	+10	+10	+10	+20	+20	+15	+30	+50
Sneak	−5	−10	−10	−10	−20	−20	−15	−30	−50

If terrain is flat, halve the Hide percentiles before adding the terrain modifier.

If terrain is broken, double the Hide percentiles before adding the terrain modifier.

Definitions of Headings

Light: No more than one item of the terrain type per 9 square meters. Normal vision range possible except for items of terrain.

Medium: No more than five items of the terrain type per 9 square meters. Vision range cut to half of normal by overlapping terrain items.

Heavy: More than five items of the terrain type per 9 square meters. Vision range cut to 25% of normal by overlapping terrain items.

Scrub: Ground cover perhaps waist high, mostly grass and light brush. It does not impede movement.

Bush: Ground cover up to slightly above man height, with many dense clumps of brush. It will reduce movement by 15% to 50%, depending on density.

Trees: Forest of trees several man-heights high. It will impede movement as Bush does; the trees can support human weight.

Aging and Inaction

2D6	points lost	2D6	points lost
2	4	7	none
3	3	8	none
4	2	9	1
5	1	10	2
6	none	11	3
		12	4

1D10	characteristic
1-2	−1 STR
3-4	−1 CON
5-6	−1 DEX
7-8	−1 APP
9-10	no loss

Disease Effects

Failures	Degree of Illness
0	none
1	mild: lose 1 characteristic point weekly
2	acute: lose 1 characteristic point daily
3	serious: lose 1 characteristic point hourly
4+	terminal: lose 1 characteristic point / minute

Improvement Summary

Method	Die Roll	Add	Time
Experience*	1D6	3	one adventure plus approx. 1 game week.
Training	1D6-2	2	hours equal to skill%
Research*	1D6-2	1	hours equal to skill%
POW Gain*	1D3-1	1	one adventure plus approx. 1 game week.
Characteristic**	1D3-1	none	current characteristic ×25 hrs.

*Must have successful experience increase roll.
**May increase by training or by research.

RuneQuest

Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____other sailors ____		misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
____	____	__/__	__	_____	__	__
____	____	__/__	__	_____	__	__
____	____	__/__	__	_____	__	__

Seaworthiness: 1 2 3 4 5 6
7 8 9 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 (_____)

Hull Quality: 1 2 3 4 5 6 7
8 9 10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 (_____)

Structure Points: 1 2 3 4 5
6 7 8 9 10 11 12 13 14 15 16 17
18 19 20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39 40 41
42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 78
79 80 81 82 83 84 85 86 87 88 89 90
91 92 93 94 95 (_____)

RuneQuest

Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____other sailors ____		misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
____	____	__/__	__	_____	__	__
____	____	__/__	__	_____	__	__
____	____	__/__	__	_____	__	__

Seaworthiness: 1 2 3 4 5 6
7 8 9 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 (_____)

Hull Quality: 1 2 3 4 5 6 7
8 9 10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 (_____)

Structure Points: 1 2 3 4 5
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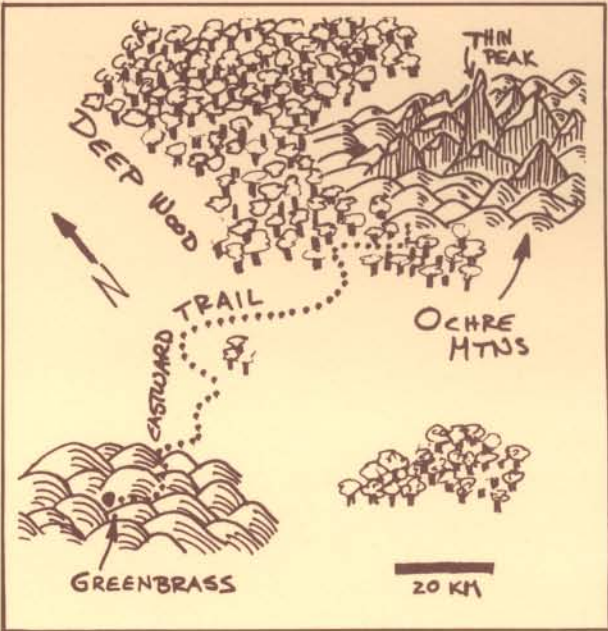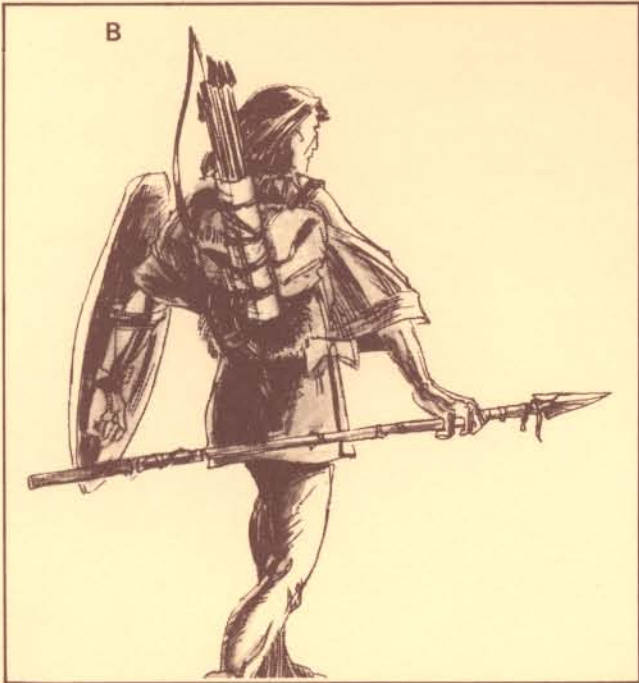30 31 32 33 34 35 36 37 38 39 40 41
42 43 44 45 46 47 48 49 50 51 52 53
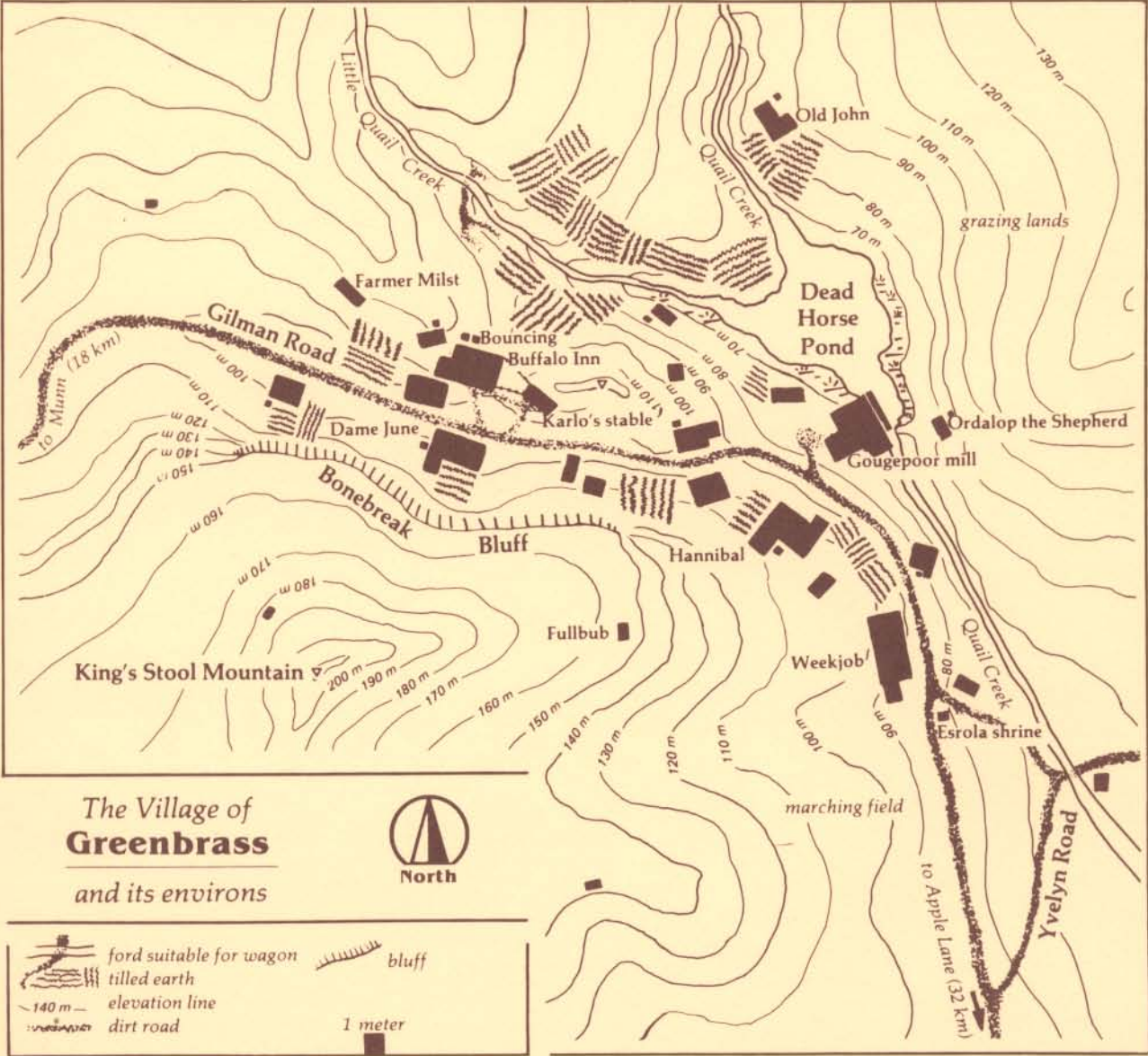54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 78
79 80 81 82 83 84 85 86 87 88 89 90
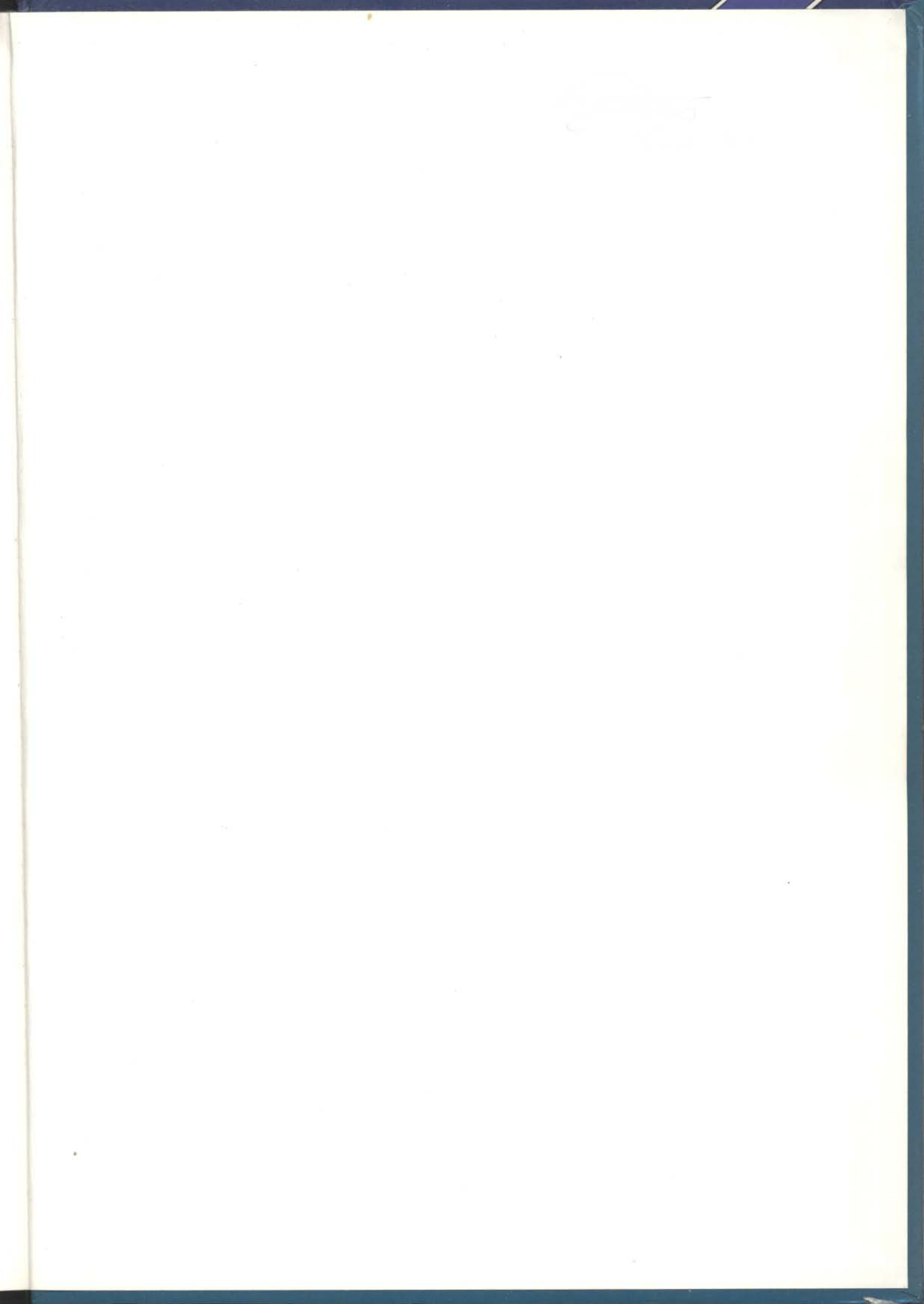91 92 93 94 95 (_____)

B

THIN PEAK

DEEP WOOD

N

EASTWARD TRAIL

OCHRE MTNS

GREENBRASS

20 KM

This is the map that Henere Hannibal gives to the adventurers.

Little Quail Creek

Quail Creek

Old John

130 m
120 m
110 m
100 m
90 m
80 m
70 m

grazing lands

Farmer Milst

Gilman Road

Bouncing Buffalo Inn

Dead Horse Pond

to Mlunn (18 km)

100 m
110 m
120 m
130 m
140 m
150 m
160 m

Karlo's stable

Dame June

Ordalop the Shepherd

Gougepoor mill

Bonebreak Bluff

170 m

180 m

Hannibal

200 m 190 m 180 m 170 m

160 m

150 m

140 m 130 m 120 m 110 m 100 m 90 m 80 m

King's Stool Mountain

Fullbub

Weekjob

Quail Creek

Esrola shrine

marching field

Yvelyn Road

to Apple Lane (32 km)

The Village of
Greenbrass

and its environs

North

ford suitable for wagon

tilled earth

~140 m~ elevation line

dirt road

bluff

1 meter

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