

Runequest

by
Steve Perrin & Friends

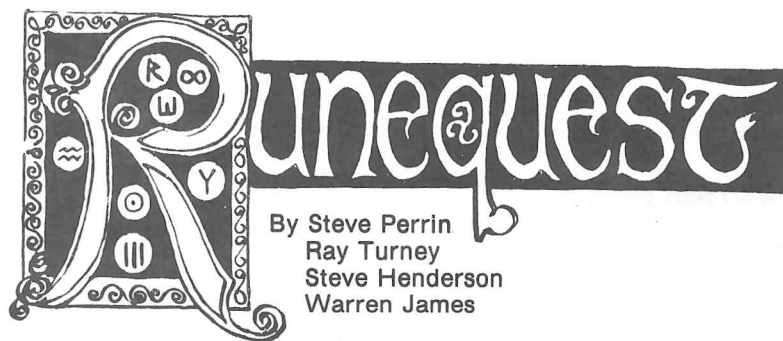


DEDICATED to Dave Arneson and Gary Gygax,
who first opened Pandora's Box,
and to Ken St. Andre,
who found it could be opened again

With thanks to the following playtesters and
Inspiration.

Richard Barnhart
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And all the playtesters at DunDraCon III we forgot to
get the name of.



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I. INTRODUCTION AND BACKGROUND

WHAT IS A FANTASY ROLE-PLAYING GAME?

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

WHAT IS THIS FANTASY ROLE-PLAYING GAME ABOUT?

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

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

HOW TO USE THESE RULES

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

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

FURTHER RULES

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

We are interested in input from those who play this game. Players who devise Cults, new spells, and new monsters are urged to write them up in terms similar to those found herein and send them to us. You will receive full credit for your creation and, of course, a copy of the supplement the contribution appears in.

Have fun.

BACKGROUND

HISTORY

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

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

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

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

There followed the Dawn Ages. This was a time of peace and growing, as the survivors rebuilt and taught themselves the way of the world inside Time. The Ancient Races, Elves, Dragonewts, Dwarves, and Trolls, were as healthy and proud as Humans. In Dragon Pass, on the continent of Genertela, the First Council was a balanced organization including humans and non-humans, men and women, mortals and divinities.

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

Out of this shattered world grew new political entities. Among the most powerful was the state which called itself the Empire of the Wyrms Friends. This empire, centered in Dragon Pass, lasted for 500 years, proud of and famous for their friendship with the Dragons and Wyrms of the Pass. The peoples and places thrived, made contact with two other continents, and delved deep into spiritual byways.

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

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

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

Seventy-eight years later the humans who had aided in the destruction of the Empire turned against the Dragonewts. With few allies, they seemed helpless before the destroying might of the hordes. Nests were scoured with wildfire, planted with seeds laid by Chaotic parasites, sealed by diseases unnamable, and cursed by fear and loathing for any that would mourn them.

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

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

North of Dragon Pass, in the region called Peloria, there arose the Red Mood Goddess. In her were balanced Constancy and Change, life and death, love and indifference, and all the dichotomies of the Universe, including a touch of Chaos. Her arrival changed the face of the land.

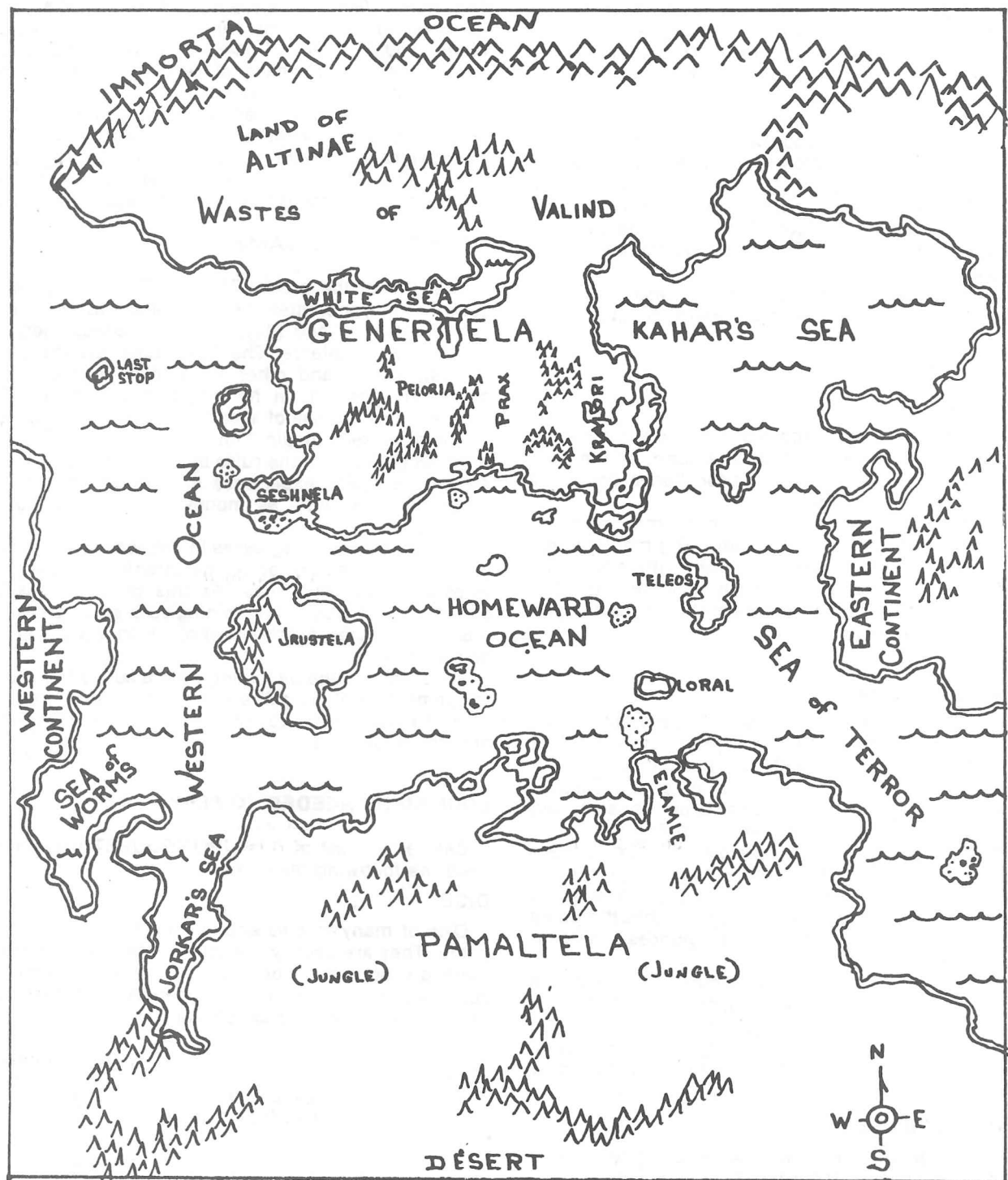
After living on Glorontha a short time she ascended to the heavens where she remains in her cyclical beauty, viewing the land which she left to her family below. The ever-reincarnating Red Emperor of the Lunar Empire is her son and her pride.

The Lunar Empire expanded from its founding in 1220. When defeated it rebounded stronger than ever. They went North to the icy wastes, East to the bounds of the Horse barbarian lands, and West until they were halted by the magical Syndics Ban. But in the South the Empire continued to grow and grow.

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

Despite initial defeats, the Emperor eventually marched almost unhindered into the Sartar capital of Boldhome. He defiled the Temple of Sartar and ravaged the city. So far, it was the typical Lunar conquest.

But the spirits of Sartar Temple incited the natives to rebellion. When the Lunar Priestesses attempted to construct a Temple of the Reaching Moon on Wind Top to extend the Glowline, a Dragon unearthed itself under the foundation, devouring the priestess there and half of the attendant armies. Shortly afterward, rebellion in the outpost city of Pavis spelled a Lunar defeat, and the Victorious barbarian warlord led his army towards Dragon Pass.



The warlord was Argath Dragontooth, member of a minor Sartar household and refugee from Lunar Justice. He had grown famous amongst the tribes of Prax and now claimed heirdom to Sartar's realm. He defeated Lunar forces in a military victory and relit the fire in Sartar's Temple with a command. Thus, the Empire was thrown back again.

The bravery and glory of Sartar's fight for independence attracted thousands of volunteers, and people from all about Glorontha became Adventurers in order to build up their skills to take their places in the ranks. The period was known as the Hero Wars, and the fighting around Dragon Pass drew the greatest collection of Heroes and Super-Heroes the world had ever seen in one place.

This is the game of that period. In these pages one learns how to start to become a Hero, to take one's place in the Hero wars.

TECHNOLOGICAL BASE

Glorontha is a Bronze Age world. Bronze is common, and can be mined directly from the bones of the gods who died in the Gods' War. These bones provide a ready source of the metal.

Unalloyed, or pure, metals, such as iron, lead, tin, and copper, prevent a person from using magic unless he is "sealed" to the Rune connected with that metal. See Chapter X, for a list of what metals are aligned to which Runes. Note that all coins are alloyed, as are gold and silver ornaments.

SOCIOLOGICAL BASE

Glorontha is an Ancient Period and early Dark Ages world. It has far more to do with Mesopotamia, Ancient China, Hyboria, and Lankhmar than it does with Medieval Europe, Le Mort' D'Arthur, or the Carolingian Cycle. Its heroes are Conans, Grey Mousers, and Rustums, not Lancelots, Percivals, and Rolands.

Unlike the worlds in other role playing games, there is no Alignment, as such. People have allegiances to nations, cities, religions, and tribes, not to abstract concepts. It is also possible for people within the game to survive quite well with no allegiances whatever except to themselves.

In Glorontha, the gods, in the forms of their followers and cults, play an active and important part in most major events. However, most gods are complementary, and rarely oppose each other directly. Only the gods of Power are actively antagonistic, and even then only within their own spheres of interest.

MONETARY BASE

The coinage of Glorontha is based on silver. While both gold and copper are used as coins, silver is by far the most common monetary metal. Silver coinage was first introduced into Glorontha by the Lunar Empire. In the Empire, the basic silver coin is referred to as an Imperial. In Sartar it is called a Sovereign, and in the city of Corflu, run by various guilds, it is called a Guilder. All of these coins are roughly equivalent in value. The generic term for silver coins used over the continent is the Lunar, in honor of the Lunar Empire. Note that a Lunar, referred to in the game as L, is worth about one pre- WW II English Pound, or five Dollars.

Gold was the first coinage of the world, brought to the people by the enigmatic Sun-Wheel Dancers. In their honor, Gold coins are still called Wheels. Gold, however, is scarce and very valuable. One golden Wheel equals twenty Lunars of silver. Gold is still mainly used as a means of settling debts between nations rather than individuals.

Copper coins were invented by the Dwarves. As is usual with any innovation brought out by that most inventive race, humans shrink from acknowledging the contribution. The copper coin is called a Clack, or often just a Copper. It takes ten Clacks to equal one Lunar.

PURPOSE OF THE GAME

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

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

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

EQUIPMENT NEEDED TO PLAY

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

DICE

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

TYPE	ABBREVIATION
1 pair of 20 sided percentile dice	D100
1 20 sided die marked from 1 to 20	D20
1 12 sided die	D12
1 8 sided die	D8
3 6 sided dice	D6
1 4 sided die	D4

Within these rules, dice will be referred to using the above abbreviations. Thus, if it is necessary to roll two twelve sided dice, it will be written as 2D12. Occasionally, it will be necessary to roll one three sided die, D3. Simply roll a D6 and divide by two, always rounding up. Thus, 1-2 = 1, 3-4 = 2, 5-6 = 3.

OTHER PLAYING AIDS

RUNEQUEST does not need a playing board. The players' imaginations provide the stage on which the characters act. As assistance in this drama, you'll find the following helpful:

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

PENCILS AND PENS

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

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

GLASS OR PLEXIGLASS SHEET AND GREASE PENCIL (for sketching in the outlines of rooms and corridors)

IMAGINATION

II. HOW TO CREATE AN ADVENTURER

CHARACTERISTICS

To create a human Adventurer, the player rolls 3D6 for each of the following characteristics. This provides a range of from 3 (low) to 18 (high) for each characteristic and this range gives the basic parameters of Human development. Other races such as Elves, Dwarves, and Dragonewts may have different ranges for many characteristics. These differences are dealt with in the section on Monsters, Chapter VIII.

1. STRENGTH (STR)—An Adventurer's strength affects the damage he does, the kind of armor he wears, and what weapons he can wield. It can be increased through training, explained later, up to the rating for the character's Constitution or Size, whichever is largest. If STR is a character's highest rating of the three then it cannot be increased except by magic.

2. INTELLIGENCE (INT)—This characteristic is trickier. It is a measure of an Adventurer's ability to deal with abstractions and memorization. This includes the theory behind skills such as fighting, thieving, magic, and crafting. INT is the major modifier of a character's ability to progress in skills through experience. It also determines how many spells a character may memorize. This characteristic never changes, save through some miraculous intervention.

3. POWER (POW)—This represents a character's ability to work magic. It is also the measure of his soul. A high POW shows the favor of the gods, allowing an Adventurer to hit easier, defend himself, and otherwise excel, for he is in tune with the Universe. Of course, a high POW detracts from an Adventurer's ability to

skulk around in shadows and remain unobtrusive, for the aura of POW draws attention. POW varies over time. Spell use depletes a character's POW, and rest restores it. Successful spell casting can cause an Adventurer to gain more POW. Full rules for this are given in Chapter V, Basic Magic.

4. CONSTITUTION (CON)—This is the measure of the health of a character. It is the major factor in determining the amount of damage a character can take before he dies. The CON of an Adventurer is what all attacks by Poison or Disease must be matched against. Training can increase CON. It can be increased up to the rating for the character's STR or Size, whichever is largest. If CON is the character's highest rating of the three then it cannot be increased except by magic.

5. DEXTERITY (DEX)—This is the measure of how fast and accurately a character can perform different functions such as fighting and magic. DEX can also be raised by training up to the limit of the species maximum, explained later in this chapter.

6. CHARISMA (CHA)—CHA is the measure of leadership. This is the ability to say "follow me" and find oneself leading a charge. It should not be mistaken for beauty. CHA is useful for obtaining training cheaply and has various other uses which will become apparent throughout the rules. CHA can be changed by the success or failure of previous ventures which have a definite influence on the Adventurer's current CHA.

7. SIZE (SIZ)—This indicates the mass of a character. It affects his ability to do and absorb damage. Both large and small SIZ Adventurers have certain advantages. Large persons can absorb and deal more

damage, but find it hard to defend themselves and hard to skulk in shadows. Small people have the opposite benefits and drawbacks. SIZ cannot be naturally altered.

MAXIMUM AND MINIMUM CHARACTERISTICS

No characteristics may be increased for *any* reason (including magic or divine intervention) beyond the maximum amount rollable on the characteristic dice (18 for humans) plus the amount of dice rolled (3 for humans). Thus, no human may have any characteristics higher than 21.

The minimum characteristic possible for *any* reason is the number of dice rolled (3 for humans). No characteristic may be reduced below this point.

THE SAGA OF RURIK THE RESTLESS

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

STR=12

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

INT=16

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

POW=12

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

CON=16

Another excellent roll. He will be able to soak up a fair amount of damage, and has a better than average chance of surviving things like poison, disease, etc.

DEX=6

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

CHA=10

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

SIZ=12

In Twentieth Century America, this puts him at about 5'10", high average height, and perhaps 155 lbs.

RURIK'S POTENTIAL INCREASES

INT and SIZ

Failing an act of the Gods or the intercession of Lady Luck, Rurik is stuck with what he has. Fortunately, what he has is, in the form of INT, very good, and the SIZ is reasonable.

STR

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

POW and DEX

These two attributes can be increased to species maximum eventually. With DEX, Rurik has a long way to go.

CON

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

CHA

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

ABILITIES AND HOW CHARACTERISTICS INFLUENCE THEM

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

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

1. ATTACK

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

Characteristic	Characteristic Roll				
	1-4	5-8	9-12	13-16	17-20
Strength	-05%			+05%	+05%
Intelligence	-10%	-05%		+05%	+05%
Power	-05%			+05%	+05%
Dexterity	-10%	-05%		+05%	+05%

The Reasons Why

STR—Immense strength helps the attacker move his weapon faster and brush aside another's parry. Low strength has the opposite effect.

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

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

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

RURIK'S SAGA

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

2. PARRY

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

Characteristic	Characteristic Roll					
	1-4	5-8	9-12	13-16	17-20	Each +4
Strength	-05%				+05%	+05%
Power	-05%				+05%	+05%
Dexterity	-10%	-05%		+05%	+10%	+05%
Size	+05%				-05%	-05%

The Reasons Why

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

POW—Again, the reasons are much the same.

DEX—The reasons are again similar

SIZ—A small target is easier to protect, a large one is harder to protect.

RURIK'S SAGA

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

3. DEFENSE

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

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

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

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

HOW DEFENSE IS ENHANCED—As a character increases his DEX and POW his Defense ability will increase, as shown by the table below. Also, any time his Defense saves him from attack (ie. the Defense subtraction making the difference between being hit and not) he has the chance of increasing his Defense. The character must roll his INT as a percentage on D100 to make an increase in Defense (Rurik, for instance, must roll 01 to 16 to make an increase in Defense).

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

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

Characteristic	Characteristic Roll					
	1-4	5-8	9-12	13-16	17-20	Each +4
Intelligence	-10%	-05%		+05%	+10%	+05%
Power	-05%				+05%	+05%
Dexterity	-10%	-05%		+05%	+10%	+05%
Size	+05%				-05%	-05%

The Reasons Why

INT—Intelligence has an effect on Defense through the character's ability to learn and observe and apply this to the theory of combat.

POW—Again, it is the character's ability to "flow" with reality.

DEX—The role of Dexterity is again obvious.

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

RURIK'S SAGA

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

4. HIT POINTS

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

Characteristic	Characteristic Roll					
	1-4	5-8	9-12	13-16	17-20	Each +4
Power	-1				+1	+1
Size	-2	-1		+1	+2	+1

The Reasons Why

POW—The favor of the Gods is useful in many ways.

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

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

RURIK'S SAGA

Rurik's average CON and SIZ leave him with 16 Hit Points, the same as his CON.

5. DAMAGE DONE

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

Average of Size and Strength	Additional Damage
1-6	-1D4
7-12	no effect
13-16	+1D4
17-20	+1D6
Each + 8	+1D6

The Reasons Why

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

SIZ—Without sufficient mass to back up a blow, even great STR will not do more than ordinary damage. Likewise, a character weighing 200 pounds (95 kilograms) can get more behind a blow than a character weighing 120 pounds (55 kilograms).

RURIK'S SAGA

Rurik has a SIZ and STR of 12 each, neatly averaging to 12. Thus, he has no additional damage adds. However, he only needs to gain one point of STR to average 12.5, which being over 12 gives him the 1D4 additional damage to his weapon use. When the average gives a ".5" result, *round up*.

6. PERCEPTION

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

Characteristic	1-4	5-8	9-12	13-16	17-20	Each +4
Intelligence	-10%	-05%		+05%	+10%	+05%
Power	-05%				+05%	+05%

The Reasons Why

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

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

RURIK'S SAGA

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

7. STEALTH

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

Characteristic	1-4	5-8	9-12	13-16	17-20	Each +4
Intelligence	-10%	-05%		+05%	+10%	+05%
Power	+05%				-05%	-05%
Dexterity	-10%	-05%		+05%	+10%	+05%
Size	+10%	+05%		-05%	-10%	-05%

The Reasons Why

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

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

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

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

RURIK'S SAGA

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

8. MANIPULATION

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

Characteristic	1-4	5-8	9-12	13-16	17-20	Each +4
Strength	-05%				+05%	+05%
Intelligence	-10%	-05%		+05%	+10%	+05%
Power	-05%				+05%	+05%
Dexterity	-10%	-05%		+05%	+10%	+05%

The Reasons Why

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

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

POW—It's nice having a touch with the Universe.

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

RURIK'S SAGA

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

9. KNOWLEDGE

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

Characteristic	Characteristic Roll					Each +4
	1-4	5-8	9-12	13-16	17-20	
Intelligence	-10%	-05%		+05%	+10%	+05%
Power	-05%				+05%	+05%

The Reasons Why

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

POW—Occasionally the Gods give hints to those they love.

RURIK'S SAGA

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

ENHANCING CHARACTERISTICS

TRAINING COSTS AND TIME

Basic training costs in Glorontha are 400 Lunars a week for eight hours a day. This can be subdivided into four two-hour sessions at 100 Lunars a week each. Thus, to gain a point of STR, the character must spend 1000 Lunars and either spend eight hours a day for two and a half Game Weeks, or two hours a day for 10 weeks, or a combination thereof.

Training must be continuous. Any break will cause the Adventurer to have to start over again, paying out the money once more.

Thus, the cost of learning any characteristic enhancement, or any other skill in the rules, will also indicate how much game time must be taken to acquire the goal.

Once a character has reached full growth (usually around age 16 in this world), the only way to enhance physical characteristics is hard training.

PHYSICAL CHARACTERISTIC TRAINING

STR—Strength may be increased at the cost of 1000 Silver Lunars per one point of STR. Remember, if his STR is the highest amongst STR, SIZ, and CON, it cannot be increased at all, except temporarily. STR conditioning is traditionally taught by the fighting Bands and Guilds.

CON—The Sages and Alchemists have devised a regimen of diet and exercise which will increase a character's CON up to the level of SIZ or STR. Again, if the CON characteristic is the highest of the three, it cannot be enhanced. The cost is 2000 Lunars.

DEX—This sort of training is usually done by Thieves and Players Guilds. Cost of Training is usually the same as STR training, but the Thieves will often exact a fee of service instead or as well as monetary payment. Players (as in Minstrels, not die rollers) will generally simply exact payment, but are a wandering breed and can only be persuaded to settle down if the pot is sweetened for them. Just what kind of service the Thieves may exact, or what extra the Players may wish is discussed in Chapter VI, Other Skills.



2. ENHANCING OTHER CHARACTERISTICS

POW—Increasing this characteristic is discussed in the Basic Magic Rules, Chapter V. At this point, we can only say that it can be enhanced by Experience, only.

INT and SIZ—As stated previously, neither of these characteristics can be increased through normal means.

CHA—Charisma is a nebulous quantity, and increasing or decreasing it is often up to the referee's whimsy. However, the following instances can have some effect.

- Each 25% skill with Oratory learned increases a character's CHA by 1 point. Maximum of 4 points.
- Each 25% increase in the use of one's main weapon (after 50%) adds 1 point. No limit to points.
- Possession of good, showy, magical objects raises CHA by 1 point. Just 1 point is gained here. It does not matter if the character has one or one hundred showy items.
- Successful leadership of an expedition (i.e. the loss/gain ration is satisfactory) can add a point to the character's CHA. A character may roll his CHA as a percent or less for a gain, or the referee may have some other criterion.
- Unsuccessful leadership can lose CHA. A really disastrous expedition can cause the leader to have to make his CHA as a percentage or lose 1-3 CHA points.

THE SAGA OF RURIK

Thus we see that if Rurik had the money, he could put 4000 silver pieces towards bringing his STR up to 16, and another 15,000 silver pieces towards building his DEX up to 21. Where would our hero get this money? That's what the rest of this book is all about.

MONEY AND EQUIPMENT

BACKGROUND

A character just beginning a career as an Adventurer can be expected to have some money to start with, though probably not much. To determine how much a character brings into the game, roll first on the Heritage table below, then follow the directions pertaining to the particular heritage rolled. This table gives the background the character comes from. However, he is not limited to this "class" in his advancement.

BACKGROUND CHART

Peasant 01-25—Roll D100 for number of Lunars available
 Townsman 26-60—Roll 2D100 for number of Lunars available
 Barbarian 61-85—Roll D100 for Lunars and see (1) below
 Poor Noble 86-95—Roll 5D100 for Lunars per year (2)
 Rich Noble 96-00—Roll D100x20 for Lunars per Game month (2)

(1) A Barbarian can be expected to have a riding animal (20% chance he doesn't), leather armor and basic weapons.

(2) A Noble with an Income must return to a specific spot each campaign year or month (depending) to obtain the money. Otherwise, it just piles up, collecting no interest. The specific spot may be determined by agreement between player and referee. The poor noble's money is usually cut off around his 21st year. The rich noble can usually keep drawing his stipend. This depends on Fate, as ruled by the referee.

RURIK'S SAGA

For Rurik, we roll a 43 as background and find that he is a Townsman. Rolling D100 twice gives us 18+47, or a starting stake of 65 Lunars. With this, Rurik seeks to learn to fight...

STARTING EQUIPMENT

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

CLOTHING

Tunic
 Breeches/kilt
 Sandals/Boots
 Underwear (usually loin cloth)
 Warm Cloak/Coat
 Headgear/Hat/Cap

EQUIPMENT

Belt knife
 Fire making gear

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

PEASANT

Snares
 Drinking skin
 Basic Camp gear
 Torches

TOWNSMAN

Flasks
 Torches
 Lamps
 Rope
 Assorted Tools (Mallet, Spikes, etc.)

BARBARIAN

Snares
 Rope
 Torches
 Riding Gear
 Week's rations
 Cooking Gear
 Camping gear (tent, bedroll, etc.)

POOR NOBLE

A basic weapon (such as Broadsword)
 Ring Mail Hauberk (see Chapter IV)
 Open Helm (See Chapter IV)
 A 2 handed or missile weapon, depending on DEX

RICH NOBLE

A basic weapon (such as Broadsword)
 Brigandine or Chainmail hauberk
 Chainmail limb protection
 Close Helm
 A Riding Horse
 A 2 handed or missile weapon (depending on DEX)
 Anything else he needs, he can buy

THE CHARACTER SHEET

Keeping track of a character's initial rolls and abilities can be laborious. A Character Sheet is necessary, showing all that an Adventurer can do on one sheet of paper. The authors are still looking for the Perfect Character Sheet, and will probably never find one. The two sample sheets in the Pull-Out Section are not perfect, but they are good for (1) a beginning character and (2) an advanced character.

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

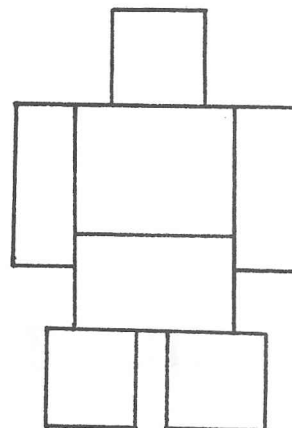
Please xerox copies of the sheets as necessary for your use.



RUNEQUEST CHARACTER SHEET

NAME _____ BACKGROUND _____

STR _____	BONUSES	ARMOR	TYPE	PTS	CURRENT
INT _____	Attack-----	Head			HIT PTS
PCW _____	Parry-----	R Arm			
CON _____	Hit Points---	L Arm			
DEX _____	Damage-----	Chest			
CHA _____	Manipulation---	Abdomen			CURRENT
SIZ _____	Perception---	R Leg			POWER
	Stealth-----	L Leg			
MONEY _____	Knowledge----				
	Experience----	DEFENSE %			



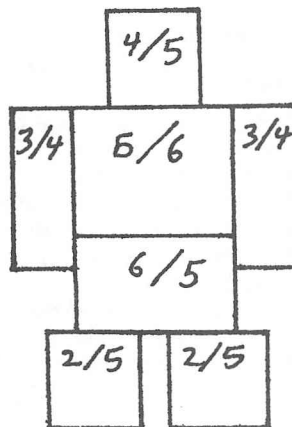
	WEAPON	WEAPON	WEAPON	SHIELD
	Strike Rank _____	Strike Rank _____	Strike Rank _____	Type _____
DEBTS	Attack % _____	Attack % _____	Attack % _____	Parry % _____
F	Damage _____	Damage _____	Damage _____	Points _____
M	Parry % _____	Parry % _____	Parry % _____	
T	Points _____	Points _____	Points _____	

SPELLS	IN MIND	ST RANK	ABILITIES	%	EQUIPMENT
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

RUNEQUEST CHARACTER SHEET

NAME Dugan BACKGROUND Townsmen

STR <u>17</u>	BONUSES	ARMOR	TYPE	PTS	CURRENT
INT <u>8</u>	Attack----- <u>+5%</u>	Head	<u>open</u>	<u>4</u>	HIT PTS
POW <u>15</u>	Parry----- <u>+10%</u>	R Arm	<u>Cuir</u>	<u>3</u>	<u>15</u>
CON <u>14</u>	Hit Points--- <u>+1</u>	L Arm	<u>Cuir</u>	<u>3</u>	
DEX <u>16</u>	Damage----- <u>+104</u>	Chest	<u>scale+P</u>	<u>6</u>	
CHA <u>9</u>	Manipulation--- <u>+5%</u>	Abdomen	<u>scale+P</u>	<u>6</u>	CURRENT
SIZ <u>13</u>	Perception--- <u>-5%</u>	R Leg	<u>Leather</u>	<u>2</u>	POWER
	Stealth----- <u>-5%</u>	L Leg	<u>Leather</u>	<u>2</u>	<u>15</u>
MONEY	Knowledge---- <u>-5%</u>				
<u>50L</u>	Experience---- <u>-3%</u>	DEFENSE %	<u>None</u>		



	WEAPON <u>Poleaxe</u>	WEAPON <u>Shortsword</u>	WEAPON <u>Self Bow</u>	SHIELD
	Strike Rank <u>3</u>	Strike Rank <u>6</u>	Strike Rank <u>1</u>	Type <u>Large</u>
DEBTS	Attack % <u>30%</u>	Attack % <u>25%</u>	Attack % <u>30%</u>	Parry % <u>40%</u>
F <u>900L</u>	Damage <u>3d6+1d4</u>	Damage <u>1d6+1+1d4</u>	Damage <u>1d6+1</u>	Points <u>16</u>
M <u>None</u>	Parry % <u>35%</u>	Parry % <u>25%</u>	Parry % <u>30%</u>	
T <u>800L</u>	Points <u>12</u>	Points <u>20</u>	Points <u>6</u>	

SPELLS	IN MIND	ST RANK	ABILITIES	%	EQUIPMENT
<u>Healing-1</u>	<u>X</u>	<u>1</u>	<u>Climbing</u>	<u>25</u>	<u>Wineskin</u>
<u>detect Gold</u>	<u>X</u>	<u>N/A</u>	<u>Jumping</u>	<u>30</u>	<u>Cooking Gear</u>
_____	_____	_____	<u>Trap Set/Disarm</u>	<u>25%</u>	<u>Firestarter</u>
_____	_____	_____	_____	_____	<u>Backpack</u>
_____	_____	_____	_____	_____	<u>3 Torches</u>
_____	_____	_____	_____	_____	<u>Rope-15m</u>

III. MECHANICS AND MELEE

TIME

The reader will find the following terms defining Time throughout the rules of RUNEQUEST.

GAME WEEK

This describes passage of time for the characters in the world of Glorontha. Training, Rune Magic, and other considerations are all based on the Game Week.

How long is a Game Week in real time? A time scale of one real week per Game Week makes the game drag, unless one is attempting to run a campaign by mail. The authors recommend a scale of one real day equaling one Game Week. It simplifies bookkeeping and lets players keep characters in play fairly continuously. However, this can easily be adjusted to fit the type of campaign being played.

FULL TURN

This term is far less optional. A Full Turn represents five minutes or 25 melee rounds. It is used to denote passage of time during a scenario.

MELEE ROUND

The Melee Round is 12 seconds long. One complete round of attacks, parries, spells, and movements happens during a Melee Round.

MOVEMENT

There are three main scales of movement in RUNEQUEST.

DAILY MOVEMENT

This is used on the referee's maps of his world to record movement of characters who are travelling from one place to another. A referee can come up with a dozen different travel rates, each depending on the season or type of mount, but the authors offer the following simple scale.

BASIC RATES

WALKING MOVEMENT—This assumes an average of 10 hours of walking a day; 20 Kilometers a day.

MARCHING MOVEMENT—Forced marching for 10 hours a day; 30 Kilometers a day.

RIDING MOVEMENT—Moving at a walk, possibly accompanied by wagons; 20 Kilometers a day.

CAVALRY MOVEMENT—Riding animals unhindered by wagons at a walk-trot-walk, pace; 40 Kilometers a day.

TERRAIN

Rough terrain slows movement, of course.

MAJOR RIVERS—One day to cross unless bridged or a very shallow ford.

FORESTS—Reduces movement by $\frac{1}{3}$ unless on road or trail.

ROLLING HILLS—Reduce movement by $\frac{1}{3}$.

MOUNTAINS—Reduce movement by $\frac{2}{3}$.

The above conditions are cumulative. If a character attempts Cavalry Movement through Forested Mountains, his movement is cut first by $\frac{2}{3}$, and then the result is cut by another $\frac{1}{3}$. Thus, instead of going 40 Kilometers a day, he will go approximately 5 Kilometers. $40 \text{ Km} - \frac{2}{3} \times 40 = 14 \times \frac{1}{3} = 4.7 \text{ Km}$.

SCENARIO MOVEMENT

During a Full Turn, a character may cautiously advance 60 meters, stroll as much as 120, or run 500. A riding animal can double this speed, although a walking horse does not move faster than a walking man unless well trained.

MELEE MOVEMENT

Each creature in RUNEQUEST has a Movement Class (See Chapter VIII). There are 12 classes, numbered one through twelve. Each number stands for the number of Movement Units the creature can move in one Melee Round. One Movement Unit equals 3 meters or 10 feet.

HUMAN MOVEMENT—An unarmored man can move eight Movement Units in a Melee Round. Carrying weights or large awkward items will slow his movement.

COMPARATIVE MOVEMENT—Many long-legged, multi-legged, and flying creatures are much faster, relatively, than a 12 to a human's 8. However, we are speaking here about combat speed during a melee, or how fast one can move and still dodge outthrust spears, pools of blood, falling bodies, and still have time to do some fighting himself.

Under such conditions even flying creatures must slow down to insure a reasonably accurate attack.

FLIGHT/CHASE/UNHAMPERED MOVEMENT—For speed unhampered by considerations of melee (impossible if there is a melee going on around the character unless he attempts to run away with no thought of what is happening around him), double all two-legged movement speeds, triple all four or more legged creatures (as well as two-legged species with extraordinary size, like Giants) and multiply the speed of flying creatures by five.

Non-legged creatures should have their speed multiplied by 1.5. They can usually be outrun.

ENCUMBRANCE

The authors of this game dislike elaborate Encumbrance rules with lots of bookkeeping. Therefore, we suggest that "A character should not be allowed to carry more than he is able to." If questions arise about this rule players should try the situation out themselves to see how much they can carry.

For those who insist on knowing how much a character is able to carry, try the following. Average STR, CON, and SIZ of the character. This is how many "things" the character can carry. A "thing" is something which can be carried easily in one hand. Thus, a two-handed sword would be two "things." Note that this actually measures volume and awkwardness of a load, not its weight.

Carrying a load will slow a character or monster. A load of $\frac{1}{3}$ as much as he can carry will slow a character one movement class. A $\frac{2}{3}$ load slows by two

movement classes. A full load by three movement classes. Overload subtracts two movement classes for every $\frac{1}{3}$ of a load over maximum carried, giving the human a maximum load of 1 and $\frac{2}{3}$ normal before he is slowed to a movement class of 1.

THE MELEE ROUND

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

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

There are four PHASES to the RUNEQUEST Melee Round.

1. First Phase—Statement of Intent
2. Second Phase—Movement of non-engaged characters
3. Third Phase—Resolution of Melee, Missiles, and Spells
4. Fourth Phase—Bookkeeping

1. FIRST PHASE

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

2. SECOND PHASE

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

3. THIRD PHASE

RESOLUTION OF MELEE, MISSILES, AND SPELLS—Each attack of whatever type is resolved in Striking Rank Order. The lowest Striking Rank always strikes first.

Strike Rank is explained fully on the pages following.

If one opponent disables another before the other can attack, the victim gets no attack at all, whether with missile, spell, or melee weapon. If both have the same Strike Rank, the DEXs are compared and the fastest combatant strikes first. If DEXs are also the same, then strikes are simultaneous, and damage is not taken until both attacks have been rolled and all damage assessed.

RESOLUTION OF MELEE—The attacker rolls D100 to see if he succeeded in hitting and a D20 for Hit Location (see end of this chapter). Remember to subtract the opponent's Defense, if any, from his chance of hitting. If the Defender attempts to parry, he rolls D100 to see if he succeeded.

1. If the Attacker succeeds and the Defender does not, the Defender takes damage in the Hit Location rolled on D20 as above.
2. If the Attacker and Defender both succeed, the weapon or shield of the Defender takes damage.*
3. If the Attacker does not succeed, but the Defender successfully parries *with a weapon*, the Attacker's weapon takes damage.*
4. If neither succeeds, nothing is damaged.

*NOTE: Long-hafted weapons (Spears, Halberds, Mauls. . .) will not damage another *weapon* because it is the haft, not the blade, which is being parried. They *will* damage shields.

4. FOURTH PHASE

BOOKKEEPING—After all attacks have been resolved, the Players and Referee should record all changes in the status of their characters. This includes Power Points expended, damage taken, healing done, etc. They should note all successful uses of Magic and other Skills for future Experience gains.

The game then proceeds to the next melee round.

STRIKE RANK

EXPLANATION OF STRIKE RANK

In any combat, someone is going to have the edge, the chance of striking first and setting the pattern for the combat. In RUNEQUEST, the Strike Rank determines who shall have the first chance to strike a telling blow.

Each attack of whatever type is attempted in Strike Rank order. The following chart shows how Strike Ranks are determined. The character/monster with the lowest total Strike Rank always attacks first.

Securing this initiative is based on three main criteria: SIZ, DEX, and Weapon Length, with the two modifiers of Surprise and Movement. There is no need to work out a Strike Rank during the course of a melee. It should be worked out for each weapon beforehand and put in the appropriate place on the Character Sheet shown in the pull out section.

THE MAIN CRITERIA

1. **SIZ**—While the SIZ roll for Characteristics in RUNEQUEST is more a measure of mass than stature, a large mass will generally indicate a large stature. Referees should adjust Strike Rank when this assumption obviously isn't true, such as for a long, but not very tall, snake.

A large SIZ gives an earlier Strike Rank due to the advantage of reach the larger person will have on the shorter.

Missile Weapons and Spells are not dependent on the SIZ of the user. If they are ready, they have zero effect on the Strike Rank. If the Missile Weapon or Spell is unprepared, the user must add 5 points to his usual Strike Rank with that Spell or Weapon to prepare the Weapon or bring the Spell to mind.

2. **DEX**—The most obvious of the Criteria. One must be quick to hit first. For subsequent rounds of melee DEX can be used as the sole criteria. This is strictly optional.

3. **WEAPON LENGTH**—A slow, small person with a long spear is still likely to get the jump on a large fast person using his fist.

Note that a Giant with a high SIZ (virtually impossible for a Giant not to have) attempting to use his fist is using a weapon in the 0 to .4 range. Because his fist is part of his body, he is putting it in jeopardy as he hits with it. Referees may wish to limit Hit Location to the arm or leg of the Giant for realism's sake.

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

THE MINOR CRITERIA

1. **SURPRISE**—A fast, large, long-weapon using man can be slow to react when a dwarf with a short sword and two heads steps out of the wall. Thus, being Surprised adds to the character's Strike Rank with any Weapon or Spell.

2. **MOVEMENT**—Any time two fighters meet in melee, no matter how long they've travelled to get to that meeting, Strike Rank should be figured out normally for them. However, time taken to get from Point A to Point B should be taken into account when. . .

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

STRIKE RANK CHART

<u>SIZE</u>	<u>DEXTERITY</u>	<u>WEAPON LENGTH</u>	<u>SURPRISE</u>
Spell/Missile = 0	19-24 = 0	2 m+ (1 point spell) = 0	Within 3 meters = 3
22+ = 0	16-18 = 1	1.5-1.9 m (2 pt spell) = 1	4 to 9 meters = 1
15-21 = 1	13-15 = 2	1.0-1.4 m (3 pt spell) = 2	
7-14 = 2	9-12 = 3	0.5-0.9 m (4 pt spell) = 3	<u>MOVEMENT</u>
1-6 = 3	6-8 = 4	0 -0.4 m (5 pt spell) = 4	
Unprepared	1-5 = 5	Each Power Point More = +1	Each 3 meters = +1
Spell/Missile = 5			

LIMIT TO STRIKE RANK PER MELEE TURN

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

MULTIPLE ACTIVITIES OUTSIDE OF MELEE

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

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

MULTIPLE ACTIVITIES WITHIN MELEE

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

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

MAGICAL ATTACKS AND STRIKE RANK

Refer to Chapter V, Basic Magic, for the need for a *focus* for attack spells. Most attack spells need at least one hand free. Because of this, five Strike Rank Points must be added to a character's normal Strike Rank for a spell if they are switching from a weapon to the use of a spell in that Melee Round.

To enchant a weapon, however, using such spells as Blade Sharp or Fire Blade on a weapon already held in hand, involves adding the normal Strike Rank for doing the spell to the normal Strike Rank for that melee round with that weapon.

HIT LOCATION AND WOUNDS

LOCATION

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

HIT POINTS

Each of the above areas has a certain amount of hit points, dependent on the total Hit Points of the character, as shown in the chart below. Note that the total hit points of the various areas can add up to more

HIT LOCATION CHART

<u>DIE ROLL</u> <u>ON D20</u>	<u>SPECIFIC AREA</u>	<u>DESCRIPTION</u>
01-04	Right Leg	Right Leg from Hip Joint to Foot
05-08	Left Leg	Left Leg from Hip Joint to Foot
09-11	Abdomen	Hip Joint to just under the Floating Ribs
12	Chest	Floating Ribs to Neck and Shoulders
13-15	Right Arm	Entire Right Arm
16-18	Left Arm	Entire Left Arm
19-20	Head	Neck and Head

HIT POINTS PER LOCATION CHART

<u>LOCATION</u>	<u>TOTAL CHARACTER HIT POINTS</u>						
	1-6	7-9	10-12	13-15	16-17	18-20	Each 3 More
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

than the Hit Points of the character. However, when the character has taken sufficient damage to surpass his Hit Points as determined by Constitution and modifying characteristics, he is dead. It is possible that no area of his body may have been completely disabled, but he will still be dead.

Thus, a character with Total Hit Points of 14 would have 5 points in his abdomen and each leg, 4 in each arm, 5 in his head, and 6 in his chest. This gives a total of 30 points. However, 14 points of damage total would kill him.

NOTES ON DAMAGE RESULTS

1. POINTS EXCEEDED IN ANY ONE LOCATION

LEG—The limb is useless and the character must fall, not doing anything else that round. He may fight from the ground during following rounds.

ABDOMEN—Both legs are useless and the character must fall. If unhealed within two full turns, he will bleed to death. The character may heal himself, but will be unable to do anything else.

CHEST—The character falls and is too busy coughing blood to do anything. He will bleed to death in two full turns. He will *not* be able to take any action, including healing himself.

ARM—The limb is useless and anything not attached to the arm is dropped. The character continues to stand and fight with whatever limbs are left to him.

HEAD—The character is unconscious and must be healed within two full turns or die.

2. ARM OR LEG LOCATION RECEIVES MORE THAN TWICE THE POINTS AVAILABLE

A modern, high-velocity, bullet, hitting a limb hard enough to put it out of action, will probably kill the owner of the limb from hydrostatic shock. The slower moving ancient weapons do not have this effect. Therefore, a character cannot take more than twice the possible points of damage in an arm or leg from a blow. Thus, a 2 point arm hit for 5 points will only take 4 points of damage off the total Hit Points, the remaining Point of damage having no effect.

However, a character so damaged is *Functionally Incapacitated*. He can no longer fight until healed. He is in shock. He may heal himself.

3. LOCATION RECEIVES 6 MORE POINTS THAN AVAILABLE

A limb hit for 6 points more than it can take is *severed*. Only a 6 point Healing Spell, applied within two full turns, will reknit the limb. NOTE: This applies even if the points leading up to this severing would not ordinarily be counted under #2 above. Thus, if a character with a 2 point arm is struck for 8 points, he takes only 4 points of damage against his Hit Points, *but the arm is severed*. Of course, the character is also Functionally Incapacitated.

A Head, Chest, or Abdomen hit for 6 more than available is an instant death.

4. HEALING DAMAGE TO HIT LOCATION

HEALING SPELL—A Healing Spell only affects one particular Hit Location (healer's choice). A 2 point Healing Spell is necessary to stop bleeding. As stated before, an individual 6 point Healing Spell is necessary to replace a severed limb.

HEALING POTION—A salve or other external use item may be applied to the specific Hit Location. An internally taken Potion will randomly go to whatever areas are damaged (if there is more than one), healing what needs healing and going on to the next area until it runs out of Points.

NATURAL HEALING—Without Healing Spells or Potions, a character will recover from wounds at the rate of 1 Point per Game Week in each location wounded.



IV. COMBAT SKILLS

HOW COMBAT WORKS

THE ATTACK

In RUNEQUEST, an Adventurer has a certain probability of succeeding with an attack. If the player rolls the character's needed percentage or less on D100, the character has succeeded and managed to hit his opponent.

How much damage this hit does depends on the type of Weapon Damage and what kind of armor the target may be wearing to absorb the damage.

THE PARRY

The Adventurer also has the opportunity of parrying with shield or weapon. This chance is again rolled on D100 and, if the needed percentage to parry or less is rolled, the parry will block the attack, whether it was successful or not.

EFFECT OF NATURAL ABILITY

Chapter II discusses the "plus and minus" percentages which various characteristics like DEX and INT give to an Adventurer's Basic Chance of Attacking and Parrying. These percentages must be added and subtracted from a character's Basic Chance of use with all weapons, including his hand, foot, or head.

BASIC CHANCES

The Basic Chance for most attacks or parries (and most skills) is 5%.

A roll of 01-05 on D100 will *a/ways* mean a successful attack or parry. Conversely, a roll of 96-00 on D100 will *a/ways* mean an unsuccessful attempt at whatever is being attempted.

NOTE: Natural Ability affects Basic Chance. A natural Ability add of 5% will *not* continuously add 5% to all Training and Experience gained.

SPECIAL BASIC CHANCES

Certain weapons can be used with a Basic Chance higher than 5%, due to simplicity of handling and common use within the culture. The following list shows the Basic Chance to attack *and* parry with each of these weapons.

10% Chance

Thrown Small Axe*
Broadsword
Hand and 1/2 Sword
One Handed Spear
Pole Axe
Medium Shield

20% chance

Hammer
Staff
2 Handed Spear
Small Axe
Large Shield

15% chance

Thrown Knife*
Heavy Axe
Javelin*
Flail
Short Sword
Cross Bow

25% Chance

Club/Mace
Dagger
Thrown Rock*
Fist*
Kick*

*The asterisked weapons above are not parrying weapons. One would not parry a weapon with a fist, and it is rather hard to parry with an already thrown weapon. Also, the Shields mentioned above are concerned solely with the Basic Chance to *parry*. Striking with a shield takes the basic 5% roll.

RURIK'S SAGA

Rurik, we find, has a 25% chance to hit someone with a club, or cudgel, which he no doubt had some experience with, running with the street gangs of his home town. Note, though, that he has only a 20% chance of parrying an attack with that cudgel.

If Rurik chose to use a broadsword, he would attack at 10% and Parry at 5%.

SPECIAL DAMAGE**CRITICAL HITS**

At all times, a strike resulting in a roll of 01 on D100 is a Critical Hit. As an Adventurer gets better at fighting, his chance of striking a Critical Hit improves. If the player manages to roll 5% or less of what he needs to successfully attack, the character has struck a Critical Hit.

Thus, Rurik with a 25% chance to hit with the cudgel, will do a Critical Hit with a roll of 1.25 on D100. For this situation, all attacks are rounded down, so Rurik still has the Basic Chance of 1% to land a Critical Hit with a roll of 01.

A Critical Hit ignores the effects of armor or any other protection. How important this is will be evident when we discuss the effects of armor in absorbing damage.

FUMBLES

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

EFFECTS OF A FUMBLE ON THE FUMBLER

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

If the attack or parry results in a fumble, the fumbling player must roll on the following table with D100 and follow the directions.

FUMBLE TABLE

<u>Die Roll on D100</u>	<u>Result of Roll</u>	<u>Effect on Character Fumbling</u>
01-08	Slip	Roll Dexterity x 5 on D100 or fall.
09-12	Stumble	Roll Dexterity x 3 on D100 or fall.
13-15	Trip	Fall down, no other action this turn.
16-21	Off Balance	Roll Dexterity x 2 on D100 or no further action.
22-28	Lose Grip on Weapon	Lose next Attack and Parry
29-35	Weapon Snagged	Lose next Attack, Parry, and any Defense Bonus.
36-42	Shield Strap Breaks	Lose next Attack while freeing arm of shield.
43-45	Armor Strap Breaks	Roll on Hit Location to see what item has come off.
46-50	Entangled with Foe	Both lose next Attack and Parry
51-55	Drop Weapon	Roll D3 for number of Melee Rounds to recover.
56-60	Weapon Knocked Away	Roll D6 for number of meters it travels and D8 for compass direction.
61-65	Weapon Shatters	100% if unenchanted. 20% less for each point of Bladesharp or Bludgeon on weapon.
66-70	Hit Self	Do $\frac{1}{2}$ normal damage to self, armor counts.
71-75	Hit Self	Do $\frac{1}{2}$ normal damage and lose next Attack and Parry.
76-78	Hit Self	Do full damage to self
79-80	Critical Hit Self	Do full damage to self, ignoring armor
81-85	Shield Hocked	Cannot parry with shield or weapon that turn
86-87	Twist Ankle	Roll Dexterity as a percentage or fall. $\frac{1}{2}$ speed for next ten minutes.
88-90	Hit Friend	Do full damage to friend hit.
91-92	Critical Hit Friend	Do Critical Hit to nearest friendly character.
93-96	Helm Slips	All Attacks at -25% until fixed. Takes 1D3 Melee Rounds unengaged to fix.
97-98	Helm Slips	Blinded. 1D6 Melee Rounds unengaged to fix.
99	Distracted	Foe's Attack at +25%
00	Blow It	Take three rolls on above table and apply them all.

If the result on this table does not apply to the situation, such as the fumbler not having a friend handy to hit, either apply a similar effect (such as Hit Self) or ignore the fumble.

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

IMPALING

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

Impaling takes place if the attack roll is 25% or less of what is needed for success. Thus, if a spearman with a 40% chance of success rolls 10 or less on D100, he has impaled his opponent, unless the blow is parried.

Impaling does two things.

1. The weapon damage and "damage add" damage should be rolled normally and added to the *total possible damage* with the thrust. Thus, if Rurik thrust with a spear and impaled his opponent, he would roll $D6 + 1$ (perhaps getting 3) and add that amount to the total possible with the spear, which is 7, for a total damage of 10 points to the Hit Location.

If Rurik had a D4 damage add for SIZ and STR, he would roll that with the spear damage, perhaps getting 2, then add the total possible with that roll, which is 4. He would then have done 3 (roll for spear damage) + 7 (total possible spear damage) + 2 (roll for STR/SIZ damage add) + 4 (total possible damage add) = 16 points. This will get through most armor.

2. The weapon is also stuck in the body of the target, and can only be extracted by attacker making a roll on D100 equal to his DEX times 5 or less. If this "DEX Roll" is failed, the weapon remains stuck in the target and is jerked out of the attacker's hands.

RURIK'S SAGA—THE FIGHT IN GIMPY'S TAVERN

We have already established that Rurik can handle a cudgel with a 25% attack and 20% parry. His Strike Rank with the cudgel is 9, and a comparison of his 16 Hit Points with the Hit Location Table shows that he can take 6 points of damage in head, abdomen and legs, 7 points in his chest, and 5 each in his arms.

Having reached his age of majority, 16, he has gone to Gimpy's Tavern (run by three Adventurers, all of whom lost a leg in a previous adventure) for the first time in his life.

Intelligently moving down the bar from the rowdies at one end, his natural clumsiness literally trips him up (or is it the boot of the rowdy with the close-set eyes?) and he falls against a foppishly shabby sort sitting at a table in his path.

There is much shouting and insulting, and Rurik finds events moving too fast for him. In no time, the patrons have made a circle around him and his involuntary target and he seems to be in the middle of a duel. Youthful pride is too much to let him back out.

Being intelligent, Rurik has a good idea of whom he faces. This is Herkan Quickword, a known Bully. Rurik is also aware that Herkan has picked up some training with the rapier he is now drawing, but has never been asked to join an Adventurer band. He is also somewhat smaller and less bright than our hero. Rurik hefts his cudgel and grins boyishly.

(Herkan actually has a STR of 10, an INT of 9, a POW of 8, a CON of 11, a DEX of 13, and a SIZ of 9. Rurik has a 2 Point per Hit location edge on him and his cudgel actually does more damage. Herkan has managed to be trained to 15% with a



Rapier, which is added to his natural 5% bonus from the 13 DEX to give him a 25% chance with the Rapier. He also parries at 25%. He doesn't like Rurik's grin.)

Herkan has a Strike Rank of 6 and attacks first, rolling a 44 (miss). Rurik's parry is 45, also a miss. Rurik's attack and Herkan's parry also miss. The more experienced habitués of Gimpy's are having many chuckles at the expense of the combatant's lack of expertise.

Second melee Round, Herkan rolls 14, and Rurik's parry of 53 is another miss. The Hit Location is 9, Abdomen, and Rurik feels the metal of the rapier enter his side. It's a shallow wound (only two points rolled for damage.) Rurik misses his return attack as Herkan misses his parry.

Third melee round, Herkan again connects with 15, Rurik's 56 missing the parry. Rurik's left leg takes three points of damage. But Herkan is too cocky. His parry just misses the oncoming cudgel as Rurik rolls 01!! As neither combatant wears any armor, the referee rules that the Critical Hit does double damage, rather than ignoring the effect of the non-existent armor. The cudgel lands on Herkan's abdomen, for a roll of 10 out of the twelve a Heavy Mace (cudgel) can do. Herkan takes 20 points in his abdomen! His CON of 11 cannot take the shock and Herkan dies.

There is a stunned silence in Gimpy's. Everyone looks around for a friend of Herkan's to take up the quarrel, as Rurik hefts his cudgel and waits. When it develops that, indeed, Herkan had no friends, the patrons buy Rurik a drink.

LEARNING FIGHTING SKILLS

Having been successful in combat, and wanting more expertise in case Herkan had more popularity than immediately apparent, Rurik looks into gaining training in weapon use.

He rapidly discovers that all manner of training is available, for a price. The 65 Lunars he has to his name is woefully inadequate. What to do for training?

GUILD CREDIT

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

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

This credit takes the form of 100 Lunars multiplied by a specific Characteristic the Guilds are interested in. The diviners of Guilds determine how much credit is to be given, and their divination is exact. Thus, Rurik, applying for fighting training, would be given a Credit of 1200 Lunars (STR 12 x 100 Lunars) because the Fighting Guilds base their credit allowances on STR. Other Guilds base their training on other Characteristics, as will be explained in the Chapters dealing with Magic and Other Skills.

NOTES ON GUILD CREDIT

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

TRAINING

The Fighting Bands will test an adventurer wishing to learn how to use a particular weapon. If the Natural Ability (the plus or minus given to Attack and Parry by various characteristics) plus the Basic Chance of the character with the weapon of choice add up to less than a 25% chance of success with the weapon, the Bands will train the character up to a 25% ability, if his Lunars hold out.

If the Natural Ability and Basic Chance add up to 25% or more, the Bands will train the character at the 26-50% rate for an increase of 5%. The Adventurer can no longer be trained in that skill until he has succeeded in Attacking and/or Parrying on an adventure. However, he can spend his money/credit on training with other weapons, under the same limitations as above.

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

The same applies to his training with a mace. He already is at the 25% Attack level with a mace (his cudgel) and he can pay for 5% training to bring him to 30%. This training will also bring his Parry to 25%. He can bring the Parry to 30% also, by paying another 5% fee for between 26-50% ability.

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

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

THE USE OF CHARISMA IN BUYING TRAINING

If a character's CHA is higher than average (13-18), he may purchase Training in any Skill, including the use of Spells, at a discount of 5% per point of Charisma over normal. Thus, a character with a Charisma of 15 could purchase Training in the 30-50% range with a Composite Bow at 680L. per 5%, instead of 800 (15% x 800 = 120 L. discount).

LEARNING BY EXPERIENCE

During the bookkeeping phase of each Melee Round (See Chapter III) the player should keep track

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

To see if a character has learned from Experience, subtract his current chance to hit from 100. If the character has INT over average (9-12), add three to this result for every point over average. This quantity or less must be rolled on D100. A successful roll means the character's chance has increased by 5%.

RURIK'S SAGA

Rurik, contemplating his fight with Herkan, attempts to learn from it. He has a 25% chance of hitting. Subtracting that from 100 gives 75. He has an INT of 16. 16 minus 12 (the top of the average range) equals 4. $4 \times 3 = 12$. $75 + 12 = 87$ an 87% chance of going up in chance of hitting with a cudgel. Rurik rolls a 95, showing that one lucky shot just isn't enough to teach him anything.

Since Rurik missed every parry he tried, he does not get an Experience Roll for his Parry ability with a cudgel.

TOTAL INCREASE POSSIBLE

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

WEAPON USE AND TRAINING

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

TYPES

1. STABBING—Short weapons such as Daggers, Icepicks, etc., ranging up to a Short Sword in size.
2. THRUSTING—Longer weapons used with an extension or lunge, such as the Epee, ranging up to the Pike.
3. SMASHING—Weapons used for smashing with the weight at the end of the weapon. Ranges from the Small Mace to Military Flail and Maul.
4. CUTTING—Weapons used for chopping or hacking. Can be anything from the brute power of the Axe to the finesse of the Rapier. Size can range from Short Sword to Halberd.

MODES

1. ONE HANDED—Fully Controlling a weapon with one hand.
2. TWO-HANDED—Using a weapon with two hands, usually using one hand as a stabilizer and support and one hand for control.

EFFECTS OF TRAINING WITH SIMILAR WEAPONS

Any character knowing how to use a weapon of one Type and Mode (i.e. a Broadsword is a one-handed



Cutting weapon) can use any similar weapon at 1/2 effectiveness.

EXAMPLE—Horus the Hairy breaks his Broadsword attempting to clobber a Dragonewt foe. Desperately parrying with his shield, he backs up and grabs the Bastard Sword used by Uras the Usurper, who is busy bleeding and has no immediate use for it. Horus is capable of attacking with a Broadsword with 60% success, therefore he will be able to use the Hand and 1/2 with 30% success, as long as he uses it one-handed like a Broadsword.

Using it two-handed, he would be relegated to using it like anyone else picking it up for the first time, based on Basic Chance and Natural Ability.

If the replacement weapon was some entirely different Type and Mode, such as a Two-Handed Thrusting Spear, he would again have to rely on Basic and Natural Ability.

WEAPONS, TRAINING COSTS, PRICES, AND OTHER STATISTICS

<u>WEAPCN</u>	<u>ST/DEX</u>		<u>DAMAGE</u>	<u>25%</u>	<u>50%</u>	<u>75%</u>	<u>PRICE</u>	<u>BREAKS</u>	<u>LENGTH</u>
<u>One Handed Cutting Weapons (1)</u>									
Axe, Large	13	9	1D8+2	300	500	1000	25 L	15 Points	1.2 Meters
Axe, Small	7	-	1D6	200	400	800	15	15	0.6
Bastard Sword	13	7	1D10	300	500	1000	45	20	1.2
Broadsword	9	7	1D8+1	300	500	1000	30	20	1
Rapier (2)	7	11	1D6+1	500	1000	2000	50	15	1
Shortsword	-	-	1D6+1	100	200	500	10	20	0.5-0.8
<u>Two Handed Cutting Weapons</u>									
Axe, Large	9	9	1D8+2	300	500	1000	25 L	15 Points	1.2 M
Bastard Sword	9	9	1D10	300	500	1000	45	20	1.2
Greatsword	11	11	2D8	400	800	2000	75	15	1.5
Halbred	12	11	3D6	300	600	1200	35	12	2
<u>One Handed Smashing Weapons (1)</u>									
Flail, Short	11	-	1D8	300	600	1200	45 L	12 Points	0.6-0.8 M
Mace, Heavy	13	-	1D8	100	300	700	20	20	0.7-0.9
Mace, Light	-	-	1D6	100	300	700	8	20	0.6-0.8
Morningstar	11	-	1D10	400	800	1500	60	12	1
Warhammer/Pick	11	9	1D6+2	200	500	1000	30	15	0.7-0.9
<u>Two Handed Smashing Weapons</u>									
Flail, Military	9	-	2D6+2	400	800	1200	45 L	15 Points	2
Mace, Heavy	9	7	1D12	100	300	700	20	20	0.7-0.9
Maul	11	7	2D8	100	400	1000	20	15	1.5
Warhammer/Pick	9	9	1D12+2	200	500	1000	30	15	1.5
<u>One Handed Stabbing Weapons (1)</u>									
Dagger	-	-	1D6	100	300	600	15 L	10 Points	0.2-0.3 M.
Shortsword	-	-	1D6+1	100	200	500	10	20	0.5-0.8
<u>One Handed Thrusting Weapons (1)</u>									
Epee	6	13	1D6	500	800	1500	40 L	10 Points	1 M.
Main Gauche (2)	-	11	1D6	500	1000	2000	15	20	0.3
Rapier (2)	7	11	1D6+1	500	1000	2000	50	15	1
Spear (3)	9	7	1D6+1	200	500	1200	10	15	1.5-2
<u>Two Handed Thrusting Weapons</u>									
Greatsword (4)	11	11	1D10	400	800	2000	75 L	15 Points	1.5 M.
Pike	11	7	1D12	300	600	1000	30	15	3.5-5
Spear (3)	7	7	1D10	200	500	1000	10	15	2-3
<u>Hand to Hand Weapons</u>									
Butt	-	-	1D4	100	500	1000			
Fist	-	-	1D3	100	500	1000			
Kick	-	-	1D6	100	500	1000			

NOTES:

(1) Each of these categories includes weapons which repeat in a later list. Training in one mode involves training in all, unless the character does not have the physical qualifications to train in all. The cost is the same either way.

(2) Rapier and Main Gauche are always taught together.

(3) The one-handed Thrusting Spear can be up to two meters long and can also be used for two-handed work. It might also be used as a javelin, if built correctly. The cost of a throwing spear would be the usual cost of a javelin (see later).

(4) The Great Sword *can* be used for thrusting, but it is awkward and does not do the same damage (though it *can* impale in this manner). The user must specify *before rolling* whether he is using the Great Sword in this manner.

EXPLANATION OF HEADINGS**WEAPON**

STR/DEX—The minimum necessary STR and DEX to be able to handle the weapon. A lack in DEX can be made up by an excess in STR, on a two-for-one basis. For instance, Rurik lacks one DEX Point of being able to use the Spear one-handed. Fortunately, he has a STR of 12, which is three over the nine needed. The extra point of DEX is made up with two points of Rurik's STR.

DAMAGE DONE—This is expressed as a Dice Roll (such as 2D6) plus, in many cases an additional point or two of damage. Thus, the damage done by a Short Sword is found by rolling D6 and adding one to the result. The damage ranges between 2 and 7 points.

25%/50%/75%—This is a listing of the cost to learn the skill with a particular weapon per 5% increase within the ranges indicated. Thus, the cost of learning Broadsword is 300 L per 5% increase between 5%-25% ability, 500 L between 20%-50% ability, and 1000 L per 5% increase between 55%-75% ability. Remember, each 100 L pays for 2 hours a week of training. The higher costs reflect the longer times necessary to learn finer points of style.

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

PRICE—This is the price of the weapon itself. It is a standard price and a better quality weapon could be offered at a higher price. Of course, "better quality" may just mean gaudier. . .

BREAKS AT—This is how many points of damage the weapon can take while parrying before it will break. All damage is cumulative. A "better quality" weapon *may* absorb more damage (or perhaps less. . .).

LENGTH—This is the approximate Length of a weapon for use in determining Strike Rank.

TWO WEAPON USE

1. Any Adventurer using a weapon in each hand may use them for two attacks, two parries, or one attack and one parry.

2. The Cost to Learn two weapon technique is 1/2 again the cost of learning each weapon. *Example:* Broadsword and Spear cost a total of 500 per 5% increase to

learn in the 05%-25% ability range. To learn them together will cost 750 L, effectively taking eight weeks of Game Time, at two hours a day.

Note that Rapier and Main Gauche are taught as a pair for the price of learning Rapier.

3. When attacking with two weapons, the second attack is made at a Strike Rank equal to the Strike Rank of the first attack added to the usual Strike Rank for the Second Weapon. Thus, if a character has a Strike Rank of 5 with the First Weapon he chooses to attack with, and a Strike Rank of 6 for the second one, his second attack will come at Strike Rank 11.

ATTACKING FROM ADVANTAGE

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

2. An attacker on the ground can never do more than his weapon's basic damage, without adds for STR and SIZ, *unless* he attacks with hands and feet (or claws, tails, etc.).

3. An attacker on the ground has only 1/2 his normal chance of successful attack, but his normal Parry chance.

WEAPON DAMAGE ABSORPTION

Weapons absorb damage on a cumulative basis. Four points of damage taken in one melee round will stay with the weapon throughout the fight and be added to any further damage it may take. When the damage taken exceeds the amount the weapon can take, the weapon is broken.

Weapons take damage when they are (1) used to parry other weapons which successfully attack, and (2) do not successfully attack versus a successful weapon parry. There are two exceptions to this rule.

1. Short Stabbing Weapons have insufficient mass to affect another weapon.

2. Long-hafted thrusting and cutting weapons and smashing weapons such as Halberds and Pikes and Spears, do not damage other weapons because their hafts are engaged, not the weapon heads. However, they *will* damage parrying shields.

MISSILE WEAPONS

The following chart concerns missile weapons. It is approximately the same format as the previous chart, but Weapon Length is not pertinent, and Range and Rate of Fire have been added.

USE OF SHIELD WITH MISSILE WEAPON

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

SHOOTING AT MOVING TARGETS

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

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

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

These effects are cumulative. Thus, if Arcos the Archer, with an 80% chance of hitting, is confronted by a foe who is crossing his path at a 45 degree angle and dodging his chance of hitting him is 20% ($80 \times 1/2 \times 1/2$). These effects are also cumulative with distance, so if the target is at medium range to Arcos, his chance of hitting him is 10% ($80 \times 1/2$ ((effect of Medium Range($(\times 1/2$ (moving at an angle)) $\times 1/2$ (dodging)) = 10%).

SHOOTING WHILE MOVING

A character cannot shoot while moving or dodging. The only exception to this is horse archer, which is performed at the same ability chance as regular archery, assuming the horsemanship of the archer is sufficient. This is explained further in Chapter VI, Other Skills.

shooting at protected targets

The chance of hitting a foe behind some form of protection, such as an arrow slit in a wall, is the same as normal. HOWEVER, if the Hit Location rolled (see Chapter III) is not visible to the archer, the arrow, or other missile, hits the protection, not the archer.

Thus, Arcos the Archer, firing at a Troll hiding behind a parapet, fires and hits. The Hit Location he rolls is 10, Abdomen, which is covered by the parapet. The arrow bounces off the stone.

A Critical Hit will hit in any case. Adjust the Hit Location to match an area which is exposed.

The above also applies to melee combat over a barrier, fence, castle wall, etc.

WEAPONS, TRAINING COSTS, PRICES, AND OTHER STATISTICS

WEAPON	RANGE	ST/DEX	DAMAGE	25%	50%	75%	PRICE	BREAKS	RATE
<u>Projectile Weapons</u>									
Composite Bow	80 m	11 11	1D10	300	800	1500	50 L	10 pts	S/MR
Crossbow, Heavy	100	11 9	1D12	200	600	1200	150	10	1/5MR
Crossbow, Light	150	- 9	1D8	200	600	1200	75	8	1/2MR
Self Bow	50	9 9	1D6+1	200	500	1000	15	6	S/MR
Sling	50	- 11	1D8	300	500	1000	1	-	S/MR
Staff Sling	100	9 11	1D10	400	800	1500	10	10	1/MR
<u>Thrown Weapons</u>									
Axe, Small	20	9- 11	1D6	300	600	1000	30	15	S/MR
Dagger	20	- 13	1D4	300	800	1500	15	10	S/MR
Javelin	20	9 11	1D10	300	800	1200	25	15	1/MR
Rock	20	- 9	1D4	100	500	2000	-	-	S/MR

EXPLANATION OF HEADINGS

RANGE—The ranges shown are effective ranges. At these ranges and less the character can be expected to hit at the percentage he has been trained for.

THROWN WEAPONS—Thrown weapons have no effective value beyond 20 Meters.

PROJECTILE WEAPONS—Projectile weapons can reach further than their effective range, but at a cost in accuracy.

Medium range is about half again as many meters as the effective range. A character shooting in this range has $\frac{1}{2}$ his normal chance of hitting.

Long Range is between the limit of Medium Range and a distance of about twice.

BREAKS AT—A character is *not* trained to parry with a projectile weapon as well as shoot with it (Thrown weapons are another story). The chance of Parrying with a projectile weapon should be based on the Basic Chance with a staff (20%) plus any Natural Ability adds or minuses which would apply.

Rurik, for example, would parry with a projectile weapon with a 15% chance.

RATES OF FIRE

1/MR—One shot per melee round can be thrown/SHOT

S/MR—As many shots can be fired as Strik Rank permits (See Chapter III)

1/2MR—One shot every two melee rounds

1/5MR—One shot per five melee rounds

SHIELDS

A shield is used to absorb damage before it gets to the bearer of the shield. The chart below describes how many Points a shield will absorb before the bearer is damaged. As with a weapon, a shield user must make a successful Parry roll to interpose a shield between himself and an incoming attack.

NOTES ON SHIELD USE

Damage taken by the shield for more points than the shield can absorb in one blow is taken on the Hit Location rolled in rolling the Attack. The armor on the Location, if any, may absorb the excess points.

EXPLANATIONS OF HEADINGS

SIZE—Relative size of shield. A Small Shield is about 30-35 centimeters in diameter and held with one handgrip. It is called a buckler.

A Medium Shield is about 60 cm in diameter, equivalent to the ancient Greek Round shield, or the Medieval knight's "heater."

SHIELD STATISTICS

Size	Strength	Absorbs	25%	50%	75%	Price	Encumbrance
Small	5+	8 Points	200	400	800	5 L	1
Medium	9+	12	100	200	400	10	2
Large	12+	16	50	100	200	20	3

A Large Shield is the equivalent of the Foot Shields of the Greeks and Romans, or the Norman Kite Shield and the Viking Round.

STRENGTH—Strength necessary for a character to have to be able to use such a shield.

ABSORBS—The shield will absorb this number of points *per attack* before the user takes damage.

25%/50%/75%—Serves the same function as it does in the weapons chart. Again, any ability beyond 75% must be gained from Experience, not Training.

PRICE—The standard Price for a shield. Fancy ones cost more.

ENCUMBRANCE—For those who like encumbrance rules, this is what the type of shield is worth in "things" (See Chapter III).

ARMOR STATISTICS

Type	Strength	Absorbs	Price (and Encumbrance Factor)			
			Head	Chest/ Abdomen	Arms	Legs
Padding	-	1 Point	5 L	10 L (1)	2 L (-)	2 L (1)
		2	NONE	20 L (1)	NONE	NONE
*****Padding may be added to items on the list below*****						
Heavy Leather	-	2 Point	NONE	5 L (-)	3 L (-)	4 L (-)
Cuirboilli	-	3	NONE	10 L (1)	5 L (-)	5 L (1)
Ring Mail	9	4	NONE	40 L (1)	20 L (-)	20 L (1)
Scale	13	5	NONE	20 L (3)	10 L (1)	10 L (2)
Chainmail	11	5	NONE	100 L (2)	40 L (1)	40 L (1)
Brigandine	9	5	NONE	75 L (2)	NONE	NONE
Plate	11	6	NONE	125 L (3)	60 L (1)	60 L (2)

ARMOR

Armor is the last barrier between the character and the oncoming weapon. Armor absorbs damage from weapons and keeps the character intact, hopefully. Different Hit Locations may wear different forms of armor.

EXPLANATION OF HEADINGS AND TERMS

By now, the headings should be fairly obvious. Note that Chest and Abdomen are protected by one item of armor, usually called a hauberk. Costs for Legs and Arms are for the set, not just one, as is the Encumbrance factor. Fancier armor costs more.

PADDING—This is quilted linen garment which supports armor, keeps it from chafing the skin, and cushions blows. It cannot be made to absorb more than one point on the limbs and head because it would be too bulky to move in. On the Chest and Abdomen this makes no difference.

HEAVY LEATHER—About the consistency of show sole leather, it is fairly easy to obtain in the heavily herd-oriented world of Glorontha, and most other Ancient Worlds.

CUIRBOILLI—This is leather treated with boiling wax to harden it to almost the resiliency of metal.

RING MAIL—Rings of metal butted together and sewn onto leather.

SCALE—Small plates of metal sewn onto leather in an overlapping pattern. It makes for an excellent, if heavy, protection.

CHAINMAIL—Links of metal woven into a mesh and formed into garments.

BRIGANDINE—A jacket of plates between two layers of leather, so that only the rivets holding it together show on the leather.

PLATE—Large plates of metal, usually molded to the body of the wearer. Excellent at absorbing damage, but heavy and encumbering.

HELMETS

Except for their padding, helmets were not dealt with in the discussion on armor because they cannot be categorized by the material they are made of. Instead, they must be categorized by the amount of protection

they afford, no matter what the construction.

The following names of helmets are entirely arbitrary. We trust the following descriptions will be sufficient indication of what is intended.

HELMETS

Type	Encumbrance	Absorbs	Price	Description
Hood	-	1	3 L	Leather hood. Can be worn over Padding for a total of 2 points of protection.
Cap	-	2	5 L	Hard Leather with metal plates riveted on to it.
Composite Helm	-	3	10 L	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15 L	A metal helm with cheek and back plates. Similar to a Roman Legionnaire helm.
Closed Helm	1	5	30 L	A metal helm like the above but with eye and nose protection as well.
Full Helm	2	6	50 L	A solid metal helm with total coverage of head and neck except for eyeholes.

PROGRESSING TO 100% ABILITY

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

Example: Shorban the Dumb, with an Intelligence of 8, has a minus 3% to his chance of learning from experience. After reaching 90% ability with the broadsword, he hits something with it, and his player rolls 08 on D100 for the chance of learning by experience. Without this rule, he would have a 7% chance of learning 52 in the use of the broadsword (100-90=10, 10-3=7). Fortunately, his player remembered this rule, and he goes up to 95% after all, thanks to his Intelligence of 8.

MASTERING A WEAPON

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

SPLITTING ATTACKS

A character may split his attacks or parries if and only if each attack/parry is 50% or higher. Thus a character can only split attacks or parries if he has reached 100% ability with his weapon or shield. The use of the ability to parry, or attack, two different foes at once are obvious. If a character does not have enough Strike Rank Points to get off two blows (say striking with a fist at Strike Rank 9) he cannot strike twice. Also, if the first blow is at strike 5, the second blow must be at strike 5 + 5 = 10. Note that if the first attack is either a Critical Hit or an Impalement, the second attack cannot be delivered. If the second attack is a Critical Hit or Impalement, the character can only deliver one attack next round. Remember that:

Even with a 100% chance of hitting/parrying 96-99 is still a miss and 00 is still a fumble.

RURIK'S SAGA— RUMBLE IN THE RUBBLE

Rurik joined a Mercenary company (see Chapter X, Previous Experience) and did well, earining enough loot to pay for a Ring Mail Hauberk (4 points of protection), an Open Helm (worth 4 points), and Plate arm and leg armor (worth six points each). Under the Ring Mail he has a padding hauberk worth 2 more points of protection. As part of his training he has a 35% use of a Large Shield and a 30% use of a Short Sword. He is also 30% capable with a Spear used one-handed.

At this time, he is guarding the horses for a group of Adventurers attempting the Blind King's Palace in the Pavis Rubble. His companion in this duty is Horus the Hairy, a somewhat more knowledgeable fighter who also chose not to go into the Palace.

The two are engaged in idle conversation, lulled into carelessness by lack of activity, when there is a sudden "Screech" and Horus goes flying. He has been hit from behind by a Baboon!

The Baboon is common member of the breed (see Chapter VIII) and, having successfully sneaked up on the two, rolled

40 on an attack roll. Ordinarily this would not be enough, but the attack from behind adds 20% to an attack, and the blow was successful.

The blow did 9 points of damage to Horus's Left Arm (Hit Location roll of 16), which went through the 3 points of Cuirboilli armor and did 6 points of damage to the arm. Horus has 3 Point arms (Hit Points of 11), so the blow was enough to *Functionally Incapacitate* him. He falls in a heap, out of the fight.

"Give horse," hisses the Baboon in a reasonable approximation of Pavis Tradetalk.

Rurik, whose pay depends on seeing that this doesn't happen, says nothing as he advances to the attack. He has a Strike Rank of 6 with his spear (Size 12 (2) + Dexterity 6 (4) + 2 meter spear (0) = 6) and is faster than the Baboon's Strike of 8. His Attack Roll of 21 is a hit, even after subtracting the Baboon's Defense of 5% from the roll. Rolling a 1 on D6, he finds he has done 2 points of damage to the Baboon's Abdomen (roll of 11 on Hit Location). The Baboon's Skin absorbs 1 point of this, leaving the Baboon with a minor nick as he closes in on Rurik. His attack with a claw is a 39, 4 points too high to be a hit. Just as well, since Rurik's Parry of 89 was a wide miss.

Second Round. Rurik stabs again, the Attack Roll is 99, Fumble! The roll is 47—both lose next attack and Parry due to *Entanglement*. The Baboon was too close, getting tangled in Rurik's weaponry and shield. They dance about for a melee round and then break off.

Third Round, Rurik rolls a 61 for his Attack, obviously still confused by the entanglement. The Baboon's attack is 31 out of the 35 needed, a hit! Rurik's Parry of 57 is, again, not good enough.

The Hit Location rolled is 6, the Left leg. The Baboon rolls D6 for his claw attack and D4 for his Strength/Size add and rolls a total of 7. Since Rurik has 6 point leg armor, one point of damage goes through Rurik's Plate leg armor to wound him slightly.

Fourth Round, Rurik rolls 23, another hit! The Damage is 4 points, the Hit Location is the head. The Baboon takes 3 points of damage to his 4 point head. His attack roll of 81 shows he is obviously shaken. Besides, Rurik got his shield in its way with a roll of 29.

By this time, Horus has managed to *Heal* 2 points of the damage his arm took. As soon as five Melee Rounds have passed, he will be able to Heal another two points and be in the fight again.

The Baboon realizes that horsemeat will probably not be on his diet today. He begins to back away but Rurik, being young and impetuous, presses his attack. His Attack roll is 55, another miss. The Baboon makes a return attack of 42, another miss.

Turning, the Baboon tries to get away. Rurik's attack roll is 59, so that even the 20% add for striking at a back will not help him enough. The Baboon scrambles away at his Movement rate of 10, while Rurik soothes the horses and then helps Horus up.

NOTE: Rurik was successful with both Attack and Parry. He will get Experience rolls for both his chance of Parrying with the Large Shield [he rolled a 21 out of the needed 77, going up 5% in Shield work] and Attacking with the Spear as used one handed [he rolls 84, with a needed roll of 82. This is Rurik's usual bad luck...].

The Baboon, having also succeded in one attack, will get an Experience roll. It has a needed number on D100 of 65 or less. It rolls 73, not profitting at all from the Experience, and having one terrible headache besides.

V. BASIC MAGIC

Basic Magic is available to all players in RUNE-QUEST. There are two types of Basic Magic: 1. Battle magic; and 2. Spirit Contacts.

BASIC DESCRIPTION

Battle Magic involves the forceful alteration of the fabric of reality by use of one's Power. For this reason, Battle Magic spells, while powerful, are of short duration (usually 2 minutes) and drain a good deal of energy in the form of Power points from the user. However strong a mortal may be, he lacks the Power to make long lasting changes in the basic stuff of the universe. Rune Magic, done with the aid of a god, does not necessarily have that same limitation.

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

POWER USE

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

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

LEARNING SPELLS

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

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

NOTE: To buy a Variable Spell, a character must pay the cost of each lower point spell as well as the level he wishes to buy. In other words, to obtain Healing 3, Healing 1 and 2 must also be bought, a total cost of 3300 Lunars.

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

CREDIT

The Cults will extend credit, *once*, to beginning characters, under the same guidelines as the fighting bands do. The Diviners of the Cult judge the Power of the character, and he is allowed 100 Lunars per each point of Power as Credit. All comments in Chapter IV on this practice apply to the Cults as well.

Battle Magic cannot be learned from another character unless that character is a Rune Mage (See Chapter VII). Because spells are partially subconscious

SPELL LIST AND COSTS

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

* Cost of Variable Spells:	1st Point	500 L
	2nd Point	1100 L
	3rd Point	1700 L
	4th Point	2300 L
	5th Point	3000 L
	6th Point	3800 L

ONE POINT SPELLS

1. Befuddle
2. Binding
3. Demoralize
4. Detect Detection
5. Detect Enemies
7. Detect Life
8. Detect Magic
9. Detect Silver
10. Detect Spirit
11. Detect Undead
12. Disruption
13. Farsee
14. Ignite
15. Light
16. Mobility
17. Silence
18. Spirit Binding

TWO POINT SPELLS

1. Coordination
2. Darkwall
3. Detect Gems
4. Detect Traps
5. Extinguish
6. Firearrow
7. Glamour
8. Harmonize
9. Padding
10. Repair
11. Shimmer
12. Strength

THREE POINT SPELLS

1. Invisability

FOUR POINT SPELLS

1. Fireblade
2. Lightwall
3. Protection
4. Vigor

VARIABLE POWER SPELLS

1. Bludgeon
2. Countermagic
3. Detection Blank
4. Dispel Magic
5. Dullblade
6. Fanaticism
7. Glue
8. Healing
9. Ironhand
10. Mind Speech
11. Multimissile
12. Speedart
13. Xenohealing

In operation, the teaching of Battle Magic requires a Mind Link (a Rune Spell), which requires a Rune Mage. A Rune Mage teaching another character a Battle Magic spell must still be paid the set rate and he must return that full amount to his Cult. Failure to do so would be cheating a god and would result in his expulsion from the Cult and loss of his Rune Magic abilities. Other penalties might also be assessed by the god, perhaps in the form of a curse.

LIMIT TO LEARNING SPELLS

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

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

Note: It is possible to know a variable spell at a high level and be carrying only part of it. For example, a character could know Healing 6, but only carry Healing 4 actively in his mind. If he thought he or his friends were about to run into a situation where limbs were going to be severed, he could take two hours to suppress 2 points of another spell or spells and bring the other two points of Healing into his mind, ready for use.

CREATING NEW SPELLS

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

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

TYPES OF BATTLE MAGIC SPELLS

Battle Magic spells come in three general classifications. Frequently these classifications overlap. Spells can be broken down as Active or Passive, Temporal or Permanent, and as Focused and Unfocused. We will cover each of these classifications separately.

ACTIVE AND PASSIVE SPELLS

Almost all Battle Magic spells are passive. Once they have taken effect on their target they need not be maintained and the caster of the spell can perform other actions, including casting other spells, without affecting the spell in question. Therefore, once a character has Demoralized an opponent, the character

can fight, run, or cast another spell (or the same spell) at another opponent and the original target will remain Demoralized for the total time period of the spell. If the caster takes damage from a sword blow, even one wielded by the Demoralized opponent, the opponent stays Demoralized.

The only Active Battle Magic spell is FireBlade. This spell requires the concentration of the caster to be maintained. If the caster tries to throw another spell, takes damage, or has something sudden unexpected happen to him, such as falling into a pit, the FireBlade will go out. To reuse the spell, he must expend the Power necessary to cast it again. It is possible to fight with the spell active, as long as the user takes no damage.

The reason FireBlade is an active spell, unlike all others, is because it is an extremely powerful Battle Magic spell, requiring concentration to control.

TEMPORAL AND PERMANENT SPELLS

Temporal spells are those which are effective for a definite time span and are then over. Spells like Demoralize, Fanaticism, Bladesharp, and Mobility last ten melee rounds and then are gone. They must be recast after that time to gain their benefits again. Most of the Detect spells last one melee round and then are gone. They are also Temporal spells.

Permanent spells are those whose effects are permanent. Spells like Disruption, Extinguish, Ignite, and Repair are permanent in effect. The spells last just one melee round, but their results are permanent. This is *not* to say that the effect of a Disruption spell cannot be healed or an Extinguished fire relit. However, the damage does not go away of itself and the fire will not rekindle itself after a set period of time.

FOCUSED AND UNFOCUSED SPELLS

This is by far the most complex and important difference between spell types. To be cast effectively, many spells require a focus. This focus is a carved rune of some sort which acts to tie the conscious and unconscious minds together so that the spell works. It is possible to cast any spell without a focus, but it takes two melee rounds to do so, the first round being spent in carefully visualizing the runic symbol necessary for the spell and the target it must affect.

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

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

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

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

To be used, a focus must be looked at, and then pointed at the target. The looking at the focus serves to

"set" the spell in the mind. The pointing at the target serves to direct the character's Power at the appropriate target. Thus, if a character wishes to use Binding on another character, he must look at the rune carved on his wand, then point the wand at the foe, saying his spell at the same time. This is a very quick and easy process, taking split-seconds, and is already adjusted for in the Strike Rank Point tables shown below.

OTHER PROPERTIES OF SPELLS

1. If damage is taken by a spell caster from spell or weapon, or the spell caster's concentration is broken in any sudden and unexpected way, before he is finished with casting a spell (i.e. at a Strike Rank prior to the Spell would be cast on) he cannot cast the spell and must try again. However, no Power is lost in the attempt.
2. Spells cannot be stacked on one another to make them more effective. If, for example, two characters know Bladesharp 2, they cannot each cast it on a weapon to get the effect of Bladesharp 4. Likewise, to rejoin a severed limb to a body, two characters cannot combine Healing 3 Spells to get the effect of Healing 6. A full Healing 6 is necessary.
3. However, additional Power can be stacked onto a Spell, to overcome a Countermagic or Dispell Magic spell. Thus, a 5 Point Disruption can be cast. It will still have the same effect (1-3 points damage) but it will punch through most any magical defense put up against it. The Power points listed for each spell are *minimum* power points necessary.
4. Once a spell has taken effect on a character, it continues even if the character moves out of the range in which the spell could be cast. For instance, if Rurik casts Fanaticism on a member of his party in a melee, the character will remain fanatical for the full 10 melee rounds, even if he should pursue the enemy beyond the 80 meter range in which the spell can be cast.

SPELLS AND STRIKE RANK

To figure the Strike Rank Point at which a spell will take effect in combat, use the following table. This table is also in the section of combat tables.

Add the numbers appropriate in each category to get the effective Strike Rank Point in combat situations or in spell to spell combat.

STRIKE RANK FOR SPELLS

		Power			
Readiness	PT	Dexterity	PT	Needed	PT
Ready	0	19-24	0	1-p spell	0
		16-18	1	2-p spell	1
		13-15	2	3-p spell	2
		9-12	3	4-p spell	3
		6-8	4	5-p spell	4
Unready	5	1-5	5	6-p spell	5

DID THE SPELL WORK?

Some spells always work. Spells which a character casts upon himself, or spells cast on inanimate objects, or any healing spells, do not need to overcome resistance. Also, unconscious characters cannot resist a spell of any sort.

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

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

Failure to overcome an opponent's resistance still means that the total Power Points for the spell have been expended. A complete table of percentage chances of success is given on the Melee Charts in the Pull-Out sheets with these rules.

INCREASING POWER

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

To increase Power in a character, he must first overcome an enemy's resistance with a spell. Once that is accomplished, and after the particular adventure is over, the player may roll to see if the character succeeded in increasing his Power.

To see if the Power increase is successful, subtract the character's current Power from 20 and multiply the result by 5. Attempt to roll this number or less on D100. If this *Power Gain Roll* is successful, the player rolls again on D100. If the result is 01-10, the character gains 3 Power Points. If 11-40, he gains 2 Power Points. If 41-00, he gains 1 Power Point.

If at any time the character's Power goes above 18, he qualifies for Rune Priest status and should turn to Chapter VII, Rune Mastery.



DESCRIPTION OF SPELLS

BEFUDDLE

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—focused, passive

This spell confuses an opponent who succumbs to it. It causes him to wonder such things as: Is that a friend? Which ones are my enemies? Why is everyone fighting? A befuddled enemy will not attack, cast a spell, sound the alarm, etc. If attacked he will defend himself at full value, and beginning next round his confusion will go away (the guy that attacked me is my enemy, and after he is dead his allies are my enemies). Thus, with some clever management, a befuddled opponent might end up attacking his own party for as long as the spell is in effect.

BINDING

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—focused, passive

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

BLADESHARP

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee turns

Type—focused, passive

This spell, when cast on any thrusting, stabbing, or hacking weapon, increases the chance of hitting with it by 5% per point of power invested in the spell. It also increases the damage done by 1 point per point of spell. No weapon can be enchanted past 20% to hit and 4 points extra damage. The spell is not cumulative with other enchantments. The spell can be used to enchant more than one weapon at a time, as for Bludgeon below.

BLUDGEON

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee turns

Type—focused, passive

When cast on any smashing weapon the spell increases the chance of hitting 5% per point of spell. It also adds 1 point of damage per point of spell. It can be used to enchant 1 weapon up to +20% and +4 damage or 4 weapons up to 5% and +1 damage, or any combination possible within the limitation of the level of the spell known.

COORDINATION

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—unfocused, passive

This spell adds 3 to a character's effective DEX. This will decrease strike rank by 1 and improve the character's chance of making dexterity rolls. DEX is never raised over the species maximum. Thus, the greatest dexterity a human can have is 21.

COUNTERMAGIC

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—unfocused on self, focused on others, passive

Countermagic is a defensive spell that will attempt to stop any spell that the caster does not wish to take effect, including spells like FIREBLADE. It may be used to shield the caster or another character of his choice. Spirits and elementals cannot be dispelled with Countermagic and it operates at half effectiveness against Rune Magic. It works as follows:

a. If the oncoming spell is 2 or more Power points weaker than the Countermagic it is eliminated and the Countermagic remains.

b. If the oncoming spell is within 1 Power point either way of the Countermagic, they eliminate each other.

c. If the attacking spell is 2 or more Power points stronger than the Countermagic, it eliminates the Countermagic and takes full effect on its target, assuming it overcomes its target's Power.

DARKWALL

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—focused, passive

This spell creates a 10 meter wide by 3 meter high wall of darkness. Thickness of this wall is 6 centimeters. This wall can be moved by the caster at 3 meters per melee round on any round that he does not cast another spell. Torches yield no light within the wall and creatures that can see in the dark cannot see through it. It is opaque from both sides. The wall can be formed or moved into any shape desired.

DEMORALIZE

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—focused, passive

The victim of this spell loses faith in the ability of himself and his party to win the fight, find the treasure, rescue the princess, or whatever. He can still defend himself at full value, but attacks at half value. The advantage of the spell is that you can attack a



demoralized foe without affecting the spell. Essentially, it softens an enemy up for the kill. If it takes place before combat a demoralized foe generally will not attack unless ordered to.

DETECT DETECTION

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—focused

This may be cast on any person or object within reach of the spell. It informs the caster if that person/object is detected by magic, whether by battle magic or more sophisticated means.

DETECT ENEMIES

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type— focused on others, unfocused on self

This spell give the direction and distance from the caster of any being intending to harm a specific individual on whom the caster concentrates. If the caster does not specify someone else as the person whose enemies are being detected, it detects enemies of the caster. It is stopped by more than a foot of solid rock or metal.

DETECT GEMS

Range—40 meters

Power Used—2 points

Duration— 1 melee round

Type—focused

This spell will give the number and position relative to the caster of all gems within range. Like Detect Magic it will cause detected gems to glow while the spell is in effect. The position given includes direction and distance. The spell is blocked by 5 feet of rock or metal.

DETECT GOLD

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

Detects direction, distance, approximate amount (to the nearest tenth of a kilogram), within the range of the spell. It is stopped by more than a foot of solid rock or metal.

DETECT LIFE

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

Detects the existence of human or larger size life. Give direction and distance from the spellcaster. Divides life forms detected into two classes, those of human size (between 2 and 20), and those of large size (from 21 on up). Life smaller than size 2 is ignored.

DETECT MAGIC

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

This spell gives direction and distance from the caster of all enchantments, spirits, and similar magically potent objects and beings. It does not distinguish between magical objects or enchantments, telling only that it is magical, not what or how powerful it is. Also, any magic object within range of the spell will glow, possibly warning enemies. It is stopped by 1 foot or more of rock.

DETECT SILVER

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

Similar to Detect Gold in all respects except that it detects silver rather than gold.

DETECT SPIRIT

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

Like Detect Life in its effects except that it detects the presence of spirits. It divides spirits detected into two sizes, those of Power 18 and below, and those of Power 19 and above.

DETECT TRAPS

Range—40 meters

Power Used—2 points

Duration—1 melee round

Type—focused

This spell detects the intent to trap. Thus, it would detect an ambush, magical trap, or physical trap. It would not detect a naturally occurring pit, or poison, which is not in itself a trap. It makes a 3 meter diameter circle around the trap glow. It does not give the exact location or type of the trap. Note that it will not detect the existence of defensive spells, such as Warding.

DETECT UNDEAD

Range—40 meters

Power Used—1 point

Duration—1 melee round

Type—focused

This spell functions like Detect Life in its effects except that it detects things neither dead nor alive, such as zombies, mummies, and vampires. It does not tell which type of undead is being detected, but it does tell the size.

DETECTION BLANK

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee turns

Type—focused

A specialized version of Countermagic, designed to block detection spells. May screen either the caster or another person from detection. It stops only detection spells, but unlike Countermagic it does not let the person doing the detection know that his spell has been blocked. Otherwise it functions like Countermagic.

DISPEL MAGIC

Range—80 meters

Power Used—1 point/point of spell

Duration—1 melee turn

Type—focused

It will dispel any spell with a duration (i.e. either active or passive) and fewer points than the Dispel Magic. When attempting to dispel Rune Magic it functions at half effectiveness. Thus, dispelling a 1 point Discorporation spell requires 3 points of power in the Dispel Magic spell. The spell to be dispelled must be in effect by the strike rank at which the Dispel Magic occurs.

DISRUPTION

Range—80 meters

Power Used—1 point

Duration—Instant

Type—focused

A spell designed to speed up random molecular motion in the target's body. If the caster's Power overcomes the target's Power, the target takes 1d3 points of damage in a random body area. This damage is not absorbed by armor.

DULLBLADE

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—focused, passive

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

EXTINGUISH

Range—40 meters

Power Used—2 points

Duration—Instant

Type—focused

This spell can be used to extinguish either one particular fire up to the size of a fairly large bonfire, or all fires, within 10 meters. Used either way, the fires stay out and must be relit. Note that when the fires are Extinguished, the wood is cold and relighting must proceed as with a new fire.

FANATICISM

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee round

Type—focused on others, unfocused on self

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

FARSEE

Range—touch

Power Used—1 point

Duration—4 hours

Type—unfocused

This spell gives the recipient vision similar to a 10X power telescope. This vision can be switched on and off by the user for the duration of the spell. Note that this is the only Battle Magic spell with a duration of 4 hours.

FIREARROW

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—focused, passive

This spell creates an arrow of fire which does 3d6 points damage if it hits. It is cast on an ordinary arrow which is consumed by the fire. If it is fired at an enemy, damage is reduced by armor. The Firearrow will last for 10 melee rounds. It cannot be reused since it continues to burn, however, it is very useful for igniting houses and the like. NOTE: this damage cannot be "resisted," as the actual attack is not magic, it is heat.

FIREBLADE

Range—80 meters

Power Used—4 points

Duration—10 melee rounds

Type—focused, active

Cast on an edged or pointed weapon, this spell causes the weapon to flame, doing 3d6 damage when it hits an opponent. This damage is not over and above the normal weapon damage, it is the only damage that is done with such a weapon. Armor will absorb damage from a Fireblade. Note that this is the only active spell in lower magic. If the character using the spell takes physical or magical damage the Fireblade goes away. The weapon is *not* destroyed. Again, there is no "Magical Resistance" to this damage.

GLAMOUR

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—passive, unfocused

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

GLUE

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—focused, passive

For each Point of Power Invested in this spell, the caster gets a 10 cm by 10 cm patch of glue to distribute in any shape he wishes. The "strength" of the Glue is equal to the character's Power at time of casting. Instead of using additional Power to increase the size of the glue patch, the caster can increase the strength of the Glue. A 2 Point Glue Spell would have a strength of 2 times the Power, a 3 Point would have 3 times, etc. A Glue Spell will not work on living beings and things intimately associated with them, like horseshoes and hair, but will work on objects like a wooden leg, a sword in a scabbard, boots, etc. To break a Glue Spell the victim must apply his Strength against the "Strength" of the spell, just as Power is used to overcome another's Power with a magic spell.

HARMONIZE

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—focused, passive

This spell causes the victim to do exactly what the caster does. It works only on humanoids, for reasons that are evident if you envision harmonizing a horse. The recipient of the spell will attempt to do whatever action the caster does. However, some things will be impossible. If, for instance, the victim is walked into a pit he will continue to attempt to walk, but will not make much progress. If the Harmonized individual is killed the caster takes 1d6 damage from having a psychic link to a dying entity.

HEALING

Range—touch

Power Used—1 point/point of spell

Duration—permanent

Type—unfocused on self, focused on others

The part of the body to be healed must be touched. The effect is immediate. Healing cannot raise a character from the dead. However, 2 points of healing will cauterize any wound or severed limb, and 6 points of healing will restore a severed limb to the body if both parts are available. An individual Hit Location may receive a Healing Spell only once every 5 melee rounds.

IGNITE

Range—40 meters

Power Used—1 point

Duration—instant

Type—instant

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

INVISIBILITY

Range—80 meters

Power Used—3 points

Duration—10 melee rounds

Type—passive

This spell makes a character invisible by attracting the enemies' attention to a spot other than where the character is. An Invisible character may cast Detect spells without becoming visible. However, the spell will disappear if the character attacks with spells or weapons. If it disappears it must be cast again. It is possible to use someone under this spell as a forward observer or spy.

IRONHAND

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—passive

This spell is similar to Bladsharp except that it affects a character's skill in unarmed combat. While the name would indicate that it affects only the hands, in fact it affects the whole body, including maneuvers like butting and kicking.

LIGHT

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—passive

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

LIGHTWALL

Range—80 meters

Power Used—4 points

Duration—10 melee rounds

Type—passive

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

MINDSPEECH

Range—160 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—passive, unfocused

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

MOBILITY

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—passive, focused

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

MULTIMISSION

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—passive, focused

This is a variable spell used to increase the effectiveness of arrow fire. The spell is focused upon an arrow before it is fired. For each point of Power Invested in the spell another arrow is produced when the missile is fired. Thus, a 3 point spell would produce a total of 4 arrows. It is a useful spell for a hunter or for firing your last shot at a charging fighter or monster. Each missile fired is rolled as a separate attack.

PADDING

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—passive, unfocused

This spell adds 2 points of protection to all armored parts of the body. It is cumulative with normal padding and with all types of armor. It cannot be used with Shimmer, Countermagic, or Protection. Note that a critical hit will ignore this spell as well as your armor.

PROTECTION

Range—80 meters

Power Used—4 points

Duration—10 melee rounds

Type—passive, unfocused

This spell adds 4 points of protection to all parts of the body. Note that critical hits will ignore this, just as they would armor. This spell cannot be used with Padding, Shimmer, or Countermagic.

REPAIR

Range—touch

Power Used—2 points

Duration—1 melee round

Type—focused, passive

This spell can repair almost any damaged object. With it a broken or damaged weapon can be restored to its original shape, a shield can be fixed, or a piece of armor can be mended. All the pieces of an object must be available to be repaired. Note that when a magical object is broken, repair does not reestablish the magic in it. If a Spirit is in an object breaking, the object releases the Spirit. Repair does not bring the Spirit back.

SHIMMER

Range—80 meters

Power Used—3 points

Duration—10 melee rounds

Type—unfocused, passive

This spell adds 10% to the defence of any character on whom it is cast. It cannot be used at the same time as Padding, or Protection, or Countermagic. A character can only benefit from one of these four spells at a time.

SILENCE

Range—80 meters

Power Used—1 point

Duration—10 melee rounds

Type—focused, passive

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

SPEEDART

Range—80 meters

Power Used—1 point/point of spell

Duration—10 melee rounds

Type—passive, focused

This spell will affect up to 3 missile weapons of any type per 1 point of spell. Each point of spell will give three missiles a 5% better chance of hitting and +1 damage. It can also be used to give one missile 15% better chance of hitting and +3 damage, or any other combination within the limits of the level the spell is known at. Missiles may not be increased beyond 15% and +3 damage. Note that this spell works on any type of missile, including thrown axes, knives, rocks, and bullets.

SPIRIT BINDING

Range—80 meters

Power Used—1 point

Duration—permanent

Type—focused, passive

This spell is used to bind spirits into familiars or magical objects. In order to bind spirits into familiars the animal to be used must have been touched in a friendly manner (by petting, etc.) within the last hour. To bind a spirit into a magical object it is necessary to have an object that will hold a spirit. To obtain such an object you must go to a temple and obtain one or buy one from another player. For details of spirit combat see the section on spirits. On the death of the binder the spirit will be freed.

STRENGTH

Range—80 meters

Power Used—2 points

Duration—10 melee rounds

Type—unfocused, passive

This spell adds half again to a character's effective strength for the duration of the spell. Thus, a strength 9

character will become a strength 14 character while under this spell (always round up). Note that this spell will never increase a character over the species maximum. Thus, strength for a human will never exceed 21.

VIGOR

Range—80 meters

Power Used—4 points

Duration—10 melee rounds

Type—unfocused, passive

This spell adds 3d6 constitution points to a character for the duration of the spell. At the end of that time the points go away, along with 1d6 real points of the character/monster protected. It is very useful in a fight, as you can take damage that would normally kill you and heal yourself or be healed before the spell wears off. Remember that all damage to regular Hit Points can be healed, including the 1d6 points lost when the spell is over.

XENOHEALING

Range—touch

Power Used—1 point/point of spell

Duration—permanent

Type—focused, passive

This spell is similar to healing in all respects except that it works on non-humanoid creatures. In other words, if you wish to heal that warhorse you paid 3000 silver pieces for, you must have this spell.

SPIRITS

CHARACTERISTICS OF SPIRITS

INT 3D6

POW 3D6 + 6

This is the run-of-the-mill, available for challenge sort of Spirit. Referee Specials can run from Gods, with POW running into the thousands, to a "mouse spirit" with a POW of 3.

Spirits are non-material entities existing on the Spirit Plane. They have INT, POW, and an automatic DEX of 20.

Note that a life form (such as that Troll swinging the club at the character) is composed of a spirit and a physical form. The separation of the Spirit from the body is known as death.

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

Most Spirits are indifferent to the physical world. Some like the sensual life; i.e. having senses. The only thing a Spirit can sense without using magic is the

Power of other Spirits within about 180 meters.

A disembodied Spirit interested in the Pleasures of the Flesh has need for a body, which gives it a solid basis for an interest in a character.

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

SPIRIT COMBAT

To engage a Spirit in combat, a character must locate one with a Detect Spirit Spell or arrange for a Priest or Shaman to find one for him. He then *challenges* the Spirit. A declared challenge will do, since the Spirit can read the Power aura of the character well enough to sense the invitation.

Combat then begins.

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

1. **BREAK OFF COMBAT.** This is only an option for the disembodied Spirit. Combat between the two cannot resume for 24 hours, and neither can engage in Spirit Combat for the same amount of time. The inability of an "embodied Spirit" to disengage is because he cannot move away from a Spirit, who will always follow. On the other hand, a Spirit *cannot* initiate Spirit Combat, it must always be started by an "embodied Spirit."

2. **THE WINNER** (and both may be winners in this sense, if both attacks were successful) may roll D100 as if rolling on the Power Gain Roll. However, the result, rather than being added to the rolling character's Power, is *subtracted* from the opponent's Power. This Power loss is temporary, and will be regained at the usual rate, after the battle is over. However, if Power is reduced to zero, the combatant ceases to exist.

3. **ATTEMPT TO CAPTURE THE OPPONENT.** A combatant with a superiority in Power can attempt to capture the opponent by overcoming the other's magical resistance in a standard Magical Attack. This is in addition to the attack which by succeeding, allowed the combatant to attempt the capture. The result of a Capture means something different depending on the capturer.

a. **IF THE SPIRIT WINS** (an entirely likely proposition) he has a body, and the former possessor is now a Spirit. People who knew the challenger will say he is "possessed" but then he should have known the job was dangerous when he took it. The referee may take over the character.

b. **IF THE CHALLENGER WINS**, he may Bind the Spirit, as described in the next section.

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

Spirit Combat will automatically and temporarily break any Mind Link (See Chapter VI) Spells or Links with other Spirits the participant may have. The battle is strictly between the individual Powers of the two combatants.

BINDING SPIRITS

Having captured a Spirit, the character may Bind the Spirit. The character must know the Spirit Binding Spell and either have an animal ready or a Spirit Trapping Crystal (Chapter IX). A Bound Spirit will obey all commands of its captor, who is in a permanent (unless he gets involved in another Spirit Combat) telepathic link (this is just like the Rune Spell Mind Link).

Thus, the binder can use the INT of the Spirit to store knowledge or spells and POW of the Spirit to fuel them.

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

1. SPIRIT BOUND TO A SPIRIT TRAPPING CRYSTAL

This spirit has no ability to cast the spells it has been taught, save into a sword or other weapon it may have been imbedded into, and only on command of the binder. (-3 Strike Rank Points to receive the instruction).

2. SPIRIT BOUND TO AN ANIMAL FAMILIAR

This form of Spirit can also only cast Spells to aid itself. However, it can also act as eyes and ears for the binder, and so is usually a small animal such as bird, dog, cat, or monkey. For the privilege of having the ability to use senses, thus leading the sensual life, the Spirit also gets the great privilege of being able to take damage in the service of its master.

A new-bound Spirit usually knows no spells, unless it is a "referee special," the Spirit of some dead Priest, etc. who may know Magic. A disembodied Spirit usually forgets all knowledge of Battle Magic within two days after separation from its body, as such magic is useless on the Spirit Plane.

A character may teach his Spirit any spell he knows over the usual time for no cost. Since he already knows the spell, and the Spirit is in a perpetual Mind Link with him, there is no need to pay a Priest to teach it to the Spirit. This seems to be an exception to the rule forbidding teaching of a Spell without payment, but it isn't, for the effect only lasts as long as the Binding is in effect. Once the Spirit is unbound, it will forget the spells.

DEATH OF A BINDER

If the binder of a Spirit dies, the Spirit may go free. If the Spirit likes being the hilt of a sword, or a monkey, it may stay. While in this form it can be attacked in Spirit Combat and be rebound. Otherwise it will leave any time it desires the joys of disembodiment.

A Spirit in a Spirit trapping crystal, or similar inanimate object, will usually leave. A Spirit in a familiar will usually continue to inhabit the body of the familiar, and act independently. As an embodied spirit it cannot be bound by another character.

LIMIT TO BINDING

The total number of Spirits a character may keep Bound is equal to his CHA divided by 3. Thus Rurik, with a starting CHA of 10, could bind three Spirits with no more trouble than Spirit Combat usually entails. If the character drops in CHA, he may choose which Spirit to let go.

Trying to keep more Spirits than CHA gets you into trouble immediately. The first time the character tries to use one for anything, that one will rebel unless the character manages to roll his CHA x 5 as a percentage on D100 (thus, Rurik would have to roll 50 or less). The two will then engage in Spirit Combat until one is the victor, with the results as shown before.



RURIK'S SAGA—BATTLE AT THE TROLL BRIDGE

After a couple of years of adventuring, Rurik has managed to bring his POW up to 13 and his DEX up to 12. He has also, by dint of luck and boyish charm, managed to give his CHA something of a boost as well.

He now commands three others. Ariella the Actress is a young lady of high INT, POW and DEX, but somewhat deficient in STR or CON. Also with them are Uras the Unlucky and Bosh the Blockhead, two beginners. Together they hsb

He now commands three others. Ariella the Actress is a young lady of high INT, POW and DEX, but somewhat deficient in STR or CON. Also with them are Uras the Unlucky and Bosh the Blockhead, two beginners. Together they have decided to take a short cut over the hills, passing over the dreaded Troll Bridge.

They run out of luck on the approach to the Troll Bridge. Point Man Uras the Unlucky ducks around a rock and stumbles back minus his head. The path is suddenly crowded with Trolls and Trollkin.

As the Trolls close in, Rurik looks at the Focus carved on his Spear and it becomes a Fireblade. At his DEX and with a four Point Spell, he does this on Strike Rank Point 6. He now has 9 POW Points, having used the four to POW the Spell. Successfully parrying the Troll's blow with his shield, he stabs with the Spear at Strike Rank 12, connecting. The Troll takes 9 Points damage in the Abdomen. The Troll's Cuirbolli armor and its skin combine to stop 4 points of it, but 5 Points of damage still discommodes it.

In the meantime, Ariella has cast Mobility on herself and run for the rear. The troll advancing on her takes a shot at her back, but even with a 20% add for attacking from the rear, blows it by rolling a 96.

Bosh the Blockhead, in the meantime, has tried to Glue an enemy's foot to the ground as it touches. He has managed to forget two basic prerequisites for the Glue Spell. (1) The Spell does not work on living flesh (the Trolls are barefoot) and (2) the Spell only works on stationary targets. Bosh has wasted a Point of POW for nothing.

In the next round, the Troll fighting Rurik backs out of the way of the Fireblade but Rurik manages to catch him and jab again, missing this time. The Troll who was chasing Ariella, however, carefully aims a Disruption Spell at Rurik! The Troll's POW is 12, Rurik's is now 9. The Troll has a 3 Point superiority, and thus gets a 15% addition to the basic 50% chance of succeeding with a Spell. He rolls 58, succeeding. Rurik takes 2 points of damage to the arm *and* being damaged, cannot maintain his firespear. Things begin to look dicey.

They look dicier as Bosh takes a mighty hack at his opponent, misses, and gets impaled by a Troll.

Abandoning hope, Rurik shouts "My ransom is 3000 Silver guilders!" (You will remember that a Guilder is worth the same as a Lunar). The Trolls, most of whom know the tongue he is speaking in (a Pavic argot) immediately lose interest in killing him.

Two months later he is free in Pavis again, and looking for a job, since his ransom was sufficient to clean out his savings of three years of adventuring. Oh well, he's heard there's an expedition fitting out to plunge into the ruins of Pavis Palace. . .

VI. OTHER SKILLS

INTRODUCTION

Just as an Adventurer can learn fighting, either by experience or through training, he can also learn other skills and increase them through training. Some of these skills will be of great use to an adventurer, some will be of limited use, and some only rarely may be of use, depending on the nature of the game being played. However, every skill is one that human beings have found useful over the years.

Like fighting skills, most of these skills have a Basic Chance of success of 5%. There are some, like speaking a foreign language, that are impossible to do without at least a little training. There are also a few, either simple or ingrained in the culture, that have a higher Basic Chance. The tables showing the various skills will indicate which of them have a Basic Chance of 0% (are impossible without training) and which have a Basic Chance of 10% or higher. Note: Skills which are learned totally or not at all, like Alchemist skills, have a Basic Chance of 0.

To learn a skill by experience, a character must use it successfully in conditions of stress. The player may then try to make a roll of (100—current ability with skill) or less on D100. If he makes it the character goes up to 5% in ability in that skill.

EXAMPLE

Rurik, seeing no visible treasure after a terrific fight with a gang of four dwarves uses his 40% ability to Spot Hidden Items. There was something there to be found. Two jewels and one gem were unearthed. This not only made the battle worthwhile after all, it also allows Ruruk to make a roll for learning by experience. Rurik has a $100-40=60\%$ chance of going up in that skill. He rolls a 54 and Rurik now has a 45% ability to Spot Hidden Items.

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

CATEGORIES

Skills are divided into four broad categories. These are 1. Stealth, 2. Manipulation, 3. Perception and 4. Knowledge. The discussion in Chapter II showed how Natural Abilities could aid in learning these skills, so that a character may spend less for training due to his natural talent for a particular skill. Bonuses from Natural Ability are not added to skills with a Basic Chance of 0% (i.e. those that cannot be done without training) until the first 5% of training has been bought.

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

CRAFTS, GUILDS AND CULTS

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

ALCHEMISTS GUILD

To learn the skills of the Alchemists, one must become either a Full Member or an Associate Member. To become a Full Member of the Alchemists Guild requires an apprentice fee of 1000 Lunars. It also demands a dedication to the art of Alchemy and an abiding interest in research. Full Members of the Guild teach, do research, and make things. Full Membership precludes an active life outside the laboratories, so most Adventurers will prefer Associate Membership.

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

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

Associate Membership allows one to buy training in a skill making Alchemical substances. The cost of the training is over and above the cost of becoming a member. (Full Members get free training, but they do nothing but train, research, and teach.)

ALCHEMIST SKILLS CHART

All Alchemist skills are of the type which are learned totally or not at all.

<u>Skill</u>	<u>Cost</u>	<u>Ingredient Cost</u>
Acid Making	500 L. per Potency Level	5 L./potion
Antidotes	as cost of countered agent	as cost
Blade Venom	1000 L. per Potency Level	10 L./potion
Systemic Poison	400 L. per Potency Level	1 L./potion
Magic Potions		
Battle Magic Spell	2000 L. per Power Point of Spell	10 L./potion
Healing	2000 L. per Hit Point Healed	10 L./potion
Power Restoring	2000 L. per Power Point	10 L./potion
Skill Raising	2000 L. per 5% increase	10 L./potion
Stealth	see above	
Manipulation	see above	
Perception	see above	

COST—The number of Lunars it costs to learn to make a particular stage of potion. Thus it costs 500 Lunars to learn to make a potency 1 acid and 10,000 Lunars to make a potency 20 acid.

INGREDIENT COST—The cost of the ingredients for one "dose" of a potion. Note that 1 dose is .1 liters.

EXPLANATION OF TYPES OF POTION MAKING SKILLS

ACID-MAKING

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

ANTIDOTES

The making of agents counter-active to a specific substance varying from snake-bite venom antidote to Walkatapus poison antidote. Generally, the cost of making the antidote is the same as the cost of making the substance it is the antidote for. Thus to learn to make an antidote for a level 5 poison, the character must spend 2500 Lunars (and 25 2-hour a week periods) to learn it.

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

BLADE VENOM

This is a particular type of poison, suitable for use on a weapon. It is a combination poison, including both caustic and nerve effects, and as such it is expensive and time-consuming to learn to make. Like Acid it is rated in potency levels of 1 to 20.

It will stay on a blade until either the weapon has hit a target three times or the poison has entered a wound, whichever comes first. When put on a blade, it must be handled with great care, as it can burn any exposed skin. It is not magical in nature.

SYSTEMIC POISON

This is often found in animal stings (scorpions, spiders, manticores). The effects are not immediate, and for game purposes can be said to take effect during the Bookkeeping phase (see Chapter III) of the second melee round after injection of poison. Thus if a character is hit in the first round of a combat, the poison takes effect during the Bookkeeping phase of the third round of the combat, approximately ½ minute later.

HOW POISON WORKS

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

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

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

THE USE OF ANTIDOTES

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

EXAMPLE

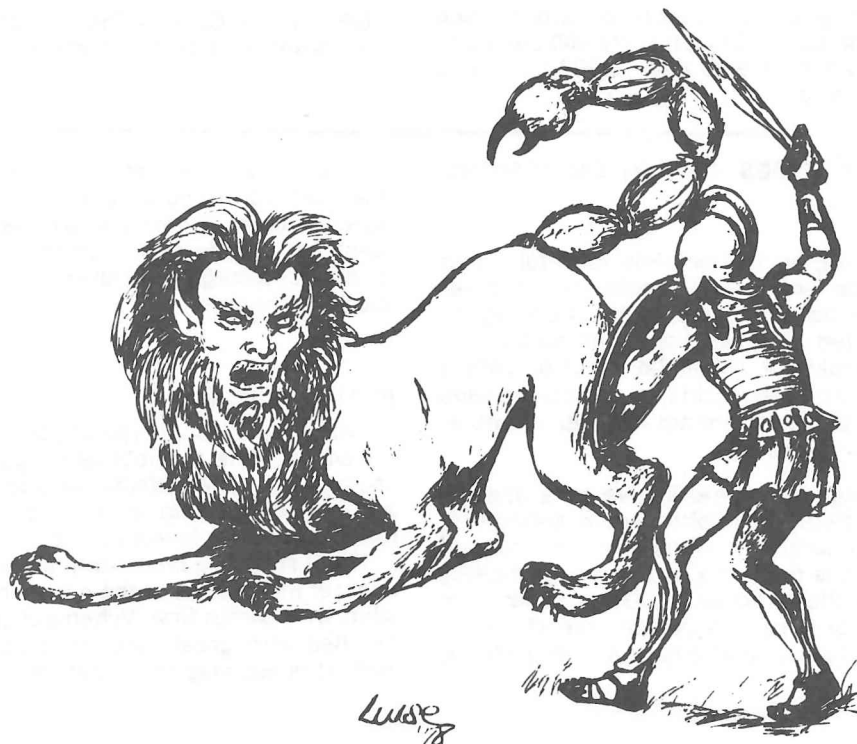
Oshkosh the Odorous finds himself fighting a Manticore. The Manticore hits with its first strike, penetrating Oshkosh's breastplate and injecting his poison. In the same round Oshkosh also hits, but does not manage to penetrate the Manticore's tough skin with his broadsword, coated with Blade Venom.

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

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

Is Oshkosh dead? He has a Constitution of 14. The poison in the sting equalled the beast's Constitution of 12, so the poison has a 40% chance of working. The roll is 88; Oshkosh only takes 6 points of damage.

Note that his Constitution is temporarily reduced 6 points. His Hit Points, and Hit Points per Hit Location, should be refigured until he recovers.



MAKING MAGIC POTIONS

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

BATTLE MAGIC SPELL POTIONS

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

To create a Battle Magic Spell Potion, the maker must put in twice the number of Power Points needed to use the spell. Thus, for a 2 Point Bladesharp, 4 Points of Power must be put into the potion to fuel the spell and hold it in the potion.

Note that the Power loss from making Battle Magic Spell Potions is not permanent. It will come back to the maker at the usual rate for regaining Power Points. To make a Battle Magic Spell Potion for a particular spell, a character must know how to cast the spell. This means that a character who knows no Bladesharp, or only 1 Point of it, cannot make a 2 Point Bladesharp potion.

HEALING

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

POTION OF POWER RESTORING

To make this potion, a character must put in twice the number of Power Points the potion will restore. When used, it will restore the number of Power Points in the Potion to the Adventurer who made it, up to his current maximum Power Points. Taking a Power 3 restoring potion when the character is only down 2 Power Points will restore the 2 Points, but the third will be wasted.

POTIONS OF SKILL INCREASING

These potions increase a category of skill up to 25% for a period of two hours. Thus an Adventurer who knew Climbing 30%, Lockpicking 20%, and Spot Traps 45% could swallow a potion of 20% Manipulation Increasing and his ability to Climb would be 50% and his ability to lockpick would be 40%. Because Spot Traps is a Perception skill, that would not increase; only Manipulation Skills would increase.

To make these potions, a character must put one Power Point in per 5% Increase, plus another Power Point to hold it in the potion. The aforementioned potion of 20% Manipulation Increasing would cost 8 Power Points to make.

FINAL NOTES ON POTIONS

1. Potion refers to a variety of actual forms and shapes capable of similar effects. Herb packets, salves, pills, biscuits and other shapes and sizes will all serve the same function. They all are about .1 liters in size.
2. If a character ingests two or more magical potions neither will work and they will combine, producing unpredictable, usually unpleasant, effects in the ingesting character's body. A character only benefits from the effects of one magical potion at a time. It is possible to wait for two hours, till a character has eliminated a potion from his system and THEN give him another.
3. Magical potions usually spoil if left unused for more than two months after making. Spoilage may have a number of effects, as shown in Chapter IX, Monster Hoards.

ABILITIES TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Evaluate Treasure	Knowledge	05%	400/ 800/1600/2400
Map Making	Manipulation	10%	100/ 200/ 400/ 800
Oratory	Special	05%	500/1000/3000/EXP.
Read & Write Own Language	Knowledge	10%	200/ 400/ 800/1600
Read & Write Other Lang.	Knowledge	00%	400/ 800/2000/4000
Speak Other Language	Knowledge	00%	600/1200/2000/4000

THE BROTHERHOOD OF FREE SAGES

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

EXPLANATION OF HEADINGS

TYPE—Gives the major category the skill falls into. Note that map making is a Manipulation skill. This is

because of the control needed to draw an accurate map. The Knowledge add or minus of a character only applies to those skills where the Basic Chance is 0 *after* the character has learned 5% of the skill.

BASIC—The Basic Chance a character has to perform a particular skill correctly, without training.

25%/50%/75%/100%—Cost in Lunars per 5% increase in ability with the skill up to the percentages shown. To learn map making from the 10% Basic Chance up to 25% costs a total of 300 Lunars. From 30 to 50% it will cost a total of 1000 Lunars, etc.

EXPLANATION OF SKILLS**EVALUATE TREASURE**

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

MAP MAKING

Keeping proper referents and perspectives on a piece of paper without actually measuring the terrain meter by meter.

ORATORY

The ability to inspire emotional responses in people and say their thoughts. The player states the response wanted and the referee rolls the probability, with any modifiers he feels the situation warrants. The probability is modified by Charisma, Intelligence and Power as shown on the following table.

This constitutes a character's Natural Ability with Oratory and can be added to the Basic 5% chance. Of course, one must speak the language. . .

<u>Characteristic</u>	<u>Characteristic Roll</u>				
	1-4	5-8	9-12	13-16	17-20
Intelligence	-05%				+05%
Power	-05%				+05%
Charisma	-10%	-05%		+05%	+10%

SPEAK FOREIGN LANGUAGE

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

READ AND WRITE OWN LANGUAGE

Basic Reading and Writing training.

READ AND WRITE FOREIGN LANGUAGE

Reading and Writing a foreign language.

GENERAL NOTES ON LANGUAGES**COMMUNICATION**

Percentage chance to speak a language has the following effects.

Ability	Type	Error Chance
01-10	May only communicate <u>simple</u> things, like "Please don't kill me."	40%
11-30	May get across simple requests, live day-to-day in native country.	20%
31-50	Assured communication, speak like dumb native, takes time to get ideas across.	05%
51-80	Allows one to tell stories, sagas, songs, etc.	
	Can argue and bargain as well as any native speaker	-05%
81-00	Leaders, Diplomats, Emissary level speech.	-15%

EXPLANATION OF HEADINGS

ABILITY—Percentage chance of success in communication through training.

TYPE—Rough approximation of the level of communication.

ERROR CHANCE—When two characters try to communicate add the total error chance. Subtract the result from 100. Try to roll that number or less on D100, or communication will fail.

EXAMPLE

Rurik tries to use his 10% knowledge of Darktongue (the language of trolls) to say "My ransom is 3000 Lunars." The Troll leader speaks Darktongue at the 85% level. Adding together their error chances, the referee gets $-40 - (-15) = 25$, $100 - 25 = 75$. He then rolls an 87. He tries again, to see if a different message than the one Rurik intended got through to the trolls. If he rolls higher than 75, one did (if Rurik didn't manage to get across his message, maybe he at least avoided a misunderstanding). Unfortunately, one did. The referee decides for "My ransom is 3000 Wheels" (a much larger sum) as the message that really got through. He tells nobody about this as the trolls stop fighting and encircle Rurik. Ariella, though, may be in for a spot of trouble if she brings the ransom of 3000 Lunars, that the trolls think will be Wheels.

MOTHER TONGUE

Characters from a particular background will speak their native language at the 80% level.

ALTERNATE SYSTEM FOR LEARNING LANGUAGES

Those without money to learn from the sages may:

1. Learn a language by spending a week at four hours a day, with 20 Lunars expenses (the character bought a number of rounds of drinks, etc.), talking to people who naturally speak it. Note that this requires the presence of a fair-sized population of native speakers of the language in the area in which he is trying to learn it.

2. Hire a traveler or traveled person. Each 2 weeks costs 200 Lunars for 4 hours a day and nets a 5% increase. Maximum from a non-player traveler is 2D6 + 3 x 5% (or a maximum of 75%).

THIEVES GUILD

One of the most important sets of skills for an Adventurer are those known best by Thieves. Many of the skills of thieves are duplicated by companies of entertainers and players, and some by other groups such as woodsmen, but generally the Adventurer seeks out a thief or group of thieves to learn abilities. Such

groups are difficult but not impossible to find. However, a slum-bred Adventurer will be more likely to find someone capable of teaching him thievery abilities than the average nobleman.

Thiefly guilds and individual Master Thieves may offer credit to a likely candidate based on 100 Lunars per Point of Dexterity. Generally they demand some task or aid for initial training rather than charging interest. This demand may be held in abeyance for some years, but must be performed when requested.

Later training must be paid for, cash in advance. The Adventurer can sometimes join a thiefly band and learn the abilities at half normal cost. In that event he will be required to perform various tasks for the band. Such duties can be difficult in the extreme and make for interesting scenarios.

Guilds of thieves usually operate across normal Rune Cult lines, unprotected by any Gods. They enforce obedience by making examples of those who betray them.

The headings on this table are similar to those for the Sage's Brotherhood.

THIEF SKILLS COST CHART

Type	Skill	Basic%	25%/50%/75%/100%
Manipulation	Climbing	15%	200/ 400/ 800/1600
	Hide Item	10%	400/ 800/1600/3200
	Jumping	15%	100/ 200/ 400/ 800
	Lock Picking	05%	500/1000/2000/4000
	Trap Set/Disarm	05%	400/ 800/1600/3200
Perception	Listen	25%	200/ 400/ 800/EXP.
	Sense Ambush	05%	500/1000/EXPERIENCE
	Spot Hidden Items	05%	200/ 600/1000/EXP.
	Spot Trap	05%	200/ 600/1000/EXP.
	Taste Analysis	00%	500/1000/2000/4000
Stealth	Ambush	05%	300/ 600/ 900/EXP.
	Camouflage	10%	200/ 500/1200/2600
	Hide in Cover	05%	200/ 500/1200/2600
	Move Silently	05%	200/ 600/1200/EXP.
	Pick Pockets	05%	400/ 800/1600/EXP.

EXPLANATION OF SKILLS

MANIPULATION

CLIMBING

The ability to climb walls, ropes, cliffs and the like. It deals with things like center of gravity, position, hand and foot holds, what to wear, and mental attitude. A successful roll on D100 allows the climbing of a normal obstacle. Especially difficult climbs should be adjusted downwards. Note: Sheer walls cannot be climbed. A Master of the craft (90% ability) could climb a sheer wall using only a corner, whether angled in or out.

For silent climbing, take the percentage chance of Moving Silently and multiply that by the chance of Climbing. Thus, if a character has a 50% chance to Move Silently and a 60% chance to Climb, he has a 30% chance (50% x 60%) of Climbing Silently. A character will presumably be concentrating first on climbing, and only secondarily on moving silently, so if the character rolls a number between the number necessary to Climb Silently and the number necessary to climb, he will at least get up the cliff (or whatever he's climbing) even if he makes a dreadful racket. If the player of the aforementioned character rolls between 31 and 60, therefore, the character managed to climb but made noise in the process.

HIDE ITEM

Allows one to secretly pocket, cover over, or make inconspicuous items under 75 millimeters in each dimension. Useful when examining chests full of treasure, or after successfully picking a pocket.

JUMPING

The ability to successfully jump for height or distance. Generally speaking, a successful roll on D100 allows the character to jump twice his height horizontally and up to his height vertically. Armor or heavy loads reduce this ability.

LOCK PICKING

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

TRAP SETTING/DISARMING

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

This ability encompasses all types of mechanical traps.

PERCEPTION**LISTEN**

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

SENSE AMBUSH

The ability to spot an ambush before the character walks into it. Does not apply to magical or mechanical traps, only to beings trying to keep themselves from being discovered before their prey is at a disadvantage.

SPOT HIDDEN ITEMS

Skill at being able to find things that are hidden. Ranges from spotting Secret Doors to guessing what kind of armor a man is wearing under his tunic to finding a secret compartment in the chest full of bones the Adventurers just lost two dead to capture.

SPOT TRAPS

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

TASTE ANALYSIS

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

STEALTH**AMBUSH**

Ability to set an ambush which will work. A successful roll on D100 indicates that the ambush will not normally be detected. This does not detract from an opponent's ability to Sense Ambush, unless the ability to Ambush is over the 100% level. In this case the amount over 100% is deducted from the Sense Ambush percentage before it is rolled. Note that the ability to set ambushes must be adjusted by the referee, depending on the terrain.

CAMOUFLAGE

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

HIDE IN COVER

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

It is possible to move and stay hidden at half the die roll on D100 needed for simple Hiding.

MOVE SILENTLY

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

This ability is modified by armor in the following manner.

TYPE OF ARMOR	MODIFICATION
Cuirbolli	-20%
Ring Mail	-30%
Plate	-40%
Chain Mail	-50%
Scale	-60%

If several different types of armor are worn, the noisiest should be used for modification purposes. Note that there is still a 5% chance of being silent, even with scale armor and a 50% ability.

PICK POCKETS

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

NOTES ON THIEFLY SKILLS

1. As has been noted in the descriptions, Perception skills take precedence over other skills. A successful roll with Perception skill will always spot what was hidden, camouflaged, etc. However, to be used, a Perception skill must be declared at the start of a round or turn, and no other skill may be used, spell cast, or weapon used during that period.

2. A character cannot concentrate on two things at once. Except in obvious cases, two skills cannot be combined. One obvious case is Moving in Cover (half the chance of Hiding in Cover) and Moving Silently. When computing a character's chance of doing both of these at once, multiply the probability of Moving Silently by the probability of Moving in Cover.

EXAMPLE

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

In the event that it matters which of the two skills the character falls at (Climb and Move Silently near the top of a 13-meter cliff, for example) the player must pick one of the skills as the one on which his character concentrates. If the roll is between the number needed to succeed at both and the roll needed to succeed at the one on which the character is concentrating, the character succeeded with the one concentrated on and failed with the other. For an example, see the description of Climbing.

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

Note: An experienced band of Adventurers could be expected to have a set series of Perception skills ready to use for every occasion. The players should make up such a "battle plan" and give it to the referee for his reference whenever the occasion demands. However, new Adventurers should be expected to declare their intent to perceive (i.e. use a Perception skill) when they wish to perceive and take the consequences when they do not.

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

ARMORING TRAINING TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Armor Making	Manipulation	00%	500/1000/2000/4000
Weapon Making	Manipulation	00%	500/1000/2000/4000
Shield Making	Manipulation	00%	500/1000/2000/4000

ARMORERS GUILD

To learn the skills of armoring, this Guild requires a person to become an Associate Member, or join as an Apprentice (See Chapter X). Associate Membership costs a character 5000 Lunars, which is separate from the costs of learning skills.

EXPLANATION OF SKILLS

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

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

MARITIME TRAINING TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Swimming	none	15%	100/ 200/ 300/ 400

MARITIME BROTHERHOOD

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

Explanation of table on next page.

FREE FORESTERS

The Foresters teach several skills at the same rates as the Thieves. These include Camouflage, Hiding in Cover, Moving Silently, Climbing and Sense Ambush. They also teach the following to anyone interested.

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Snare Setting	Manipulation	05%	300/ 600/1200/2400
Tracking	Perception	10%	200/ 400/ 800/EXP.

EXPLANATION OF MARITIME AND FORESTER SKILLS

SWIMMING

The ability to stay afloat and move in a desired direction. The roll must be made every two full turns, or the character will commence drowning.

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

THE HORSEMASTER'S GUILD

One guild found throughout Glorontha is the Horsemaster's Guild. There are members in every village and town ready to teach riding and horse training to anyone willing to pay the money. Even the Horse Chief's of Nomadic tribes are members. The Beast Masters of the Beast Nomads of Prax are associates with their own specialties.

These Masters have ties with a number of different cults (see Chapter VII) which insist on riding ability as one of the masteries of their Rune Lords.

LEARNING TO RIDE

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

Learning Riding/Horsemanship at the 25% level gives a character the ability to stay on a horse in any gait, if he is supported by a saddle with stirrups. If a horse does something unexpected (bolt, shy, etc.) under a rider with 25% or less ability, the rider will fall off. The character's ability at Riding is also his percentage chance to stay on a horse while it does anything out of the ordinary, such as jump a stream.

Further ability in Riding (30% or higher) means the character can stay on the animal if it performs as expected (such as a planned jump), even if what was expected is out of the ordinary. It also serves as his percentage chance of staying on the horse if it does something unexpected (such as shy suddenly, die while under the rider, etc.) Note that a 30% rider thus has a chance of staying on a horse when a 25% rider would automatically fall off. The rider with a 30% ability also has a chance (his Riding Ability or less on D100) of making a horse do something it isn't trained for, such as jumping a barrier or staying calm in the presence of an uncommon monster.

FORESTER TRAINING TABLE

SNARE SETTING

Similar to Trap Setting, but dealing strictly with forest and other open country snares, pits, and other deadfalls. Has nothing to do with elaborate mechanical contrivances, poison needles, and the like.

TRACKING

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

Reduce the chance of success for each day-old the trail may be. The referee may wish to add other modifiers.

FIGHTING FROM HORSEBACK

A character with a Riding Ability of 30% or higher can fight with weapons, or use magic, while on horseback. His effectiveness is equal to *either* his riding ability or his ability with the weapon, whichever is *Lower*. Unless the horse is a *Trained* warhorse, it will not fight in a battle.



Two-handed melee weapons are difficult to use from horseback. The only exception is the two-handed spear, which may be used one-handed as the couched lance, from horseback. This is listed as a separate weapon and is the only weapon which used from horseback gets the damage adds of the horse, not the wielder. The authors suggest that, since the two-handed melee weapons were rarely used from horseback, the referee prohibit their use from horseback.

When a character is riding an untrained horse, his player must roll his Riding Ability or less on D100 every melee round and at any time the horse is damaged. If the roll is unsuccessful, the character must spend the next melee round calming down the horse to the exclusion of all else, or the animal will run in the direction farthest from the excitement. To calm the animal down, the player must roll his character's Riding Ability or less on D100 or the animal will bolt anyway.

Controlling an untrained horse during a melee takes concentration. Any active spell, such as Fireblade, needing concentration to maintain is impossible while in a melee on an untrained horse.

A trained warhorse will fight for itself and the rider need only continue to sit on the animal and take care of himself, so a Fireblade could be used on such an animal.

TRAINING THE HORSE

Any character with a 50% or greater Riding Ability can train a horse to the saddle and bridle. Each game week, the player attempts to roll his percentage. When successful, he has trained the horse.

Warhorses are another matter entirely. They can only be trained by members of the Horsemasters Guild. To become a member of the Horsemasters Guild (and learn how to train warhorses), a character must attain 90% Riding Ability. A warhorse trained by a Horsemaster can be trained to attack at the Horsemaster's Horsemanship Ability, minus 50%. Therefore, a basic Horsemaster, with a 90% capability, can train a warhorse up to 40% ability with each of its three attacks, the Bite, the Kick and the Rear and Plunge. For further details on how a warhorse attacks, see Chapter VIII.

LEARNING FROM EXPERIENCE IN RIDING

A character may attempt an experience gain roll in Riding Ability when:

1. He has successfully lived through a melee in which he at least started on horseback (he may realize why he fell off).
2. He has made a horse do something he never made it do before.

CHOOSING A HORSE

A character's Riding Ability percentage is also his chance of finding what he wants in a horse. Such a roll should be made by the referee so the player cannot see it. Once the character has bought the horse, the player can be told whether or not the character got what he wanted. If the character didn't get what he wanted, characteristics are rolled randomly, but is very unlikely that a character will do better than he wanted.

Naturally, very strong, very bright, very large warhorses are at a premium. Referees should jack up the price shown on the Basic Cost list by several hundred percent for such animals and they may just not be available.

HORSEMASTER SERVICES COSTS

Service

Horsebreaking	flat fee - 2500L.
Warhorse Training	25%/50%/75%
per type of attack	200/400/800

HORSEMASTER SKILLS TRAINING

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
How to Ride	none	05%	100/ 500/1000/EXP.

VII. RUNE MAGIC

MASTERING THE RUNES

The universe is divided into two planes; the spirit plane and the physical world plane. Mana is to the Spirit plane what matter is to the physical world. Power is the capacity to collect mana. Spells then shape the mana to attain a particular effect.

RUNES

The runes are symbols which have mana inherent in them. They serve as aids in manipulating the Spirit plane. However, merely looking at a rune is not sufficient to use its power. A character must know how to use it as a symbol to gain any benefit from it. In practice, this means being a priest or shaman.

Not much is known about the runes themselves, although they have been known to change over time. Whether the runes reveal a deep harmony in the universe, to which even the gods must conform, or whether the gods produced the runes and they are mere manifestations of the gods is a question of much dispute, even among the gods, from whom it is difficult to get a straight answer, anyway.

To the practical minded character, interested mostly in the uses of power, it really doesn't matter. The runes are there, and they work.

TYPES OF RUNES

Runes fall into the following four classes; Elements, Forms, Conditions and Powers. Each god has one or more specialties within the forces described by the runes. These are the areas in which the particular god, and therefore his priests, are most effective and versatile. To say that a god is a fire rune god, an illusion god, or whatever is to say that priests of that god will specialize in that area. The specific runes, in order of class, are as follows:

ELEMENTS

During the Hero Wars period in Dragon Pass, and for some centuries before and after, six elements were recognized (one grudgingly).

DARKNESS—The most ancient rune, the First Born, from whom all other elements were born or descended. Darkness was the first element to arise out of the primal chaos.

WATER—Water was born of Darkness. As an element it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth.

EARTH—Earth is the third element, Daughter of the Seas (though the Dwarves think of Earth as male), Mother of the Sky, Wife to Many, Supporter of All. At least half the cults in Glorontha include the Earth in some manifestation or other, as Life-Giver, Stone-Father, Shaker, or Primal Ancestress.

THE RUNES

<u>Elements</u> -	Darkness	●
	Water	≡
	Earth	□
	Air	6
	Fire	⊙
	Lunar	①
<u>Forms</u> -	Plant	☿
	Beast	▼
	Man	♂
	Dragonewt	△
	Spirit	◇
	Chaos	☯
<u>Conditions</u> -	Mastery	≡
	Magic	R
	Infinity	∞
<u>Powers</u> -	Harmony	III
	Disorder	Ⅹ
	Fertility	⌘
	Death	†
	Stasis	⤵
	Movement	⤴
	Truth	Y
	Illusion	∴
	Luck	⋈
	Fate	✱

AIR—Air is next in importance, though actually Fifth Born, the Son of Earth and Sky (Sky was also the son of Earth). He is the Breaker of Laws, Destroyer of Heaven, Fighter against Darkness and Liberator of the Sun. He is usually manifested as a storm god, such as Orlanth in Sartar or the Storm Bull of Prax.

FIRE/SKY—The Sky is separate from the Air, for Air passes between the Sky and the Earth. After his defeat by his son, the Sky has been aloof from mankind, although vestiges of his worship, such as the Sun Dome Temple, are still present in the land.

MOON—Moon is the Sixth Element, and little accepted amongst her peers. Outside the Lunar Empire, she has hardly any presence at all, though the Moon is sometimes considered a condition rune.

The elements are what Glorontha is made of. Elemental rune priests specialize in summoning elementals and working with the raw and lifeless ectoplasm of each elemental essence. They are known for raw power, and not much finesse.

FORMS

This is more of a descriptive rune. A god is usually described as being a particular power or element, and the form determines how its power or elemental force is expressed. There are actually many subrunes to each of the following basic ones, but these cover the ground adequately for the purpose of these rules.

PLANT—The symbol of the first life upon Glorontha it is said to symbolize the first plant god, a son of the Earth and Sea. Many cults have a connection with the plant rune, the most obvious being the Aldryami cult, which is a combination of Earth, Plant, and the power rune of Fertility.

BEAST—This rune is also called the Dragon's eye, and is supposed to represent the armor plate over a Dragon's eye. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs) though no one has had the nerve to ask a dragon about it. It is thought to have originally been a dragonewt rune, and its complexity would indicate this.

MAN—This rune represents the humanoid shape and is common among all humanoid races, although some races interpret it as "slave" or "food." It is said to represent the Father of Man, and numerous folktales are told of him.

DRAGONEWT—As exotic as the race it represents, it is found only in the Dragon Pass area. Unlike most of the other form runes, it cannot be used with an elemental rune, though it is thought that there are several Dragonewt Power cults, all modified by the Dragonewt rune.

SPIRIT—This rune describes the spirit aspect of any cult. Spirits are often the next step for cults described by the above runes. Shamans are always tied to the spirit rune, since it is by dealing with this form that they gain their power.

CHAOS—Descriptive of those who are descended from the entropy of that form. They are usually bound to some form, since even chaos must obey the Laws of Time, but it might be combined with any other rune. Nothing is totally safe from the taint of Chaos.

CONDITIONS

There are three main conditions. They modify by showing what aspect of an element, form, or power is served by a cult.

MASTERY—The all purpose rune, it can be shown as a symbol of Mastery of Men, of Magic, or of elements. As master of men it describes a Hero. As master of magic it symbolizes any cult of reasonable power. The use of such condition runes usually masks the true identifying runes of the cult or person described, although it may also signify the independence of a Hero or Magician from cult ties (but that's another story. . .).

MAGIC—Almost redundant in this magic-rich world, this rune merely describes how a cult (or individual) deals with the power of another rune. Since it is impossible to deal with runes without magic, it means little.

INFINITY—The mark of the gods. He who possesses the infinity rune is almost a god himself. This is not used lightly as it implies total control of the mana flow around the user, making him invulnerable to almost all magic, among other abilities. It is characteristic of gods, superheroes and dragons only.

POWERS

Said to symbolize the members of the celestial court, the power runes are unique in that they are formed in mutually antagonistic pairs. Opposing cults often have opposing power runes as part of their identities. A cult of great power may be able to worship god(s) of two non-paired powers, but it will very rarely have more. No cult (or priest, for that matter) will have access to two paired powers.

HARMONY—Said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered through Glorantha.

DISORDER—Directly derived from Chaos. Anarchistic cults claim that this was the first step of creation from Chaos, therefore, Disorder is the First Born of the Powers and the foundation of the Universe.

FERTILITY (Plenty, Giving, Love)—Symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. The symbol of growth and life.

DEATH (Separation)—Known to be the First Sword, the immortal and cursed weapon which the god Humkt used to bring death to the world. Others claim this to be the first of the runes citing the separation of the world from chaos as the first action in creation.

STASIS (Immobility, Solidarity, Stone)—The various names for this rune are the ideas behind it. This run is closely connected with the art of alchemy, and the Dwarves, who originated it. They claim that this is the First Rune, for it provided the foundation from which all else was created.

MOVEMENT (Mobility, Change)—Denotes the ancient wheel. As usual, there are claims for it to be the First Rune, for without it, there would have been no growth from Chaos. Folktales speak of the World Bird who escaped from the Maw of Chaos upon this wheel.

TRUTH—A rune of the ancient, all seeing sky gods. Said to represent the torch which the gray ones used to escape from Chaos. Yet another candidate for First Rune, for its constancy and order set Creation apart from random, unsettled Chaos.

ILLUSION—The Puppeteer Troupe, the major cult of the Father of Illusion, always claimed that this was the First Rune, for without Illusion, there would be none of us to think we ever were. They refuse to explain further.

LUCK (Chance)—Thought to be both an expression of Chaos, and yet the stamp of approval of the gods. It is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.

FATE—A very few cults use this as an expression of the way of the world. Used by both loser cultures with no other explanation for their status in the world, and by those at the top, to justify their position.

RUNE CULTS

As stated before, a rune cult can be involved in the worship of a major deity, such as Orlanth of Sartar, a minor ancestor spirit, or anything in between. A cult consists of worshippers and a hierarchy. The hierarchy officiates at sacrifices and acts as the intermediaries between the worshippers and the deity. The hierarchy gains magical power (and a good living), the god gains power from the sacrifices, and the worshippers get whatever the hierarchy feels obliged to give them.

There are two ways to join the hierarchy of a cult. An unusually good warrior can apply for membership as a Rune Lord. As such, he is granted certain skills and abilities as well as the ability to call upon the god(s) of the cult for aid, at a price. A character with a Power of eighteen can apply to become a priest. Among other things, a priest gains the opportunity to perform rune magic (also known as Greater Magic). Again, at a price.

The next two sections describe Rune Lords and Priests, and how to become each, in greater detail. After that, there will be some sample cults from the Dragon Pass area for the referee to use in his own campaign, and a description of the Shaman, a class of specialist magic user somewhat different from most priests.

BECOMING A RUNE LORD

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

MINIMUM ABILITIES FOR A RUNE LORD CANDIDATE

1. A T LEAST 90% ABILITY IN FIVE SKILLS. These skills may be in fighting or in other skills, though there is usually a minimum requirement of two 90% fighting skills. This depends on the cult. The Sun Dome Temple, which makes its living in part by selling mercenaries, demands five fighting skills, of which at least two must

involve the spear, and one the bow, which are the traditional weapons of the sky rune. On the other hand, the Black Fang Brotherhood, a small cult of Assassins devoted to a manifestation of the death rune, puts much emphasis on hiding and moving skills, and the making of poisons. The only weapon requirements are for dagger and blowgun (a special weapon skill taught only in isolated areas).

2. A POWER OF AT LEAST FIFTEEN. Basically, he has to have enough power to attract a god's attention.

3. CONVINCE THE EXAMINERS OF THE CULT. This could be done simply by having the player try to convince the examiners (played by the referee) of his dedication to the cult and its goals. However, we have worked out the following formula for reducing this to a roll of D100.

Add the Power and Charisma of the character. To this total add 1 point for every 100 lunars the character gives to the cult as an "offering." Divide this total by three (i.e. average the results) and multiply by five. Attempt to roll this result or less on D100. If successful, congratulations, you're a Rune Lord!

RURIK'S SAGA

After several game years of play, Rurik finds himself with a Power of 16, a Charisma of 14, and 90% skill with Spear, Bow, Javelin, Mace, and Broadsword. He decides that he wants to join the Sun Dome Temple. Taking 3000 Lunars which he has managed to save out of many adventures, he goes to the temple and puts himself before the examiners. He has a chance of $(16/\text{Intelligence} + 14/\text{Charisma} + 30/30 \text{ points for 3000 Lunars})/3 = 20$, $20 \times 5 = 100$, he has a 100% chance of acceptance. (No one ever said Rurik was dumb.)

However, as usual, Rurik still has a 5% chance (roll of 96-00 on D100) of being blackballed.

COMBAT BENEFITS

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

1. If an opponent has the Defense ability (see Chapter II) the 100% + ability gives a greater chance of hitting him. A defender with a 35% defense, facing a Rune Lord with a 120% chance of hitting, will be hit by the Rune Lord on a roll of 01-85. If the Rune Lord has only a 100% ability, he would have to roll 65 or less to hit.

2. An opponent's parry is also reduced against a 100% + attack. Thus a character with a normal parry of 75%, fighting a Rune Lord with a 120% attack, has only a 55% chance of parrying the Rune Lord ($120 - 100 = 20$, $75 - 20 = 55$).

3. While the actual chance of hitting remains no better than 95%, the chance of an Impalement or Critical Hit continues to increase. Thus our Rune Lord with a 120% attack with a spear has a 30% chance of Impaling, and a 6% chance of a Critical Hit, which is

better than the 25% chance of Impaling, 5% chance of a Critical Hit possessed by the character with only a 100% chance to hit.

4. The ability to split attacks or parries also increases so that a character with a 120% chance of parrying with his shield, could make two 60% parries, one 70% and one 50% parry, or any other combination as long as no parries are reduced below 50%.

5. If the Rune Lord increases to 150% ability with attack and/or parry, he can split his attacks or parry among three enemies instead of two. Note that to be able to attack three opponents in one melee round, a character must be able to strike at Strike Rank 4 or less with the weapon he is using. The prohibitions against further attacks if an Impale or Critical Hit is scored still apply.

NON-FIGHTING SKILLS BENEFITS

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

OTHER BENEFITS

There are other benefits to being a Rune Lord. The benefits are:

1. Divine Intervention
2. Board and Succor
3. Allying a Spirit
4. Use of Iron, or Rune Metal, weapons and armor
5. Improved Magic Resistance

DIVINE INTERVENTION

The same effect as the Rune Magic spell of the same name. However, the method of getting the effect is different for Rune Lords.

When a Rune Lord appeals for Divine Intervention, his player rolls D100 and consults the following table. Note that unless the player rolls 96-00, the Rune Lord will always secure Divine Aid. The table gives how many power points he loses, PERMANENTLY, as the price for this aid.

Roll on D100	Power Lost
01-05	0 points
06-10	1 point
11-20	2 points
21-30	3 points
31-40	4 points
41-50	5 points
51-60	6 points
61-70	7 points
71-80	8 points
81-90	9 points
91-00	10 points

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

BOARD AND SUCCOR

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

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

ALLYING A SPIRIT

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

The priests of the cult can call up a spirit allied to their rune with the Allying Call. In effect, the god details one of its dependant spirits to negotiate with the Rune Lord. To determine whether the attempt works, the following procedure is used: The Rune Lord adds his Power and Charisma and compares it to the Power plus Intelligence of the Spirit. He then makes an "attack" on the spirit, as if he were trying to overcome its magic resistance, basing the attack on his total versus the Spirit's.

If the attempt is successful, the Spirit is the Rune Lord's ally as long as the rune weapon or armor is intact, and unlike a bound spirit, can cast spells (focused through symbols carved on the weapon) against people or things other than itself. An allied spirit is in Mind Link (see the section on Rune Magic Spells) with the Rune Lord, and is also capable of anything a bound spirit is capable of.

Note that a Rune Lord can only have one Allied Spirit at a time.

RURIK'S SAGA

Having gained a Power of 19 in a recent adventure, Rurik decides to Ally a Spirit. The cult priests call, and a spirit of Intelligence 18 and Power 17 appears. Rurik's total is Charisma 14 plus Power 19, or 33. This gives him a 40% chance of Allying this spirit, which has a total of 35. He rolls 33, and has gained the spirit Sunfist for an ally. Even had he failed the spirit would merely have gone away.

Note: A Rune Lord cannot refuse a spirit his god sends him, even if it is Power 3, Intelligence 2.



COST LIST

The following is not an exhaustive list of items which can be bought in Glorontha. The prices are simply indications of what the items might cost in the area of Dragon Pass. It is also a very general list. Cooking/Eating Gear, for example, could be broken down into individual pots and eating utensils. Referees wishing to do so are encouraged to.

LIVING COSTS

Staying at Inns

Food

Cheap Meal—2 Clacks

Good Meal—5 Clacks

Banquet—1 Lunar

Room

Common Room Floor—1 Clack

Dormitory—5 Clacks

Shared Room—1 Lunar each

Private Room—2 Lunars

Stable for Riding Animals

Stall—1 Clack

Stall & Feed—5 Clacks

Special Care—1 Lunar

Clothing

Peasant's Clothes—2 Lunars/year

Townsmen's Clothes—5 Lunars/year

Adventurer's Clothes—10 Lunars/month

Noble's Clothes—20 Lunars/month

General Living Costs

Adventurer's—5 Lunars/Game Week

Nobles'—10 Lunars/Game Week

TRAINING

See lists for weapon, magic, and other Skills training

WEAPONS AND ARMOR

See lists for weapon training

INSTRUMENTS

Lur Horns—25 Lunars

Bugles—5 Lunars

Harp—10-50 Lunars

Lyre—20-100 Lunars

Reed Pipes—1-5 Lunars

Bagpipes—10-25 Lunars

Hand Drum—1-10 Lunars

TRANSPORTATION

Cart Horse—20 Lunars

Cart—35 Lunars

Mule—30 Lunars

Riding Horse—100 Lunars

War Horse—200 Lunars/25½ Ability/Skill

TOOLS

Hammer—2 Lunars

Mallet—5 Clacks

Climbing Pack—20 Lunars

Fish Hooks—2 per Clack

Writing Tools—10 Lunars

Papyrus/Vellum—5 Clacks/Sheet

CAMPING GEAR

Cooking/Eating Gear—2 Lunars

Small Tent—10 Lunars

Medium Tent—25 Lunars

Large Tent—40 Lunars

Fire Starter—1 Lunar

Back Pack—1 Lunar

CONTAINERS

Wineskin/Waterskin (1 liter)—1 Lunar

Flask—1 Lunar

Jug (2 Liter)—2 Lunar

Cask (5 Liter)—5 Lunar

Keg (15 Liter)—15 Lunar

Barrel (50 Liter)—25 Lunar

EXPEDITION GEAR

15 Meters of rope—5 Lunars

3 Meter pole —

Torches —

10 Wooden Spikes—1 Lunar

Lamp—5 Lunars

Lamp Oil—5 Clacks/load

Large Sack—5 Clacks

Small Sack—2 Clacks

Trail Provisions—5 Lunars/week

Horse Provisions (oats)—2 Lunars/week

RIDING GEAR

Saddle, etc.—20-200 Lunars

Barding—5x equivalent human armor

explanation of cost table terms

INN PRICES—All prices are *per day*.

CLOTHING—Encompasses all replacements needed over the period shown and, in the case of the nobles, all the extras needed to maintain one's station.

GENERAL LIVING COSTS—Includes meals, gambling losses, and general expenses such as Lodgings rental.

INSTRUMENTS—Many more instruments could be listed, these are representative. Lur Horns and Bugles are particularly good for battlefield signals.

TRANSPORTATION—The Cart is a basic two-wheel cart. Larger wagons cost more.

Mules—are treated in the Monster lists like Cart Horses, but they are far stabler and will go into places like dungeons. They are also bright enough to want to leave when they smell Monster.

War Horses—The cost shown translates out to 200 Lunars for each 25% ability the horse has in each attack mode (bite, kick, crush). A warhorse trained to 75% ability each of these will cost 1800 Lunars. A particularly large war horse or an especially bright one may double this price.

TOOLS

Hammer—about a 1 kilogram (two pounds) sledgehammer. Higher ones cost more

Mallet—wooden hammer

CAMPING GEAR

Small Tent—one man

Medium Tent—3 men

Large Tent—6 men

There are larger tents available for more money

Fire Starter—Firebow and block

CONTAINERS

Flask—flasks must be bought independent of lamp oil. They can be pottery or wood.

EXPEDITION GEAR

Poles and Torches—can be put together by adventurers. They all know how. A torch illuminates a 9 meter radius for one hour.

Lamps—Burn animal fat oil, illuminating 180 degrees in front of them for 18 meters. Can blow out easily. Very dim light. Lasts 6 hours.

RIDING GEAR

Barding—Very rarely any more than the equivalent of 2 point padding. Horse must have 3 times the equivalent Strength needed to bear the armor.

Character Backgrounds and Funds

Pull Out - B

CHARACTER CREATION CHARTS

Die Roll on D100	Background of Character	Available Funds For Game Use
01-25	Peasant	1D100 lumps available
26-60	Townsmen	2D100 lumps available
61-85	Barbarian	1D100 lumps available (1)
86-95	Poor Noble	5D100 lumps available per Game Year (2)
96-00	Rich Noble	1D100 x 20 lumps available per Game Month (2)

- (1) Barbarian has an 80% chance of having a riding animal, leather armor, and a basic weapon.
 (2) A noble must collect his monthly or yearly stipend at a certain spot each time.
 A poor noble's money usually runs out at age 21.

Effects of Characteristics on Abilities

ABILITY	CHARACTERISTIC	1-4	5-8	9-12	13-16	17-20	Each 4 More
<u>Attacking</u>	Strength	-5%	-5%		+5%	+5%	
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Defense</u>	Dexterity	-10%	-5%		+5%	+10%	+5%
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Hit Points</u>	Dexterity	-10%	-5%		+5%	+10%	+5%
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Knowledge</u>	Size	-1	-1		+1	+1	+1
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Manipulation</u>	Strength	-5%	-5%		+5%	+5%	+5%
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Parrying</u>	Dexterity	-10%	-5%		+5%	+10%	+5%
	Strength	-5%	-5%		+5%	+5%	+5%
	Dexterity	-10%	-5%		+5%	+10%	+5%
<u>Perception</u>	Size	-5%	-5%		+5%	+5%	+5%
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Stealth</u>	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
	Dexterity	-10%	-5%		+5%	+10%	+5%
<u>Body Area</u>	Size	+10%	+5%		-5%	-10%	-5%
	Intelligence	-10%	-5%		+5%	+10%	+5%
	Power	-5%			+5%	+5%	+5%
<u>Right Leg</u>	1-6	7-9	10-12	13-15	16-17	18-20	Each +3 More
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
<u>Left Leg</u>	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
	4	5	6	7	8	9	+1
<u>Abdomen</u>	1	2	3	4	5	6	+1
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
<u>Chest</u>	1	2	3	4	5	6	+1
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
<u>Right Arm</u>	1	2	3	4	5	6	+1
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
<u>Left Arm</u>	1	2	3	4	5	6	+1
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1
<u>Head</u>	1	2	3	4	5	6	+1
	2	3	4	5	6	7	+1
	3	4	5	6	7	8	+1

BASIC CHANCES

Certain weapons and skills can be used with a Basic Chance higher than 5%, due to simplicity of handling and shared common knowledge within the culture. The following list shows the Basic Chance to Attack and Parry with the weapons listed and to use the Skills listed in an effective manner.

25% CHANCE	Weapons	20% CHANCE	Weapons
Club/Mace		Axe, Small	
Dagger		Hammer	
Fist		Shield, Large	
Kick		Spear, 2 Handed	
Rock, Thrown		Staff	
Skill			
Listen			
15% CHANCE	Weapons	10% CHANCE	Weapons
Axe, Heavy		Axe, Small Thrown	
Crossbow		Broadsword	
Fall, Short		Hand-and-a-half Sword	
Javelin		Poleaxe	
Knife, Thrown		shield, Medium	
Shortsword		Spear, One Handed	
Skill			
Climbing		Camouflage	
Jumping		Hide Item	
Swimming		Mapmaking	
		Read and Write Own Language	
		Tracking	

EXPERIENCE ROLLS

To see if a character has learned from Experience, subtract his current chance to succeed from 100. If the character has Intelligence over average (9-12) add three to this result for every point over average. For Intelligence below average, subtract three for every point. This number or less must be rolled on D100. A successful roll means the character's ability has increased by 5%.

POWER GAIN ROLL

To see if a character can increase his Power after overcoming a foe's Magic Resistance subtract the character's current Power from 20 and multiply the result by 5. Attempt to roll this number or less on D100. If this roll is successful, the player rolls again on D100.

DIE ROLL	POWER GAIN
01-10	3 Power Points
11-40	2 Power Points
41-00	1 Power Point

WEAPONS, TRAINING COSTS, PRICES, AND OTHER STATISTICS

WEAPON	ST/DEX	DAMAGE	25%	50%	75%	PRICE	BREAKS	LENGTH
One Handed Cutting Weapons (1)								
Axe, Large	13	1D8+2	300	500	1600	25 L	15 Points	1.2 Meters
Axe, Small	7	1D6	200	400	800	15	15	0.6
Bastard Sword	13	1D10	300	500	1000	45	20	1.2
Broadsword	9	1D8+1	300	500	1000	30	20	1
Rapier (2)	7	1D6+1	500	1000	2000	50	15	1
Shortsword	-	1D6+1	100	200	500	10	20	0.5-0.8
Two Handed Cutting Weapons								
Axe, Large	9	1D8+2	300	500	1000	25 L	15 Points	1.2 M
Bastard Sword	9	1D10	300	500	1000	45	20	1.2
Greatsword	11	2D8	400	800	2000	75	15	1.5
Halberd	12	3D6	300	600	1200	35	12	2
One Handed Smashing Weapons (1)								
Flail, Short	11	1D8	300	600	1200	45 L	12 Points	0.6-0.8 M
Mace, Heavy	13	1D8	100	300	700	20	20	0.7-0.9
Mace, Light	-	1D6	100	300	700	8	20	0.6-0.8
Morningstar	11	1D10	400	800	1500	60	12	1
Warhammer/Flak	11	1D6+2	200	500	1000	30	15	0.7-0.9
Two Handed Smashing Weapons								
Flail, Military	9	2D6+2	400	800	1200	45 L	15 Points	2
Mace, Heavy	9	1D12	100	300	700	20	20	0.7-0.9
Maul	11	2D8	100	400	1000	20	15	1.5
Warhammer/Flak	9	1D12+2	200	500	1000	30	15	1.5
One Handed Stabbing Weapons (1)								
Dagger	-	1D6	100	300	600	15 L	10 Points	0.2-0.3 M
Shortsword	-	1D6+1	100	200	500	10	20	0.5-0.8
One Handed Thrusting Weapons (1)								
Epee	6	1D6	500	800	1500	40 L	10 Points	1 M
Main Gauche (2)	-	1D6	500	1000	2000	15	20	0.3
Rapier (2)	7	1D6+1	500	1000	2000	50	15	1
Spear (3)	9	1D6+1	200	500	1200	10	15	1.5-2
Two Handed Thrusting Weapons								
Greatsword (4)	11	1D10	400	800	2000	75 L	15 Points	1.5 M
Pike	11	1D12	300	600	1000	30	15	3.5-5
Spear (3)	7	1D10	200	500	1000	10	15	2-3
Hand to Hand Weapons								
Butt	-	1D4	100	500	1000			
Plat	-	1D3	100	500	1000			
Kick	-	1D6	100	500	1000			

WEAPONS, TRAINING COSTS, PRICES, AND OTHER STATISTICS

WEAPON	RANGE	ST/DEX	DAMAGE	25%	50%	75%	PRICE	BREAKS	RATE
Projectile Weapons									
Composite Bow	80 m	11	1D10	300	800	1500	50 L	10 pts	S/MR
Crossbow, Heavy	100	11	1D12	200	600	1200	150	10	1/5MR
Crossbow, Light	150	-	1D8	200	600	1200	75	8	1/2MR
Self Bow	50	9	1D6+1	200	500	1000	15	6	S/MR
Sling	50	-	1D8	300	500	1000	1	-	S/MR
Staff Sling	100	9	1D10	400	800	1500	10	10	1/MR
Thrown Weapons									
Axe, Small	20	9	1D6	300	600	1000	30	15	S/MR
Dagger	20	-	1D4	300	800	1500	15	10	S/MR
Javelin	20	9	1D10	300	800	1200	25	15	1/MR
Rock	20	-	1D4	100	500	2000	-	-	S/MR

SHIELD STATISTICS

Size	Strength	Absorbs	25%	50%	75%	Price	Encumbrance
Small	5+	8 Points	200	400	800	5 L	1
Medium	9+	12	100	200	400	10	2
Large	12+	16	50	100	200	20	3

ARMOR STATISTICS

Type	Strength	Absorbs	Price (and Encumbrance Factor)	Legs
Padding	-	1 Point	5 L	2 L (1)
Heavy Leather	-	2 Point	10 L (1)	2 L (1)
Chainmail	-	3	20 L (1)	4 L (1)
Scale	9	4	40 L (1)	5 L (1)
Brigandine	13	5	20 L (3)	20 L (1)
Plate	11	5	100 L (2)	10 L (2)
		6	75 L (2)	40 L (1)
			125 L (3)	60 L (1)
				60 L (2)

Encumbrance

Absorbs

Price

HELMETS

Description

1	3 L	Leather hood. Can be worn over Padding for a total of 2 points of protection.
2	5 L	Hard Leather with metal plates riveted on to it.
3	10 L	Cuircollil with metal plates riveted on to it.
4	15 L	A metal helm with cheek and back plates. Similar to a Roman Legionnaire's helm.
5	30 L	A metal helm like the above but with eye and nose protection as well.
6	50 L	A solid metal helm with total coverage of head and neck except for eyeholes.

Melee Sequence				Probability Chart			
1. Statement of Intent				% Needed to Hit	Critical Chance	Fumble Chance	Impale Chance
2. Movement of Non-engaged Characters							
3. Resolution of Attacks							
4. Bookkeeping							
Combat Sequence							
1. Lowest Strike Rank				00	05-01	00	25-01
Roll D100 for Chance of Hitting*				95	04-01	00	22-01
Roll D20 for Hit Location				90	04-01	00	23-01
2. Higher Strike Rank				85	04-01	00	21-01
Roll D100 for Parry Chance				80	03-01	99-00	20-01
3. Switch Roles				75	03-01	99-00	18-01
				70	03-01	99-00	17-01
				65	03-01	99-00	16-01
				60	03-01	98-00	15-01
				55	02-01	98-00	13-01
				50	02-01	98-00	12-01
				45	02-01	98-00	11-01
				40	02-01	97-00	10-01
				35	01	97-00	08-01
				30	01	97-00	07-01
				25	01	97-00	06-01
				20	01	96-00	05-01
				15	01	96-00	03-01
				10	01	96-00	02-01
				5	01		01
* If Defender has Defense Ability then subtract it from Attacker's chance of hitting.							
Combat Results							
Attacker	Defender	Result					
Hits	Misses	Defender takes damage					
Hits	Parrys	Defender's Weapon/Attacker's Weapon takes damage*					
Misses	Parrys	Shield takes damage*					
Misses	Misses	No Damage					
* No weapon takes damage if the other weapon was a hafted weapon or dagger sized.							
Critical Hits							
If the Attack or Parry Roll is less than 5% of that needed it is a Critical Hit and either:							
1. Weapon or Shield takes 2 x damage							
2. Defender is struck as if he had no armor.							
Defenders with no armor or thick skin protection receive double damage.							
Fumbles							
If the Attack Roll is less than 5% of that needed to miss, it is a Fumble. Refer to the Fumble Chart.							
Strike Rank							
Size	Dexterity	Weapon Length	Surprise				
Spell/Missile = 0	19-24 = 0	2 m+ (1 point spell) = 0	Within 3 meters = 3				
22+ = 0	16-18 = 1	1.5-1.9 m (2 pt spell) = 1	4 to 9 meters = 1				
15-21 = 1	13-15 = 2	1.0-1.4 m (3 pt spell) = 2					
7-14 = 2	9-12 = 3	0.5-0.9 m (4 pt spell) = 3	MOVEMENT				
1-6 = 3	6-8 = 4	0.0-0.4 m (5 pt spell) = 4	Each 3 meters = +1				
Unprepared Spell/Missile = 5	1-5 = 5	Each Power Point More = +1					

Fumble Table

Die Roll on D100	Result of Roll	Effect on Character Fumbling
01-08	Slip	Roll Dexterity x 5 on D100 or fail.
09-12	Stumble	Roll Dexterity x 3 on D100 or fail.
13-15	Tripping	Roll down, no other action this turn.
16-21	Off Balance	Roll Dexterity x 2 on D100 or no further action.
22-28	Lose Grip on Weapon	Lose next Attack and Parry
29-35	Weapon Snagged	Lose next Attack, Parry, and any Defense Bonus.
36-42	Shield Strap Breaks	Lose next Attack while freeing arm of shield.
43-45	Armor Strap Breaks	Roll on Hit Location to see what item has come off.
46-50	Entangled with foe	Both lose next Attack and Parry
51-55	Drop Weapon	Roll D3 for number of Melee Rounds to recover.
56-60	Weapon Knocked Away	Roll D6 for number of meters it travels and D8 for compass direction.
61-65	Weapon Shatters	100% if unenchanted. 20% less for each point of Bladesharp or Bludgeon on weapon.
66-70	Hit Self	Do 1/2 normal damage to self, armor counts.
71-75	Hit Self	Do 1/2 normal damage and lose next Attack and Parry.
76-78	Hit Self	Do full damage to self
79-80	Critical Hit Self	Do full damage to self, ignoring armor
81-85	Shield Hooked	Cannot parry with shield or weapon that turn
86-87	Twist Ankle	Roll Dexterity as a percentage or fail. 1/2 speed for next ten minutes.
88-90	Hit Friend	Do full damage to friend hit.
91-92	Critical Hit Friend	Do Critical Hit to nearest friendly character.
93-96	Helm Slips	All Attacks at -25% until fixed. Takes 103 Melee Rounds unengaged to fix.
97-98	Helm Slips	Blinded. 1D6 Melee Rounds unengaged to fix.
99	Blow It	Foe's Attack at +25%
00	Blow It	Take three rolls on above table and apply them all.

Resistance Table

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--	--	--	--	--	--
2	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--	--	--	--	--
3	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--	--	--	--
4	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--	--	--
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--	--
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--	--
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--	--
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--	--
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--	--
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--	--
11	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	--
12	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65
19	--	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60
20	--	--	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55
21	--	--	--	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50

This chart is to be used whenever the players need to know whether they can overcome something. It can be used to see if a Spell worked against another character's Magic Resistance, to see if Poison overcame a character's Constitution (compare potency of poison versus Constitution), to see if a door can be opened (compare Strength versus an arbitrary "resistance" of the door), or a Glue Spell broken (compare Strength versus the Power of the Glue Spell).

SPELL LIST AND COSTS

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

* Cost of Variable Spells:	1st Point	500 L
	2nd Point	1100 L
	3rd Point	1700 L
	4th Point	2300 L
	5th Point	3000 L
	6th Point	3800 L

ONE POINT SPELLS

1. Befuddle
2. Binding
3. Demoralize
4. Detect Detection
5. Detect Enemies
7. Detect Life
8. Detect Magic
9. Detect Silver
10. Detect Spirit
11. Detect Undead
12. Disruption
13. Farsee
14. Ignite
15. Light
16. Mobility
17. Silence
18. Spirit Binding

TWO POINT SPELLS

1. Coordination
2. Darkwall
3. Detect Gems
4. Detect Traps
5. Extinguish
6. Firearrow
7. Glamour
8. Harmonize
9. Padding
10. Repair
11. Shimmer
12. Strength

THREE POINT SPELLS

1. Invisability

FOUR POINT SPELLS

1. Fireblade
2. Lightwall
3. Protection
4. Vigor

VARIABLE POWER SPELLS

1. Bludgeon
2. Countermagic
3. Detection Blank
4. Dispel Magic
5. Dullblade
6. Fanaticism
7. Glue
8. Healing
9. Ironhand
10. Mind Speech
11. Multimissile
12. Speedart
13. Xenohealing

OTHER SKILLS TRAINING CHART

ALCHEMIST SKILLS CHART

<u>Skill</u>	<u>Cost to Learn</u>	<u>Ingredient Cost</u>
Acid Making	500 L. per Potency Level	5 L. per potion
Antidotes	as cost of countered agent	as cost
Blade Venom	1000 L. per Potency Level	10 L. per potion
Systemic Poison	400 L. per Potency Level	1 L. per potion
Magic Potions		
Battle Magic Spell	2000 L. per POW point of Spell	10 L. per potion
Healing	2000 L. per Hit Point healed	10 L. per potion
Power Restoring	2000 L. per POW point restored	10 L. per potion
Skill Raising	2000 L. per 5% increase	10 L. per potion
Stealth	see above	
Manipulation	see above	
Perception	see above	

SAGE ABILITIES TABLE

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

THIEF SKILLS COST CHART

<u>Type</u>	<u>Skill</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Manipulation	Climbing	15%	200/ 400/ 800/1600
	Hide Item	10%	400/ 800/1600/3200
	Jumping	15%	100/ 200/ 400/ 800
	Lock Picking	05%	500/1000/2000/4000
	Trap Set/Disarm	05%	400/ 800/1600/3200
Perception	Listen	25%	200/ 400/ 800/EXP.
	Sense Ambush	05%	500/1000/EXPERIENCE
	Spot Hidden Items	05%	200/ 600/1000/EXP.
	Spot Traps	05%	200/ 600/1000/EXP.
	Taste Analysis	00%	500/1000/2000/4000
Stealth	Ambush	05%	300/ 600/ 900/EXP.
	Camouflage	10%	200/ 500/1200/2600
	Hide in Cover	05%	200/ 500/1200/2600
	Move Silently	05%	200/ 600/1200/EXP.
	Pick Pockets	05%	400/ 800/1600/EXP.

ARMORING TRAINING TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Armor Making	Manipulation	00%	500/1000/2000/4000
Weapon Making	Manipulation	00%	500/1000/2000/4000
Shield Making	Manipulation	00%	500/1000/2000/4000

MARITIME SKILLS TRAINING TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Swimming	none	15%	100/ 200/ 300/ 400

FORESTER SKILLS TRAINING TABLE

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
Snare Setting	Manipulation	05%	300/ 600/1200/2400
Tracking	Perception	10%	200/ 400/ 800/EXP.

HORSEMASTER SKILLS TRAINING

<u>Skill</u>	<u>Type</u>	<u>Basic%</u>	<u>25%/50%/75%/100%</u>
How to Ride	none	05%	100/ 500/1000/EXP.

HORSEMASTER SERVICES COSTS

Horsebreaking	Flat fee - 2500 L.
Warhorse Training	25%/50%/75%
per type of attack	200/ 400/ 800

A Monster gets one point of Treasure for each of the following.

1. Each 5 points of Hit Points or fraction thereof.
 2. Each 25% chance to hit, or portion thereof. (30% is 2 points)
 3. Each extra die of damage done by the monster. (D4-D6 count as 1)
 4. Each point of armor protecting the Monster's whole body. (3 point skin would be 3 Treasure Factor points)
 5. Each combat Spell possessed by the monster.
 6. Each special Power of the Monster (like a Jack O' Bear's mind control)
 7. Each 5 levels of Poison Potency used by the monster. (a Troll using a level 7 Blade Venom would have two points)
 8. Each Extra Attack the monster has. (a Jack O' Bear uses two claws, and thus gains one point)
- The total is figured for each monster, then all totals are added together if there is more than one monster. The resulting total is the Treasure Factor for the group.
- This Treasure Factor is matched against the following table:

1. If the number rolled is $\frac{1}{2}$ the needed number, multiply the treasure of that type by two.
2. If the number is $\frac{1}{3}$ the needed number multiply by 3.
3. If the number is $\frac{1}{4}$ the needed number, multiply by 4.
4. If the number is $\frac{1}{10}$ the needed number, multiply by 5.
5. If the number is $\frac{1}{20}$ the needed number, multiply by 10.

GEMS AND JEWELRY IN TREASURE TABLE

D100 Die Roll	Type	Worth
01	Magical Jewelry	Roll again for worth and type of special
02	Magical Crystal	See magical crystal table.
03	Ancient Treasure	Item.
04-05	Heirloom Jewelry	1D6 x 10,000 Linars.
06-10	Superb Gemstone	3D6 x 1000 Linars.
11-15	Excellent Jewelry	1D10 x 1000 Linars.
16-20	Excellent Gemstone	1D6 x 1000 Linars.
21-30	Very Good Jewelry	1D6 x 100 Linars.
31-40	Very Good Gemstone	12D100 Linars.
41-50	Good Jewelry	6D100 Linars.
51-60	Good Gemstone	2D100 Linars.
61-70	Costume Jewelry	5D20 Linars.
71-80	Flawed Gemstone	1D100 Linars.
81-90	Trade Junk Jewelry	1D20 Linars.
91-95	Semi-precious Stones	1D10 Linars.
96-00	Pretty Stones	Worthless.

TREASURE CHARTS Pull Out - G

SPECIAL ITEM IN TREASURE TABLE

D100 Die Roll	Result
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-95	Magic Crystal Matrix

POTIONS

D100 TYPE	Result
01-10	Spoiled potions, possible poison
11-25	Ability enhancing potions.
26-55	Battle Magic Spell Potions.
56-65	Blade Venom/Poison.
66-95	Potions of Healing.
96-00	Double Strength Healing Potions.

TREASURE FACTOR TABLE

Treasure Factor	Clacks	Linars	Wheels	Gems Jewelry	Special Items
01-10	(75) 1D100	(75) 1D10	(50) 1D6	(50) 1	(05) 1
11-20	(85) 1D100	(85) 1D100	(65) 1D10	(65) 1	(10) 1
21-30	(95) 2D100	(95) 2D100	(75) 1D10	(75) 1	(15) 1
31-40	(95) 4D100	(95) 3D100	(90) 1D20	(90) 1	(20) 1
41-50	(95) 8D100	(95) 4D100	(95) 2D20	(95) 1	(25) 1
51-60	(95) 10D100	(95) 5D100	(95) 3D20	(95) 1	(30) 1
61-70	(95) 10D100	(95) 6D100	(95) 5D20	(95) 2	(35) 1
71-80	(95) 20D100	(95) 10D100	(95) 2D100	(95) 2	(40) 1
81-90	(95) 20D100	(95) 10D100	(95) 3D100	(95) 2	(45) 1
91-95	(95) 30D100	(95) 20D100	(95) 4D100	(95) 3	(50) 1

D100 Die Roll Type of Crystal

01-20	1D4 Healing Focussing
21-30	1D6 Healing Focussing
31-35	1D8 Healing Focussing
36-55	1D4 Sensitivity
56-65	1D6 Sensitivity
66-70	1D8 Sensitivity
71-77	1D8 Power Yielding
78-80	2D8 Power Yielding
81-82	3D8 Power Yielding
83-89	1D8 Power Enhancing
90-92	2D8 Power Enhancing
93-94	Roll + 1D6
95	Roll + 1D10
96	Roll twice and combine
97-00	Flawed

POWERED CRYSTAL TABLE

Roll of D100	Power Lost
01-60	one point
61-90	two points
91-00	three points

POWER LOSS TABLE

SCROLL TABLE

The following table of possible types of scrolls is purely a guideline.

D100 Die Roll	Type
01-25	Seemingly useless and/or unreadable.
26-35	Map to an area which may still be interesting.
36-50	Notes on General Abilities, giving a 1D4 x 5% increase to the reader in the ability: Roll 1D6-- 1-2 Stealth 3-4 Manipulation 5-6 Perception
51-70	Secret technique scroll, giving 1D4 x 5% increase in one of the weapons on the Weapon Chart.
71-85	Letter of Credit, deed, valuable historical knowledge.
86-99	Descriptions of methods to increase certain characteristics by one point. Note that these methods generally take 1D20 weeks to implement.
100	1. Strength 2. Constitution 3. Dexterity 4. Charisma A special scroll. Referee's discretion.

USE OF IRON

The cults have the secret of tempering Iron so that durable weapons and armor can be made of it. The tempering process is magical, and keys the item created to the Rune Lord it was created for. If the Rune Lord dies, the tempering dies with him, and the metal must be retempered to be used by another. The tempering also suppresses the magic dampening effect Iron and Rune Metals have on ordinary Battle Magic, so that the Rune Lord can use Battle Magic as well as his regular weapons.

Rune Metals are an added complication discussed in Chapter X, Referee Notes. However, the use of Iron Weapons is vital to a Rune Lord, as the added durability of these weapons is an immense aid in his adventures and steady progression toward Herodom.

Among many other rituals, one point of Divine Intervention is necessary for tempering any one item of Iron. This changes it from a magic dampening substance to a conductor, and, as side effect, keys it to the individual it is being made for. Most of the other rituals would be recognized by any early Iron Age Smith as necessary for making workable iron.

As has already been mentioned, an Iron or rune metal weapon, or other object can be made to house an allied spirit. NOTE: Because the Allied Spirit is capable of using spells on its own, it can gain power after it has been sent to the material plane to inhabit a weapon.

DURABILITY OF IRON ARMOR AND WEAPONS

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

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

ENCUMBRANCE PENALTY FOR IRON ARMOR

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

IMPROVED RESISTANCE TO MAGIC

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

RESPONSIBILITIES OF BEING A RUNE LORD

A Rune Lord has responsibilities to his cult. The principal responsibilities, common to all cults, are:

1. Accountability
2. Support

ACCOUNTABILITY

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

SUPPORT

As the Rune Lord is supported by the cult, so he must support the cult. Ninety percent of his income, and all magic items he cannot use personally, must be donated to the temple treasury.

LEAVING THE RUNE CULT

A Rune Lord with a power of 18 or higher may attempt to become a Priest of the cult he is associated with. He cannot increase in combat skill, but his god helps him remember what he knows already, so that he does not lose combat abilities the way a normal character becoming a Priest might. He keeps any other abilities that he may have needed to become a Rune Lord, and keeps the benefits he has already gained from his Rune Lordship. Even a combination Rune Lord and Priest can only have one Allied Spirit at a time. A Rune Lord of one cult cannot become a Priest of another. Note that a Rune Lord serving as a Priest cannot appeal for Divine Intervention as a Rune Lord, since if the god took enough Power from him, he would go below 18 power, which since the Rune Lord knew of the possibility that this might happen, would be voluntarily reducing his maximum power below the 18 minimum for a priest.

A Rune Lord could also become a rogue, leaving the cult and losing the benefits of Divine Intervention and the Allied Spirit. His former god might impose further penalties. He would retain the Iron weapons and 100+ abilities he already had.

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

His reasons for leaving by either fashion vary, but include going on a Quest, which if he is skillful and the gods are kind, may make him into a Hero.

BECOMING A RUNE PRIEST

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

A specialist in using magic is a Priest, because the only way to learn the inner secrets of magic, known as Rune Magic, is to become a Priest of a particular god. Also, even if a character knew the inner secrets, he would still need the assistance of a god in casting the spells. A character can become a Priest of more than one god, but that is discussed later.

CRITERIA FOR BECOMING A RUNE PRIEST

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

1. HAVE A POWER OF 18 OR HIGHER,
2. KNOW HOW TO READ AND WRITE HIS NATIVE TONGUE
3. CONVINCE THE EXAMINERS of the cult of his dedication to the cult and its goals. This could be done by letting the player (as the character) try to convince the referee (as the Examiners) of his dedication to the cult and its goals, but we have devised the following formula for reducing the matter to a roll of D100.

Add the Power and Charisma of the character. Then add one point for every 100 Lunars the character donates to the temple as an "offering." Divide the result by 3 (i.e. average Power, Charisma and offering). Then multiply the result by 5 and have the player try to roll that number or less on % dice.

EXAMPLE

Ariella wants to join the priesthood of Orlanth. She has a Charisma of 16 and a Power of 19, which total 35. Divided by 3, that yields 12 (35 is closer to 36 than 33), which multiplied by 5 gives her a 55% chance. She would gladly donate some money to the temple to improve her chances, but her last expedition wasn't a great success, so she hasn't got any. This leaves a choice between a 55% chance, and honest work, patience, etc. Her player decides for the dice and rolls 27. Ariella is now a priestess.

BENEFITS OF BECOMING A RUNE PRIEST

The benefits of becoming a Rune Mage (Rune Priest) are as follows:

1. Board and Succor
2. Further Training
3. Easier Power Gain Roll
4. Access to Rune Magic
5. Allying a Spirit

BOARD AND SUCCOR

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

FURTHER TRAINING

The initiate will be trained in reading and writing the Temple's private language, if it has one, and in Oratory. Also, a dead language will be taught. The cult must pay for this training, and the initiate will be expected to reimburse it.

EASIER POWER GAIN ROLL

Since the Priest concentrates on learning magic and contact with his god, he needs to roll only 25-his Power x 5 or less on D100, rather than the usual 20-his Power x 5. Thus Ariella, with a Power of 18 only needs to roll 35 or less on D100 to gain Power, where a normal character would need to roll 10 or less.

ACCESS TO RUNE MAGIC

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

ALLYING A SPIRIT

The Rune Mage may ally a spirit, just as a Rune Lord does. Since he lacks Iron Weapons, he usually puts the spirit either into a staff or the body of an animal to use as a familiar.

RESPONSIBILITIES OF BEING A PRIEST

The Priest has responsibilities to his cult. The principal responsibilities, common to all cults are:

1. Accountability
2. Support
3. Duty

ACCOUNTABILITY

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

SUPPORT

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

DUTY

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

Also, there is no time for rigorous exercise courses and the like, so the character cannot increase his strength, Constitution or Dexterity. Only Power and Charisma may be improved, as increasing them requires no specialized training.

LEAVING THE CULT

An Initiate may forswear his vows and leave the service of the cult at any time. He cannot come back. The god(s) of the cult will not be pleased, and all Rune Magic will be lost.

Alternatively, he may apply for a leave of absence, to reconsider his faith and build up his Dexterity based skills. To do so, he applies to his High Priest and attempts to make the same sort of roll he made to be

accepted by the cult. If he makes it, well and good, he's free. NOTE: In applying for a leave of absence, the character must use his own money.

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

BECOMING A HIGH PRIEST

There are two ways to become a High Priest.

1. TAKE OVER A VACANT HIGH PRIESTHOOD.

This has problems, mainly because the second most experienced Priest takes over when a High Priest dies, and the character is likely to be the juniormost of 2D10 worth of Priests.

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

2. QUALIFY TO FOUND YOUR OWN TEMPLE OF THE CULT. To do this, you must have a minimum of 15 Power Points worth of Rune Magic Spells (at least 1/3 of which must be Divination) and 90% ability at reading and writing the Temple tongue, Oratory, and reading a dead language. You must also have the permission of your High Priest, which is easy to get if you go somewhere else to set up your temple, and have sufficient funds to build the new Temple. Alternatively, the character may go on leave and attempt to become a Rune Lord.

The chief advantages of being a High Priest are: you need no longer obey the orders of another High Priest; you need no longer pay 90% of your income to the Temple treasury (this applies even to a character who is already qualified to be a High Priest who is saving to found a new temple); a character may have Initiates and possibly a Rune Lord to obey him. Note that a character who leaves to found a new temple is allowed to take at most two Initiates from his former Temple with him, and them only if they volunteer.

JOINING MORE THAN ONE CULT

To become a Priest of two or more cults, an Adventurer must first be a Priest of one cult. He must then persuade his High Priest to let him join the next cult (possible only if it is friendly) by making a roll similar to that he made to become a Priest in the first place. After that, he must try to join the new cult, by making a roll similar to that he needed to become a Priest in the first cult. NOTE: the Priest trying to get his superiors to let him go on leave of absence or join other cults must use his own money, not the 90% he owes the Temple.

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

RUNE MAGIC

Knowledge of Rune Magic is a Priestly monopoly. Rune Lords can call for Divine Intervention, but it is done without casting the spell. The Rune Lord does not even know the spell.

Rune Magic is done with the aid of a god, associated with the Rune(s) of that cult. This limits and describes the abilities of the Priests of that cult. One does not expect the Priests of a Fire Rune cult to be able to spread a pall of darkness over the face of a battle. There are many spells which are common to most cults, because the abilities are common to most gods.

HOW TO GAIN A RUNE MAGIC SPELL

Rune Magic Spells are the result of a bargain between the Priest and his god. The Priest gives the god Power points off his Characteristic, and in return, gets the god's aid in casting Rune Magic Spells. Note that a Priest cannot voluntarily reduce his Basic Power below the 18 necessary to become a Priest. If it happens to him involuntarily, treat the result as an involuntary leave of absence, except that the Priest CANNOT regain Rune Magic Spells until after has a Power of 18 or higher.

EXAMPLE

Ariella, having become a Priest of Orlanth, decides to learn some Rune Magic Spells. Since her power is 19, she can afford to dedicate 1 point to a Rune Magic Spell (she must keep 18 so that Orlanth will notice her in temple ceremonies). She looks over the RUNE MAGIC SPELLS TABLE (Standard), and after her player reads the spell descriptions, she chooses Mind Link. She then goes out on an expedition, and before she can use Mind Link, is hit with a disease costing her 4 power points. She is still a Priest of Orlanth and she can still use Mind Link, but after using it she cannot reuse it, until her power reaches 18 again.

Learning a Rune Magic Spell costs no money (unless the character is an associate Priest of the cult), but requires the sacrifice of the number of Power points listed as the cost of the spell on the RUNE MAGIC SPELLS TABLE. These points are dedicated to keeping that particular spell available, and cannot be used to cast extra Battle Magic spells, or to resist magic.

REUSING A RUNE MAGIC SPELL

A character may reuse most Rune Magic Spells, but only after spending one week of quiet activity at a temple or other spot consecrated to his god. Note that a character must spend one week for each spell used. If a spell is not reusable, it will be mentioned in the spell description.

EXAMPLE

Ariella has now regained her Basic Power of 18, and learned several Rune magic Spells. These are 3 points of Mind Link, and 1 point of Shield. She goes on an expedition, and uses 2 points of Mind Link and her point of Shield. Later in that same expedition, a crisis comes up, and she wants to reuse Shield. Unfortunately she has not had time to get to a Temple of Orlanth, so all she has to meet the crisis with is 1 point of Mind Link.

She makes it through anyway, and as soon as she reaches a Temple of Orlanth, spends two weeks "recharging" her spells.

"STACKABLE" SPELLS

A spell is said to be stackable when two 1 point uses of the spell are equivalent to one 2 point use of the spell.

If a spell is stackable, that fact will be mentioned on the RUNE MAGIC SPELLS TABLE (standard) if it is a standard spell, or in the spell description if it is specific to a particular cult.

EXAMPLE

Ariella's Mind Link spells are stackable, so that if she wanted to link minds with two people at once, she could do so with one casting of 2 points worth of the spell. On the other hand, if she were to learn two points worth of Multispell 1, she could not cast them both at once to attain the same effect as MultiSpell 2.

If a spell is stackable, that fact will be mentioned on the RUNE MAGIC SPELLS TABLE (Standard) if it is a standard spell, or in the spell description if it is specific to a particular cult.

HOW TO CAST A RUNE SPELL

Having learned a Rune Magic spell, casting it is a simple matter. The Priest recites a formula to which the spell is keyed, either aloud or in his mind, and the effect takes place.

Spells which affect Battle Magic spells (multispell, Extension, etc.), may be cast at the same time as the Battle Magic spells they are intended to improve. Casting any other Rune Magic spell prevents a character from casting a Battle Magic Spell that round.

RUNE MAGIC SPELL DESCRIPTION**CHARACTERISTICS OF RUNE SPELLS****GENERAL**

Unless the spell descriptions says otherwise, all Rune Magic spells are passive with a duration of 15 minutes and a range of 160 meters.

ABSORPTION

This spell absorbs the Power Points of an enemy's Battle Magic spell and makes them available to the caster while screening out the intended effect of the spell. It works only on spells with as many or fewer Power Points behind them as are invested in the Absorption. The Absorption will be canceled by a spell of exactly equal Power Points, though it will absorb those particular Points. It will also be canceled by, and have no effect on, a Battle Magic spell with more power behind it.

The caster of this spell may put it on someone else, but the caster will get the absorbed Power Points. This spell can protect anything, even a sword.

If the Power Points gained would give the caster more points than his species maximum, the god will absorb the extra Power Points, to keep his follower from being harmed by the excess Power. No more than four points of this spell can be stacked together. The Power Points gained from Absorption are NOT added to a character's Basic Power, but used up the next time the character casts a Battle Magic spell.

DISCORPORATION

Allows the caster to detach the Spirit from the body and reunite them, at will, or after 15 minutes, whichever comes first. The ability to separate costs 1 point. The difficulty of maintaining the separation is directly proportional to the distance between Spirit and

STANDARD RUNE MAGIC SPELLS TABLE**# SPELL NAME [STACKABLE?]**

One Point Minimum

- 1 ABSORPTION (Yes)
- 2 DISCORPORATION (Yes)
- 3 DISMISS ELEMENTAL 1 (No)
- 4 DIVINATION (Yes)
- 5 DIVINE INTERVENTION (Yes)
- 6 EXTENSION 1 (No)
- 7 MATRIX CREATION (Yes)
- 8 MIND LINK (Yes)
- 9 REFLECTION (Yes)
- 10 RUNEPOWER 1 (Maybe)
- 11 SHIELD (Yes)
- 12MULTISPELL 1 (No)
- 13 WARDING (Yes)

Two Point Minimum

- 14 CONCEALMENT (No)
- 15 DISMISS ELEMENTAL 2 (No)
- 16 EXTENSION 2 (No)
- 17 MULTISPELL 2 (No)
- 18 RUNEPOWER 2 (Maybe)
- 19 VISION (No)

Three Point Minimum

- 20 DISMISS ELEMENTAL 3 (No)
- 21 EXTENSION 3 (No)
- 22 MULTISPELL 3 (No)
- 24 RUNEPOWER (Maybe)

body, costing one further Power Point per 5 kilometers of distance. Thus a Priest must have sacrificed 2 Power Points before being able to travel more than 5 kilometers from her body.

While in Spirit form, the character may cast spells, teleport the Spirit part to anywhere the character can maintain the separation, and engage in Spirit Combat.

A Discorporate character is treated in all respects like an ordinary disembodied spirit (see Spirit rules, Chapter V) Note that this means that all he can sense directly is the Power of other spirits, and their position relative to him. He cannot tell whether the embodied form is a Troll or an Earthworm. A Discorporate character can be involuntarily engaged in Spirit Combat by another Discorporate Spirit, and a Discorporate character will be returned to his body by the use of a properly powerful Dispel Magic spell, assuming the user of Dispel Magic can find the Discorporate character by means of the Detect Spirit spell.

While Discorporate, a character attempting an attack Battle Magic spell and rolling a 00 on the attack roll will be returned directly to his body.

While a character is Discorporate, his body is still vulnerable to all damage-causing spells, weapons, diseases, etc. If the body dies, the character remains a Spirit, showing no more interest in material world than the Spirit of a newly dead character usually shows.

DISMISS ELEMENTAL 1

The caster of this spell can Dismiss any Small Elemental conjured by another priest. An elemental which has been Dismissed is gone, and cannot be summoned again until the spell used to summon it has been recharged.

DISMISS ELEMENTAL 2

The caster of this spell can Dismiss any Medium (or Small) Elemental which has been conjured by another Priest.

DISMISS ELEMENTAL 3

The caster of this spell can Dismiss any Elemental which has been conjured by another Priest.

CONCEALMENT

This is a combination of two Battle Magic spells, 3 point Detection Blank and Invisibility. However, it will last the standard 15 minutes of a Rune Magic spell. A character who attacks while this spell is protecting him will be visible only as long as he is attacking or engaged in hand to hand combat, and will revert to being invisible as soon as he can disengage.

DIVINATION

Allows the character to ask a yes or no question of his god. The answer will be "yes," "no," or "maybe," for the god cannot see into the future, being as bound by Time as the rest of Gloriontha. The ritual takes one hour to perform, and must be done in a recognized Temple or Holy Place sacred to the god being questioned.

The probability that a character will correctly read the signs (necessary in this ritual) given by the god in answer is Power x 5 or less on D100. Note that no one is perfect and there is always the 5% chance (96-00 on D100) that the character will read the signs wrong. The referee must then make up a misleading answer. As usual in such cases, the referee rolls the dice.

Each Power Point of this spell used allows one question to be asked.

divine Intervention

May be used to pray for a miracle ("Oh Lord, bring Sister Ariella back from the dead; Oh Lord, return us to your temple at Pavis; Oh Lord, may there be magic in this treasure, etc.'). If the miracle is not too great, (only one character may be reunited with his spirit, but a whole party of up to a dozen adventurers *may* be teleported out of trouble) your chance of setting the request is 10% per point of spell used. Note that this differs from the Rune Lord's Divine Intervention. When a Rune Lord asks for Divine Intervention he will usually get it, but he will lose a certain amount of Power. When a Priest calls for Divine Aid, the Power has been already allocated for it, and the Priest loses nothing.

If the god hears the plea and gives the miracle, the Power is PERMANENTLY taken by him, and the character will have to sacrifice new Power Points to receive the spell again. Miracles take up a lot of godly energy, and have to be paid for. Thus, Divine Intervention is not a rechargeable spell, like most other Rune magic.

A character may decide that only a 10% chance is worth asking for, and use just one of many points. Note that a given character can ask his god for a given miracle only once. If he doesn't get it then, he never will. Note that if a god does not grant a miracle that his Priest has requested, the Priest will keep the Power Points he has in Divine Intervention, and if he survives, may use them to ask for another miracle later.

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

EXTENSION 1

This spell extends the duration of a Battle Magic spell to one hour, and makes it passive, if it wasn't already. Ideal for a Fireblade spell. Has no other effect.

EXTENSION 2

Like Extension 1, this spell increases the duration of a Battle Magic spell, but increases it to 6 hours. It will also extend the duration of a Rune Magic spell to one hour.

EXTENSION 3

Like the above spells, except that it extends a Battle Magic spell to one week duration, and extends a Rune Magic spell to 6 hours.

MATRIX CREATION

Allows the creation of a Battle Magic Spell Matrix (See Chapter IX) by sacrificing PERMANENTLY the number of Power Points necessary to cast the spell. Thus, to make a sword into a 1 point Bladesharp matrix would cost 1 point, while a 4 point Bladesharp matrix would cost 4 points.

A Spell Matrix may only have one spell in it, unless a successful Divine Intervention is used for each additional spell. If the spell is a variable strength spell, like Bladesharp, the strength of the matrix can be increased. Thus a 1 point Bladesharp matrix could be built up into a 4 point matrix.

However, if the Rune Mage wishes to create a Fireblade matrix, he may put the power into it one point at a time, but it will not work until all 4 Power Points have been sacrificed.

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

MIND LINK

This is a telepathy spell which links not only the conscious minds of the participants, but the unconscious as well. It allows a character to use any knowledge or abilities, including knowledge of spells, of the character(s) linked with him. He may also use the Power Points of the character(s) he is linked with, without consent. However, this works both ways, and they can use his knowledge and Power as well.

NOTES

- 1) A character must allow himself to be included in the link, it is not involuntary.
- 2) If a character is hit by a spell or weapon and suffers damage, the link to him is broken.
- 3) Morale affecting spells, such as Demoralize, cast against one member of a link, attack all characters linked with him.
- 4) While all participants in a link have the knowledge of the others, characteristics, such as Intelligence and Power, remain the same for each.
- 5) Characters defend against magical attack with their own Power, and cannot draw on the Power of others for defensive purposes.
- 6) If character A is linked with character B and with character C, characters B and C are *not* linked.
- 7) A character may leave the link at any time.
- 8) Only the knowledge from conscious communications, as are communicated by the Battle Magic spell Mind Speech, are retained after the link is gone. To give permanent knowledge of a spell, it must be repeated daily over a period of at least a week, and supplemented with other teaching methods.

MULTISPELL 1

Allows the user to combine two Battle Magic spells and cast them at once, or double the effect of a single spell on a single target. Thus, the Rune Mage may either: (1) cluster two Disruption spells together, so that they are fired at the same time, but resolved separately; or (2) cast one Disruption spell which delivers the punch of 2 (roll 2D3) on a single area, which is resolved as one attack. It cannot also be used to cast two different spells (such as Fireblade and Demoralize) at the same time.

MULTISPELL 2

Like MultiSpell 2, but three spells can be thrown at once, combined, or whatever.

MULTISPELL 3

Like MultiSpell 1, except that four spells can be thrown at once, combined, etc.

REFLECTION

The character with the Reflection spell cast upon him (not necessarily the caster, it can be used to protect someone else) reflects attack spells which fall back at the sender, if they are of equal or fewer Power Points. The sender is then attacked with the power of the spell

as thrown versus his current Power, which may be the same if he used a Spirit's Power or stored Power to throw the spell. The spell hits the sender at the sender's Strike Rank, plus one.

If Reflection is hit with a spell with as many Power Points behind it as there are in the Reflection, it will work that round, then it will have been canceled. If Reflection is hit with a spell with more Power Points behind it than the Reflection has, it will be blown away, reflecting nothing back at the attacker.

Reflection can be used with Absorption. First see if the attacking spell failed. If it succeeded, or if it blew down the Reflection, it will be Absorbed.

EXAMPLE

Ariella has learned 2 points of Reflection since the last example, and made a new friend, Cassandra, who has one point of Absorption. They both go on an adventure with Rurik. As usual, Rurik chooses to attack the first army of trolls he meets (about twenty of them). Neither Ariella nor Cassandra are expected to go in the front rank (they have their doubts about the operation anyway), but they agree to protect Rurik, the leader, with their spells. Rurik goes in protected with 2 points of Reflection and 1 point of Absorption. As he closes with the trolls, he is hit with a salvo of spells. At Strike Rank 2, Rurik is hit with Harmonize and Disruption, 1 point of each. Since their casters had Powers of 9 and 13, to Rurik's 18, and the roll rolled higher than 50 both times, they failed, and one troll, now Harmonized to Rurik's charge, starts to charge the party. The Reflection, having reflected back 2 points of spells in one Strike Rank and having been only a 2 point spell, is now gone. At Strike Rank 3, Rurik is hit with 3 spells, all three of which fail. They do liquidate Cassandra's Absorption though, since 3 points worth of spells hitting a 1 point Absorption demolish it. Cassandra gets nothing out of the deal. At Strike Rank 4, a troll got lucky. Rurik was hit with Harmonize, but this time it worked and he stops and begins to throw his weapon away. It is time for the Spirit Sunfist to save the day with Dispell Magic.

Unfortunately we must leave the battle at this point and get on with the spell descriptions.

RUNEPOWER 1

Generally, this is 1 Power Point sacrifice Rune Magic which is a specialty of a given cult. It is usually tied into the philosophy and goals of the cult. Two different gods, even of the same rune, may develop entirely different arrays of spells for their Priests. Some examples of Runepower spells are given in the section on cults (See Chapter VII). The referee wishing more variety in his religious universe is encouraged to develop his own cults. All elemental summoning spells are considered Runepower spells.

SUMMONING ELEMENTALS: The elemental rune cults can all summon elementals of their element. Elementals come in three sizes, Small, Medium and Large. The elemental will fight for the summoning mage until it is physically destroyed, or the 15 minute time limit is up, whichever comes first.

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

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

An elemental will not move unless ordered to do so. However, an elemental need not be ordered to attack anything caught within or on top of it. It does that automatically. Of course, this can include the summoning mage.

Any number of elementals may be summoned at one time, controlled by one mage, as they will fight independently. An elemental cannot be summoned without at least some of that element present. It need not be anywhere near the amount actually used in the elemental, but when you are out of water in the desert you cannot summon a water elemental for drinking purposes.

All further details on elementals follow in the section on elementals.

RUNEPOWER 2

Like RunePower 1, save that two Power Points are put into a specific RunePower, such as summoning a Medium elemental.

RUNEPOWER 3

Like the previous spells, save that three Power Points are sacrificed toward a RunePower, such as summoning a Large elemental.

SHIELD

This spell serves as a 2 point Protection (cumulative with Battle Magic spells), a Detect Enemies spell and a shield against magical attack. To get past a Shield spell, a Battle Magic spell must have one more point behind it than twice the number of points of Shield in effect. Thus, if two points of Shield are in effect, a Demoralize spell would have to have 5 points of Power behind it to get through. A Rune Magic spell needs one more point than the number of points of Shield that are in effect.

Unlike Absorption and Reflection, Shield does not go away if it is breached. It remains in effect for fifteen minutes, or until the caster releases it.

If Shield is used with Reflection or Absorption, the attacking spell is met first by the Reflection or Absorption, and if it gets through those, by the Shield.

Dispell Magic, aimed directly at the Shield spell, may blow it away. Since Shield is a Rune Magic spell, a 2 point Shield requires 5 points of Dispell Magic to knock it down.

No more than four points of Shield may be stacked together.

VISION

Gives the caster a viewpoint which may be up to 180 meters away from the Spirit of the caster. Looking from the viewpoint is like looking through the character's

eyes. The view is a 180 degree view. After the spell is cast, the viewpoint can be moved at a speed of three meters a melee round, and turned 180 degrees in a melee round. The two motions can be combined.

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

EXAMPLE

Ariella has just learned the Vision spell and is ordered to check out a castle, reported to be inhabited by trolls (As usual, Rurik is giving the orders, but he's grown slightly more cautious after the last affair). She puts her viewpoint ten meters in from the near gate, facing back toward the gate, and sees two Dark Troll guards sleeping, and ten Trollkin avidly rolling dice. She does not see her viewpoint begin to glow (one of the trolls has a magic item that makes the Detect Magic spell free, and is using it), but wondering about the rest of the castle, she turns the viewpoint around and sees about a dozen defenders starting to put their armor on, etc. At the same time she hears a number of snarls. Wanting to know whether she's about to be eaten alive, next round she switches her viewpoint back to her bodily surroundings. Rurik and about four others are hotly engaged with two Werewolves. Trusting Rurik against werewolves, next round she switches back to her viewpoint so that, after the werewolves have been disposed of, Rurik can be given a complete account of the castle defences.

WARDING

Requires four "wands" as props. They need not exceed 15 cm in length, and may be made of light wood.

This spell protects an area of 81 square meters or less from spells cast into it from outside, attackers on the Spirit Plane, or attempts to enter it from characters outside the Warded area.

The area protected is defined by extension from the positioning of the wands. Each point of Warding functions as both one point of Countermagic against spells cast from outside the area, and one point of Disruption against all enemies entering the warded area. The Countermagic cannot be eliminated except by Dispell Magic of sufficient power aimed at the Warding. If the Warding is more than one point Warding, treat the Disruption spell attack as if MultiSpell had been tossed with it and combine the attacks into one attack and multiple damage value.

Any spell cast into the Warded area from outside, or any attempt to cross the Warding, will also start an intense keening noise, which should wake all within. The warning noise is not necessary and can be suppressed by the conjuring mage if he covets sleep more than life.

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

The Warding spell lasts until the wands are removed, (the fifteen minute time limit does not apply) and any attempt to remove the wands by anyone other than the spell caster will trigger defenses.

ELEMENTALS

An elemental is the union of a not very bright spirit, supplied by the Rune Mage's god, and a particular physical form, supplied by the local environment. There are five major types of elementals: Darkness, Earth, Fire, and Air, corresponding to the associated Elemental Runes.

There are also Lunar Elementals, but due to the lack of the Lunar Element in most areas of Glorontha, and the streak of Chaos involved in these Elementals, they are not described here.

GENERAL PROPERTIES

The Spirit portion of an elemental consists of an Intelligence of 1D6 and a Power equal to the Power of the Rune Mage when he made the sacrifice to obtain the ability to summon the elemental. Note that the same Spirit comes every time the summoning spell is used, and always forms the same sort of elemental. If the Power of the Spirit is reduced to 0, the Spirit is gone forever and new Power will have to be sacrificed to obtain a new Spirit.

An elemental, having both physical and Spirit aspects, is vulnerable to both magical and physical attack.

DARKNESS(SHADE)

Characteristics	Type		
	Small	Medium	Large
Attack Chance	20%	40%	60%
Volume of Effect	27 CM (3x3x3)	54 CM (3x6x3)	81 CM (3x9x3)
Hit Points	1D6+6	2D6+12	3D6+18
Strength	1D6+6	2D6+12	3D6+18
Movement Class	12	12	12

A tall, cloaked, humanoid figure in a pool of darkness the size specified above. It engulfs characters in the pool of darkness and fills them with such terror they cannot move. It attacks with SHOCK, using its Power against the Constitution of the victim(s) as if it were a Power vs. Power magic attack.

Success means the victim takes the Shade's Power in damage directly to its Constitution. Failure means the victim takes half the Shade's Power directly to his Constitution. This attack only happens on the first round a Shade engulfs a victim, as the shock of being engulfed in total darkness takes place only once.

Characters making their Intelligence x 5 or less on D100 can hack or cast spells at the Shade each round they make the roll. The Shade can strike back, doing damage based on its Strength for each attack. The Attack Chance given above is its chance of hitting.

WATER(UNDINE)

Characteristics	Type		
	Small	Medium	Large
Volume of Effect	27 CM (3x3x3)	54 CM (3x6x3)	81 CM (3x9x3)
Hit Points	2D6+12	4D6+24	6D6+36
Strength	1D6+6	2D6+12	3D6+18
Movement Class	6	6	6

The Undine attacks by engulfing an opponent. Characters caught within it must make a die roll of their Intelligence x 5 or less on D100 or suffer 8 points of damage from inhaling water each round they are caught within.

If they make the Intelligence roll, they can try to roll their Dexterity x 5 or less on D100 to escape from the grasp of the Undine.

An Undine can move away from a victim at any time. Anyone attempting to block the path of an Undine will be engulfed automatically. No attack chance roll is necessary. Due to their low speed, it is usually possible to run away from an Undine. And, of course, physical and magical attacks can do damage to the creature, breaking up the cohesiveness of its physical structure, and possibly "killing" it.

EARTH (GNOME)

The gnome opens a pit under the feet of anyone standing where it is located. He falls in to the depth of about a meter. The elemental then closes the sides of the pit in on him, doing 4D6 damage to his legs (armor will absorb this damage). If the character survives, he must make his Strength x 5 or less on D100 to climb out of the grip of the elemental. Note that the elemental will only attack once by this method in a given area because the pulverized dirt is too fine for another attack.

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

Characteristics	Type		
	Small	Medium	Large
Volume of Effect	27 CM (3x3x3)	54 CM (3x6x3)	81 CM (3x9x3)
Hit Points	3D6+18	6D6+36	9D6+54
Strength	2D6+6	3D6+12	4D6+18
Movement Class	3	3	3

**FIRE (SALAMANDER)**

Characteristics	Type		
	Small	Medium	Large
Volume of Effect	27 CM (3x3x3)	54 CM (3x6x3)	81 CM (3x9x3)
Hit Points	2D6+12	4D6+24	6D6+36
Strength	1D6+6	2D6+12	3D6+18
Movement	6	6	6

The Salamander engulfs its victims, doing 3D6 damage directly to the Constitution of the character (heat shock). It will do the same damage to all armor, shields and weapons caught within it. This is independent damage, the armor does not absorb the heat damage to the body, even while the weapons may be doing damage to it.

AIR (SYLPHS)

Characteristics	Type		
	Small	Medium	Large
Volume of Effect	27 CM (3x3x3)	54 CM (3x6x3)	81 CM (3x9x3)
Hit Points	1D6+6	2D6+12	3D6+18
Strength	1D6+6	2D6+12	3D6+18
Movement Class	12	12	12

The Sylph attacks by taking a character caught within it and throwing him to the top of the elemental, and then dropping him. Damage done is 2D6 per 3 meters of fall. Thus a small sylph can do a maximum of 2D6 damage, but by making the elemental 6 meters high, a medium Sylph can do 4D6 damage, etc.

An Adventurer may try to resist by pitting his Strength against that of the elemental. This should be resolved as if the elemental were attacking the character by magic, except that it pits Strength against Strength, rather than Power against Power. If the character resists, he stays on the ground. If there is more than one target within one 3 x 3 area covered by the elemental, the Sylph must divide its Strength

equally among the targets and overcome each Strength on an individual basis. Thus, a Large Sylph with a strength of 30 has three targets in one 3 x 3 area. It must attack each target with a Strength of 10. If it works against one, but not against the others, then one victim goes flying while the others stay on the ground.

Characters may choose to hack or spell at a Sylph instead of resisting (The Sylph still has to split up its attacks), in hopes that the Sylph will be destroyed in mid-toss, causing only half damage for the toss. The character will be tossed, however.

A Sylph can also be used to fly characters around. A small Sylph can lift one man sized (SIZ 20 or smaller) being, a medium Sylph two man sized or smaller beings, and a large Sylph, three. The Sylph must be ordered to do this, and cannot do anything else while doing it. If one wants to try to lift a giant, or other large creature, divide its size by twelve. A Sylph that can carry the resultant number of men can carry the monster.

SHAMAN

A Shaman is another form of specialist magic user, found largely among the nomad tribes and the smaller, family cults. The shaman concentrates on the development of his memory and manipulation of the Spirit plane.

HOW TO BECOME A SHAMAN

A character becomes a Shaman by becoming an apprentice to an established Shaman. When the apprentice becomes Powerful enough, the Shaman teacher takes him to a Holy Place (not a temple) and with his Allied Spirit draws a Spirit to Ally with the Apprentice. The Apprentice must take what comes and attempt to Ally it on his own, as explained in the rules on Allying a spirit, earlier in this chapter. If unsuccessful, the two immediately engage in Spirit Combat, as explained in Chapter V.

If successful, the Apprentice becomes a Shaman, with a Spirit Ally, who will inhabit his body as he goes amongst the Spirit World, to find Spirits to bind with his stored Power. The Allied Spirit will also function as a normal Allied Spirit, as explained earlier in this chapter, even though it isn't bound to any physical form. Note that the new Shaman will not usually venture into the Spirit World until he feels he has enough Power to cope with any Spirit he is likely to meet. As to how he obtains his Power, we have. . .

ADVANTAGES OF BECOMING A SHAMAN

1. As a result of a Shaman's memory development, he may memorize twice as many Power Points worth of spells as his Intelligence rating. Of course, he must still pay to learn the spells.

2. To Increase in Power, the Shaman must only make a roll of 30-current power x 5 or less on D100, rather than the normal roll of 20-current power x 5, to increase in power. Note that Power stored in the Spirit World, in accordance with advantage #3 below, is excluded from the current power, so that the maximum current Power, for increasing maximum Power, a Shaman can have is

21. Example: A Power 21 Shaman has a $30-21=9$, $9 \times 5 = 45\%$ or roll of 45 or less on D100 chance of increasing in Power. Having gained Power he uses advantage 3.

3. As a result of his familiarity with the Spirit World, a Shaman can store excess Power in the Spirit World, using it in Spirit Combat and Alliance or, given 5 minutes to sit and meditate, using the Power Points to replace Power from his body's supply.

Thus, a Power 21 + 3 Shaman will cast spells with a Power of 21, then draw Power out of the Spirit World to replace the Power used. Alternatively, he can engage in Spirit Combat with a Power of 24.

4. For every Power Point he has above 21, stored in the Spirit World, he can control 5 points of Spirit WITHOUT blinding that Spirit to anything, or Allying it. These Spirits controlled by a Shaman can attack an enemy in spirit combat as well as lending Power Points, or even attacking an enemy with spells like a Discorporate Rune Mage (drawing on the Shaman's spell knowledge). Like Bound Spirits, these Spirits are locked into the equivalent of a Mind Link with the controlling Shaman. Note that at a 1 for 5 ratio, the control extends only 5 kilometers away. A 2 for 5 ratio is needed for a distance of 10 kilometers, etc.

5. The Shaman can bind his Spirit to his body, so that if he can heal his dead body back to positive Hit Points, within one hour of the body's death, the body will be reinhabited by the Spirit and he will seem to rise from the dead.

While dead the Shaman can cast no other spell than the healing spell upon himself, and cannot animate his body to strike blows.

To accomplish this feat, the Shaman must sacrifice a Power Point to the Spirit World in general to bind his body to his Spirit. If the body is burned, or inhabiting the digestive tract of a monster, no resurrection is possible.

DISADVANTAGES OF BECOMING A SHAMAN

1. Like a Rune Priest, the Shaman has no time to practice combat skills, or other Dexterity based skills, and cannot increase in ability with them. Any ability in them past Dexterity x 5 goes away as a result of lack of practice.

2. Like a Rune Mage, a Shaman cannot increase any characteristic except Power and Charisma, for lack of time for a training program.

3. There is no leave of absence from being a Shaman. Once tied into the Spirit World, there is no leaving, ever.

SAMPLE CULTS

DEITIES

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

There is a hierarchy among deities, ranging from old gods like Orlanth (the Sartar Storm God) down to tribal ancestors, wood nymphs, and ancient chieftains. Any of

these may be the object of a cult, though a powerful god will lend far more power to its priests than a weak one will. But gods depend on worshippers.

Gods pay attention to their worshippers because they make sacrifices, which add to the god's power. A deity will thus respond to requests from his priests, shamans, and other initiates who officiate at sacrifices. This is covered in more detail later in this chapter, in the section on Priests and Shamans.

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

GENERAL

Cults may be divided into three classes, depending on (1) how widely worshipped the god is and (2) how powerful he/she is. These are actually interrelated factors, as a god draws power from being worshipped.

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

A major cult like this may have over a million worshippers and a large hierarchy with many temples. They are quite formalized, and Shamans have little to do with them.

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

The third class of cult is composed of minor deities, subsidiary deities such as mentioned above, and powerful Spirits who have not managed to make the jump to godhood. Most of the Spirits in the board game NOMAD GODS are in this class. They will often have only shamans interrelating with them, and no actual priesthood at all. If they have Priests, they can only give their Priests one or two Point RunePower spells and their Priests often have only part of the Basic Rune Magic described earlier available. The Black Fang Brotherhood described below is an example of this class of cult.

THE ORLANTH CULT

Orlanth, the Storm God, is the King of the Gods of Dragon Pass. His priests say he has a palace in the upper air, but no mortal has been presumptuous enough to go look. He is a child of Umath, the Primal Air, who in turn was born when the Fertile Earth lay with the Greatest of Spirits, Aether the Fiery Pure God. His mother, a goddess now somewhat in eclipse, was Kero

Fin, a mountain nymph who lives in the mountains called the Storm Hills which separate Prax from the Holy Country.

As one of the oldest gods, Orlanth is high in the councils of the Immortals. He is also one of the Seven Lightbringers, which in itself makes him a Major Deity. As well as being the most powerful god in Dragon Pass, he is widely worshipped elsewhere.

As Orlanth is an air god, his Priests have access to all sizes of Air Elementals. In his quest with the Lightbringers he used four Great Weapons: the Spear of Lightning, the Cloak of Mists, the Sandals of Darkness and the shield of Earth. Each of these is a subsidiary deity in its own right, and collectively they give the Priest of Orlanth command over Small Elementals of all the other Elements.

As a motion god, his Priests also have access to the following RunePower spells:

TELEKINESIS

A one point Rune Magic, this allows the caster to transport anything weighing as much as size 20 man or less through the air for up to 15 minutes. With it, one can pick up anything not nailed or glued down. To move something that is nailed or glued down, the player rolls the Strength of the nailing or gluing job (which will have to be decided by the referee). This is also the procedure for overcoming magic resistance. The maximum speed the object being moved can make is movement class 12.

TELEPORTATION

A three point Rune Magic. Sighting for this spell must be done visually. Thus, the caster can teleport to any point he can see (either on his own, or through a Vision or Mind Link spell). There is no way a character can teleport to a place he cannot see, except in the special case of Guided Teleportation below.

This spell carries the caster and all gear carried on his body, but will not carry any other living thing, even if the caster's arms are wrapped around it.

It can be used to teleport someone other than the caster, but the same limitations will apply to him.

Remember, the Teleporter must be able to see where he is teleporting to, at the time he is casting the spell.

GUIDED TELEPORTATION

Like Teleportation except that it is not sighted visually. Instead, it always returns the caster to a specific spot, which has been made sacred to Orlanth through a complicated week-long ritual connected with acquiring the spell. Thus, the Priest can teleport home when things get dicey. This cannot be used for anyone else, it is purely the Priest's getaway spell.

The Priest of Orlanth also knows all basic Rune Magic as described earlier. Of course, if the referee wishes to add any more Rune Magic to the Priest's spell list, he may do so, using the current spells as guidelines.

THE CULT OF KYGER LITOR

Kyger Litor is a senior goddess of Darkness, the founder of the Troll Race. While the Seven Lightbringers were rescuing the sun from Hell, she was

occupied on the surface, saving what she could of the GodTime civilization from the forces of Chaos which were exploiting the Great Dark for their own ends.

She is now rumored to inhabit the Castle of Lead, the center of Dagori Inkarth, the great Troll Kingdom in Shadows Dance. Parties which have attempted to investigate the truth of this rumor have not returned.

While she is the Patron goddess of Trolls, she also has human worshippers, and even human Priests (who must join the cult with the usual subtraction of -10 from Charisma for dealing with another race). Also, as a result of her war against Chaos, she has special powers against manifestations of that form.

Kyger Litor is worshipped by Trolls everywhere, and by humans and other races in areas where trolls are strong, such as Shadows Dance. Elsewhere, her cult is quite weak. Elves and other Aldryami dislike trolls and all worshippers of Kyger Litor, of any race. Worshippers of Kyger Litor usually return the feeling.

In terms of numbers of entities who worship her as their major goddess, she falls toward the top of the middle sized deities, or the bottom of the major deities, at about 750,000 worshippers. She feels with some justice that, by comparison with the Seven Light-bringers, her contribution to the war against Chaos has gone unappreciated.

Priests of Kyger Litor have all the usual Rune Magic Spells, and the ability to raise all forms of Shade (Darkness Elemental). They also have the following RunePower spells.

DARKSEE

Allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It also negates the effects of sunlight on Trollkin and Cave Trolls. It negates Blinding (see below). Cost is one Power Point and it has all the usual range and duration limitations.

BLINDING

Blinds the target entity. The chance of the target hitting or parrying with a weapon goes down to the basic 5% and visually targeted spells cannot be cast (Detect Life, or Healing, still could be). Every extra Power Point added to this spell adds 25% to the chance of it working. Thus, if the caster had a Power of 18, it would attack as if he had a Power of 23, if he cast two points of it instead of one.

This spell has the usual range and duration limitations.

COUNTER CHAOS

Shields the character on whom it is cast against the effects of any special ability a monster may set from its connection with Chaos (see Chapter X, referee notes, Chaotic Features for Chaotic Creatures).

Thus, if a Chaotic Creature has a Power of 6D6, it becomes a Power of 3D6 against spells cast by the protected character. The Chaotic Creature cannot regenerate from wounds made by the protected character, etc. This is a two point Rune Magic spell, which the Priest may cast on himself or another. It is otherwise like most Rune Magic spells.

THE BLACK FANG BROTHERHOOD

The Black Fang Brotherhood worships Black Fang, the Spirit of a legendary bandit who worked in and around Pavis. Lest anyone harbor romantic notions, his legend is more in the line of Al Capone than Robin Hood. Total membership of the cult is about 300.

The cult is Death Rune. Being quite minor, its Priest only has access to the basic Rune Magic spells costing one point, except Warding. He also has use of the two point Vision and Concealment. He also has one special attribute and one Rune Power spell. There are a number of Shamans tied to this cult, as well.

SPECIAL ATTRIBUTES

The Brotherhood Priests ability at one point Divine Intervention will always work to block a Divination spell concerning one of their members. This is essential in their business.

SHATTERING

Their one Rune Power spell, it acts as four Disruption spells at once, all directed at one target. As it does an average of 8 points of damage when it hits, all to one area, it is a very lethal spell. The target gets a chance to resist. This spell costs one point and is not stackable.

OTHER

This cult also specializes in poison, both blade venom and systemic, and is capable of brewing up to level 20 Poison. Rune Lords of the cult are expected to be able to Hide in Cover, Set Ambush, Move Silently and Evaluate Treasure at the 90% level. They are also proficient with dagger and blowgun.

The discerning reader will have picked out by now that this is a Cult of Assassins. Membership in the cult is dangerous, as there are many who will put to death anyone suspected of being a member. However, they are often useful to the Powers that Be, so they are tolerated unofficially and even encouraged, as long as they serve the ends of the temporal authorities.



VIII. THE MONSTERS

Glorontha is a world with many other races than Mankind. Many different gods have created Intelligence in their own image, and the images have not always been humanoid.

Due to the constant contact between different species, xenophobia between the common races is virtually unknown on Glorontha. Specific races, such as Dwarves and Elves, Dwarves and Trolls, and Elves and Trolls, are engaged in constant warfare, but the reasons are based on ancient treacheries and religious differences, not hatred of something different from themselves.

The most prevalent race on Glorontha is Mankind. Men are prolific, and they have spread throughout the world. The ever-reincarnating Dragonewts are slowly dying through attrition, the Elves are too tied to their forests, and the surface world holds no appeal to the Dwarves. The ancient curse resulting from the Dragonkill Wars has turned the slow-breeding Trolls into a dying race. Into this vacuum, Mankind has stepped. Human philosophers theorize that only Humanity has truly adapted to the onset of Time and made the full transition from the God Time before the Great Darkness.

Yet, during the time of the Hero Wars, there were still many strange and *outré* Intelligent Beings on Glorontha, and as many intelligent monsters. For convenience, they have all been lumped together in this chapter.

The first section will deal with intelligent Humanoid monsters. Many of the following can be played as Player Characters. All Hit Location and Point Distribution information is the same as for a human (see Chapter III).

KEY TO DESCRIPTIONS

Each Monster will be described, then a set of statistics will be given after the description.

CHARACTERISTICS—This is the description of what dice to roll if the Monster is to be created from scratch as a Player Character.

AVERAGE—These are the *average dice roll results*, for use in creating average monsters for quick play.

WEAPON—Describes the types of weapons or the mode of attack used.

STRIKE—This is the *average* Strike Rank of the monster with the weapon. An especially dextrous or large monster might have a quicker Strike Rank.

ATTACK%—This is the basic attack percentage of a just-grown Monster. Some monsters will be considerably more efficient. Again, this "basic" information is a convenience for quick stocking of scenarios.

DAMAGE—This is usually expressed as a basic damage for the weapon (such as 1D4 for a claw) plus any Strength/Size adds the basic, average, monster would have. Some may do far more damage.

PARRY—Again, the *basic* chance a monster has to parry with weapon or shield.

POINTS—How many points of damage the weapon can take before breaking, or how many points a shield will absorb before the bearer takes damage.

ARMOR—Either the basic armor a creature will have, or the equivalent value of its skin as armor.

SPELLS—What Spells the being is taught before being allowed to go out in the world.

OTHER SKILLS—An indication of any specialties the creature might have, due to its unique upbringing and background.

INTELLIGENT HUMANOID MONSTERS

THE ALDRYAMI

The race known as the Aldryami consists of those creatures known as Elves, Dryads, Pizles, and Runners. Like their eternal enemies, the Trolls, the Aldryami are extremely vulnerable to Iron, the "New Metal" and cannot handle it. Any Iron weapon hitting them will do twice as much damage as usual.

Their individual descriptions are as follows.

ELVES

These are the Aldryami most often seen by other races. They are still tied to their forest in ways incomprehensible to other races. It is possible that certain trees must live for the Elves to live. It is also possible that they are the mobile guardians and gardeners for the mysterious forest deities. Except in cases where their homes have been utterly devastated, Elves do not migrate from their forests, although individuals seem free to come and go at will.

Elves with the proper Power (18+) automatically become initiates into the Aldryami Rune Cult, a combination of Earth and Fertility/Life Runes, modified by the Plant Form Rune. Those wishing to join other Fertility and Plant Form Cults can go about it as Humans do; with no restrictions as to race. Those wishing to join any other cult must take the usual reduction of Charisma by 10 for being of another Race.

Elves and other Aldryami might search underground to kill Trolls and Dwarves, their racial enemies, but will never live there.

Characteristics Average

STR	2D6+2	9
INT	4D6	14
POW	2D6+6	13
CON	3D6	10-11
DEX	3D6+3	13-14
CHA	3D6	10-11
SIZ	2D4+4	9
Move	9	
Hit Points		10-11
Treasure Factor		14
DEFENSE		10%

Weapon Stk. Attk% Damage Parr% Pts.

Bow*	2	35%	1D8+1*	30%	6
Spear	5	35%	1D6+1	30%	15
Javelin	2	35%	1D10	-	15
Short Sword	7	35%	1D6+1	30%	20
Small Shield	-	-	-	30%	8

*Special Elf Bow, will wither in any but Elf hands

Spells Other Skills

Healing 2	Hide	35%
Speedart 1	Move Silently	35%
	Camouflage	35%
	Hearing	35%
	Sense Ambush	35%
	Spot Hidden	30%

DRYADS

A totally female race which breeds with Elves for continuance. They form the core of the Priests for the Aldryami Cult. They specialize in magic, having little inclination toward fighting. Due to their high Power at birth, they are usually members of the Rune Cult very shortly.

They are always tied to their tree of birth, and any affliction suffered by the tree is felt by them, and *vice versa*. They are rarely found as Adventurers, preferring to remain in the forests.

Characteristics Average

STR	2D6	7
INT	4D6	14
POW	2D6+8	15
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	9	
Hit Points		9-10
Treasure Factor		9
DEFENSE		10%
ATTACK		10%
PARRY		05%

Spells

Healing 4
Vigour
Strength
Harmonize
Detect Life

Other Skills

Camouflage	40%
Hide	40%
Move Silently	40%
Hearing	40%
Plant Finding	80%

PIXIES

Diminutive Elves capable of flight with small transparent wings. These imps tend to stick with magic and slings, with which they have the same capability as an Elf with a bow. They are naturally invisible and spend most of their time playing pranks on travelers in Elf Woods.

Characteristics Average

STR	2D4	5
INT	3D6	10-11
POW	2D6+6	13
CON	3D6	10-11
DEX	4D6	14
CHA	3D6	10-11
SIZ	1D6	3-4
Move	3/10	
Hit Points		8-9
Treasure Factor		13
DEFENSE		10%

Weapon Stk. Attk% Damage Parr% Pts.

Sling	2	30%	1D8	-	-
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RUNNERS

Stunted and degenerated Elves, the Runners have their own culture in the trees of an Aldryami forest. They prefer missile weapons and the "whipstick," a club-like weapon which, in the hands of a Runner, can be made to curl around and bind an enemy. They will not willingly leave the branches of the trees of the forest. They wear no armor or clothes, being covered by a very soft fur.

While they could learn magic if they wanted to, they rarely do. If they fight, it is with mass attacks of screaming Runners, pouring out of the trees. It is thought that their dependence on trees is midway between that of the Elves and the Dryads.

Characteristics Average

STR	2D6	7
INT	3D6	10-11
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	5/9 in trees	
Hit Points	12	
Treasure Factor	5	
DEFENSE	05%	

Weapon Stk. Attk% Damage Parr% Pts.

Whipstick	7	30%	1D6*	30%	10
*Will bind a foe's limb or strangle through all but plate armor if it hits a head location					

Other Skills

Hide	30%
Move Silently	30%
Camouflage	30%
Hearing	30%
Sense Ambush	50%
Spot Hidden	30%

BABOONS

Baboons are intelligent animals who dwell in plains and hilly areas. They are the victims of a curse. Like their unintelligent cousins, they travel in family groups of 15 to 20 individuals, including males, females, and children. Their weapon use is limited to slings and spears, but they are proficient with claws and teeth. They may wear armor, but must buy it from humans.

They can use all normal Battle Magic and have a few specials of their own (see below).

They are Beasts, and any Rune Magic they use will be slanted toward the Beast Rune. They are said to have a Cult worshipping a monkey god with all the usual Cult Attributes. Baboons rarely enter other, human, Cults, since it is a rare temple which will accept a Baboon as a member.

To become a Rune Lord, a Baboon would need Skills of 90% in fighting with claws, teeth, spear, and sling. He would also need skill at 90% in Tracking, Trap Setting/Removal, and Spotting Hidden Objects.

Characteristics Average

STR	3D6+6	16-17
INT	3D6	10-11
POW	2D6+6	13
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	3D6	10-11
Move	10	
Hit Points	10-11	
Treasure Factor	8	
DEFENSE	05%	

Weapon Stk. Attk% Damage Parr% Pts.

Claw	8	35%	1D6+1D4	-	-
Teeth	8	25%	1D8+1D4	-	-
Spear	4	35%	1D6+1+D4	35%	15
Sling	2	35%	1D8	-	-

NOTE: Common technique is to stab with a spear and close to use Claw or Bite

Armor - Skin worth one point protection

Spells

Clawsharp - similar to Bladessharp
Fursthiff - Increases natural armor by two points for every Power point used. Maximum four points of protection.

Other Skills

Tracking	30%
Spot Hidden	25%
Spot Traps	25%

BROOS

Human bodied with the heads of deer and goats, the Broos, or Goatkin, are tied irrevocably with the Rune of Chaos. They are given to atrocities and foul practices and are carriers of numerous loathsome diseases.

They will hire out for pay, but Tusk Riders are more desired as mercenaries, and that is saying something. They are immune to all poisons and diseases.

Their usual armor is generally cuirboilli, though they will wear metal if they can scrounge or steal it. Human and Dwarf smiths will not sell them armor or weapons.

Characteristics		Average
STR	2D6+6	13
INT	3D6	10-11
POW	3D6	10-11
CON	1D6+12	15-16
DEX	3D6	10-11
CHA	2D6	7
SIZ	2D6+6	13
Move	9	
Hit Points		16-17
Treasure Factor		12

STR	2D6+6	13
INT	3D6	10-11
POW	3D6	10-11
CON	1D6+12	15-16
DEX	3D6	10-11
CHA	2D6	7
SIZ	2D6+6	13
Move	9	
Hit Points		16-17
Treasure Factor		12

Weapon	Strk	Attk%	Damage	Parr%	Pts.
Club	8	25%	1D8+1D4	25%	15
Spear*	5	25%	1D6+1+D4	25%	15
Butt	9	35%	1D6+1D4	-	-

*Usually a stick with a fire-hardened point

Armor - Cuirboilli (3 points) body
Leather (2 points) limbs
Natural (3 points) head

Other Skills

Tracking 40%

FIRST STAGE—CRESTED DRAGONEWTS

Missile users and skirmishers, apprentices in the philosophy of dealing with problems, and adversaries, by avoiding them.

Characteristics		Average
STR	2D6	7
INT	3D6	10-11
POW	2D6	7
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	7	
Hit Points		9-10
Treasure Factor		7
DEFENSE		05%

STR	2D6	7
INT	3D6	10-11
POW	2D6	7
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	7	
Hit Points		9-10
Treasure Factor		7
DEFENSE		05%

Weapon	Strk.	Attk%	Damage	Parr%	Pts.
Bow	2	25%	1D6+1		
Sling	2	25%	1D8		
Javelin	2	25%	1D10		
Short Sword	7	25%	1D6+1	25%	20
Small Shield	-	-	-	25%	8

Bow 2 25% 1D6+1

Sling 2 25% 1D8

Javelin 2 25% 1D10

Short

Sword 7 25% 1D6+1 25% 20

Small

Shield - - - 25% 8

Armor - Skin equal to one point armor

Spells**Other Skills**

Healing 2	Hide	25%
Disruption	Move Silently	25%
Mobility	Camouflage	25%
Shimmer		
Speedart		

DRAGONEWTS The Dragonewts are an incredibly Ancient Race, so ancient as to have their own Rune. They are warm-blooded reptiles but Humanoid in shape, with differing appurtenances (wings, tails, etc.) appearing and disappearing depending on their stage of development. Even among those of the same stage of development, their skin colors may be different, although it is suspected that this may simply be paint, or a tatooing process.

When a Dragonewt dies, whether in battle or otherwise, he is reborn, with all memories or experience intact. However, a Dragonewt must go through the stages below, in order, and are far more regimented than Humanity or most other humanoid species.

All Dragonewts are left handed. If they die, they are reborn in the "Nests" of their own home city.



SECOND STAGE—BEAKED DRAGONEWTS

When the Crested Dragonewt has increased its ability with a weapon to 50%, increased its other skills as far, and built up its Power to over 12, it is reborn as a Beaked Dragonewt.

Characteristics Average

STR as was +12 19
INT as was 10-11
POW as raised 12-14
CON as was +6 16-17
DEX as was 13
CHA as was 10-11
SIZ as was +12 19
Move 7
Hit Points 18-19
Treasure Factor 15
DEFENSE 05%+

Weapon Stk. Attk% Damage Parr% Pts.

"Klanth" 5 25% 1D10+D6 25% 20
Spear 4 25% 1D6+1+D6 25% 15
Medium
Shield 25% 12
Sling 2 50% 1D8
Bow 2 50% 1D6+1
Javelin 2 50% 1D10
Short
Sword 6 50% 1D6+1+D6 50% 20
"Klanth" is an obsidian-edged
Bastard Sword

Armor - Three point armor skin
(armor worn if found)

Spells

Healing 2 Padding
Disruption Bladesharp
Mobility Repair
Shimmer Binding
Speedart Fireblade

Other Skills

Hide 50%
Move Silently 50%
Camouflage 50%
Ride Demi-Bird 75%

The Beaked Dragonewt earns a fighting Demi-Bird and is placed into a perpetual Mind Link with it. The Beaked Dragonewt is an embodiment of the philosophy of assailing all problems and brushing them out of the way.

THIRD STAGE—TAILED PRIEST

When the Power of the Beaked Dragonewt reaches 18+, he is next reborn as a Tailed Priest, the initiate into the Dragonewt Rune Cult. As such, his Dexterity based skills, such as fighting, reduce to a level of Dexterity x 5 and most other results are similar to those affecting a Human Rune Mage (chapter VII). However, he is taught the use of a long, double-bitted axe as his priestly weapon up to the aforementioned Dexterity limit.

Characteristics Average

STR as was -6 13
INT as was 10-11
POW as raised 18+

CON as was 16-17
DEX as was 13
CHA as was 10-11
SIZ as was -6 13
Move 8
Hit Points 17-18
Treasure Factor 25
DEFENSE 05%

Weapon Stk. Attk% Damage Parr% Pts.

Great Axe 5 65% 3D6+1D4 65% 15
Others above 65% as above

Armor - 2 point skin

Spells - 1D10 Rune Magic Spells
plus above

Other Skills - see above

FOURTH STAGE—FULL PRIEST

When the Tailed Priest has accumulated 20 or more Points of sacrificed Power, he will next be reborn as a Full Priest. His Power suddenly jumps another D6 and his maximum possible Power Gain rises proportionately, to 28.

At this point, he once again begins to gain in fighting skills, attempting to bring himself to the level of a Dragonewt Rune Lord. Once reaching this level, the Dragonewt Rune Lord begins his progression towards Hero.

Due to the nature of Dragonewt existence, a Dragonewt will not attempt to gain Rune Mastery in any Elemental Rune, though a particularly adventurous Dragonewt may seek associate status with the Cult of a Power Rune, such as Death or Harmony.

Characteristics Average

STR as was x 2 26
INT as was 10-11
POW as was +D6 21-22
CON as was 16-17
DEX as was 13
CHA as was 10-11
SIZ as was x 2 26
Move 10
Hit Points 20-21
Treasure Factor 25
DEFENSE 10%

Weapon Stk. Attk% Damage Parr% Pts.

Klanth 4 90% 1D10+2D6 90% 20
Great Axe 3 90% 3D6+2D6 90% 15
Javelin 2 90% 1D10 90% 15
Medium
Shield 90% 12
Other weapons as above at 65% +

Armor - Scale armor over 5 point skin
(a total of 10 points)

Spells - 20+ Power points of Rune
Magic Spells plus Battle Magic
spells above

Other Skills - As Beaked Dragonewt at
90% range.

FINAL STAGE—INHUMAN KING

When the Full Priest has attained Hero status, he will be reborn as the Inhuman King, of which only one is awake and alive at any time. A slain Inhuman King becomes a Dragon, and flies off to join the Ancestral Dragons, wherever they may be. At that time, one of the Reserve Eggs, containing a Full Priest/Hero, in the Dragon's Eye (capital of the Dragonewts) is hatched and the occupant stands revealed as the Inhuman King, gaining wings and, again, a tail.

It is necessary that a replacement for the Inhuman King be hatched very soon, for as long as there is no Inhuman King, Dragonewts will not be reborn, and their spirits will leave the cycle, never to be reborn.

Also, if the Egg Nests of the Dragonewt's Home City are destroyed, he will not be reborn until the Full Priests go through a long (months long) ritual to cleanse and recreate the Nest. Both Home City and Inhuman King must be present upon Glorontha for a Dragonewt to be reborn.

BARBARIAN DRAGONEWTS

There are tribes of Dragonewts in other areas of Glorontha. They have retained the rebirth quality, but cannot progress beyond the Tailed Priest stage, continuing to be reborn in that mode. Many tribes still have very minor versions of the Inhuman Kings, for they have not been killed and cannot die naturally, but they are wingless and not as Powerful as the True Inhuman King. If the Barbarian King dies, the Dragonewts of the tribe will lose the rebirth ability. This will also happen if the Nest of the tribe is destroyed, as there are no Full Priests to replenish it. These Barbarian tribes are disappearing.

DUCKS

This is a race cursed by the gods during the Great Darkness for not joining them versus the forces of Chaos. It is unknown whether they were originally human and became feathered and web-footed, or originally ducks cursed with flightlessness and intelligence. They reside mostly in Duckpoint (in Sartar) and must, due to their small strength, use weapons such as short swords, slings, etc.

For Arcane reasons they are allowed to join certain Death Rune Cults at full Charisma Value, but all others deal with them at the usual -10 from Charisma for being of a different race.

They come in a variety of different colored feathers and are excellent swimmers, though they cannot fly, having arms instead of wings. Most armor is too heavy for them.

Characteristics	Average
STR	2D6 7
INT	3D6 10-11
POW	3D6 10-11
CON	2D6+6 13
DEX	2D6+6 13
CHA	2D6 7
SIZ	1D4+2 4-5
Move	5
Hit Points	11
Treasure Factor	6
DEFENSE	10%

Weapon	Stk.	Attk%	Damage	Parr%	Pts.
Sling	2	30%	1D8		
Short Sword	8	30%	1D6+1-D4	30%	20
Blowgun	2	35%	1D3		4
Small Shield				30%	8
Armor - CuirBoilli (3 points) on body					
Composite Helm (3 points)					
Other Skills					
Swimming		90%			

GIANTS

An extremely surly and untrustworthy race of chaotic bent. They have a fondness for human flesh. At full growth of 15 meters, a Size dice roll of 22D6+18, the Giant is a truly formidable creature. Fortunately, most Giants are not that large.

They often use great clubs or even tree trunks in battle. Human-sized opponents should subtract ten from all Hit Locations when attacking Giants unless the Giant stoops to their size.

Giants are so naturally contrary that any magical attempt to influence their actions or emotional response (such as the spells of Demoralize, Harmonize, and Befuddle) have only a 05% chance of working on them, no matter what Power the spell user may have.

Characteristics	Average
STR	3D6/2m +18 28-102
INT	3D6 10-11
POW	3D6 10-11
CON	1D6+12 15-16
DEX	3D6 10-11
CHA	3D6 10-11
SIZ	3D6/2m +18 28-102
Move	12
Hit Points	19-39
Treasure Factor	14-68

Weapon	Stk.	Attk%	Damage	Parr%	Pts.
Maul	3	40% to 110%	3D6+2D6 to 3D6+12D6	40%	15
Armor - Skin worth six points					
May wear leg armor of Plate for an extra six point, total 12.					

JACK O' BEARS

Humanoid in shape, this strange creature has what seems to be a pumpkin for a head and an Exotic talent not to be sneered at.

The Jack O' Bear can ensnare another's mind in a version of the Harmonize spell, grabbing one victim for every two points of Power it has. These victims whose magic resistance are overcome are frozen in place and helpless unless the Jack O' Bear dies or a Dispell Magic is used against the Harmonize.

The Jack O' Bear's harmonize acts as a Rune Magic Spell, acting without draining the Jack's Power.

Jack O' Bears are basically chaotic, and the Harmonize is the Chaotic Feature they have as a result.

Characteristics Average

STR	3D6+6	16-17
INT	2D6	7
POW	4D6	14
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	3D6+6	16-17
Move	10	
Hit Points	15	
Treasure Factor	10	

Weapon Stk. Attk% Damage

Claw	8	30%	1D6+1D6
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Armor - Fur worth 3 points of armor

Other Skills

Hide	50%
Move Silently	50%

They cannot use offensive magic in bear form and, since they do not change anything they are wearing when they make the change to bear shape, they do not usually wear clothes, armor, nor weapons. As human shape, they can learn anything a regular Human does.

Characteristics Average

STR	2D6+6 (x2)	13 (26)
INT	3D6 (x2/3)	10-11 (6-7)
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	1D6+12	15-16
Move	8 (10)	
Hit Points	11-12	
Treasure Factor	11	

Weapon Stk. Attk% Damage

Claw*	8	40%	1D6+2D6
Bite*	8	30%	1D10+2D6
Hug*	8	20%	4D6

*Can only attempt one a melee round

Armor - one point skin

Other Skills

Track by Smell	50%
Hide	40%
Move Silently	50%
Sense Ambush	50%

TIGER SONS

These weretigers are as much loners as Bearwalkers, but they are organized loosely into a Cult known as the Sons of the Tiger. The criteria for becoming a Rune Lord within the Cult are unknown to the general run of Gloronthan citizens, but some have been seen with special Iron claws attached to their paws.

Characteristics Average

STR	3D6 (x2.5)	10-11 (25-28)
INT	3D6 (x½)	10-11 (5-6)
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6+6	13
Move	8 (10)	
Hit Points	11-12	
Treasure Factor	8	

Weapon Stk. Attk% Damage

Claw*	8	40%	1D6+1D6
Bite*	8	30%	1D10+1D6

* Will bite if Claw hits in the previous round. If Bite connects with flesh, will hang on, continuing to Bite, while hind legs claw victim

Armor - one point of skin protection

Other Skills

Track by Smell	40%
Hide	50%
Move Silently	50%
Sense Ambush	40%

LYCANTHROPES

Shape changers are a lonely breed, tainted with Chaos, and disdainful of Civilization. Few know whether they are animals who can take on human-shape, or humans capable of assuming the shape of an animal. In either case, they can assume the strength and senses of the animal form at the expense of some Intelligence (varying as to species). In animal shape they are immune to the effects of Bronze weapons. Only pure, Runic, metals can harm them, as well as magic.

Lycanthropes are a very rare breed, no matter what sort of animal they become. The genes for Lycanthropy are recessive, so that only matings between Lycanthropes will breed true. Most children of two lycanthropes are either animal or human without shapechanging ability.

BEARWALKERS

This is a breed of naturally large and strong men and women who can change to bear shape. They are very solitary folk, usually living quite alone in the woods at all times. They are capable of retaining a large share of their human intellect while in Bear form.

TUSK BROTHERS

These lycanthropes change into great Boars. They are thought to be the product of matings between the feared Tusk Riders and their mounts, but others say this is impossible. Since no one knows where they do come from, it is as good a theory as any. Even more than any other Lycanthropes, they are known for foul tempers.

Characteristics Average

STR	2D6+6 (x2)	13 (26)
INT	3D6 (x½)	10-11 (5-6)
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6 (x2/3)	10-11 (7-8)
CHA	3D6	10-11
SIZ	2D6+6	13
Move	8 (12)	
Hit Points		11-12
Treasure Factor		8

Weapon Stk. Attk% Damage

Gore	10	30%	2D6+1D6
Stomp*	10	30%	1D6+2D6
*If a foe is knocked down, a Tuskbrother will stomp him with its very hard hooves			

Armor - One point skin

Other Skills

Sniffing Out Food	90%
Move Silently	30%
Hide	50%

WOLFBROTHERS

The classic werewolf. A Wolfbrother will never become a Rune Lord or Rune Mage, due to its aversion to Rune Metals.

Characteristics Average

STR	3D6 (x2)	10-11 (20-22)
INT	3D6 (x½)	10-11 (5-6)
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	3D6	10-11
Move	8 (12)	
Hit Points		10-11
Treasure Factor		7

Weapon Stk. Attk% Damage

Bite	9	30%	1D3+1D4
Basic tactic is to attempt to knock down foe and worry him on the ground			

Armor - one point skin

Other Skills

Track by Smell	60%
Hide	50%
Move Silently*	50%
Sense Ambush	50%

FURTHER NOTES ON LYCANTHROPES'

Lycanthropes can change form at will, taking one melee round to accomplish the change. On nights of the full moon, which happens *once a week* on Glorntha, the Lycanthrope *must* change to its beast form and roam the countryside.

Contrary to popular folklore, the bite of a Lycanthrope does not transmit the shape-changing ability.

MOROKANTH

Intelligent, Tapir-like creatures who live in marshes and plains, as in Prax. They can become Rune Lords and Rune Priests. Rune Lord Morokanth have been known to replace their regular claws with Iron ones.

They can use weapons, but get no benefit from their Natural Abilities or the usual Basic Chance in using them, being reduced to the basic 5% chance. This is because weapons are *not* an integral part of their culture and must be specially adapted to their claws, which are larger and clumsier than Human hands.

They can use Battle Magic and have some Special Spells unique to their culture, such as Clawsharp and Fireclaw. They will try to purchase leather or even metal armor to cover their vital parts.

Morokanth relations with humans are formal and restrained at best. They herd Men on the Plains of Prax. This is a necessary, accepted, tolerated, but *not* appreciated practice.

Characteristics Average

STR	3D6+6	16-17
INT	3D6	10-11
POW	3D6	10-11
CON	3D6	10-11
DEX	1D6+6	9-10
CHA	3D6	10-11
SIZ	3D6+6	16-17
Move	8	
Hit Points		12-13
Treasure Factor		13

Weapon Stk. Attk% Damage Parr% Pts.

Claw	9	25%	1D6+1D4		
Spear*	6	05%	1D6+1+D4	05%	15

*A Morokanth found on an adventure will be more competent, but a player character Morokanth will start at 5% with anything.

Armor - Four point skin, with leather on head and body, for two points extra

Spells

Healing	2
Clawsharp	(like Bladessharp)
Fireclaw	(like Fireblade)
Binding	

Other Skills

Tracking	75%
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MOSTALI

Commonly called Dwarves, the Mostali are underground dwelling artificers. They are continually at war with the Elves and no friend to Trolls. The enmity between Elf and Dwarf is long standing and reaches back to their separate creations. However, both are basically worshippers of Earth (though in two entirely different aspects) and will combine against the forces of Darkness, as represented by Trolls. However, the byword of their relationships at all times is mutual distrust.

DWARVES

The Dwarves have the ability to see in the dark. They were the discoverers of iron and were the first to learn to work it. Dwarves are welcome in almost any Earth Rune Cult (The Aldryami is an obvious exception) as well as their own Earth/Stasis Rune Cult. They can join the other Earth Cults without the -10 Charisma loss for trying to persuade members of other races.

However, since they dislike the surface world, they will rarely join any other Earth Cult. They will often journey to the surface to gain Experience and bring back to the Earth some of His plundered treasures.

Dwarves are notoriously avaricious and like money to stay in their halls once it has entered them. A beginning character Dwarf will have no more money than a Human Townsman, though he will be well equipped with fighting gear.

Characteristics Average

STR	4D6	14
INT	3D6	10-11
POW	3D6	10-11
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	2D6	7
Move	6	
Hit Points		12
Treasure Factor		10

Weapon	Stk.	Attk%	Damage	Parr%	Pts.
Axe	7	25%	1D8+2	25%	15
Warhammer	8	25%	1D6+2	25%	15
Crossbow	3	25%	1D8		
Small Shield				25%	8

Armor - Scale Body (5 points)
Cuirboilli limbs (3 points)
Open Helm (4 points)

Spells	Other Skills
Detect Magic	Armoring 40%
Detect Gems	Evaluate
Detect Silver	Treasure 50%
Detect Gold	Sense Ambush 25%
Bladesharp	Spot Trap 50%
Disruption	Disarm Trap 50%

NEWTLING

Newtlings are a race similar to Dragonewts, and thought to be related to them. However, the connection is remote, as the species is primarily amphibian rather than reptilian, storing water in their tails for use in dry territory. They do not have a reincarnating cycle like the Dragonewts.

However, they are very like a Crested Dragonewt in stature and can be mistaken for one at a distance.

Characteristics Average

STR	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	6	
Hit Points		9-10
Treasure Factor		5
DEFENSE		05%

Weapon	Stk.	Attk%	Damage	Parr%	Pts.
Trident*	5	30%	1D6+1	30%	12
Sling	2	25%	1D8		
Small Shield				25%	8

*Used like 1.6 m spear, one-handed

Armor - Leather (2 points) body & limbs
Cap (2 points) helm

Other Skills

Swimming	80%
Tracking	50%
Sense Ambush	40%
Hide	50%

OGRES

Ogres look very human, generally passing for human in all walks of human civilization. They are thought to have originated as a human tribe which took the side of Chaos during the Great Darkness. They are quite rare. Their teeth are very sharp and they are very strong. They can look very handsome and beautiful.

They can join any Rune Cult but their use of its magic is always tainted with Chaos.

They are known to be fond of human flesh. Other intelligent creatures of Chaos will recognize them by their aura and usually not attack them.

Characteristics Average

STR	2D6+12	19
INT	3D6	10-11
POW	2D6+6	13
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	3D6	10-11
Move	8	
Hit Points	13	
Treasure Factor	10'	

<u>Weapon</u>	<u>Stk.</u>	<u>Attk%</u>	<u>Damage</u>	<u>Parr%</u>	<u>Pts.</u>
any	4+*	35%	wpn+D4	30%	per wpn
	* <u>weapon</u> length				

Armor - Usually Leather (2 points) to start with

<u>Spells</u>	<u>Other Skills</u>
as for humans	Disguise 50%
	Move Silently 35%

CAVE TROLLS

A degenerate species of Troll. They are quite large, but have lost both Intelligence and Power. They have no tolerance for daylight and fire. They are not gregariousness, living in no more than family groups.

In compensation for their loss of Intelligence and Power, they have developed the Chaotic ability of regeneration. They can Heal one point of damage in each Hit Location damaged per melee round, unless the Location is fully destroyed. Damage taken under sunlight or done by fire will not regenerate.

Characteristics Average

STR	3D6+12	22-23
INT	2D6	7
POW	2D6	7
CON	2D6+6	13
DEX	2D6+3	10
CHA	1D6	3-4
SIZ	4D6+12	26
Move	7	
Hit Points	17	
Treasure Factor	12	

Weapon Stk. Attk% Damage Parr% Pts.

Club*	5	35%	2D8+2D6	25%	20
Claw@	7	35%	1D6+2D6	.	

*Equivalent to a 1.4m long Maul

@Usual tactic is to hit with the Club then strike with the Claw

Armor - Three point skin

TROLLS

The Troll race is sometimes called the Dark Men, or Men of Darkness. It is an ancient race, tied to the Darkness Rune (see Chapter VII) and was old in Godtime, when age could not be measured. Since the coming of Time to Glorontha, the race has withered. Since the time of the Second Council, when the combined curses of the Humans and Elves assailed both Dragonewt and Troll for their supposed treason, the Trolls have suffered. The Dragonewts could ignore such cursing, but as a result of the curse, the Trollkin appeared, stunted progeny of the mighty Troll frame.

After the Dragonkill war, Trolls took refuge in Dragon Pass and Shadows Dance, retreating into Shadows Dance when more and more humans moved back into the Pass. They are now principally a mountain-dwelling race, at perpetual war with Elves and Dwarves, and dealing with Man as the occasion demands. The initial dispersion of Trolls was so great after the Dragonkill Wars that several distinct breeds arose, as well as one blasphemous crossbreed with Men.

All Trolls have the same aversion to the "New Metal" Iron, as Elves, refusing to handle it and taking double damage if hit with a weapon made of it.



TROLLKIN

The most degenerate of the Trolls in size, these are, thanks to the Great Curse, the most numerous of the Troll Race. They are continually being born to other kinds of Trolls as well as their own breed. Trollkins themselves normally breed true, but many are born dead.

They dislike sunlight and will avoid it whenever possible. They have the ability common to Trolls and other Darkness creatures of guiding themselves in the dark with a radar-like sense of hearing. They are very loath to risk their skins in hand-to-hand combat, mainly because they are always forced to do so by their larger brethren.

Characteristics Average

STR	2D6+3	10
INT	2D6+3	10
POW	2D6	7
CON	3D6	10-11
DEX	3D6+3	13-14
CHA	2D6	7
SIZ	1D6+6	9-10
Move	6	
Hit Points	10-11	
Treasure Factor	6	
DEFENSE	05%	

Weapon Stk. Attk% Damage Parr% Pts.

Sling	2	30%	1D8		
Short					
Mace	7	30%	1D6	30%	20
Spear	5	30%	1D6+1	30%	12
Small					
Shield				30%	8

Armor - one point skin

Spells - One Battle Magic spell

Other Skills

Spot Hidden 45%

GREAT TROLLS

This breed of Trolls was created by Cragspider, the Firewitch, for her personal bodyguard. At least half the Great Trolls alive on Glorontha are members of that organization.

They are larger than the parent breed, but have lost somewhat in intellect. Unlike Cave Trolls, they are capable of using weapons and armor, preferring chain mail and long weapons such as Great Swords and Halberds. They can be taught Battle Magic, though their limited intelligence cuts down the number of spells they can memorize at once.

Characteristics Average

STR	4D6+12	26
INT	2D6+2	9
POW	3D6	10-11
CON	1D4+14	16-17
DEX	3D6	10-11
CHA	2D6	7
SIZ	4D6+12	26
Move	7	
Hit Points	20-21	
Treasure Factor	16	

Weapon Stk. Attk% Damage Parr% Pts.

Greatsword	4	40%	2D8+2D6	25%	15
Poleaxe	4	40%	3D6+2D6	25%	12
Broadsword	5	25%	1D8+1+2D6	10%	20

Armor - Chainmail (5 points) body and limbs
Open Helm (4 points)
2 point skin

Spells - at least one Battle Magic Spell

DARK TROLLS

Closest to the original race of Trolls, these are the leaders of the Troll race. They are fully intelligent and use all weapons and magic.

Characteristics Average

STR	3D6+6	15-16
INT	3D6	10-11
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	3D6+6	15-16
Move	8	
Hit Points	11-12	
Treasure Factor	12	

Weapon Stk. Attk% Damage Parr% Pts.

Any	4+	25%	wpn+1D4	25%	per wpn
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Armor - Any, plus one point skin

Spells - Any Battle Magic, about 5

Other Skills - as bought

TUSK RIDERS

The actual Origins of the Tusk Riders are unclear. That they have Human ancestry is obvious, but the taint of the Troll is rank upon them as well. Their Cult of the Bloody Tusk demands blood drinking and further abominations.

The Tusk Riders ride Tuskers, which are described in the section concerning Riding Animals.

Characteristics Average

STR	2D6+6	13
INT	3D6	10-11
POW	3D6	10-11
CON	2D6+6	13
DEX	3D6	10-11
CHA	1D6	3-4
SIZ	3D6	10-11
Move	8	
Hit Points	13	
Treasure Factor	7	

Weapon Stk. Attk% Damage Parr% Pts.

Spear as					
Lance	3	25%	1D10+2D6		12
Spear	5	25%	1D10	25%	12

Armor - Leather (2 points) body & limb
Composite Helm (3 points) head

<u>Spells</u>	<u>Other Skills</u>	
Healing 2	Riding	90%
Demoralize		

FURTHER NOTES ON THE PLAYING OF HUMANOID INTELLIGENT CREATURES

1. Many of the above are not to be played with immediately. Players should accustom themselves to the play of human characters before branching out into the Exotics. Many of the races described have clear advantages over the human. Referees desiring a certain reality in their campaign should realize that these are mostly very reclusive or rare races who stick to their own and rarely venture out amongst humanity, unless it is to fight it. Thus the Adventuresome Dragonewt, Ogre, or Morokanth is a rarity and a campaign in which every Player has chosen to be an Exotic would be very strange indeed.

However, with care to ensure that conflicting races do not mix and the proportion of humans amongst the Adventurers is representative, the occasional Dragonewt, Ogre, Baboon, or Newtling makes a refreshing change, lending an enjoyably *outré* quality to the game play.

2. It is not seriously suggested that Players play the various subgroups amongst the races with Intelligences of less than 3D6. However, if one wishes to play a dumb character, he may do so, always remembering that his is a *role playing* game. Dumb monsters should be played dumb.

3. Racial maximums amongst the various races portrayed is tied to the maximum dice roll plus number of dice, as it is with Humans. If the Characteristic concerned has an add, such as 2D6+6, the remaining addition is considered to be one die. Thus, a Characteristic of 3D6+3 has a Racial Maximum of 21+4. This also applies to additions of 12 or 18 or 24. They all count as *one* additional die.

INTELLIGENT NON-HUMANOID MONSTERS

Besides the many humanoids among the intelligent races of Glorontha, there are several non-humanoids who are as intelligent as their two-legged brethren. It is not suggested that these creatures be played as Player Characters until the participants in a campaign or series of scenarios have had experience playing.

BEAST MEN [AND MAN BEASTS]

In Glorontha, the Beast Men and Man Beasts live mostly in Beast Valley. They worship at the Wild Temple and their leader is the Centaur Hero, Ironhoof, son of the Mistress of Animals. There are many forms of these strange hybrids, but we will deal with the major varieties. The Beast Cult is Fertility Rune with Beast Rune Form

CENTAURS

Centaur's are the leaders among the Beasts, known for their musicianship and archery. They are also formidable charging with lances outthrust.

Characteristics Average

STR	3D6+6	16-17
INT	3D6	10-11
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6+3	13-14
CHA	3D6	10-11
SIZ	4D6+12	26
Move	12	
Hit Points	14-15	
Treasure Factor	11	

Weapon Stk. Attk% Damage Parr% Pts.

Bow	2	40%	1D6+1		
Spear as					
Lance	2	30%	1D10+2D6		
Broadsword	4	25%	1D8+1+2D6	20%	20
Hoof*	6	30%	1D8+2D6		
Medium					
Shield				25%	12
*Will kick with hoof after striking with Broadsword					

Armor - Leather (2 points) on body and wrapped around legs
Composite (3 point) helm

<u>Spells</u>	<u>Other Skills</u>	
Healing 2	Play Lyre	75%
Mobility	Tracking	50%
Binding	Sense Ambush	35%

MANTICORES

Manticores are lion-bodied with a scorpion tail, topped off by a Human-like head. They are a surly, independent lot, usually hiring out as bodyguards to humans and others, and having little to do with their fellow Beasts. They rarely use magic, depending on strength.

Characteristics Average

STR	4D6+12	26
INT	2D6	7
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+3	10
CHA	2D6	7
SIZ	4D6+12	26
Move	9	
Hit Points		17
Treasure Factor		15

Weapon Stk. Att% Damage

Claw	7	35%	1D6+2D6
Sting*	7	35%	1D6+2D6*

*A Manticore will use his sting in preference, but a fast one might use both attacks, at two opponents or one.

Armor - Four point skin

Poison - Systemic Poison of Potency equal to CON, usually 13

MINOTAURS

Large humanoid body with a bull's head. Will often go berserk in combat, striking at half-again normal attack ability, but ignoring parrying and any defense they may have. Dislike Magic intensely.

Characteristics Average

STR	3D6+12	22-23
INT	2D6	7
POW	3D6	10-11
CON	2D6+6	13
DEX	3D6	10-11
CHA	2D6	7
SIZ	3D6+12	22-23
Move	10	
Hit Points		16
Treasure Factor		10

Weapon Stk. Att% Damage Parry Pts.

Axe, Lge.	5	30%	1D8+2+2D6	25%	15
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Armor - Leather body and limbs, no helm (2 points) plus 3 point skin.

DRAGONS

The Dragons for which Dragon Pass is named are immense creatures whose main occupation is sleeping, dreaming of greater days during the God Time, and entertaining Emissaries of the warring factions of the area. If the dragon likes an emissary, he joins its side. If he doesn't, he eats him.

Fortunately, a True Dragon cannot be bothered by an individual Adventurer or a small band. They are above such things as collecting gold, and so have no hoards for the unwary to be tempted by.

However, the mind of a Dragon is a powerful thing. While it dreams, its baser nature, the suppressed desires for blood and gold, come out. The dreaming thought of a Dragon can wander about the entirety of Gloriontha at will, and when blood and gold are available to those thoughts, a Dragon may stir. His dreams take tangible form as a sort of "mind child" of the Dragon.

DREAM DRAGON

The Dream Dragon has physical form, created by the mind power of the True Dragon. Its Intelligence and Power are taken from the subconscious mind of its creator, and cannot match the true magnitude of those of an awake Dragon. The Full Dragon thinks of its creation as a dream, of course, but Dragons have traditionally been unable to separate dream from reality.

Like a human dream, the Dream Dragon may manifest all the unfortunate subconscious traits of its creator, expressed in greed and bloodthirstiness. They are usually found alone, sitting on a heap of money and gems. Their usual form is serpentine with four legs and a pair of wings. They often have a fiery or poisonous breath, as shown below. There is no way to tell just what a particular Dragon can or cannot use as a "breath Weapon," as each is individually created at the whim of a Full Dragon's subconscious.

They are called Dream or Pseudo Dragons by Sages acquainted with their origins. Others call them Serpentine Dragons, or just Dragons.

Characteristics Average

STR	6-20D6	21-70
INT	4D6	14
POW	4D6	14
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	6-20D6	21-70
Move	7/12	
Hit Points		13-26
Treasure Factor		14-31

Weapon Stk. Att% Damage

Claw	7	40-100	1D6+2D6 to 1D6+8D6
Breath	3	40-100	see below

Armor - 4 to 10 point skin, determined randomly

Breath - A jet of flame or gas one meter wide by 15 meters long. The Power/Potency of the flame/gas is equal to the Dragon's Power.

Flame does point damage to armor and body on Hit Location.

Gas is a Systemic Poison which matches versus Constitution of the victim.

WYRMS

The result of a misguided attempt by the Second Council to create new Dragons after the Ancestral Dragons either went away or went to sleep. The result was much less than hoped for, and rapidly went its own way.

It is a great legless serpent with wings, high Intelligence, and Power. A young Wyrms actually starts out with a Size and Strength of 3D6 each, and grows to the Size and Strength shown below at one D6 per twenty years. They then continue to grow at one D6 per 50 years until they die. They congregate in family groups of two Adults and not more than two children.

<u>Characteristics</u>		<u>Average</u>
STR	10D6	35
INT	3D6	10-11
POW	3D6+6	16-17
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	10D6	35
Move	10	
Hit Points		17-18
Treasure Factor		18

STR	10D6	35
INT	3D6	10-11
POW	3D6+6	16-17
CON	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	10D6	35
Move	10	
Hit Points		17-18
Treasure Factor		18

<u>Weapon</u>	<u>Stk.</u>	<u>Att%</u>	<u>Damage</u>
Bite	7	50%	1D10+4D6

Bite 7 50% 1D10+4D6

Armor - Eight point skin

WYVERNS

No one can be sure of the origins of the Wyvern. Dreams of Immature Dragons? Natural Beast? No one knows. They are rare beasts, but seem to breed and reproduce normally. They are somewhat Dragonish in shape, but have only two legs.

<u>Characteristics</u>		<u>Average</u>
STR	4D6+12	26
INT	2D6	7
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
CHA	2D6	7
SIZ	2D6+24	31
Move	6/10	
Hit Points		18
Treasure Factor		19

STR	4D6+12	26
INT	2D6	7
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
CHA	2D6	7
SIZ	2D6+24	31
Move	6/10	
Hit Points		18
Treasure Factor		19

<u>Weapon</u>	<u>Stk.</u>	<u>Att%</u>	<u>Damage</u>
Bite	6	40%	1D8+3D6
Sting*	6	60%	1D6+3D6

*Injects Systemic Poison equal to CON of Wyvern in potency

Armor - Six point skin

GRIFFINS

An ancient and powerful race, rarely mixing in the affairs of men. They know Battle Magic, but have no wish for Runic progression. They have the heads, wings and forelegs of Eagles, and the body and hind legs of a Lion, a combination of all that's regal in both breeds.

Griffins will leave anyone alone unless he tries to take the Griffin's hoard of gold. Its favorite mode of attack is a swoop down from above. They are found in family "prides" of as many as a dozen, of which half will be Immature.

<u>Characteristics</u>		<u>Average</u>
STR	8D6	28
INT	2D6+6	13
POW	2D6+6	13
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	8D6	28
Move	8/12	
Hit Points		17
Treasure Factor		18

STR	8D6	28
INT	2D6+6	13
POW	2D6+6	13
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	8D6	28
Move	8/12	
Hit Points		17
Treasure Factor		18

<u>Weapon</u>	<u>Stk.</u>	<u>Att%</u>	<u>Damage</u>
Claw	7	50%	1D6+2D6
Peck	7	50%	1D8+2D6

Claw 7 50% 1D6+2D6
Peck 7 50% 1D8+2D6

Armor - Four Point Skin

Spells - Thirteen points of Battle Magic

SCORPION MEN

More scorpion than men, they are a sort of man-scorpion centaur, with the chest, arms, and head of a man, but the abdomen, tall, and rear 6 legs of a scorpion. Not being fully mammalian, they are not considered to be among the Beast Men.

They are a Chaos breed, left over from the Great Darkness, and live in small villages in the high mountains. They know little magic, for no one will teach it to them. They make their living raiding and hiring out as bodyguards to optimistic employers who forget their essentially Chaotic nature.

<u>Characteristics</u>		<u>Average</u>
STR	2D6+12	19
INT	2D6	7
POW	2D6	7
CON	3D6	10-11
DEX	3D6+3	13-14
CHA	3D6	10-11
SIZ	2D6+12	19
Move	8	
Hit Points		12-13
Treasure Factor		12

STR	2D6+12	19
INT	2D6	7
POW	2D6	7
CON	3D6	10-11
DEX	3D6+3	13-14
CHA	3D6	10-11
SIZ	2D6+12	19
Move	8	
Hit Points		12-13
Treasure Factor		12

<u>Weapon</u>	<u>Stk.</u>	<u>Att%</u>	<u>Damage</u>	<u>Parr%</u>	<u>Pts.</u>
Club	6	35%	1D10+D6	35%	12
Sling	3	35%	1D8		
Sting*	7	40%	1D6+1D6		

*Injects Systemic Poison equal to CON of Scorpion Man in potency

Armor - Three point skin

Other Skills

Climb 50%

WIND CHILDREN

Extremely humanoid except for the magnificent feathered wings they fly with. The Wind Children are tied to the Air Rune and disdain close combat and armor, using missile weapons and spells.

They are extremely claustrophobic and will not go underground. A very rare race, found only in Sartar and other areas around Dragon Pass. Wind Children Rune Mages are particularly apt in the use of Sylphs, or Air Elementals.

Characteristics Average

STR	2D6	7
INT	3D6	10-11
POW	2D6+6	13
CON	3D6	10-11
DEX	2D6+6	13
CHA	3D6	10-11
SIZ	2D6	7
Move	6/12	
Hit Points		9-10
Treasure Factor		6
DEFENSE		05%

<u>Weapon</u>	<u>Stk.</u>	<u>Attk%</u>	<u>Damage</u>	<u>Parr%</u>	<u>Pts.</u>
Sling	2	30%	1D8		
Rapier	6	30%	1D6+1	30%	15

Armor- none

<u>Spells</u>	<u>Other Skills</u>	
Healing 2	Flight	90%
Disruption		
Speedart		

FURTHER NOTES ON THE USE OF INTELLIGENT, NON-HUMANOID, MONSTERS

Unless otherwise specified, assume that a beginning character version of one of these monsters starts out with about 25% capability in the various skills. The percentages given above are for monsters encountered by adventurers.

It is always possible, when using the above as encountered monsters, to increase their chances of hitting by assuming they are more experienced monsters. This keeps them from being pushovers once the Player Characters have developed. Eventually, Player Rune Lords and Rune Mages will run into Monster Rune Lords and Rune Mages.

Build up to this slowly, however, so that everyone can have a good grasp of all the basics before risking encounters between minor godlings.

NON-INTELLIGENT MONSTERS

Besides the usual wild animals and trained animals, there are a number of strange and exotic creatures in Gloriontha to bedevil and destroy the unwary Adventurer. Unless used as guard animals, they rarely carry treasure, but Treasure Factors (see Chapter IX) are given for them anyway.

The Characteristics for the beasts will be a bit different. There will be no Intelligence or Charisma rolls. When trying to determine combat adds for unintelligent monsters, ignore Intelligence for Attack and Defense, because these creatures work on instinct, not Intelligence.

BASILISKS

Unnatural creatures created by magic. Basilisks partake of the Death Rune modified by Chaos and can only be created by Priests of such Cults. The secret of their creation is not in any spell, but in knowing the right time and Invocations to perform the various rituals. They are produced from the egg of a cock hatched by an adder.

They have a rooster's head with a black feathered neck and the body of a small dragon with scales and a spiny crest down the back.

The main attack of a Basilisk is in its glance. It does not have to catch the eye of a victim. It must only concentrate on a target over the course of a melee round and, if it can overcome the target's Power in a straight magical attack, the target dies. It does not lose Power in these attacks.

Being engaged in close melee cannot stop a Basilisk from looking at its opponent. The rituals of creation constrain a Basilisk from looking at its creator, but the Power of the creatures is such that no Mage can control more than one at a time.

Characteristics Average

STR	2D6	7
POW	1D6+12	15-16
CON	3D6	10-11
DEX	2D6	7
SIZ	2D6	7
Move	4	
Hit Points		9-10
Treasure Factor		10

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Glance	1	100	Death
Claw	10	25%	1D3

Armor - Two point skin

CLIFF TOADS

Usually found in areas where there are large rocks, such as the ruins of old fortresses, and in rocky wilderness areas such as mountains or canyons. Being of a grey and pebbled appearance, they like areas where they can blend in to the surroundings.

The small young ones are only a nuisance, going after provisions and small edible items (such as familiars). The larger, very old, adult Cliff Toads are known for hanging onto the side of a cliff with their sucker-tipped feet and grabbing up a large warhorse or its rider with their tongue. They then swallow the prey whole.

The tongues of Cliff Toads can attack at a three meter range for each D6 of Size. They grow throughout their lives.

Characteristics Average

STR	2D6-12D6	7-42
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
SIZ	2D6-12D6	7-42
Move	Walk 1/Hop 3	
	per D6 of SIZ	
Hit Points		8-20
Treasure Factor		5-15

Weapon Strk Attk% Damage

Tongue	4	35%	1D4-4D6
Swallow	4	80%	4-24 points
On the turn after the tongue hits, it will zip the target into its mouth 80% of the time. As the tongue sticks to the victim, a "miss" in swallowing means the victim takes 1D6+damage bonus in constriction damage, with an 80% chance of being swallowed next time. Digestive Acid has 2 levels of potency per D6 of SIZ.			

COCKATRICES

Very similar to a Basilisk, and created by Stasis Rune mages with a taint of Chaos. They are similar to Basilisk in shape, but have more feathers. The feathers are also browner.

The Cockatrice is different from the Basilisk in that he turns victims to stone, instead of killing them. Only a Divine Intervention or some obscure form of Stasis (or perhaps Mobility) Rune magic can free a character once he is stoned. The manner in which a character can become a statue is shown below.

Characteristics Average

STR	2D6	7
POW	1D6+12	15-16
CON	3D6	10-11
DEX	2D6+6	13
SIZ	2D6	7
Move	8	
Hit Points		9-10
Treasure Factor		10

Weapon Strk Attk% Damage

Peck	8	30%	1D10+petrifies
The Peck injects a poison into the body of the victim. This poison is just a conductor for the "Attack" of the Cockatrice's Power versus the victim's. If the Cockatrice is successful, the victim is stone.			

Armor - Two point skin

DRAGON SNAILS

Created in the Great Darkness of the God's War when the Spire of Law exploded and the Devil was pinned in the Plains of Prax beneath the fragment known as The Block. These are giant, Dragon-headed Snails, often having two heads. They are found in marshes and watery areas and will eat anything organic. These are Chaos creatures with many individual characteristics which can be found on the "Chaotic Features" chart in Chapter X. Known as "Parts of the Deveil."

Characteristics Average

STR	4D6+12	26
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	4D6+12	26
Move	3	
Hit Points		14-15
Treasure Factor		13

Weapon Strk Attk% Damage

Bite*	8	40%	1D6+2D6
*If two heads, each will bite different targets at the same time.			

Armor - Shell is worth 8 points
Body is worth 4 points

GARGOYLES

Gargoyles are strange creatures, seemingly made of stone. When resting, they are like statues, and can be treated as such, but when active they are very deadly.

Characteristics Average

STR	1-5D6+12	15-32
INT	1D6	3-4
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
SIZ	1-5D6	3-20
Move	5/9	
Hit Points		8-13
Treasure Factor		11

Weapon Strk Attk% Damage

Javelin	3	25%	1D10
Claw	8	35%	1D6+0-2D6

Armor - Six point skin

Spells - Very bright Gargoyles are taught spells like Fireblade, but they are rare.

GORP

An amorphous blob of protoplasm. Anyone caught by the Gorp must make a roll of his Dexterity times 5 on D100 or be enmeshed in it and a Hit Location eaten at 8 points a melee rounds. Armor will protect the character until it is eaten away.

Gorp can only be killed by fire or magic. Weapons will just pass through it, taking damage from its digestive juices. Because of its acidic nature, acid has no effect on it at all. Like other Chaotic Creatures, Gorp may have other attributes (see Chapter X).

Characteristics		Average
-----------------	--	---------

STR	NA	NA
POW	3D6	10-11
CON	3D6	10-11
SIZ	6D6	21
Move	1-5	
Hit Points		13-14
Treasure Factor		10

Weapon	Strk	Attk%	Damage
--------	------	-------	--------

Envelope 1	100%	8 points acid	
Gorp attacks by moving next to a victim during Movement Phase. If the victim fails a Dexterity roll, the Gorp has enveloped it. If the character can still move after the first round, the Player may try a second Dexterity roll.			

ROCK LIZARDS

Rock Lizards are found in the same habitats as Cliff Toads, and the two reptiles are thought to get along very well. Even though they eat the same sort of food, they have never been seen to fight.

Rock Lizard Skin looks like grey rock and is quite tough. Whenever one hits with a claw, it will hang on with that appendage and attempt to hit with the other one in the next round. It is basically a slow, dumb, creature.

Characteristics		Average
-----------------	--	---------

STR	2D6+6	13
POW	2D6+3	10
CON	2D6+6	13
DEX	1D6+6	9-10
SIZ	4D6	14
Move	4	
Hit Points		14
Treasure Factor		8

Weapon	Strk	Attk%	Damage
--------	------	-------	--------

Claw	10	25%	1D6+1D4
Bite	10	25%	1D10+1D4
Will strike with one claw until it hits, then holds with that one strikes with the other until it hits, then bites.			

A armor - Three points skin

RUBBLE RUNNERS

Picture a large, rat-shaped, creature about one half meter long. Move the corners of the mouth back to the front shoulders and open the mouth about 60° to reveal a row of sharp-pointed teeth. Cover the whole gruesome thing with armadillo-like scale. Realize that it is always hungry and runs in packs, and you have a Rubble Runner. They are usually only found in Ruins and Underground.

Characteristics		Average
-----------------	--	---------

STR	1D6	3-4
POW	1D6+6	9-10
CON	3D6	10-11
DEX	2D6+6	13
SIZ	1D4	2-4
Move	6	
Hit Points		8-9
Treasure Factor		5
DEFENSE		10%

Weapon	Strk	Attk%	Damage
--------	------	-------	--------

Bite	10	10-25%	1D6
When they hit with a Bite, the Rubble Runner will hold on and continue to bite. Roll each round to see if the "hit" is Critical and will get through armor.			

A armor - Two point skin

SHADOW CATS

Varying in size from housecat to Jaguar, usually of dark coloration, these beasts are very quick and quiet. Also known as Shimmer Cats because they have a natural Defense of 20%, they are extremely hard to hit.

Very rarely attack anything larger than themselves. They are given credit for keeping down the population of Rubble Runners. However, when cornered or threatened they will attack, jumping onto a foe and holding with the forefeet while biting and ripping with both hind legs at once.

Characteristics		Average
-----------------	--	---------

STR	2D6	7
POW	2D6+12	19
CON	2D6+6	13
DEX	2D6+12	19
SIZ	1D6	3-4
Move	10	
Hit Points		11
Treasure Factor		6
DEFENSE		20%

Weapon	Strk	Attk%	Damage
--------	------	-------	--------

Bite	8	40%	1D6
Rip	8	80%	2D6

A armor - none

Other Skills		
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Move Silently	60%
Hide	80%
Ambush	50%

SKY BULLS

The offspring of the Storm Bull (Storm God of Prax) and mortal helpers. Large flying bulls, they are fierce vegetarians. They are much prized by Griffins as meat.

Characteristics Average

STR	4D6+12	26
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6	7
SIZ	8D6+12	40
Move	11/11	
Hit Points		20
Treasure Factor		12

Weapon Strk Attk% Damage

Butt	8	35%	2D10+3D6
Stomp*	8	35%	2D6+3D6

*Sky Bulls will swoop down on a foe from above and stomp them into the ground. They only but in air combat or if caught on the ground.

Armor - Three point skin

SNAKES

While there are a number of the usual garden-variety snakes in Glorontha, one faction of the Snake family was heavily influenced by Chaos during the great battle of Darkness against Chaos during the Gods War. Since then, strange sorts of belly crawling types have sprung up in ruins and waterways.

These Snakes seldom breed true, although several forms pre-dominate. A mixed bag of the following Snakes is the usual encounter.

For each Snake in a group, roll a D6. If it is a variety with different types of males and females, there is a 50% chance for each that they are male or female.

Roll of D6	Result
1-2	Weapon Snake
3-4	Fang Snake
5	Spit Snake
6	Stake Snake

WEAPON SNAKES

Weapon Snakes have developed hard bone or horn tails, shaped into curved light broadswords (males) or maces (females), which they extend towards a foe to fight and parry with. They keep their heads as far from danger as possible, slightly swiveled to see the tail.

FANG SNAKES

Fang Snakes look like normal snakes. However, only one long sharp fang is visible as a weapon when they open their mouths. It does 1D4 damage but will also inject an ever-replenished Blade Venom of 1D6 Potency.

SPIT SNAKES

These are capable of ejecting a liquid from their throats. They look like Stake Snakes, though their skin is not as hard. The males spit a wad of Acid of 1D6 Potency, females spit a wad of skunk-like acrid oil. Both have a range of 3 meters.

The female's acrid spit will keep anyone hit from sneaking up on anything with a sense of smell for at least a week. Both males and females can spit a number of times equal to their Size.

STAKE SNAKES

Stake Snakes have an incredibly hard, pointed, snout and a large body which can coil and launch like a spring. This lets the head hit like an arrow from a Self Bow, doing 1D6+1 damage and perhaps Impaling or doing a Critical Hit.

After a hit, the Snake always withdraws to try to hit again. It has a springing range of 3 meters.

Characteristics Average

STR	1D6	3-4
POW	1D6+6	9-10
CON	2D6+6	13
DEX	3D6	10-11
SIZ	1D6	3-4
Move	4	
Hit Points		11
Treasure Factor		6
Defense		05%

Weapon Strk Attk% Damage Parr% Pts.

Weapon Snake					
Sword	9	25%	1D6+1	25%	12
Mace	10	25%	1D6	25%	12
Fang Snake					
Bite	10	25%	1D4*		
*Blade Venom of 1D6 potency range					
Spit Snake					
Spit	6	25%	Acid of 1D6 potency or acrid smelling oil		
Bite	10	10%	1D4		
Stake Snake					
Spring	6	25%	1D6+1		

Armor - none

WALKTAPI

Man-like bodies with heads similar to a large octopus. An extremely Chaotic race. They will attack with all eight tentacles as the human arms balance it. It will attack as many as four foes at once. It will also squirt out a poison gas cloud similar to the effect of an octopus squirting ink.

Walktapi also have the Chaotic ability to regenerate. Every portion of their body which is severed from the parent will grow into a new Walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by several days. Only Disruption Spells and extremely powerful "Exotic" Rune Magic will permanently harm a Walktapus.

However, its regrowth ability is only one Hit Point a Full Turn and one can be dismembered and the survivors can leave it behind not to bother them again unless they pass the same way again. . .

Characteristics Average

STR	2D6+18	25
POW	3D6	10-11
CON	2D6+6	13
DEX	3D6	10-11
SIZ	2D6+18	25
Move	7	
Hit Points		17
Treasure Factor		15

Weapon Strk Attk% Damage

Tentacle*	7	40%	2D6
Constrict			4D6
*Can use 4 at once, If two have struck the same target, they will Constrict every round. Armor will protect only until its absorbtion rate is overcome.			

Armor - Four point skin

Special - Gas cloud of Systemic Poison in 3 meter circle.
Potency equal to CON.

GHOULS

Half-dead creatures who maintain their status by eating the dead. They tend to look as if they have stepped from a week-old grave. Any armor they may have is looted from graves, and they usually fight with claw and their own poison bite. They are dead animated by Chaos.

Characteristics Average

STR	4D6	14
INT	2D6	7
POW	2D6+6	13
CON	3D6	10-11
DEX	3D6	10-11
SIZ	3D6	10-11
Move	8	
Hit Points		10-11
Treasure Factor		9

Weapon Strk Attk% Damage

Claw	9	25%	1D6
Bite	9	25%	1D6*
Howl	3	as Demoralize Spell	
*Bite injects a paralyzing poison of potency 20. If successful versus CON of victim, he will be paralysed until counteracted by an antidote. Victim will live as many days as he has points of CON, losing one each day.			

SKELETONS

Dead creatures animated by a Death Rune Mage with a taint of Chaos. They are usually created in large numbers and will often be wearing armor for protection to their brittle bones. They are usually easily destroyed individually, which is why they are created in large masses. They can be programmed to fight with a success equal to their Dexterity times 5.

Characteristics Average

STR	1D4+8	10-11
POW	1	1
CON	-	-
DEX	3D6	10-11
SIZ	3D6	10-11
Move	8	
Hit Points		-
Treasure Factor		3

Weapon Strk Attk% Damage Parr% Pts.

as given	6-8	45-60%	per wpn	45-60	per wpn.
Medium					
Shield				45-60	12

Armor - as given by creator

NOTE: A Skeleton is so brittle that when a Location is hit, it shatters. Thus, Hit Points and CON are irrelevant.

UNDEAD

This section is purposely kept apart from the Intelligent Humanoid section because Player Characters cannot play Undead, unless they become Vampires during the course of the play.

GHOSTS

Spirits of the dead, specially bound as Guardians of a specific area. As such, they have special characteristics not found in the usual run of Spirits.

1. Entering the area they guard is the equivalent of challenging them to Spirit Combat. Combat will commence after one melee round of warning from the Spirit. Some will not give warnings but attack immediately.

2. Because the Spirit is bound to a particular area, this is the only case in which a mortal can be the one to break off the Combat, by running away from the area.

3. Guardian Spirits will almost never (95% of the time) attempt to possess their opponent. Instead, they will attempt to reduce their opponent's Power until his Spirit is completely destroyed.

4. Because they are already effectively Bound to the area they guard, Guardian Spirits cannot be Bound or Allied by characters. They must be destroyed in Spirit Combat or avoided.

Characteristics

Spirit Characteristics are given in Chapter V, Basic Magic.

VAMPIRE

This is the nobility of the Undead. They are often a former or Current Death Rune Mage who has chosen to continue the work on the material plane. Usually humans chose this measure, although other races have been known to contribute to the Vampire population.

Vampire have all the traditional powers and problems imputed to them. The cross being the symbol of the Death Rune (see Chapter VII), one tied to that Rune can gain protection from a Vampire. They are twice as strong as a man (see Characteristics). Its Hit Locations can take twice the normal amount of damage a Human can. Once that amount has been passed, the Vampire will turn into smoke and regain its Hit Points at a rate of one per melee round. If the Vampire takes damage to exceed its Hit Points, although all Hit Locations are intact, it will again turn into smoke. It can do so at whim, too. It can also change into Bat or Wolf.

However, if the Vampire's head has been hit beyond its Hit Points, the Vampire falls and cannot turn into smoke. This is when a stake placed in the heart area is necessary to keep it from coming back once again. One must also cut off the head.

Characteristics Average

STR	3D6x2	20-22
INT	3D6	10-11
POW	2D6+6	13
CON	2D6+6	13
DEX	3D6	10-11
CHA	3D6	10-11
SIZ	3D6	10-11
Move	Race +2	
Hit Points	13	
Treasure Factor	15	

Weapon Strk Attk% Damage

Touch*	9	50%	1D4+1D4
Bite**	9	50%	1D4**

*The Touch of a Vampire will reach through armor and Attack a character's Power, just as a Ghost does. If the Vampire wins, the character loses Power.
 ** If the bite of a Vampire penetrates armor, it drains 1D6 in Strength (Blood) from the victim per melee round. It will stay attached until victim is dead or Vampire destroyed.

Armor - none natural, can wear any

Spells - If the Vampire can catch the glance of a character, can attempt to Harmonize him with no loss of Power.

ZOMBIES

Dead men (and sometimes others) animated by a Death Rune Mage. They are very much like Skeletons. Like Skeletons, the one Point of Power they have is what motivates them and keeps them going. It is supplied by the spell which created them.

They are programmed or even directed by the Mage who created them, but cannot motivate themselves. The Strength and Constitution of a Zombie are

multiplied by 1/2 again as part of the spell. The Zombie is a clumsy opponent, but capable of doing real damage when it hits.

The programming of a Zombie is usually sufficient to let it hit at its Dexterity times 5 as a percentage on D100. However, it can rarely Parry at more than half that. They are usually equipped with two-handed weapons and can wear any sort of armor.

A Zombie must be destroyed by destroying every limb or it will continue to fight. Destroying the head, of course, destroys its ability to see an opponent and it will cease action.

Characteristics Average

STR	3D6x1.5	15-17
POW	1	1
CON	3D6x1.5	15-17
DEX	2D6	7
SIZ	3D6	10-11
Move	6	
Hit Points	15-17	
Treasure Factor	9	

Weapon Strk Attk% Damage Parr% Pts.

Maul	7	35%	2D8+D4	20%	15
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Armor - as provide by creator, usually leather (2 points)

HORSES AND OTHER RIDING ANIMALS

A horse, even the best of them, can politely be described as dumb, and those of extreme stupidity are very common.

Horses with the Intelligence, Size, Strength, and skill of a trained warhorse are few and far between. They are also quite expensive. An Adventurer seeking a mount will have to make a compromise, usually in favor of a sturdy but dumb animal.

For the purposes of the game, there are three basic types of horses; the Cart Horse, the Riding Horse, and the War Horse. Most of the other riding animals discussed later can be considered to be in the War Horse category due to their select, specialized, breeding.

CART HORSE

The Cart Horse includes all animals used as beasts of burden. They may or may not be usable as riding animals, but their training is such that they may not be compelled to much more than a broken trot, and that over a very short period.

Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would think of riding one into battle.

Characteristics Average

STR	3D6+18	28-29
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6	7
SIZ	3D6+18	28-29
Move	10	
Hit Points	18	

Armor - One point skin

RIDING HORSE

The Riding Horse includes nearly everything we think of today as being a horse. It can carry a rider and gear for a goodly distance during any given period if it is given adequate care and feeding. Any horse (or any of the other vegetarian riding animals mentioned later) is an inefficient fuel engine when working on grass. Oats and other high energy grains will keep a horse used to them going longer, but this usually has to be carried.

Characteristics Average

STR	2D6+18	25
POW	3D6	10-11
CON	3D6	10-11
DEX	3D6	10-11
SIZ	3D6+18	28-29
Move	12	
Hit Points		15-16

Weapon Strk Attk% Damage

Bite*	7	25%	1D10
Kick*	7	25%	1D8+2D6

*A Riding Horse will not fight unless cornered or engaged in a territory fight with another horse. They almost never fight to kill another horse.

Characteristics Average

STR	2D6+24	31
INT	2D3	4
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
SIZ	2D6+24	31
Move	12	
Hit Points		18

Weapon Strk Attk% Damage

Kick*	6	25%	1D8*
Bite@	6	25%	1D10
Rear and#			
Plunge	6	25%	2D10+3D6
Trample	6	75%	3D6 to foe down
*There is a 65% chance the blow will knock down a man-sized target 10% less for every D6 larger the target is.			
@ Will never bite the head or body of a target, just the limbs, tails, wings, etc.			
# 10% chance per D6 over 4D6 in SIZ that the target will not fall down, assuming it is still alive.			

Armor - one point skin

WAR HORSE

The War Horse is a highly specialized animal, trained to respond absolutely to the demands of its rider and ignore outside influences. They are also trained to fight on their own. A War Horse is almost always a gelding. Despite all the adventure novels, stallions are totally unreliable as warhorses because they are far more interested in mares. Mares can be used for warhorses, but are usually too small to be used for the kind of close-in fighting a warhorse is used for.

A warhorse, or similarly trained mount, is the only type of riding animal which will not panic at the sight and/or smell of a monster, or other form of riding animal.

The single most important cost factor in a War Horse is training. A War Horse, due to its breeding and natural instincts, has a natural Attack Ability of 25% in each of its attacks. A Good trainer (see Horsemasters Guild, Chapter VI) can take a horse up to 75% ability. It does not have the mentality to go beyond the limit of training.

As shown below, a War Horse can be trained to do three types of Attack: Kick with the foreleg, Bite with the teeth, and Rear and Plunge. It will attack whatever is in front of it that it is either directed to attack or which attacks it. Unless specifically directed, it will not attack another mount.

When charging with a couched spear, a rider does not add his own damage bonus to the weapon damage from the spear. Instead, the horse's damage bonus is added.

The Zebras used by the people of Pavis are in all ways like the horses described above.

UNICORNS

The Unicorns ridden by the Amazons of Glorontha have all the Characteristics of War Horses, plus the attributes of a Unicorn. They will only obey a virgin, cure wounds with their horns, and will gore a foe at the same time the Amazon is lancing it.

Characteristics Average

STR	2D6+24	31
INT	3D6	10-11
POW	2D6+12	19
CON	2D6+6	13
DEX	2D6+6	13
SIZ	2D6+18	25
Move	12	
Hit Points		17

Weapon Strk Attk% Damage

Gore	6	50%	1D10+3D6
Bite	6	40%	1D10
Kick	6	40%	1D8
Rear and			
Plunge	6	40%	2D10+3D6
Trample	6	75%	3D6

All notes are the same as for War Horses.

DEMI-BIRDS

The mount of the Dragonewts, they are in perpetual Mind Link with their riders and follow their every order. They look like great flightless birds, resembling an Ostrich slightly, but have only vestigial wings and solid bones rather than hollow. This gives them the name "Demi-Birds."

<u>Characteristics</u>		<u>Average</u>
STR	3D6+18	28-29
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
SIZ	3D6+12	22-23
Move	12	
Hit Points		16

STR	3D6+18	28-29
POW	3D6	10-11
CON	2D6+6	13
DEX	2D6+6	13
SIZ	3D6+12	22-23
Move	12	
Hit Points		16

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Peck	6	45%	1D8
Kick	6	45%	1D12

Peck	6	45%	1D8
Kick	6	45%	1D12

Armor - Two Point feathers

TUSKERS

Gigantic Boars, ridden by the Tusk Riders and no others. They are fierce and ill-tempered, though loving their masters beyond all comprehension.

<u>Characteristics</u>		<u>Average</u>
STR	3D6+12	22-23
POW	3D6	10-11
CON	1D6+12	15-16
DEX	1D6	3-4
SIZ	4D6+12	26
Move	10	
Hit Points		19-20

STR	3D6+12	22-23
POW	3D6	10-11
CON	1D6+12	15-16
DEX	1D6	3-4
SIZ	4D6+12	26
Move	10	
Hit Points		19-20

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Gore	8	50%	2D6+2D6
Trample	8	75%	4D6 to down foe

Gore	8	50%	2D6+2D6
Trample	8	75%	4D6 to down foe

Armor - Four point skin

PRAXIAN RIDING ANIMALS

The Nomads of Prax each ride distinctive animals, whose attributes are similar in some ways to horses, but in other ways are quite different. Only a Praxian Nomad could ride the animal of his tribe, and one would never touch a horse, not even to eat it. Horses are taboo on the plains of Prax.

The following statistics are given for Adventurers running into Praxian nomads, who will not get off their animals if at all possible, and for the occasional Praxian Adventurer.

BISON

Resembling the North American Bison, this is a surly and intractable beast, save in the presence of its rider. Its thick skin gives it some protection and its basic attack is the charge.

<u>Characteristics</u>		<u>Average</u>
STR	3D6+24	34-35
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	3D6+24	34-35
Move	12	
Hit Points		16-17

STR	3D6+24	34-35
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	3D6+24	34-35
Move	12	
Hit Points		16-17

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Butt	8	50%	2D10+3D6
Trample	8	50%	6D6 to down foe

Butt	8	50%	2D10+3D6
Trample	8	50%	6D6 to down foe

Armor - Three point skin

BOLO LIZARDS

Large dinosaur-like creatures which run on their two large hind legs, bearing a small rider. The lizards will avoid direct combat whenever possible.

<u>Characteristics</u>		<u>Average</u>
STR	2D6+12	19
POW	3D6	10-11
CON	3D6	10-11
DEX	1D6+12	15-16
SIZ	2D6+12	19
Move	12	
Hit Points		12-13

STR	2D6+12	19
POW	3D6	10-11
CON	3D6	10-11
DEX	1D6+12	15-16
SIZ	2D6+12	19
Move	12	
Hit Points		12-13

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Bite	7	25%	1D6+1D6
Kick	6	25%	1D8+1D6

Bite	7	25%	1D6+1D6
Kick	6	25%	1D8+1D6

Armor - one point skin

HIGH LLAMAS

Looking like Peruvian Llamas, but larger, these phlegmatic beasts make use of their great height to give their riders an edge in combat.

<u>Characteristics</u>		<u>Average</u>
STR	2D6+24	31
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	3D6+24	34-35
Move	12	
Hit Points		16-17

STR	2D6+24	31
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	3D6+24	34-35
Move	12	
Hit Points		16-17

<u>Weapon</u>	<u>Strk</u>	<u>Attk%</u>	<u>Damage</u>
Bite	8	25%	2D8
Kick	8	45%	2D6

Bite	8	25%	2D8
Kick	8	45%	2D6

Armor - Two point skin

IMPALAS

Small deer ridden by a tribe of pygmies, they will not fight unless cornered. They usually Kick while running away.

Characteristics Average

STR	2D6+6	13
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6+6	13
SIZ	2D6+6	13
Move	10	
Hit Points		11-12

Weapon Strk Attk% Damage

Kick	8	25%	2D4
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Armor - none

RHINO

The juggernauts of Prax, these vicious creatures are fortunately rare. They have all the usual characteristics of the African Rhinoceros, including bad vision and a penchant for the headlong charge.

Characteristics Average

STR	2D6+30	37
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6	7
SIZ	2D6+30	37
Move	8	
Hit Points		17-18

Weapon Strk Attk% Damage

Butt	8	50%	1D10+4D6
Bite	8	25%	1D10
Trample	8	75%	8D6 for one round

Armor - Five point skin

SABLE

Antelope also known as "Lunar Deer" for the shape of their horns.

Characteristics Average

STR	2D6+12	19
POW	3D6	10-11
CON	3D6	10-11
DEX	2D6+6	13
SIZ	2D6+12	19
Move	12	
Hit Points		12-13

Weapon Strk Attk% Damage

Butt	7	35%	1D12
Kick	7	35%	1D6+1D6
Bite	7	25%	2D4

Armor - One point skin

MORE MONSTERS?

The monsters listed in the preceding pages are a partial listing of those which can be found in the world of Glorontha. With these, one can populate scenarios and keep the players guessing where the next attack is coming from. If response to these rules is sufficient, a supplementary volume will have specifics for the monsters of other worlds. Balrogs, Orcs, Hobbits, Rocs, Banths, all can be a part of the extended campaign.

HIT LOCATIONS FOR NON-HUMANOID MONSTERS

Naturally, Hit Locations for non-humanoid monsters are going to be different than those for humans. The following are Hit Locations for the Non-Humanoid Monsters described before. Any monsters you wish to add should fit into one of the following types. If not, the principles shown here should make the Hit Locations for new types of Monsters fairly easy to invent.

EXPLANATION OF HEADINGS**ROLL**

Number to be rolled on D20 to find Hit Location. The Hit Locations have been so set up that if a long monster, such as a Dragon, is approached from the front or rear, 6 can be added or subtracted from the D20 roll to give correct location from the angle attacked.

POINTS

This is the number of points each Hit Location would have if the Monster has Hit Points of 13-15. Most are in this range, and it is a simple matter to add more to an area if the Monster has more Hit Points. Use the Hit Location Chart in Chapter IV for the progression of Hit Points per Location per Hit Points of Monster.

Basilisk/Griffin
Cockatrice/Sky Bull

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Hind Leg	01-02	5
Left Hind Leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right Wing	11-12	4
Left Wing	13-14	4
Right Fore Leg	15-16	5
Left Fore Leg	17-18	5
Head	19-20	5

Centaur

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Hind Leg	01-02	4
Left Hind Leg	03-04	4
Hindquarters	05-06	6
Forequarters	07-09	6
Right Foreleg	10-11	4
Left Foreleg	12-13	4
Chest	14	6
Right Arm	15-16	4
Left Arm	17-18	4
Head	19-20	5

Wyvern

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Leg	01-02	5
Left Leg	04-06	5
Abdomen	07-08	5
Chest	09-11	6
Tail	12	5
Right Wing	13-14	4
Left Wing	15-16	4
Head	17-20	5

Dragons/Manticores

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Hind Leg	01-02	5
Left Hind Leg	03-04	5
Hindquarters	05-06	5
Tail	07-08	4
Forequarters	09-10	6
Right Wing	11-12	4
Left Wing	13-14	4
Right Fore Leg	15-16	5
Left Fore Leg	17-18	5
Head	19-20	5

Gargoyle/ Wind Child

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Leg	01-03	5
Left Leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right Wing	11-12	4
Left Wing	13-14	4
Right Arm	15-16	4
Left Arm	17-18	4
Head	19-20	5

Scorpion Man

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Hind Leg*	01-04	3 each
Left Hind Leg*	05-08	3 each
Tail	09-10	5
Thorax	11-12	5
Chest	13-14	6
Right Arm	15-16	4
Left Arm	17-18	4
Head	19-20	5

*Note: there are three of each

Wurm

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Tail	01-04	6
Abdomen	05-08	6
Chest	09-12	7
Right Wing	13-14	5
Left Wing	15-16	5
Head	17-20	6

Snakes

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Tail	01-06	5
Body	07-14	6
Head	15-20	5

Four-Legged Mount /Cliff Toad.
Rock Lizard / Shadow Cat
Rubble Runner

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Hind Leg	01-02	4
Left Hind Leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right Fore Leg	11-13	4
Left Fore Leg	14-16	4
Head	17-20	5

Walktapus

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Leg	01-02	5
Left Leg	03-04	5
Abdomen	05-06	5
Chest	07	6
Right Arm	08-09	4
Left Arm	10-11	4
Tentacles	12-18	4 each
Head	19-20	5

Dragon Snail

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Shell	01-08	7
Forebody	09-14	6
Head(s)	15-20	6

Gorp

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Body	01-20	All

Demi-Bird/Bolo Lizard

<u>Location</u>	<u>Roll</u>	<u>Points</u>
Right Leg	01-04	5
Left Leg	05-08	5
Abdomen	09-10	5
Chest	11-13	6
Right Wing/Arm	15-15	4
Left Wing/Arm	16-17	4
Head	18-20	5

DISEASE

Perhaps the deadliest Monster in Glorontha is *Disease*. Due to their constant contact with this monster, most Gloronthans of any species are quite resistant, but sometimes the resistance falls.

TYPES OF DISEASE

There are five main Gloronthan diseases.

1. **WASTING DISEASE**—This disease steals Strength Points. When all of a Character's Strength is gone, he is completely helpless and will soon die.
2. **BRAIN FEVER**—This assaults the mind, the Intelligence of a character. When all Intelligence is gone, the character is in a coma and will soon die.
3. **SOUL WASTE**—A disease which attacks in the Spirit Plane, attempting to destroy the Power of the victim. A Powerless character has totally ceased to exist.
4. **CREEPING CHILLS** attacks the Constitution of a character. When the character's Constitution reaches 2 or 1, he is unconscious, when it reaches zero he is dead, and his Spirit has departed.
5. **THE SHAKES**—Steals Dexterity until the character is a mass of uncontrolled motor nerves.

HOW TO CONTRACT A DISEASE

A character can be exposed to disease in many ways. Broods are constantly carrying one disease or another, and some areas such as swamps and some old ruins are plague spots. During wars, long sieges are ideal breeding grounds for disease.

And, of course, one of the Cults of Glorontha is that of Mallia, Mother of Disease. Her Priests have many ways of creating and encouraging disease.

EFFECTS OF DISEASES AND HOW TO RESIST THEM

When a character contracts a disease, the player must make a roll on D100 of his *current* Hit Points times 5 or less. If the roll is successful, the character has not contracted the disease.

If the roll is unsuccessful, the player tries the same roll again. If it is successful this second time, the character has contracted the *Chronic* stage of the disease. He will lose a point of the Characteristic affected each Game Month (every four Game Weeks). Each Game Month the player will try to make the roll again. Once he is successful, the character has recovered from the disease, *but the loss of Characteristic is permanent until trained up again*. The first point off the Characteristic is lost at the time of contracting the disease.

While suffering from the chronic form of the disease, the Character can continue with his daily routine and operate as usual, except for the effects of the slow erosion of the Characteristic.

If the second roll is unsuccessful, the player rolls again to try to make the needed roll. If he is successful this time, the Character has contracted the *Acute* form of the disease. He loses one point of the Characteristic *every Game Hour*.

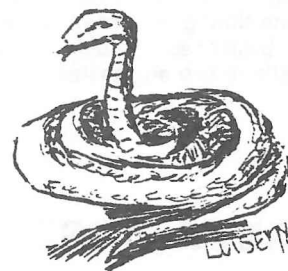
Every Game Hour the player may attempt to make the Hit Point Roll again, but only if the Character has been totally resting the previous Game Hour.

Thus, if Horus the Hairy is hit by the Creeping Chills in the Acute form, he will lose one Point of Constitution an hour as his friends get him back to town (a 5 hour trip). After one hour of bed rest, Horus's Player attempts to make the Hit Point Roll. Horus has 12 points of Constitution and was of average size. After 5 hours of travel and an hour of bed rest, he has 6 points of Constitution left. Six times 5 equals 30. Horus's Player rolls 40, so Horus loses another Point of Constitution, giving him a 25% chance. The player rolls 04 on D100, and Horus starts to recover. *However*, Horus now has a Constitution of 4.

If the Player fails the third roll, the character has contracted the *Terminal* form of the disease. He loses one point of the Characteristic every Full Turn (five minutes) and only Divine Intervention can halt (*not reverse*) the course of the disease.

OTHER DISEASES

The diseases given here are sample diseases. There are many more in Glorontha, often comparable to those found on 20th Century Earth. The ones described are easy to keep track of, but those referees wishing more variety are encouraged to come up with their own lists of diseases and their effects.



IX. MONSTER HOARDS

The only reason anyone would go out and fight any of the Monsters depicted in the previous Chapter is Reward. Some Monsters may be terrorizing the countryside, and a desperate citizenry will pay to have a pest exterminator come in. Others may be natural enemies with whom one is feuding, and still others may have come hunting the characters! But the main reason to fight monsters is the probability that they have been gathering loot, just as you have.

We feel that each treasure should be unique, a carefully crafted reward for the intrepid adventurer who has managed to overcome monsters and avoid traps to reach the final goal. However, we have also had to improvise treasures quickly. Accordingly, the following guidelines are suggested.

TREASURE FACTORS

COUNTING TREASURE FACTORS

A Hoard should reflect the relative toughness and numbers of its guardians. The following chart tries to show this by giving a Treasure Factor for a monster, based on its individual capacities. In Chapter VIII, individual, *minimum* Treasure Factors appear for each creature, but anything in the way of additional expertise and abilities can boost this number.

A Monster gets one point of Treasure for each of the following.

1. Each 5 points of Hit Points or fraction thereof.
2. Each 25% chance to hit, or portion thereof. (30% is 2 points)
3. Each extra die of damage done by the monster. (D4-D6 count as 1)
4. Each point of armor protecting the Monster's whole body. (3 point skin would be 3 Treasure Factor points)
5. Each combat Spell possessed by the monster.
6. Each special Power of the Monster (like a Jack O'Bear's mind control)
7. Each 5 levels of Poison Potency used by the monster. (a Troll using a level 7 Blade Venom would have two points)
8. Each Extra Attack the monster has. (a Jack O'Bear uses two claws, and thus gains one point)

The total is figured for each monster, then all totals are added together if there is more than one monster. The resulting total is the Treasure Factor for the group.

This Treasure Factor is matched against the following table:

Treasure Factor	Clacks	Lunars	Wheels	Gems Jewelry	Special Items
01-10	(75) 1D100	(75) 1D10	(50) 1D6	(50) 1	(05) 1
11-20	(85) 1D100	(85) 1D100	(65) 1D10	(65) 1	(10) 1
21-30	(95) 2D100	(95) 2D100	(75) 1D10	(75) 1	(15) 1
31-40	(95) 4D100	(95) 3D100	(90) 1D20	(90) 1	(20) 1
41-50	(95) 8D100	(95) 4D100	(95) 2D20	(95) 1	(25) 1
51-60	(95) 10D100	(95) 5D100	(95) 3D20	(95) 1	(30) 1
61-70	(95) 10D100	(95) 6D100	(95) 5D20	(95) 2	(35) 1
71-80	(95) 20D100	(95) 10D100	(95) 2D100	(95) 2	(40) 1
81-90	(95) 20D100	(95) 10D100	(95) 3D100	(95) 2	(45) 1
91-00	(95) 30D100	(95) 20D100	(95) 4D100	(95) 3	(50) 1

EXPLANATION OF TERMS

NUMBERS IN PARENTHESES () are the numbers to be rolled or less on D100 for that type of treasure to appear. Thus, if the Treasure factor is 35 there is a 95% chance (95) of Clacks and Lunars, a 90% chance of Wheels (Gold), a 90% chance of one gem or item of

jewelry (see table below) and a 20% chance there is an item of Magic or a special item.

INDICATED DIE ROLLS—The dice rolls indicated give the amounts of the type of treasure which appears. If it is too much trouble to roll D100 four times, roll it once and multiply the result by four.

TREASURE FACTOR GREATER THAN 100

If the total Treasure Factor of a group of monsters is larger than 100, divide the Treasure Factor into groups of 100 and whatever is left over, then roll for each group. Thus, if a Treasure Factor adds up to 236, roll twice on the 100 line and once on the 31-40 line. This can add up to an appreciable Treasure, but 236 factors

of monster will make the characters fight for it.

ROLLING LESS THAN THE INDICATED PERCENTAGE.

There is a chance that more treasure than the above minimum will be found. This is based on the percentage roll for each treasure.

1. If the number rolled is $\frac{1}{2}$ the needed number, multiply the treasure of that type by two.
2. If the number is $\frac{1}{4}$ the needed number multiply by 3.
3. If the number is $\frac{1}{8}$ the needed number, multiply by 4.
4. If the number is $\frac{1}{10}$ the needed number, multiply by 5.
5. If the number is $\frac{1}{20}$ the needed number, multiply by 10.

GEMS AND JEWELRY IN TREASURE TABLE

D100 Die Roll	Type	Worth
01	Magical Jewelry	Roll again for worth and type of special
02	Magical Crystal	See magic crystal table. item.
03	Ancient Treasure	1D20 x 10,000 Lunars.
04-05	Heirloom Jewelry	3D6 x 1000 Lunars.
06-10	Superb Gemstone	1D10 x 1000 Lunars.
11-15	Excellent Jewelry	1D6 x 1000 Lunars.
16-20	Excellent Gemstone	3D6 x 100 Lunars.
21-30	Very Good Jewelry	12D100 Lunars.
31-40	Very Good Gemstone	6D100 Lunars.
41-50	Good Jewelry	10D20 Lunars.
51-60	Good Gemstone	2D100 Lunars.
61-70	Costume Jewelry	5D20 Lunars.
71-80	Flawed Gemstone	1D100 Lunars.
81-90	Trade Junk Jewelry	1D20 Lunars.
91-95	Semi-precious Stones	1D10 Lunars.
96-00	Pretty Stones	Worthless.

EXAMPLE

Goobag the Dark Troll has 16 Hit Points (4), and a 55% chance to hit (3). Being large, he has a D6 damage bonus (1). He wears Chain Mail (5) over his one point skin (1). He knows five combat spells (5) and has a 12th level potency Blade Venom on his sword (3). This gives him a total Treasure Factor of 22.

He is accompanied by three Trollkin who have 12 Hit Points each (3 each). They do no extra damage, hit at 35% (2), wear leather (2) over their one point skins (1), and carry one combat spell each (1). Each has the same 12th level potency Blade Venom on their weapons (3). Each has a Treasure Factor of 11, for a total of 33 Treasure Factors.

Also working with them is a Gargoyle, known as Rocky. He is large, with Hit Points of 20 (4), hitting at 60% (3) and doing a damage bonus of 2D6 (2). He has 6 point skin (6) and attacks with two claws (1 for each extra attack). His total is 16.

The whole motley band adds up to 71 Treasure Factors. Their treasure is rolled thusly.

Clacks—The roll on D100 is 51. Rolling D100 and multiplying by 20, we get 49 x 20, or 980 Clacks.

Lunars—The roll on D100 is 84. Rolling D100 and multiplying by 10, we get 39 x 10, or 390 Lunars.

Wheels—The roll is 85. Rolling D100 gives 30 x 2=60 Wheels. Note that 60 Wheels equals 1200 Lunars.

Gems/Jewelry—The roll is 40. This gives four items. Remember that a roll of 1/2 the needed number means 2 times the usual result.

1st Item—Rolling 94 gives a semi-precious stone worth 4 L.

2nd Item—Rolling 87 gives Trade Junk, worth 12 L.

3rd Item—Rolling 74 gives a Flawed Gem, worth 98 L.

4th Item—Rolling 01 gives Magical Jewelry! Rolling again we get 14, so it is an excellent piece as well, worth 3000 L, just as jewelry. We also roll 28 for type of magic, which we will pursue when we get to Special Treasures.

Special Items—The roll is 03. This is less than 1/10 of the needed roll, so the monsters have fallen heir to 5 special items.

SCROLL TABLE

The following table of possible types of scrolls is purely a guideline.

<u>D100</u>	<u>Type</u>
<u>Die Roll</u>	
01-25	Seemingly useless and/or unreadable.
26-35	Map to an area which may still be interesting.
36-50	Notes on General Abilities, giving a 1D4 x 5% increase to the reader in the ability: Roll 1D6---
	1-2 Stealth
	3-4 Manipulation
	5-6 Perception
51-70	Secret technique scroll, giving 1D4 x 5% increase in one of the weapons on the Weapon Chart.
71-85	Letter of Credit, deed, valuable historical knowledge.
86-99	Descriptions of methods to increase certain characteristics by one point. Note that these methods generally take 1D20 weeks to implement;
	Roll 1D4---
	1. Strength
	2. Constitution
	3. Dexterity
	4. Charisma
100	A special scroll. Referee's discretion.

SPECIAL ITEMS

There are various types of magic and other items available. When Special Items show up on the Treasure chart, roll on the following table with D100.

SPECIAL ITEM IN TREASURE TABLE

<u>D100 Die Roll</u>	<u>Result</u>
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-00	Magic Crystal Matrix

Having determined the type of item found, the next step is to consult the appropriate table below. Note that there may be items other than those given in the following outline. If the referee wishes, there may be Holy Relics, of power vastly greater than any magic given here. Harrek's Cloak is a good example out of the Dragon Pass world. Stormbringer is another, out of the Elric of Melniboné's books. They are not given on these tables because magic items of legendary power should not turn up in the casual tavern brawl, or even in a well-planned raid on a band of obnoxious Trolls. Such items of legend and glory should be the objects of epic quests, not a casual evening's entertainment. Such items do exist, but the finding of them is what makes Heroes.

SCROLLS

Scrolls can be almost any kind of written item, whether an actual scroll, a tablet of clay, a printed book, a few scattered pages, carved boards, or even a tapestry. It may be meaningless in the context of the game, or have a map to a treasure which may or may not still be there. Others will be inscribed with notes of "secret techniques" that might up a character's general abilities or individual skill. It might be notes on a lost technique or brand-new skill!

There might even be negotiable bonds, stamps, collector's item posters, or even deeds.

Several characters in the Pavis Campaign, where these rules were playtested, made a bundle when they discovered a set of scrolls bearing the history of the Decline and Fall of the Empire of the Wyrms' Friends.

POTIONS

Potions will be a diverse lot. Some potions will be found with extraordinary potencies. This may refer to the magic they contain. Then again, it may refer to the proof of the aging. . .

The following table of possible types of potions is purely a guideline.

<u>D100</u>	<u>Type</u>
01-10	Spoiled potions, possible poison.
11-25	Ability enhancing potions.
26-55	Battle Magic Spell Potions.
56-65	Blade Venom/Poison.
66-95	Potions of Healing.
96-00	Double Strength Healing Potions.

EXPLANATION OF TYPES OF POTIONS

SPOILED POTIONS—These are potions which have turned bad from age or improper manufacture. They are often poisonous, having a potency of $2D6+3$, attacking the drinker's Constitution. They may also have odd side effects such as a Disruption Spell Potion that disrupts the user. Spoiled potions cannot be told from good ones until tried except by Taste Analysis, See Chapter VI.

ABILITY ENHANCING POTIONS—These come in two types, those that enhance abilities such as Stealth, Manipulation, and Perception, and those that enhance characteristics such as Strength, Power, and Dexterity. Note, however, that no characteristic can be enhanced beyond the species maximum. Ability enhancement ranges from 5% to 20% for a two hour maximum. Characteristic enhancement ranges between 1 to 3 points for a 2 hour maximum.

BATTLE MAGIC SPELL POTIONS—Such potions give the use of the spell they are made for once. They do not require Power to use, since the Power of the potion is used to cast the spell. Memory of the spell is not retained after use. These potions wear off after two hours. To find which spell is in the potion Roll D100 and divide by two. Then consult the Battle Magic Spell Table.

BLADE VENOM-POISON—Usually of a $2D6+3$ potency, these potions are not magical. They may be either Blade Venom or Systemic Poison.

HEALING AND DOUBLE STRENGTH HEALING—These may or may not be magic. Healing does 1D6 points of cure, going to the worst hurt area of the body first. Double-strength Healing does $1D6+6$ points of curing, acting in all other respects as normal Healing. These potions will not, however, rejoin severed limbs.

For additional information on all types of potions see Chapter VI, Other Skills. Also, note that potions are often mixed with wine and ale. It might take a lot of wine and ale sampling to figure out what kind of potion it might be. . . (hic)



SPELL MATRICES

A Battle Magic Spell Matrix stores the knowledge to cast a Battle Magic Spell, but requires the user to supply the Power, just as if he were using the Spell from his own memory. Thus, a Matrix of Extinguish allows its carriers to use his own Intelligence to remember other spells than Extinguish. However, if he ever casts Extinguish, he still uses two Power Points.

To put one randomly in a Treasure, roll D100, divide the result by 2, and look at the Battle Magic Spell Table. Alternately, if the referee has a favorite, he should indulge himself.

Once the Spell is determined, choose an item as the Matrix. The following items have served as Spell Matrices: Wands, Swords, Scabbards, Gloves, Torches, Cloaks, Rings, Boots, Pendants, and Helms. Anything at all can serve as a Battle Magic Spell Matrix.

Any matrix yielding more than one spell is definitely a *Special*. It should really be preplanted, preferably being used by a "monster" rather than rolled randomly.

MATRIX READY

Note that a character can have only one Basic Magic Spell Matrix ready at a time. Fool for battle magic spells cannot be carved on a matrix without destroying it. However, it would be possible to carve the fool first and then create, or have created, the matrix in the carved object. Switching Spell matrices, or switching from Matrix to spell or weapon adds 5 points to the Strike Rank of the character making the switch.

In all other respects, a spell from a Matrix is exactly the same in its effect as the same spell from the head of the Magician.

Spell Matrices can be made by a Rune Mage. See Chapter VII.

OPTIONAL MATRICES

The referee may want to spice things up by setting up "flawed" Spell Matrices. One relatively mild version of this is a Wand of Disruption. It does 1D10 points of damage (a definite improvement) but takes *four* Power Points to run.

MAGIC CRYSTALS

Just as the bones of dead Gods provided Glorontha with Bronze, the blood of dead and wounded Gods provided the Crystals. These are marvelous items, and are being found all the time. Magic Crystals, being of the blood of the Gods, are not subject to the effects of Divine Intervention Spells.

They come in two varieties.

SPIRIT TRAPPING/POWER STORING CRYSTALS

About 75% of the Magic Crystals are "empty." They have no intrinsic power of their own. Yet, they can be used to either contain a Spirit or to store Power for a character, in effect giving him an additional source of Power which he can "charge" out of his own Power.

Each of these "Storage" Crystals has a limit to the Power it can store. This is found by rolling 2D6 and adding 3. This limit does not apply, however, to the Power of a Spirit contained within a Crystal.

BINDING A SPIRIT—If one does not wish to put a bound Spirit into an animal as a familiar, one must find or buy a Spirit Trapping Crystal. Once a Spirit has been bound within such a crystal, the power of the Spirit is available for the use of the binder. The Spirit may not throw spells itself or take other independent action unless the Binder is attempting to control more Spirits than his Charisma will allow. (See Spirit Binding Rules, Chapter V) If the bound Spirit's Power is reduced to 0, the Spirit is destroyed. Note that Gods and Demi-gods may not be bound.

POWER STORAGE—The owner of a Power Storing Crystal may store his Power within it, up to the limit it will accommodate, for use on call. This Power can only be used once. Then it is gone until the character replaces it again. The Power in a Storage Crystal can be used to cast Spells, but it does not count in magic resistance. It also cannot be used to replace Power that a character has used from himself to cast Spells.

FURTHER NOTES ON CRYSTALS

A Crystal of the above type can be used to do only one of the two things listed. It cannot be used to store a Spirit and Power as well under any circumstances. Binding a Spirit into a crystal with Power in it will force the Power out. It cannot be tucked into "corners" the Spirit doesn't fill.

If a character owning a Crystal with a Spirit in it is killed, the Spirit has the option to return to the Spirit Plane. It may wish to stay, however, and participate in material activities. If anyone else picks up the Crystal he must engage and defeat the Spirit in Spirit Combat, See Chapter V. If he loses he may be bound into the Crystal by the Spirit who will take over his body.

For the above reasons, Crystals holding Spirits are not normally sold, since a Spirit may attempt Spirit Combat with anyone touching the Crystal other than its Binder.

POWERED CRYSTALS

Some of the Crystals formed from the blood of the God retain a certain potency. They possess various abilities and each also has a Power. A character wishing to use a Powered Crystal must first *attune* the Crystal.

ATTUNING THE CRYSTAL

To attune a Crystal, a character must overcome the Magic Resistance of the Crystal by application of his Power against the Power of the Crystal. The attack is resolved as if the character had thrown a Spell at the Crystal. If the attack is successful, the character has attuned the Crystal. If he fails in the attempt, he will lose 1-3 points of Power as Follows:

POWER LOSS TABLE

Roll of D100	Power Lost
01-60	one point
61-90	two points
91-00	three points

Attuning a Crystal also counts as a successful use of Magic for the purpose of rolling on the Power Gain Table, (See Chapter V). As soon as a Crystal is attuned it glows. Unfortunately, it is only possible to be attuned to one Crystal at a time. To attune to a different Crystal a character must first give up his attunement to the first Crystal. If the new attempt is unsuccessful, he must still reattune to the first Crystal to gain its benefits again.

ATTRIBUTES OF A POWERED CRYSTAL

The Power of most of these Crystals cannot be used directly by a character. The Power in the Crystal serves to amplify and modify the Power in the Spells a character casts through them. Each Powered Crystal has a specialized function which it makes available to the attuning character. This special function is not known until the Crystal is attuned.

To determine the function, roll D100 and consult the following table.

D100 Die Roll	Type of Crystal
01-20	1D4 Healing Focussing
21-30	1D6 Healing Focussing
31-35	1D8 Healing Focussing
36-55	1D4 Sensitivity
56-65	1D6 Sensitivity
66-70	1D8 Sensitivity
71-77	1D8 Power Yielding
78-80	2D8 Power Yielding
81-82	3D8 Power Yielding
83-89	1D8 Power Enhancing
90-92	2D8 Power Enhancing
93-94	Reroll + 1D6
95	Reroll + 1D10
96	Reroll twice and combine
97-00	Flawed

POWERED CRYSTAL TABLE

TYPES OF CRYSTALS

HEALING FOCUSING—These Crystals double the effect of Healing and Xenohealing Spells cast by the attuned character. Thus, a 3 point Healing Spell does 6 points of cure. Note that a Crystal will only double as many points of Healing as its Power. In other words, a 1 point Crystal will only double one point of Healing.

SENSITIVITY—These Crystals make one point detection Spells free of any Power cost to cast. They also allow the casting of two point Detection Spells for the cost of one point of Power. Of course, the character must know the spells that he wishes to cast. The Crystal can aid in the casting of Detection Spells the number of times a day equal to its power. In other words, a Sensitivity Crystal of Power 7 would allow a character to cast seven one point Detection Spells per day for no cost in Power or Seven two point Spells at a cost of one point each, or any combination of the above.

TWICE POWER YIELDING—The Power of these Crystals can be used by the owning character to cast whatever spells he knows. The Crystals yield twice their Power per day for a character's use. The Crystal regains Power separately from the character at the same speed as do humans, i.e., $\frac{1}{4}$ of their Power per 6 hours. If the Power of such a Crystal is reduced to zero by misuse or emergency, the Crystal is effectively destroyed, becoming only a dull pebble.

POWER ENHANCING—These double the effectiveness of variable strength Spells (except for Healing and Xenohealing) cast by the attuned character. Thus, a 2 point Bladesharp becomes a 4 point Bladesharp at the cost of 2 Power Points instead of 4. This ability will not surpass the normal limits of such variable spells, so a 3 point Bladesharp will become a 4 point Bladesharp, not a 6 point one. However, it would be possible to use a 3 point Crystal to cast two 3 point Bladesharps on two weapons.

REROLL +—Add the indicated die roll to the Power of a Crystal found by rerolling on the table. This is a stackable result, meaning a series of rolls between 93 and 95 could give an incredibly powerful Crystal. Always remember, however, that the higher the Power of the Crystal, the harder it is to attune it.

COMBINATION—Roll twice and combine. Add the Powers to obtain the total Power of the Crystal for attunement, but treat the two Powers separately in figuring capability. Thus, a Power 4 Sensitivity/Power 3 Healing Focusing Crystal has a Power of 7 for attunement purposes but can only double 3 points of Healing and aid 4 Detection Spells.

FLAWED—Looking for all the world like one of the above, these Crystals have a taint of Chaos to them. One might be impossible to attune, whatever its ostensive Power, or be a Power Decreasing Crystal, or be impossible to unattune once attuned. Each type should be different. That's what Chaos is.

EXAMPLE—GOOBAG'S HOARD

When last seen, Goobag and company had rolled a piece of Magical Jewelry, then rolling a 28 for type of Magic.

Consulting the Special Item Table, we find that 28 is a Scroll! Looking at the Scroll Description Table, we find that a Scroll can really be most anything, so let us assume that the Jewelry is inscribed with something. Being rushed, the referee simply rolls D100 against the Scroll Table and gets 14, Seemingly useless and/or unreadable. Whew! He can pass it off as unreadable for the moment and decide what it *really* is later. . .

Goobag and company also had 5 Magical items in their hoard. The referee commences rolling.

First Roll—A roll of 57 gives a potion. The referee assumes this means they have a supply of the Blade Venom they use and rolls again.

Second Roll—93, A Magic Crystal! Another roll gives up a 67, so we know it's probably a Power Storage Crystal. Rolling 2D6 gives 11, and adding 3, gives a Crystal with a Power storing ability of 14. We can assume that it will serve as extra Power for Goobag to throw spells with.

Third Roll—55, another potion. To save time, the referee assumes that Goobag has thoroughly stocked up on Blade Venom and continues to

Fourth Roll—84, a Battle magic Spell Matrix. Another roll of 30 is divided by 2 and compared against the list of Spells. The Spell is Detect Silver. It is assumed that this is a wand carried by Goobag. The referee then continues to

Fifth Roll—30, another Scroll. The referee assumes this is a basic vellum scroll and rolls on the table for Scrolls, getting 84, a valuable document. The referee assumes that Goobag has an interest in the history of his race and has a scroll of the History of the Cult of Mallia squirreled away in his personal chambers. This could be very valuable to human authorities wanting to know more about the motivations of the Troll race.



X. REFEREE NOTES

THE RESPONSIBILITY OF THE REFEREE

The Referee must create scenarios for Players' adventures. These scenarios can be set in Glorontha as shown by the maps of the Dragon Pass games, *White Bear and Red Moon*, *Nomad Gods*, and *Shadows Dance*. Playtesting for this game took place in and around the ruins of Pavis, found on the board for *Nomad Gods*, and in the forests of *Shadows Dance*. The scenarios can be in some other area of Glorontha, or on another world entirely. In the Rules you will find a map of Glorontha and a more detailed map encompassing the mapboards of *WB & RM*, *Nomad Gods*, and *Shadows Dance*.

Referees may run elaborate campaigns or individual scenarios. The scenarios can be simple adventures or involved quests. They can take place above and below ground, and they can include any type and degree of character interaction.

BUILDING SCENARIOS

The referee must devise the floor plans of any building, dungeon, or cave the adventurers enter. There are ready-made plans available in most game stores for those who don't like to draw. A map of the surrounding countryside (so that players know where they are) is also necessary.

That's the easy part. These areas, above and below ground, must be stocked with monsters. The referee should think in terms of believability and consistency. A complex of caves stocked with a different monster in each cave, all of whom are mutually antagonistic, may prove exciting for the moment, but will quickly pall into boredom.

An adventure area, whether it be section of forest, cave, old ruin, river, etc., should provide the Player with the following opportunities.

1. Experience in the use of most of his skills.
2. The opportunity to obtain treasure to pay for further training.
3. The chance to die in pursuit of the above.
4. An enjoyable time while doing all of the above.

The principal idea in setting up scenarios is *balance*. Large giveaway treasures which can be had with no effort, or the slaughtering of inadequate guardians, will quickly become boring. Scenarios which slaughter 90% of the party for a reward which doesn't meet expenses will become frustrating. And, of course, scenarios where the monsters are too tough to beat, no matter what the skill of the attackers, will rapidly turn off players.

This is not to say that beginning characters should not run up against defenses too tough to crack. There is no point in a world where the monsters can always be beaten, no matter who opposes them. In such a world the monsters would not survive, much less accumulate treasure. But hard nuts should not sit squarely across every path beginning Adventurers take to progress in the world.

The referee running an ongoing campaign must have a mix of hard and soft menaces for his Players to meet, and some they can't take until they've made the final steps to Rune Lord and Rune Mage. Major Menaces should be adequately marked, too, to warn the wary. If a party of beginners insists on taking on the famous Troll Bridge, where parties of experienced Adventurers have failed to return, one must let them go. You never know—they may surprise you.

However, it cannot be too strongly stated that a Referee should not become emotionally involved in the scenarios he has built. The two banes of FRP games are angry players and angry referees. If the characters in a game manage, by a clever strategem, to easily destroy a carefully constructed menace, a referee should take it as a mark of the intelligence of the players, not as a personal insult. He should also, of course, take careful note of what the characters did so as to use it against them later.

TREASURE

An Adventurer with a couple of successful scenarios under his belt should have accumulated sufficient Lunars to get himself out of debt to the Guilds and Cults. The Treasure Charts in Chapter IX, Monster Hoards, are indications of what an individual monster could be expected to have. They can be easily adjusted to the whim of the referee.

There is nothing to say that the Treasure must be in plain sight. It may be tucked away around corners, hidden behind secret panels, buried in the bedding, or occupying the monster's stomach—a few of the possible hideaways. If the monster is a guardian for someone else, the treasure may also be trapped. Give your players a chance to use their abilities to Spot Hidden, Spot Traps, and Remove Traps. Of course, if they don't succeed, no treasure.

UNDERGROUND DESIGN

Referees designing cave complexes and other underground areas should concentrate on small, integrated complexes, rather than sprawling mazes full of random monsters. Even in sprawling mazes, the monsters will tend to organize themselves into spheres of influence.

An underground hideaway should be the home of an organized group of opponents with ready plans of defense and attack. This does not mean that they are all of the same race, just that they cooperate.

On the other hand, it makes an interesting scenario to have the area the scene of a struggle between two or more groups, with the Adventurers drawn into the middle. Which side will they favor?

ALTERNATE SYSTEMS OF CREATING CHARACTERS

Runequest is a game of extraordinary characters. While it is possible to enhance an Adventurer's characteristics through training, it takes a long time and much money to pay for. But a character with every characteristic at average or below has little chance of survival.

The authors do not feel that a player should be penalized because he cannot roll dice for characteristics. Therefore, we state officially that It Is Perfectly All Right To:

1. throw out any character whose characteristics all average 9-12 or less;
2. roll again for a characteristic if it is 6 or lower and none of the other characteristics are above 15;
3. roll characteristics on D20, or 2D10;
4. roll all characteristics as 2D6+6 (1 and 2 above would not apply in this case);
5. assume all characteristics have a basic value of 8—Take 20 more points and assign them to characteristics, so that no characteristic is below 8 or above 18;
6. use some other combination of dice and free will.

The idea of the game is to have fun with characters who have a chance of survival in normal circumstances. Characters should die because their players did something wrong, not because they didn't stand a chance due to bad characteristic rolls.

LIMITS FOR CHARACTERISTICS AND HOW TO USE THEM

POWER—As this characteristic measures how well the character relates to the gods, it can be used to give a "buck roll" for times when a character suddenly finds himself in a deadly situation. One situation which came up in play-testing involved characters trapped in a pit who were suddenly inundated with water. Those who made a "Characteristic roll" (explained below) on Power were lucky enough to have their mouths closed when the water came in. Those who didn't were drowned.

CONSTITUTION—All Constitution rolls in this game are measured within a 3D6 range, or some other combination which cannot exceed 18. It is possible for Constitution to go up to 21, through various types of exotic intervention, but basic Constitution cannot exceed 18.

The one exception is a Chaotic monster with the proper roll on the Chaotic Features table. But then, you can't expect a Chaotic character to follow the rules.

DEXTERITY—The maximum Dexterity in this game is 28, the species maximum for a creature with 4D6 as a Dexterity roll. There is no faster reaction time. If a Characteristic roll is necessary based on Dexterity, a 28 Dexterity is treated as a 19 Dexterity, because 96-00 is always a miss. Note that there is a species maximum for each race. For humans this is 21.

CHARACTERISTIC ROLLS

In play of the game, the players may find themselves in situations for which there are no clear guidelines in the rules. Our all-purpose solution to this problem is the Characteristic Roll. Depending on the complexity of the situation, the player rolls a percentage on D100. If the percentage is less than the applicable Characteristic times 5 he has been successful. For more complex situations, a character might have to roll the Characteristic times 4, 3, 2, or even 1. This last possibility is usually referred to in the rules as "rolling the Characteristic as a percentage."

For instance, a character trying to get away from Gorp rolls his Dexterity times 5 or less. If successful, he escapes the Gorp. If not, he is minus 8 points in some Hit Location. A similar roll might be necessary to jump over piled-up bodies in a melee so as to get to the next fight.

PREVIOUS EXPERIENCE FOR RUNEQUEST CHARACTERS

Referees may wish to allow players to build up their characters with a little more experience before they actually become full-time adventurers.

As stated in Chapter II, an adventurer is considered to be about 16 years of age and having attained his full growth. However, the character can be put through another 5 years of living and gathering preliminary experience, if desired.

During this five years, the character must live and maintain himself. Depending on his background, there are a number of things he can do.

PEASANTS AND TOWNSMEN—May attempt to join a mercenary company. If they fail at that, they join the local militia (they have no choice in the matter) and continue to pick up proficiency in their various skills.

BARBARIANS—Can attempt to become mercenaries. Failing that, they can stay with their tribe and become better fighters, picking up military experience in the constant warfare between savage tribes.

POOR NOBLES—Can try to become a mercenary or, with their yearly stipend, attempt to live and buy training.

RICH NOBLES—Can buy skills and equipment with their monthly incomes.

TO BECOME A MERCENARY

A would-be Adventurer must roll the average of all of his Characteristics times 5 on D100. Thus, starting out, Rurik's average was 12. Multiply that times 5 to get 60, or a 60% chance a mercenary company will take him on.

INCREASE IN CHARACTERISTICS

During this five year "growth period" there is a chance the character will increase in some Characteristic such as Strength, Constitution, Dexterity, Power, or Charisma. Roll D100 for each Characteristic which is not already at its limit.

01-03	The Characteristic is increased by 3
04-10	The Characteristic is increased by 2
11-25	The Characteristic is increased by 1
26-00	No increase in that Characteristic

RESULTS OF MILITARY TRAINING DURING GROWTH PERIOD

MILITIA

WEAPON TRAINING

2 Hand Spear
1 Hand Spear
Large Shield
Learned at 10% above natural ability

PERSONAL ARMOR

Cuirbolli body
Leather limbs
Composite helm

MAGIC USE

None

OTHER SKILLS

Depends on background;
See Apprenticeship rules.

A Militia veteran still has full guild credit for fighting, magic, and other skills besides his trade.

MERCENARY

Mercenary companies are always hiring in order to replace losses. For the sake of not having to roll up a new character and start all over again, we assume that a character having a 5 year "growth period" as a mercenary will survive.

To determine what experience the character has acquired will take a bit of dice rolling, for one mercenary's career can be very different from another.

First, roll 1D6 to see the basic orientation.

- 1-4 Foot Mercenary (F)
- 5-6 Horse Mercenary (H)

If the character is a noble or Nomad Barbarian, add 2 to the roll.

WEAPON TRAINING

- 1 Hand Spear (F) (H)
- 2 Hand Spear (F)
- Large Shield (F) (H)
- Medium Shield (F) (H)
- Choice of above
- Short Sword (F)
- Broad Sword (H)
- Poleaxe (F)
- Self Bow (F) (H)
- Character must meet ST/DX requirements for each weapon or no training
- Roll 1D6 for each weapon above
- 1 Natural Ability + 25%
- 2-3 Natural Ability + 15%
- 4-6 Natural Ability + 5%

PERSONAL ARMOR

Scale Body
Cuirbolli if St too low
Cuirbolli Limbs
Open Helm

OTHER SKILLS

- Camouflage*
- Spot Hidden*
- Sense Ambush*
- Horsemanship#
- * Roll D6 for each
- 1 50% ability
- 2-3 40% ability
- 4-6 30% ability
- # 25% if foot mercenary
- Roll D6 if Horse
- 1 70% ability
- 2-3 40% ability
- 4-6 30% ability
- Speak 1D4 Languages
- If Intelligence over 11

MAGIC USE

- Healing 2*
- Bladesharp 1*
- Countermagic 1*
- Other Spells#
- * Roll D6 for each
- 1 + 2 points
- 2-3 + 1 point
- 4-6 no extra
- # Roll D6 for number
- 1 3 more spells
- 2 2 more spells
- 3 1 more spell
- 4-6 no more spells
- (player chooses spells)

Note that a Mercenary has used all his guild credit. What he has now is what he goes adventuring with.

BARBARIANS The nomadic tribes of Prax, the Redlands, and the other areas of Glorontha are engaged in perpetual warfare. This warfare is not unlike that of the American Plains Indian tribes after the Spanish brought the horse to the New World.

Again, some dice rolling is necessary to accommodate the difference between tribes.

The initial roll for money for the adventurer gave the probability of being a Foot Barbarian (20%) as opposed to a Mounted Barbarian. (FB) = Foot Barbarian; (MB) = Mounted Barbarian.

Barbarians can only obtain training credit from fighting Bands and Cults. Skills guilds and magical guilds will not give them credit.

WEAPON TRAINING

- 1 Hand Spear (FB) (MB)
- 2 Hand Spear (FB)
- As Lance (MB)
- Small Shield (MB)

- Small Shield (MB)
- Large Shield (FB)
- Broadsword (HB)
- Large Axe (FB)
- Self Bow (FB) (MB)

Character must meet St/Dex requirements for each weapon or no training
Roll 1D6 for each weapon above
1-2 Natural Ability + 15%
3-6 Natural Ability + 10%

PERSONAL ARMOR

- Leather Body
- Leather Limbs
- Leather Helm

OTHER SKILLS

- Tracking*
- Hide#
- Move Silently#
- Sense Ambush*
- Spot Hidden#
- Oratory*
- Riding†
- * Roll 1D6
 - 1 75%
 - 2-3 60%
 - 4-6 50%
- # As above but add 15% for Foot Barbarians
- † Foot Barbarians do not Ride.
- Mounted Barbarians roll 1D6
 - 1 80%
 - 2-3 70%
 - 4-6 50%

MAGIC USE

- Healing 2*
- Bladesharp 1*
- Binding
 - * Roll 1D6 for each
 - 1-2 +1 Point
 - 3-6 no extra

NOBLES

Poor Nobles who cannot join a mercenary company should total up their funds for the five year period and buy skills and spells as they wish, using any guild credit they can get as well. If really strapped for cash, a poor noble can become an apprentice.

One could total up the five year income of a Rich Noble and let the player go about using it all to buy skills and spells for his character, but that way lies madness. Remember that the Rich Noble is the influential noble and has many calls on his funds, not to mention having to keep up appearances.

Total the entire income of a Rich Noble and divide by 10. This is his total spendable income for skills and spells. This amount will average 3000 Lunars.

In addition to whatever the character may buy with this amount, he will have the following abilities as part of his station. Poor Nobles are represented by (PN), and Rich Nobles by (RN).

WEAPON TRAINING

- Broadsword (PN) (RN)
- 2 Hand Spear as Lance (PN) (RN)
- Medium Shield (PN) (RN)
- Rapier & Main Gauche (RN)
- Greatsword (RN)
- Self Bow (RN)

Character must meet St/Dex requirements for each weapon or no training
Roll 1D6 for each weapon above

- 1 Natural Ability + 35%
- 2-3 Natural Ability + 30%
- 4-6 Natural Ability + 25%

PERSONAL ARMOR

- Plate, Brigandine, or Chainmail
- Body, depending on Strength
- Plate or Chainmail Limbs
- Full Helm

MAGIC USE

- Healing 2* (PN) (RN)
- Bladesharp 1* (RN)
- Glamour (PN) (RN)
- Disruption (PN) (RN)
- Demoralize (RN)
- Countermagic 1* (PN) (RN)
- Mind Speak 1* (RN)
- * Roll 1D6 for each
 - 1 +3 points
 - 2-3 +2 points
 - 4-5 +1 point
 - 6 no extra

OTHER SKILLS

- Oratory* (RN)
- Riding* (FN) (RN)
- Evaluate Treasure* (RN)
- Speak 1D4 Other Languages
 - If Intelligence is 11 +
- Read Own Language
 - If Intelligence is 11 +
- Write Own Language
 - If can read

Read 1D4 Other Languages
If Intelligence is 13 +

- | |
|------------|
| * Roll 1D6 |
| 1 60% |
| 2-3 50% |
| 4-5 40% |
| 6 30% |

APPRENTICESHIP

Young men and women who cannot be accepted as mercenary recruits can apprentice to a trade. For the purpose of this game, there are three categories of apprenticeship: Thieving, Crafts, and Sage Work.

THIEVING

A Thief apprentice joins a gang and is trained in many skills. When reaching the age of 21, the young Thief has learned 2 of the skills shown in Chapter VI at 60%, and 3 others at the 40% level. Thus the young Thief may know Move Silently and Hide in Cover at the 60% level, and Spot Traps, Pick Pockets, and Disarm Traps at the 40% level. The others he will know at basic chance plus whatever his natural ability may do to modify that.

CRAFTS

There are three main Crafts he may apprentice to: Armoring, Forestry, and Maritime.

There are many others, but an apprentice baker will learn little which will help him on a career of adventure.

ARMORING

The apprentice armorer will have just reached Journeyman status. He can do 1 form of armoring as shown in Chapter VI at the 75% level, and the other 2 at the 50% level. He also gets an extra attempt to build up his Strength, if he is capable of doing so and did not succeed the first time.

FORESTRY

The apprentice forester will have learned all of the skills mentioned for Foresters in Chapter VI to the 45% level.

MARITIME

The Maritime trainee will either be an apprentice seaman or what 17th Century Earth called a Midshipman.

APPRENTICE SEAMAN—Knows swimming at 50%, Rowing at 50% and sailing at 60%. The latter two skills mean that the character can go where he wants to go without mishap on clear days at all times, and has the percentage chance of accomplishing the goal during inclement weather or bad visibility.

MIDSHIPMAN—Has a 50% chance at swimming, but only a 35% capability with Oars and Sail. However, he can *nAVIGATE BY THE STARS AND HAS BEEN TRAINED IN LANDMARKS* (as seen from the sea or rivers) and weather prediction. He is at the 50% level with these.

SAGE WORK

This is two categories, alchemy and sage Craft.

ALCHEMY

The Alchemist apprentice knows one alchemical skill at 75%, and one at 40%, Player's choice.

SAGE CRAFT

The apprentice Sage knows one Sage skill at 75%, and two at 40%.

ON BECOMING AN APPRENTICE

Poor Nobles and Townsfolk have no problem joining a Guild for apprentice training. However, Peasants

chance rejection. A Peasant must average his Strength, Intelligence, and Charisma and multiply the result by 5. The Player attempts to roll that amount or less on D100. If successful, the Peasant can become an apprentice. If not, he is a Peasant for five years, gaining nothing but the possible increase of Characteristics, and becomes an Adventurer after five years on the farm.

AIMED BLOWS (OPTIONAL)

A character can affect the Hit Location struck by delaying his attack and "waiting for an opening."

For each Strike Rank point a player delays attacking after his normal Strike Rank, the player can adjust the die roll for Hit Location by one.

Thus, a character with a normal Strike Rank of 4 can delay to Strike Rank 9, and be able to add or subtract 1 to 5 points to the Hit Location he rolls on the D20. If the roll is 15, then the character can hit anything from Hit Location 20 (head) to 10 (abdomen). He must, however, state the Hit Location before rolling damage dice.

This accounts for the ability to wait in an exchange until the target area is less protected than at other times.

Also, note that beings with a high Strike Rank to begin with will have a hard time hitting a special target, since their opponent is faster than they are and better able to interpose into an opening.

This rule is strictly for use with hand-to-hand and missile combat, not with Spells.

USE OF NEW WEAPONS

To every campaign there comes the player who is sure that a *katana* is the ideal weapon and insists on his character being allowed to use one. There are those who are gung-ho for *shuriken* and *pandybats* too. The referee can refuse to let any weapon but the ones on the Weapons Training list into the game. However, if the referee feels that *nunchaku* will lend the game a needed air of bizarre whimsy, he should do the following.

1. Work out with the player just what the weapon can do in game terms. Note to referees without much weapon experience: look it up. Don't take *anyone's* word for it.

2. Allow the character to invent, or find the weapon. That character now has a 5% plus Natural Ability adds and subtractions to Attack and Parry with that weapon. He can continue to gain in the use of it through Experience. When he has reached the 90% level, he can become a Master of the weapon and begin teaching other player characters. At that point, the player and referee should work out just how much the character must charge for the privilege of learning it and how long it will take to teach each 5% increment of weapon mastery.

This is a relatively painless way of introducing new weapons into the game. Note, however, that there are no super weapons. Our own experiences and many a conversation with martial arts teachers and students confirm that, after a certain level, it is the man (not the weapon or system) that is important.

WEAPON DEFINITIONS

The question of just *what* is meant by a "broad-sword," or "flail" always comes up. The following definitions are meant purely for the purposes of RuneQuest. Other places and times might have other names for the same items, or apply the same names to different implements.

AXE, LARGE—Not meant for throwing. Can be 1- or 2-edged and single or double bitted depending on its origin. Can be used in one hand by a strong fighter but it is really more for 2-handed use.

AXE, SMALL—A small axe somewhat similar to the Frankish francisca in that it can be thrown as well as used in the hand. Note that throwing training is entirely separate from in-hand training. Can be 1- or 2-edged.

BROADSWORD—This weapon has a blade about a meter long. It has a point but is mostly used for cutting.

COMPOSITE/LONG BOW—In Glorontha they are much the same, having similar range and striking power. The "longbow," in fact, is not the Welsh yew bow, but the long composite bow favored by the Byzantine infantry.

CROSSBOW, HEAVY—Like the Renaissance *arbelest*, this has a windlass device to cock it, for no one could possibly draw it. It is slow to fire, but relatively easy to learn, and deadly when it hits. Both types of crossbow were originally Dwarf Gifts.

CROSSBOW, LIGHT—As crossbows go it is actually "Medium," but a *truly* light crossbow has no use except as a fowling weapon. This crossbow is cocked with a hook arrangement. It has a longer effective range than the heavy crossbow and the quarrels are lighter. Dwarves generally have light crossbows with repeating mechanisms. These are made by Dwarf Rune Smiths and self-destruct upon the death of the user.

DAGGER—A short-bladed weapon, no more than 40 cm long. Daggers can be sharp on 1 edge or both or have a triangular cross-section, meant solely for stabbing. An eating knife can be considered a dagger for combat purposes, although it would be far cheaper and probably break more easily.

DAGGER, THROWING—Virtually useless against any kind of armor, a throwing dagger still has its uses and is popular with assassins. A balanced throwing dagger costs twice as much as a regular dagger.

EPEE—It is usually found in areas of high civilization, such as the capitals of the Holy Country and the Lunar Empire. It is purely a point sword, not having a striking edge.

FLAIL, MILITARY—The Flail head is mounted on the end of a short chain on a loooong haft. About 2 meters long.

FLAIL, SHORT—A handle with a couple of links of chain and the equivalent of a mace head attached to it. Something similar is used for threshing grain.

GREAT SWORD—The 2-handed sword. The use of the 2-hander is an art. Contrary to popular belief, it is *not* a weapon which demands great amounts of room to do its full damage. About 1.5 meters in length.

HALBERD/POLEAXE—An axe head on a long haft, very useful against mounted foes who think they are out of reach. About 2 meters long.

HAND AND A HALF SWORD—Also known as the Bastard Sword. It is slightly longer than the broadsword and has sufficient space in the handgrip to be used 2-handed. A strong warrior can use it 1-handed.

MACE, HEAVY AND LIGHT—Simply a haft with a heavy weight at one end, though it can be enhanced with flanges or spikes. When a monster is said to have a club, its effects are like the appropriate-sized mace.

MAIN GAUCHE—Effectively a dagger, but made with an elaborate hand protection because it is meant for use as a blocking weapon, while the rapier is used for the attack. Can only be used in the hand it is made for.

MAUL—Basically a macehead on a long haft. Usually about 1.5 meters long.

MORNING STAR FLAIL—This is a medieval weapon we could not resist adding. In this case we are speaking of the weapon also known as a "chain flail" or simply as a "morning star." It consists of a handle, a length of chain, and a spiked ball at the end. For the game, a similar ball at the end of a mace handle is simply a mace.

PIKE—The special weapon of the Sun Dome Temple. Those not dedicated to the Temple learn the use of it at their peril. It is simply an overlong spear, ranging from 3.5 to 5 meters long.

RAPIER—Not actually the overlong elaborate weapon of the Renaissance. This is a name for the basic cut-and-thrust sword, usable as either and quite versatile. It is lighter than a broadsword.

ROCK—Anyone can pick up a rock. Small rocks, of the type that can be hurled, do little damage to one in armor. Rocks ranging up to 10 kilograms dropped from a castle wall do somewhat more.

SELF BOW—Made from one or two pieces of wood, the basic bow against which all other bows compare favorably.

SHORT SWORD—Basically patterned on the Roman *gladius*, a short weapon which could be used for both stabbing and cutting. No more than 80cm long.

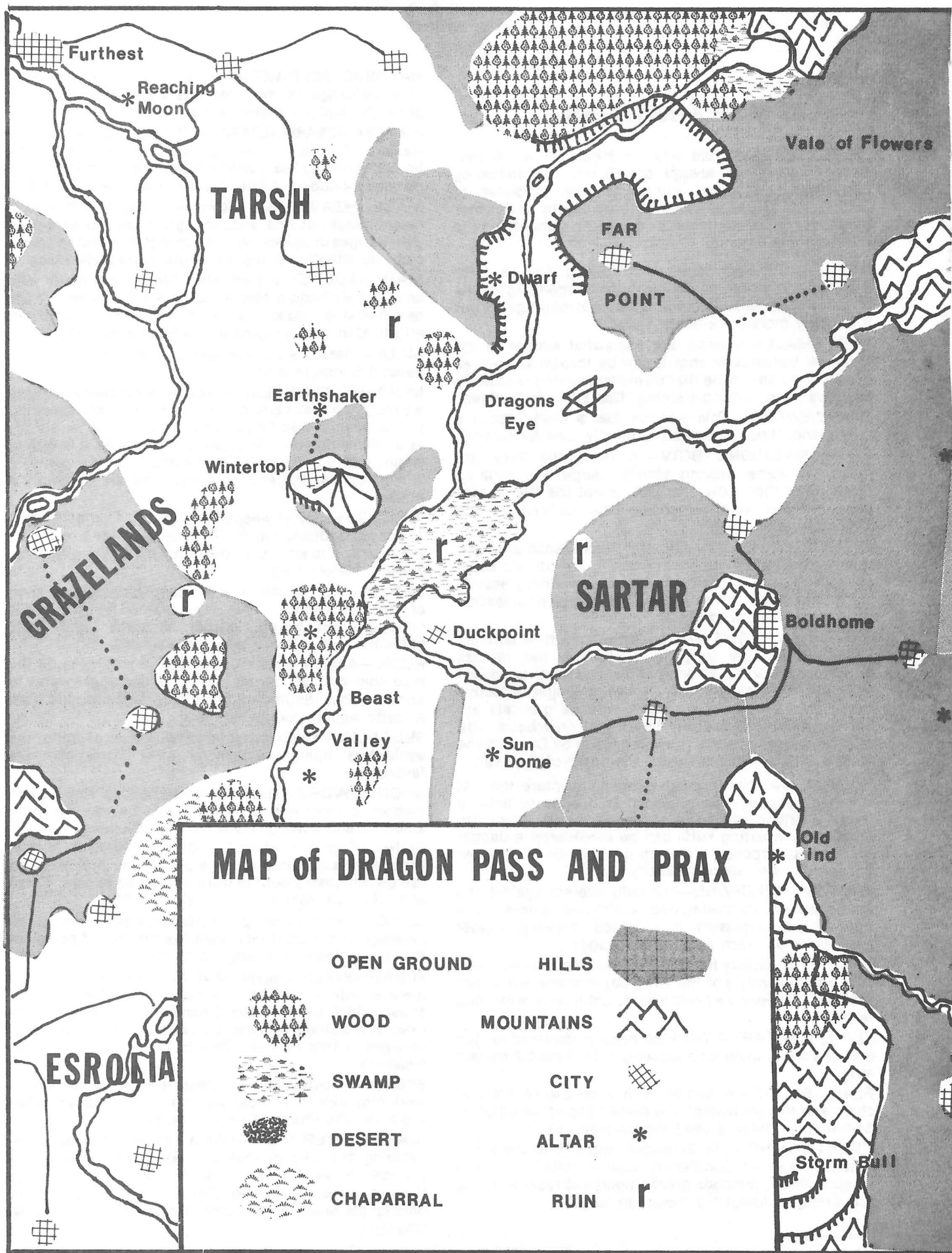
SLING—That with which David slew Goliath. A leather thong with a cup, into which is put a rock. A sling stone can get up great power in the hands of an expert. There is a *minimum* range of 5 meters for a Sling.

SLING, STAFF—A sling mounted on a staff. The added leverage of the staff increases the range and power of the throw. *Minimum* range is 10 meters.

SPEAR—Simply a length of wood of between 1.5 and 2 meters, with a point on one end. This is the 1-handed spear, which can be used 2-handed. It is meant to be used with a shield or second weapon. A javelin can also be used in this manner. This is the most basic of all weapons.

SPEAR, 2-HANDED—A spear meant for 2-handed work may extend as much as 3 meters. It is in all other ways like the shorter 1-handed spear.

WARHAMMER/PICK—Like a hammer, though often focusing the impact into a spike rather than a flat surface. A very nasty weapon, ideal for punching through armor. They can also be mounted on a long handle (as much as 2 meters long) for long-distance smashing.



SHADOWS DANCE

Pavis

SACRED
*
GROUND

NOTE: Ruins are quite common in Glorontha.

RUNE IDENTITIES

Each Elemental Rune has certain things identified with it in the mythology of Glorontha.

RUNE	COLOR	METAL	WEAPON	PHYLA
Darkness	Black	Lead	Club/Rock	Insect
Water	Blue	Aluminum	Whip/flail	Fish
Earth	Green	Copper	Axe	Reptile
Fire/Sky	Yellow	Gold	Spear/Arrow	Bird
Air	White	Tin	Sword	Mamma
Lunar	Red	Silver	Sickle	

EFFECTS OF IDENTITIES

COLOR—Rarely has any effect on the world, save that the Priests of an Elemental Rune Cult will usually wear the appropriate color.

METAL—Rune Priests of a particular Element have the ability to harden that Element's metal into weapons with strength equal to Bronze. However, Iron is preferred by these races which can handle it due to its greater durability and absorption of damage.

WEAPON—Rune Lords of a particular Elemental Cult will usually specialize in the weapons identified with that Cult.

PHYLA—Members of the particular Phyla often make excellent familiars for the Rune Mage of that Rune. However, they are not limited to that type of animal. Note that the Lunar "Element" arose too late to acquire a Phyla Identification.

ENCOUNTER TABLES

The following tables are for quick reference in determining the sort of encounter a party wandering about the countryside, or in long-neglected caverns, might have.

No probabilities have been assigned to each type of encounter, for each referee will want to make up his own.

RESPONSE CHART (OPTIONAL)

To see if an encounter will be friendly or inimical, roll on the following chart (or play according to the scenario, which is the preferred system) with D100.

01-05—Encountered creatures extremely friendly to party, and very amenable to any suggestions.

06-25—Encountered creatures quite willing to let party go its own way, and the creatures will theirs.

26-75—To be played as the referee's whim, or the scenario, dictates.

76-95—Encountered creatures take an active dislike of the party, just short of blind hatred.

96-00—Blind hatred of the party.

UNDERGROUND

1. Dwarves
2. Trollkin
3. Cave Trolls
4. Rune Lord
5. Jack O'Beats
6. Scorpion Men
7. Minotaurs
8. Wolf Brothers
9. Ghouls
10. Vampires
11. Zombies
12. Skeletons
13. Ghosts
14. Gargoyles
15. Beaked Dragonewts
16. Dragon Snails
17. Gorp
18. Broos
19. Rubble Runners
20. Shadow Cats
21. Rock Lizards
22. Dream Dragon
23. Adventurers
24. Snakes
25. Hunting Group,

roll 3 times above

ABOVEGROUND

1. Scorpion Men
2. Broos
3. Wyrms
4. Dark Trolls
5. Trollkin
6. Morokanth
7. Beaked Dragonewts
8. Crested Dragonewts
9. Tailed Dragonewts
10. Rune Lord
11. Baboons
12. Wild Dogs
13. Wolf Brothers
14. Small Giant
15. Rock Lizard
16. Snakes
17. Ogres
18. Manticores
19. Dream Dragon
20. Wyvern
21. Adventurers
22. Cliff Toads
23. Shadow Cats
24. Rubble Runners
25. Hunting Group,

roll 3 times

26. Ghosts

Remember that Adventurers can easily include members of other races, as can Rune Lords. Mixed groups are common.

Adventurers encountered can be worked up quickly by saving the character sheets of dead characters and using them with new names.

OPEN COUNTRY

1. Nomadic Tribesman
2. Elves
3. Beaked Dragonewts
4. Crested Dragonewts
5. Tailed Dragonewts
6. Full Priest Dragonewts
7. Rune Lord
8. Rune Mage
9. Wolf Brothers
10. Tiger Sons
11. Trollkin
12. Baboons
13. Morokanth
14. Broos
15. Giants
16. Dinosaurs
17. Newtlings
18. Ogres
19. Centaurs
20. Griffins
21. Sky Bulls
22. Dream Dragons
23. Wyverns
24. Wyrms

WOODS

1. Elves
2. Dryads
3. Pixies
4. Runners
5. Bear Walkers
6. Tusk Brothers
7. Tiger Sons
8. Baboons
9. Centaurs
10. Satyrs
11. Dream Dragons
12. Wyverns
13. Griffins
14. Rune Mage
15. Adventurers
16. Tailed Dragonewts
17. Tusk Riders
18. Bears
19. Wolves
20. Snakes
21. Outlaw Band
22. Broos
23. Rune Lord

ELF WOODS

- | | |
|-----------------|---------------------|
| 1. Elves | 7. Satyrs |
| 2. Dryads | 8. Dream Dragons |
| 3. Pixies | 9. Rune Mage |
| 4. Runners | 10. Bears |
| 5. Bear Walkers | 11. Raiding Dwarves |
| 6. Centaurs | 12. Raiding Trolls |

In the Elf Woods, the Aldryami *a/ways* know you are there.

The Elves are in constant warfare with the Trolls and Dwarves.

RIVERS AND SWAMPS

- | | |
|------------------------|-------------------|
| 1. Newtlings | 12. Baboons |
| 2. Beaked Dragonewt | 13. Jack O'Bears |
| 3. Tailed Dragonewt | 14. Broos |
| 4. Barbarian Dragonewt | 15. Glants |
| 5. Ducks | 16. Manticores |
| 6. Trollkin | 17. Dream Dragons |
| 7. Dark Trolls | 18. Wyrms |
| 8. Baboons | 19. Wyverns |
| 9. Morokanth | 20. Griffins |
| 10. Broos | 21. Scorpion Men |
| 11. Giants | 22. Wind Children |
| 12. Ogres | 23. Sky Bulls |
| 13. Dream Dragons | 24. Snakes |
| 14. Wyrms | 25. Rock Lizards |
| 15. Wyverns | 26. Cliff Toads |
| 16. Dragon Snails | 27. Ghouls |
| 17. Gorp | 28. Vampires |
| 18. Walktapi | 29. Adventurers |
| 19. Ghosts | 30. Rune Lord |
| 20. Adventurers | 31. Rune Mage |
| 21. Rune Lord | |
| 22. Dinosaurs | |

MOUNTAINS

- | | |
|-------------------------|----------------|
| 1. Elves | 3. Ghosts |
| 2. Dwarves | 4. Vampires |
| 3. Morokanths | 5. Zombies |
| 4. Crested Dragonewts | 6. Dark Trolls |
| 5. Beaked Dragonewts | 7. Elves |
| 6. Barbarian Dragonewts | 8. Tiger Sons |
| 7. Wolf Brothers | 9. Ogres |
| 8. Bear Walkers | 10. Rune Lord |
| 9. CaveTrolls | 11. Rune Mage |
| 10. Dark Trolls | 12. Highwaymen |
| 11. Great Trolls | 13. Constables |
| | 14. Thieves |

Any of these charts can be used in conjunction with other charts. For Example, a River which goes through a forest could have encounters from either the River or the Woods table.

FREQUENCY OF ENCOUNTERS UNDERGROUND

The following table is a quick reference for keying a dungeon.

Roll D100

- 01-05—Treasure, no Monster*
 06-15—Monster, no Treasure
 16-25—Trapped Treasure
 26-60—Treasure guarded by monster**
 61-95—Nothing
 96-00—Trap, no treasure

* UNGUARDED TREASURE

- 01-25—Placed there long ago, untrapped
 26-90—Placed there long ago, Trapped
 91-00—Belongs to nearby monster, pick one.

** MONSTER GUARDED TREASURE

- 01-60—Belongs to Monster
 61-80—Belongs to Monster's Master
 81-95—Belongs to Monster's Master and is trapped
 96-99—Hidden long ago and trapped, Monster is unaware of it
 00 —Hidden long ago and not trapped. Monster is unaware of it.



WHEN TO USE

When there are several monsters to be created and the referee wants to individualize them without rolling up their characteristics, origins, hit probabilities, and other factors, refer to the following table. Note that this table is not intended to replace the construction of so-called "referee specials" or unusually powerful monsters such as Priests, Shamans, Rune Lords, and Dragons. This table is suitable for the followers of such monsters, however.

HOW TO USE

John the Average is a human with all Characteristics 10. This character has a 35% chance of hitting with the weapons with which he is armed. He strikes at Strike Rank 3 with his missile weapon or 1-point spell, Strike 6 with a short spear and Strike 8 with a broadsword. For other races, look up the characteristics and compute the strike rank with the desired weapon(s). John also has a 35% chance of parrying, padded cuirboulli, 2-point Healing, and the referee's choice of one of the following attack spells: Befuddle, Demoralize, Disruption, Harmonize. Then roll D100 and consult the following table:

HUMANOID MONSTER DEVELOPMENT TABLE (OPTIONAL)

<u>D100 Roll</u>	<u>Results</u>
01-05	Average, no change.
06-10	Above average Constitution, +2 to Hit Points, +1 in each area.
11-15	10% better with melee weapon in attacking and parrying.
16-18	10% better with missile weapon.
19-25	Power +2
26-27	Above Average Constitution, +4 to Hit Points, +2 to each area.
28-30	15% better with melee weapon in attacking and parrying.
31	15% better with missile weapon.
32-37	Dexterity above average, Strike Rank minus one, +5% on hitting.
38-40	Dexterity above average, Strike Rank minus two, +10% on hitting.
41	Dexterity above average, Strike Rank minus three, +15% on hitting.
42-44	+20% with melee weapon in attacks and parries.
45	+25% with melee weapon in attacks and parries.
46-48	Power +4.
49	Power +6.
50-55	Knows 2 point Bladesharp or Bludgeon, as appropriate.
56-57	Knows Binding.
58-59	Knows Mobility.
60	Knows 2 Point Countermagic.
61-64	Knows 2 Point Dispell Magic.
65	Knows Speedart.
66-67	Knows 4 Point Dispell Magic.
68-73	Knows Ignite and Extinguish.
74-75	Knows Multimissile or Firearrow(referee's choice).
76-78	Knows Padding or Shimmer(referee's choice).
79	Has a Spirit of average Power(13)in a familiar which knows up to 6 points of spells(referee's choice).
80-85	50% ability in any skill the referee wants.
86-87	90% ability in any skill the referee wants.
88-89	Uses Blade Venom(potentcy 2D6+3).
90-91	Average of Strength and Size abnormally high, damage bonus up one class.
92-97	Roll twice, abilities not stackable(similar abilities take higher and ignore lower).
98-99	Roll twice, abilities stackable(except Strike Rank Bonuses).
00	Roll three times, abilities stackable(except Strike Rank Bonuses).

This table is not to be considered Holy Writ. If you feel deficiencies exist, or favor a different mix of spells,

abilities, etc., make up your own. Also, anyone with a 50% chance of hitting, or who rolls twice, should have at least padded Ring Mail armor.

CHAOTIC FEATURES FOR CHAOTIC CREATURES (OPTIONAL)

WHEN TO USE

Creatures of Chaos lack the usual consistency within a species. One 2-headed Dragonsnail is not necessarily like another. Chaotic creatures should therefore receive

1 special roll from the following table whenever they are encountered. Note that it is perfectly all right if you replace this table with one of your own, or give some unusually powerful creatures 2 or more rolls, etc.

D100 Roll	Chaotic Feature
01-03	Power +1D6.
04-05	Power +2D6.
06	Power +3D6.
07-09	Dexterity +1D6.
10-11	Dexterity +2D6.
12	Dexterity +3D6.
13-14	Strength +2D6.
15	Strength +4D6.
16-17	Constitution +2D6.
18	Constitution +4D6.
19-20	Never Surprised.
21-22	Absorbs any 1-point spell cast at it, giving it 1 point of Power.
23-24	Spits acid of 2D10 potency 1D6 times a day with 6-meter range.
25-26	Breathes 3D10 fire 1D6 times per day: single target, 3-meter range.
27-28	Reflects 1-point spells back at user.
29-30	Highly flammable: if ignited burns all within 3-meter radius.
31-32	Hypnotic skin (Intelligence x 5 or less on D100, otherwise stand still till it eats you).
33-35	Appearance confusing (treat as 20% defense).
36-37	Valuable gem (treat as die roll 04) visible on body
38-40	Regenerates 1 Hit Point per round in location of choice until dead.
41-42	Befuddles one opponent per turn in addition to other attacks.
43-45	Apparently invincible: no visible damage till it falls over dead.
46-	Invisible until it attacks.
47-48	Appearance very confusing (treat as 30% defense).
49-50	Poison touch, 2D10 potency: must get through armor to operate.
51-52	Constitution minus 2D6 but regenerates 3 points per Melee Round in location of choice until dead.
53-54	6-point skin (treat as armor).
55-56	Movement class 12.
57-58	Absorbs 1- and 2-point spells cast at it with no damage, adding the Power of these spells to its Power.
59-60	Its Spirit attacks the character who killed it in Spirit Combat after it is dead.
61-62	Explodes when it dies, doing 3D6 damage to all within 3 meters: armor helps against this damage.
63-65	Appears extremely dangerous.
66-67	Can go invisible at will.
68-70	Reflects 1- and 2-point spells back at caster.
71-72	8-point skin (treat as armor).
73-74	10-point skin (treat as armor).
75-76	12-point skin (treat as armor).
77	Appears to be a harmless creature until engaged in melee.
78-80	Regenerates 1D6 Hit Points per melee round in hit location until dead.
81-82	Capable of leaping up to 10 meters.

CHAOTIC FEATURES FOR CHAOTIC CREATURES (CONT.)

- 83-84 Indetectable by use of magic.
- 85 Appearance extremely confusing (treat as 40% defense).
- 86-87 Valuable gem (treat as roll of 03) inside the beast.
- 88-90 Agonizing screams when moving.
- 91-92 Stench Overpowering: make Constitution x 5 or less on D100 or lose consciousness.
- 93-94 Can reflect spells up to 1D6+2 Power back at caster.
- 95-96 Hideous: demoralizes all who look upon it (like a spell, but as if cast with a power of 36).
- 97-98 Size +2D6.
- 99 Roll twice.
- 00v Endearing, Charisma 5D6: attacks Charisma vs. Intelligence. If it succeeds, the character will try to make friends with it, accompany it in the future on adventures, and act as its bodyguard. It already has 1D6 bodyguards. Treat attack as magical, except that Charisma is used. You'll fight with it against your friends if they attack it.

BIBLIOGRAPHY

The following is a very small fraction of the books the players of Runequest might want to read for insight into the period depicted or the techniques simulated in the game. Many obvious references are left out, on the assumption that the player has probably read at least one Conan book, or a chunk of the Elric Saga, or at least the *Lord of the Rings* and the *Fafhrd and Grey Mouser* stories. If you haven't, put this book down now, go out and read the, and come back.

BOOKS OF GENERAL REFERENCE

Bibby, George; *4000 Years Ago*; Out of print, and the copy which should be available to the author's seems to have been loaned once too often. Should be findable in any large city library. Anything else by the same author is highly recommended.

Byfield, Barbara N.; *The Book of Weird* (formerly *The Glass Harmonica*); Doubleday & Co., Garden City, New York; 1973. A delightfully written and illustrated encyclopedia of things fantastical.

Coles, John; *Archaeology by Experiment*; Charles Scribner's Sons, New York; 1973. Excellent descriptions of archaeological experiments, as you might expect.

Foot, Peter, ed; *The Saga of Grettir the Strong*; Everyman's Library, J.M. Dent and Sons, Ltd., London, England; 1965. One version of the making of a Hero, direct from the age of Heroes in Iceland.

Keegan, John; *The Face of Battle*; Random House, New York; 1977. The description of Agincourt is a must for anyone wanting to deal in slumming archaic warfare.

Draeger, Donn F. and Smith, Robert W.; *Asian Fighting Arts*; Kodansha International, Ltd., Palo Alto, California; 1969. An excellent survey of what it takes to master a weapon.

Magnusson, Magnus; *Njal's Saga*; Penguin Books, Baltimore; 1966. An excellent look at a Dark Ages culture, and some rousing fighting as well.

Malory, Sir Thomas; *Le Morte d'Arthur*; Bramhall House, New York; 1962. More information on being a Hero, albeit of a rather restrictive Cult.

REFERENCE BOOKS ON ARMS AND ARMOR

Connolly, Peter; *The Greek Armies*; MacDonald Educational, Holywell House, London, England; 1977. Lots of great pictures and some good information, too.

Connolly, Peter; *The Roman Army*; MacDonald Educational, Holywell House, London, England; 1975. Equally picturesque and informational.

Funcken, Lillane and Fred; *Arms and Uniforms, Ancient Egypt to the 18th Century*; Ward Locke Limited, London, 1961. Self-explanatory.

Stone, George Cameron; *A Glossary of the Construction, Decoration, and Use of Arms and Armor*; Jack Brussel, New York; 1961. Heavy emphasis on Japanese fighting gear, but useful anyway.

GAMES WITH INFORMATION ON THE WORLD OF GLORONTHA

As you might expect, the following can all be obtained by ordering from the Chaosium, whose address is elsewhere.

White Bear and Red Moon; 3rd ed.; 1978.

Nomad Gods; 1977.

Shadow Dance; to be announced.

OTHER FANTASY ROLE-PLAYING GAMES

Bunnies and Burrows; Sustare and Robinson; Fantasy Games Unlimited, Roslin, New York; 1976.

Chivalry and Sorcery; Backhaus and Simbalist; Fantasy Games Unlimited, Roslyn, New York; 1977.

Dungeons and Dragons; Arneson and Gygax; TSR Inc., Lake Geneva, Wisconsin; 1975—The original Role-Playing Fantasy game.

Empire of the Petal Throne; Barker, M.A.R.; TSR Inc., Lake Geneva, Wisconsin; 1975.

Tunnels and Trolls; St. Andre, Ken; Flying Buffalo, Inc., Scottsdale, Arizona; 1975.

Wizard (and Melee); Jackson, Steve; Metagaming, Austin, Texas; 1978 (and 1977).

FOR MORE INFORMATION ON GLORONTHA

"Wyrms Footnotes"; Chaosium, see address elsewhere.

FOR LIVING IN THE PERIOD

The Society for Creative Anachronism; Write to Society for Creative Anachronism, Inc.; c/o Jessica Firestar, P.O. Box 1332, Los Altos, CA 94022.

For multi-sided dice, Lou Zocchi Associates, 7604 Newton Drive, Biloxi, MS 39532

RUNEQUEST CHARACTER SHEET

NAME _____ NATIONALITY _____ SEX _____

RACE _____ SOCIAL CLASS _____ CULTS _____

STR	BONUSES	ARMOR	TYPE	PTS	CURRENT	FINANCES
INT	Attack-----	Head			HIT PTS	Income
POW	Parry-----	R Arm				In Bank
CON	Hit Points---	L Arm				Carried
DEX	Damage-----	Chest				
CHA	Manipulation---	Abdomen			CURRENT	
SIZ	Perception---	R Leg			POWER	
AGE	Stealth-----	L Leg				
MOV	Knowledge----					
	Experience---	DEFENSE %				

A.P. _____

H.P. _____

WEAPON _____	WEAPON _____	WEAPON _____
Strike Rank _____	Strike Rank _____	Strike Rank _____
Attack % _____	Attack % _____	Attack % _____
Impale % _____	Impale % _____	Impale % _____
Critical % _____	Critical % _____	Critical % _____
Damage _____	Damage _____	Damage _____
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Points _____	Points _____	Points _____

WEAPON		WEAPON		SHIELD	
Strike	Rank	Strike	Rank	Type	
Attack	%	Attack	%	Parry	%
Impale	%	Impale	%	Points	
Critical	%	Critical	%	SHIELD	
Damage		Damage		Type	
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SHIELD
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SHIELD
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A.P. ____		
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AP ____	Armor Points ____	AP ____
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A.P. ____		A.P. ____
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RUNEQUEST CHARACTER SHEET

NAME _____ NATIONALITY _____ SEX _____

RACE _____ SOCIAL CLASS _____ CULTS _____

STR _____	BONUSES	ARMOR	TYPE	PTS	CURRENT	FINANCES
INT _____	Attack-----	Head	_____	_____	HIT PTS	Income _____
POW _____	Parry-----	R Arm	_____	_____	_____	In Bank _____
CON _____	Hit Points---	L Arm	_____	_____	_____	Carried _____
DEX _____	Damage-----	Chest	_____	_____	_____	
CHA _____	Manipulation---	Abdomen	_____	_____	CURRENT	
SIZ _____	Perception---	R Leg	_____	_____	POWER	
AGE _____	Stealth-----	L Leg	_____	_____	_____	
MOV _____	Knowledge----		_____	_____	_____	
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NAME _____ NATIONALITY _____, SEX _____

RACE _____ SOCIAL CLASS _____ CULTS _____

STR	BONUSES	ARMOR	TYPE	PTS	CURRENT	FINANCES
INT	Attack-----	Head			HIT PTS	Income
POW	Parry-----	R Arm				In Bank
CON	Hit Points---	L Arm				Carried
DEX	Damage-----	Chest				
CHA	Manipulation--	Abdomen			CURRENT	
SIZ	Perception---	R Leg			POWER	
AGE	Stealth-----	L Leg				
MOV	Knowledge----					
	Experience---	DEFENSE %				

A.P. ____

 H.P. ____

WEAPON	WEAPON	WEAPON
Strike Rank	Strike Rank	Strike Rank
Attack %	Attack %	Attack %
Impale %	Impale %	Impale %
Critical %	Critical %	Critical %
Damage	Damage	Damage
Parry %	Parry %	Parry %
Points	Points	Points

WEAPON	WEAPON	SHIELD
Strike Rank	Strike Rank	Type
Attack %	Attack %	Parry %
Impale %	Impale %	Points
Critical %	Critical %	SHIELD
Damage	Damage	Type
Parry %	Parry %	Parry %
Points	Points	Points

	A.P. ____ H.P. ____	
AP ____ HP ____	Armor Points ____ Hit Points ____	AP ____ HP ____
	Armor Points ____ Hit Points ____	
A.P. ____ H.P. ____		A.P. ____ H.P. ____

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RUNEQUEST CHARACTER SHEET

NAME _____ NATIONALITY _____ SEX _____

RACE _____ SOCIAL CLASS _____ CULTS _____

STR	BONUSES	ARMOR	TYPE	PTS	CURRENT	FINANCES
INT	Attack-----	Head			HIT PTS	Income
POW	Parry-----	R Arm				In Bank
CON	Hit Points---	L Arm				Carried
DEX	Damage-----	Chest				
CHA	Manipulation---	Abdomen			CURRENT	
SIZ	Perception---	R Leg			POWER	
AGE	Stealth-----	L Leg				
MOV	Knowledge---					
	Experience---	DEFENSE %				

A.P. _____

H.P. _____

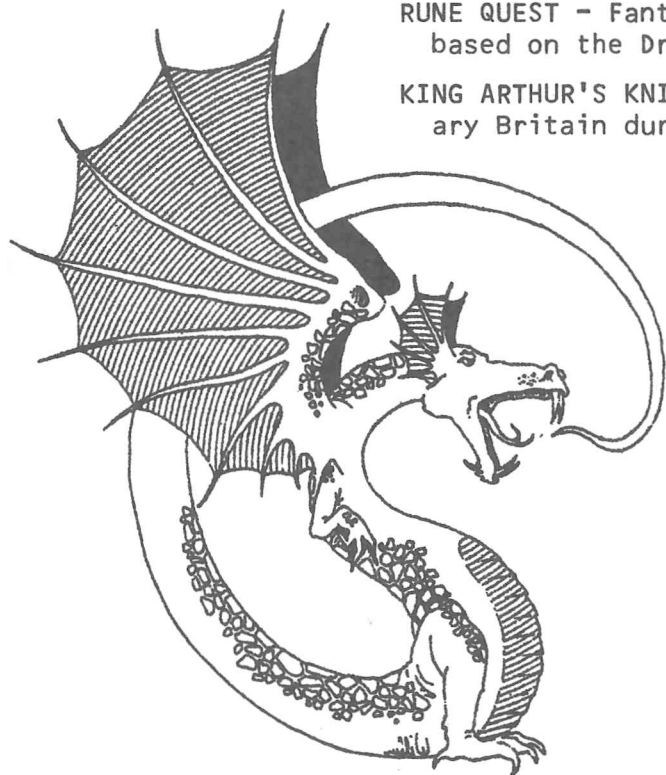
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Strike Rank	Strike Rank	Strike Rank
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Impale %	Impale %	Impale %
Critical %	Critical %	Critical %
Damage	Damage	Damage
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Points	Points	Points
WEAPON	WEAPON	SHIELD
Strike Rank	Strike Rank	Type
Attack %	Attack %	Parry %
Impale %	Impale %	Points
Critical %	Critical %	SHIELD
Damage	Damage	Type
Parry %	Parry %	Parry %
Points	Points	Points

AP__	Armor Points__	AP__
HP__	Hit Points__	HP__
Armor Points__		
Hit Points__		
A.P.__		A.P.__
H.P.__		H.P.__

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OTHER CHAOSIUM PRODUCTS

WHITE BEAR & RED MOON - Fantasy board game, the first game in the Dragon Pass Series.	\$10.00
NOMAD GODS - Fantasy board game, a game of tribal warfare, the second game in the Dragon Pass series.	10.00
ELRIC - Fantasy board game based on the character by Michael Moorcock.	12.50
TROY - Board game based on the battles described by Homer in the ILIAD.	10.00
ALL THE WORLDS' MONSTERS - A compendium of monsters for use in fantasy role-playing campaigns.	8.00
ALL THE WORLDS' MONSTERS VOLUME II - More monsters for use in fantasy role-playing campaigns.	8.00
PERILOUS ENCOUNTERS - Introductory rulebook to tabletop miniature figures warfare.	5.00
AUTHENTIC THAUMATURGY - Guidebook for using traditional terrestrial magic in fantasy role-playing games.	7.00
LORDS OF THE MIDDLE SEA - Future fantasy board game simulating the wars on a half-sunken North America.	10.00
RUNE QUEST - Fantasy role-playing game rules booklet, based on the Dragon Pass mythos.	8.00
KING ARTHUR'S KNIGHTS - A quest board game of legendary Britain during King Arthur's time.	10.00





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Within this book are complete rules for running and/or participating in a world of fantasy and adventure. These rules are complete in themselves but also complement the other Chosium games "White Bear and Red Moon," and "Nomad Gods." Using these rules you can explore the demon haunted rubble of the ruined city of Pavis, probe into Troll guarded Shadow Dance, rumored site of the legendary Palace of Lead, and engage in many another darksome adventure.

The world of Gloriontha awaits you with all of its ancient mysteries, legends, Cults, and Gods.