

# Monster Coliseum

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLEPLAYING SUPPLEMENT TO RUNEQUEST®



The Avalon Hill Game Company

## Arena Combat & Chariot Racing

Monster Coliseum is a supplement to the RuneQuest® roleplaying game. You must have a copy of either the RuneQuest Players Box or the RuneQuest Deluxe Box in order to fully use Monster Coliseum.















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# Game Aids

Chariots are used to transport trade and people, and can be deadly war machines. The introduction of chariots into a campaign offers new occupations to the player's adventurers and a new means of waging exciting races.

## Egyptian Chariot

### Contents Weight

Driver	70 kg.	
Archer	70 kg.	
Arrows & Misc.	5 kg.	
Total Contents Weight	145 kg.	
Chariot Body Weight	60 kg.	(10 Chariot AP)
Total Chariot Body Wt.	205 kg.	(10 Chariot MAP)

### Wheel Data

Simple Wheel Weight	18 kg.	(6 AP)
Chariot Body Wt/Wheel	102 kg.	(2 wheels)
Total Wheel Burden	120 kg.	(6 MAP for wheels)
Total Chariot Weight	240 kg.	(80 ENC on horses)

Egyptian horses were unarmored, as were the Egyptians.

## Persian Chariot

### Contents Weight

Driver	75 kg.	
Warrior One	80 kg.	
Warrior Two	80 kg.	
Javelins and Misc.	10 kg.	
War Chariot Equip.	75 kg.	
Total Contents Weight	310 kg.	
Chariot Body Weight	150 kg.	(25 Chariot AP)
Total Chariot Body Wt.	460 kg.	(23 Chariot MAP)

### Wheel Data

Simple Wheel Weight	59 kg.	(20 AP)
Chariot Body Wt/Wheel	230 kg.	(2 wheels)
Total Wheel Burden	289 kg.	(14 MAP for wheels)
Total Chariot Weight	578 kg.	(193 ENC on horses)

The horses in a war chariot would be armored equal to the heavy cavalry of the same army. For the Persians this would be some combination of hardened leather and scale.

## Heavy Roman Race Chariot

### Contents Weight

Driver	70 kg.	
Equipment & Misc.	10 kg.	
4 Gaff poles	20 kg.	(2 each side)
Total Contents Weight	100 kg.	
Chariot Body Weight	84 kg.	(14 Chariot AP)
Total Chariot Body Wt.	184 kg.	(9 Chariot MAP)

### Wheel Data

Simple Wheel Weight	51 kg.	(17 AP)
Chariot Body Wt/Wheel	92 kg.	(2 wheels)
Added Wheel Weight	12 kg.	(wheel spikes, one set each wheel)
Total Wheel Burden	155 kg.	(8 MAP for wheels)
Total Chariot Weight	310 kg.	(101 ENC on horses)

The Romans staged many types of races but the most common were those with four horses. Records exist of races of up to ten horses and sometimes the Emperor would ride in a chariot with up to ten horses. The typical Roman race was about 8 kilometers. In the ancient olympics the course was almost 14 kilometers. (You will probably want to have shorter races than these.)

## Chinese Command Chariot

### Contents Weight

Driver	70 kg.	
Commander	75 kg.	
Signal Drummer	80 kg.	
Archer One	80 kg.	
Archer Two	80 kg.	
Equipment & Misc.	15 kg.	
Total Contents Weight	400 kg.	
Chariot Body Weight	178 kg.	(30 Chariot AP)
Total Chariot Body Wt.	548 kg.	(27 Chariot MAP)

### Wheel Data

Simple Wheel Weight	60 kg.	(20 AP)
Chariot Body Wt/Wheel	274 kg.	(2 wheels)
Total Wheel Burden	334 kg.	(17 MAP for wheels)
Total Chariot Weight	668 kg.	(223 ENC on horses)

While such a heavy chariot could have been pulled by two horses four would have been used under strenuous conditions.



## Light Roman Race Chariot

### Contents Weight

Driver	70 kg.	
Equipment & Misc.	10 kg.	
Total Contents Weight	80 kg.	
Chariot Body Weight	60 kg.	(10 Chariot AP)
Total Chariot Body Wt.	140 kg.	(7 Chariot MAP)

### Wheel Data

Simple Wheel Weight	42 kg.	(14 AP)
Chariot Body Wt/Wheel	70 kg.	(2 wheels)
Total Wheel Burden	112 kg.	(7 MAP for wheels)
Total Chariot Weight	224 kg.	(75 ENC on horses)

## Hittite Chariot

### Contents Weight

Driver	70 kg.	
Warrior	75 kg.	
Shield Bearer	75 kg.	
Miscellaneous	10 kg.	
Total Contents Weight	230 kg.	
Chariot Body Weight	118 kg.	(20 Chariot AP)
Total Chariot Body Wt.	348 kg.	(17 Chariot MAP)

### Wheel Data

Simple Wheel Weight	45 kg.	(15 AP)
Chariot Body Wt/Wheel	174 kg.	(2 wheels)
Total Wheel Burden	219 kg.	(11 MAP for wheels)
Total Chariot Weight	438 kg.	(146 ENC on horses)

Hittite horses were unarmored. Other cultures using similar chariots and tactics gave the horses armor if the light cavalry were armored.

## Celtic Chariot

### Contents Weight

Driver	75 kg.	
Warrior	75 kg.	
Miscellaneous	10 kg.	
Total Contents Weight	160 kg.	
Chariot Body Weight	78 kg.	(13 Chariot AP)
Total Chariot Body Wt.	238 kg.	(12 Chariot MAP)

### Wheel Data

Simple Wheel Weight	27 kg.	(9 AP)
Chariot Body Wt/Wheel	119 kg.	(2 wheels)
Total Wheel Burden	146 kg.	(7 MAP for wheels)
Total Chariot Weight	292 kg.	(98 ENC on horses)

These chariots would ordinarily be pulled by two horses.

## Sumerian Chariot

### Contents Weight

Driver	75 kg.	
Spear Thrower	75 kg.	
Spears & Misc.	10 kg.	
Total Contents Weight	160 kg.	
Chariot Body Weight	85 kg.	(14 Chariot AP)
Total Chariot Body Wt.	245 kg.	(12 Chariot MAP)

### Wheel Data

Simple Wheel Weight	18 kg.	(6 AP)
Chariot Body Wt/Wheel	61 kg.	(4 wheels)
Total Wheel Burden	79 kg.	(4 MAP for wheels)
Total Chariot Weight	324 kg.	(108 ENC on onagers)

The Sumerian Onagers were unarmored. Most Sumerian warriors had only helmets.

## Fatigue Point Use

*extra speed/ strike rank*      *extra fatigue point cost per animal*

1	1
2	4
3	9
4 (maximum extra speed for horse)	16

## Chariot Design Table

item	cost & weight of chariot items	
	cost (pennies)	weight (ENC)
tack & harness	3/horse*	2/horse
chariot body	20 + 1/kg*	varies
wheel	5 + 1/kg*	varies
wheel spikes	15/wheel	12/wheel
gaff poles	10 each	5 each
war chariot outfit	300	75
misc. armor/weapons		1/enc. pt.
race horse	5/fatigue point, per RQ table, plus cost of any training	

\*These costs are for utility grade merchandise. Double the cost for fancy merchandise and multiply by ten for parade-quality decoration.

## Speed Comparisons

<i>meters per strike rank</i>	<i>kilometers per hour</i>	<i>miles per hour</i>
1	3	1.8
2	6	3.6
3	9	5.4
4	12	7.2
5	15	9
6	18	10.8
7	21	12.6
8	24	14.4
9	27	16.2
10	30	18
11	33	19.8
12	36	21.6
13	39	23.4
14	42	25.2
15	45	27
16	48	28.8
17	51	30.6
18	54	32.4
19	57	34.2
20	60	36
21	63	37.8
22	66	40.6
23	69	42.4
24	72	46.2



<i>roll</i> <i>1D10</i>	<i>result</i>
1-3	veer 1m
4-6	veer 3m
7-8	veer 5m
9	veer 8 m
10	veer 12m

<i>roll</i> <i>1D10</i>	<i>result</i>
1-3	no jump
4-6	no jump
7-8	no jump
9	no jump
10	false start; second one disqualifies

roll 1D10	result
1	underperform by 5m/SR
3-4	underperform by 3m/SR
4-5	underperform by 1m/SR
6-7	overperform by 1m/SR
8-9	overperform by 3m/SR
10	overperform by 5m/SR

<i>roll</i> <i>1D10</i>	<i>result</i>
1	understeer 3m
2-4	understeer 1m
5-7	oversteer 1m
8-9	oversteer 3m
10	oversteer 5m

Moving is defined as being greater than two meters per strike rank. All of these effects are cumulative.

\*avoidable with Drive Chariot skill roll

roll 1D10 + speed - hazard rating	result
4 or less	no result
5-6	driver jostled, chariot behaves driverless for 1D6 rounds; roll of DEX $\times 5$ or less on D100 or adventurer is thrown out
7-8	one wheel takes 1D6 damage per point of excess speed
9-10	both wheels take 1D6 damage per point of excess speed
11-12	1D4 horses stumble and are dragged
13-14	both wheels and chariot take 2D6 + 6 damage
15-16	chariot flips
17+	complete wreck; all horses fall and take one segment dragging damage, chariot is completely destroyed, passengers are thrown as debris and take one segment of dragging damage.

Small obstacles less than 1/3 meter in any dimension can be steered to pass between the horses and miss the chariot. This requires a Drive Chariot skill roll.

1D10+speed

		1-5		
		6-7		
	10	8-9	11	
	14	12	13	
18	16	15	17	19
24	22	20	21	23
	26	25	27	
		28		

initial location

direction of travel



## Barbarian Charioteer

Many barbarian tribes may be charioteers instead of riders. The early Britons, the Achaean Greeks, and the heroic Celts were such. In all three cultures two classes of people drove chariots: nobles and charioteers.

**Noble** If a barbarian noble is a charioteer, use the usual barbarian noble previous experience, substituting Charioteering for Riding. All other skills remain the same.

**Charioteer** Barbarian charioteers are the exclusive chauffeurs of the warriors and nobles. They are often stout warriors in their own right, but their primary goal is to be the finest chariot drivers in the tribe.

**SKILLS:** Throw ×1, First Aid ×2, Animal Lore ×3, Conceal ×1, Listen ×3, Scan ×3, Search ×1, Drive Chariot ×4, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×2, 1H Missile Weapon ×2, 1H Weapon Attack ×2 and Parry ×2, Whip ×3. **MAGIC:** To determine whether the charioteer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

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

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

**EQUIPMENT:** Culturally-appropriate hand weapon, javelin, whip, hard leather body armor and soft leather limb armor and hood, 1D6 distinctive scars, wineskin, serviceable clothing, leftover largess worth 500 pennies. The chariot he drives belongs to his lord; he will not be using it or its team unless he starts his adventures as his lord's driver.

## Civilized Charioteer

In civilized lands, chariot drivers may come from a wider number of backgrounds. Some nobles drive chariots, mostly as a matter of show and pride. Professional charioteers can be warriors, chauffeurs, or race drivers.

**Noble** Civilized nobles may take Charioteering in place of some or all of their Ride ability, as described in the chariot rules. Nobles with this ability are mostly young bloods who race chariots against one another.

**Charioteer** Civilized charioteers are chauffeurs of the nobles and rich tradesmen, or war drivers, or race drivers. They are sometimes warriors in their own right, but except for the race drivers they are largely motivated by wanting to keep their jobs.

**SKILLS:** Throw ×1, First Aid ×2, Animal Lore ×3, Conceal ×1, Devise ×1, Listen ×3, Scan ×2, Search ×1, Drive Chariot ×4, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×3, 1H Missile Weapon ×1, 1H Weapon Attack ×2 and Parry ×2, Whip ×3. **MAGIC:** To determine whether the charioteer knows divine magic or sorcery, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-75 Divine Magic: Your charioteer's parents worship the Sun God (See the Divine Magic chapter in the *Rune-Quest* rules). Your adventurer can automatically become an initiate of that god whether or not he has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

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

**EQUIPMENT:** Dagger, shortsword, ship, ringmail body armor and hood, cuirboilli limb armor, 1D6 distinctive scars, wineskin, serviceable clothing, leftover wages worth 500 pennies or a chariot and team of average horses.















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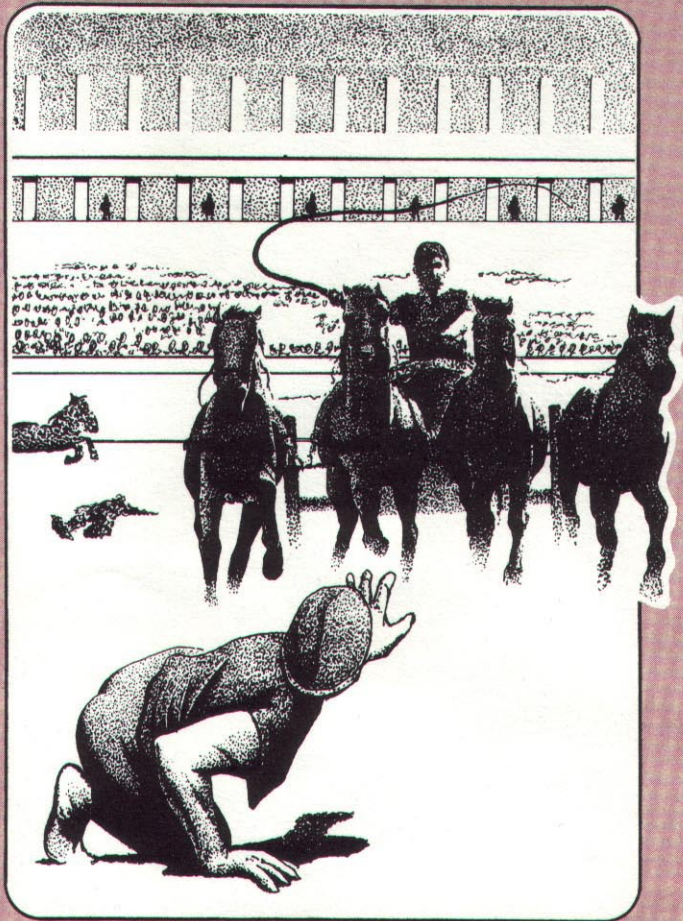


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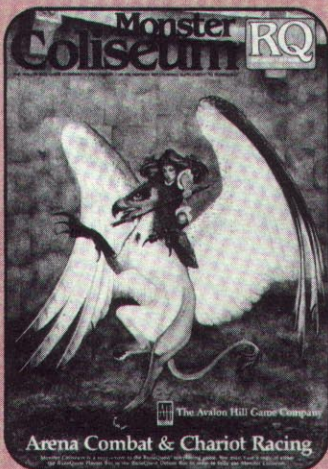






# Coliseum Book

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# Coliseum Book



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**A Chaosium Game**

**Published by The Avalon Hill Game Company**

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# Contents

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Welcome to the Arena of Death, where you duel both master and monster gladiators. This is an excellent chance for players to pit various monster-characters against one another.

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## **6 Arena Diagram**

## **9 The Coliseum**

*What is a Coliseum?*

*Arena Sections*

*A Day at the Games*

*The Gladiators*

*Nets for Retiarii and Others*

*The Monster as Combatant*

*Using Magic in Coliseum Combat*

## **18 Chariots**

*Drive Chariot*

*Charioteer Occupations*

*Horses*

*Time and Distance*

*Melee Movement*

*Fatigue Points*

*Chariot Design*

*Chariot Design Form*

*Damage to Chariots*

*Race Rules*

*Optional Rules*

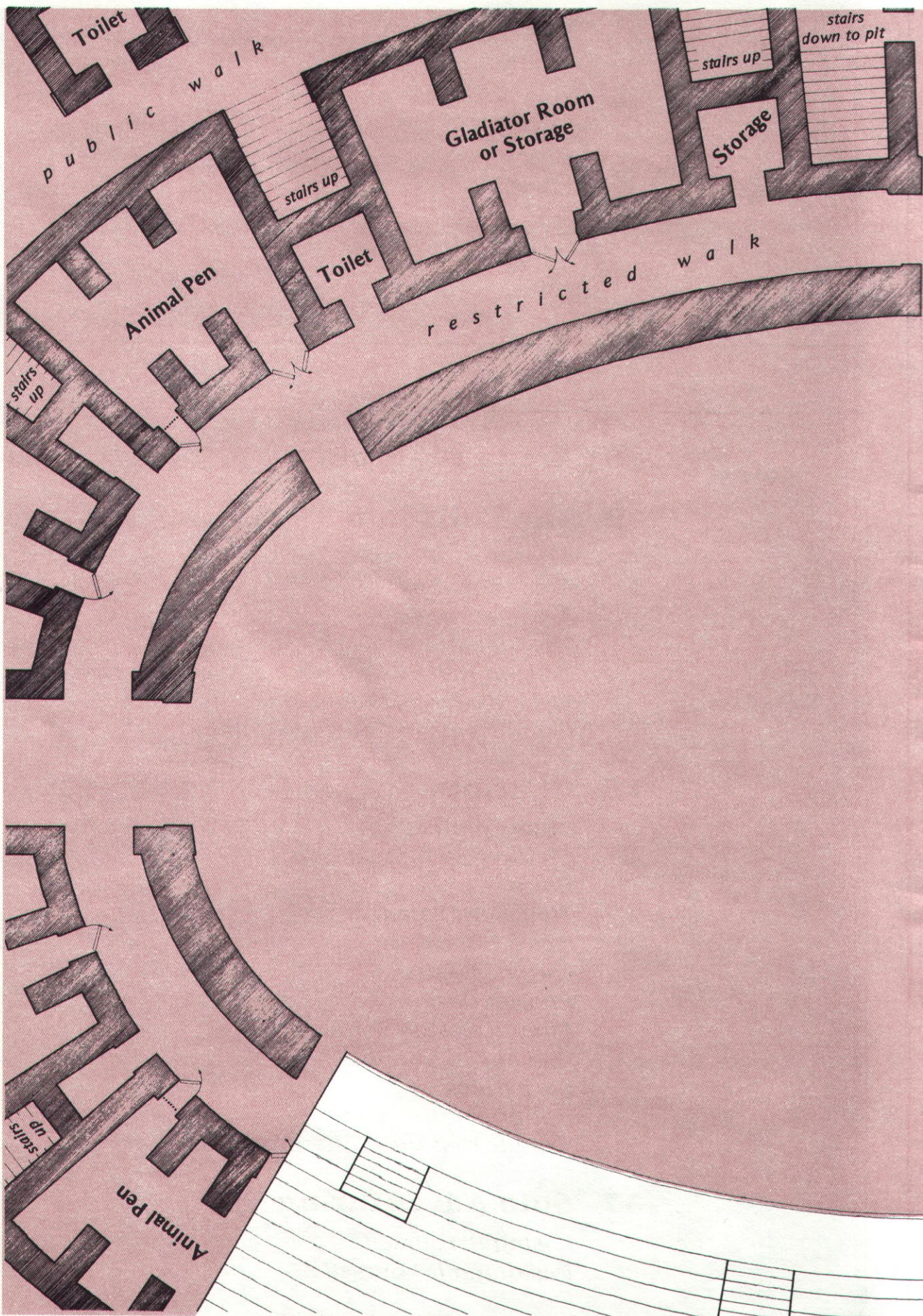
*Sample Historical Chariots*

## **37 Solo Adventuring**

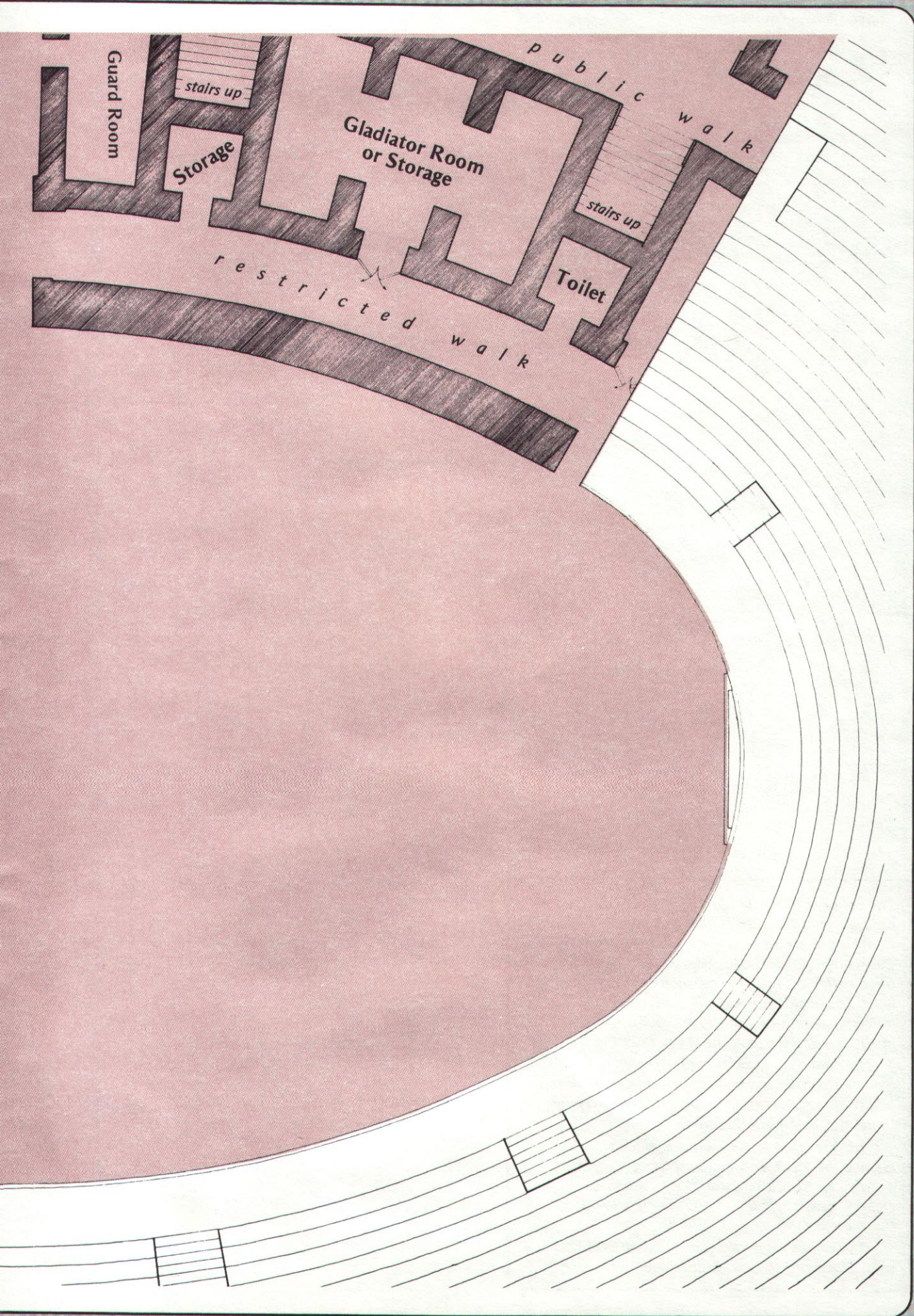
*Losing It Yourself*

*Designing It Yourself*











*The coliseum floorplan provided on the preceeding pages is reproduced from the large (22x32") floorplan provided separately in the **Monster Coliseum** supplement for RuneQuest. Those areas filled with a color screen are all located at street level. This includes the public walkway, the restricted walkway, the various rooms located off of these walkways, and the arena floor.*

*The public walkway is easily accessible from outside the coliseum building. Here you will find sellers of many goods, private meetings, sleeping transients, and event attendees.*

*The restricted walkway is accessible from outside the arena only at four points — usually guarded by the city militia. Only gladiators, victims, beasts and their handlers are allowed in this area.*

*The various rooms are labelled with probable uses. The guard station almost never varies uses.*





# The Coliseum

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The coliseum is central to the lives of the citizens. It serves as both a central meeting place and as a recreational center. Coliseum events are free to the public.

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*Monster Coliseum* provides both gamemaster and player with many useful materials. This book describes the coliseums and gladiators of Roman times and how they can be presented in *RuneQuest* terms.

The 'arena of death' has been a staple of fantasy fiction and roleplaying for as long as these genres have been in existence; now the *RuneQuest* gamemaster has everything he needs to expose his players to the rigors of gladiatorial combat. And players can use this book's system and information, as well as some of the encounters in the *Monster* book in order to create their own solo adventures.

## What Is a Coliseum?

A coliseum is an amphitheater. Amphitheaters can be called coliseums, but only if they are qualified by the name of the city or something similar. The Colosseum is called that because of its size. It was the first built by the Romans, and served as the model for all subsequent coliseums throughout the Empire.

The central area in which combats take place is called the arena.

Coliseums were central meeting places for Roman citizens across the Empire. Ruins of coliseums are found throughout the lands around the Mediterranean. Some are still maintained and used for such sports as bullfighting.

Coliseum architecture inspires many sports arenas constructed and used today.

### Using The Coliseum

Initially the coliseum was the recreational center for a Roman town. The idea seems to have originated with the Etruscans, who held combat games to commemorate the death of important people. The Romans extended the idea to holding games to commemorate anything, including the wish to have something to commemorate.

For the most part, Roman games were either spectacles of combat between highly trained fighters called gladiators, or were spectacles in which gladiators slaughtered criminals and animals.

These games were always free to the public, and came to be a major method to pacify and control the rabble. Those with money could bet on their favorites with both private and official bookmakers and occupy an entire day with the activity.

If at all possible, the arena floor for a Roman coliseum was built below normal ground level, so that water could flood the arena. A portion of the arena floor would also be dug out into a cruciform pit, and covered over during the normal games.

When the sponsor of a game wanted to hold a naval battle, the arena would be flooded and the pit uncovered and filled. Actual ships could maneuver in the pit, while shallow-draft barges would substitute for other vessels in the rest of the arena.

The normal depth was such that if a gladiator fell off his ship, he could stand up and wade away or get picked up again by his comrades. An armored gladiator who fell into the pit area, however, would probably drown. In later years, when coliseums were used as fortresses, the pit area was divided into storage areas.

Engineers often created artificial forests and mountains on the arena floor. Records exist of an entire mountain built at the Colosseum, with numerous concealed trap doors. Behind each door paced a starving animal, unleashed at opportune moments to harass the victims on the mountain.

### Coliseum Architecture

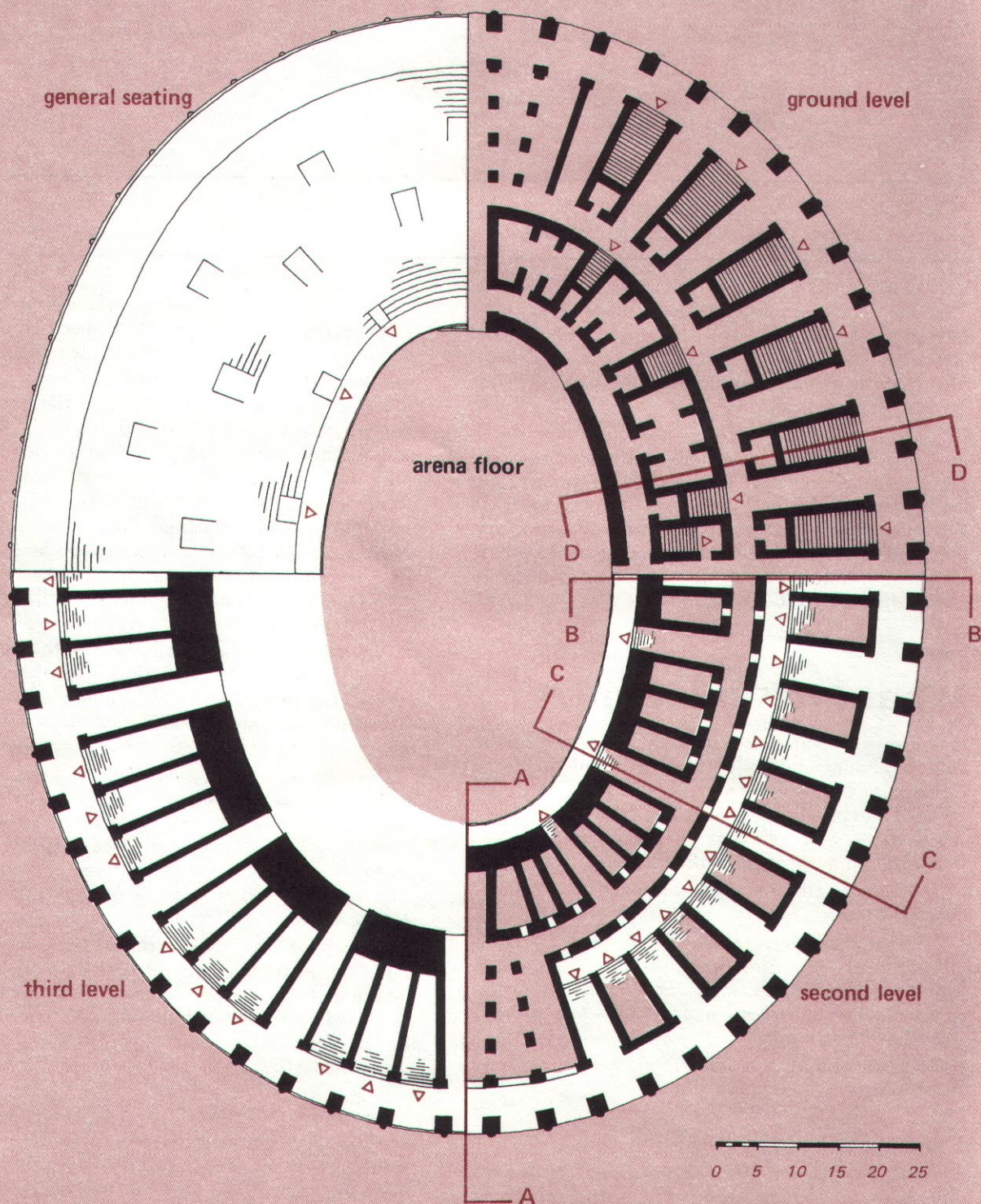
Traditionally, coliseums were built in an oval shape with large arches at each end to allow processions to enter the arena. Two layers of passages intertwined among arches and pillars which held up tiers of seats for about 20,000 people.

The lowest seats were built over the temporary holding cages for animals and prisoners. Usually coliseums also were equipped with canvas cloth which

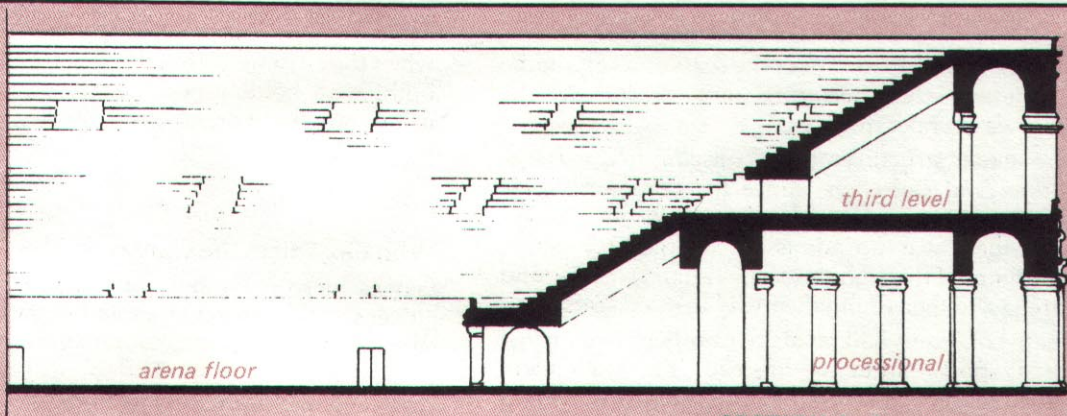


# Coliseum Sections

*all shaded sections are located on the ground level*

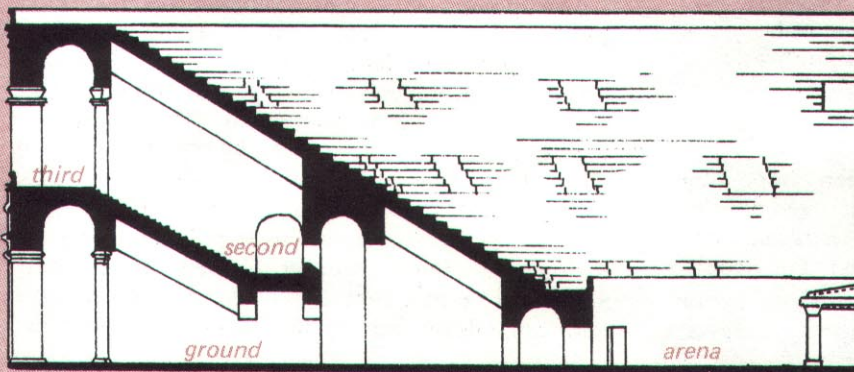






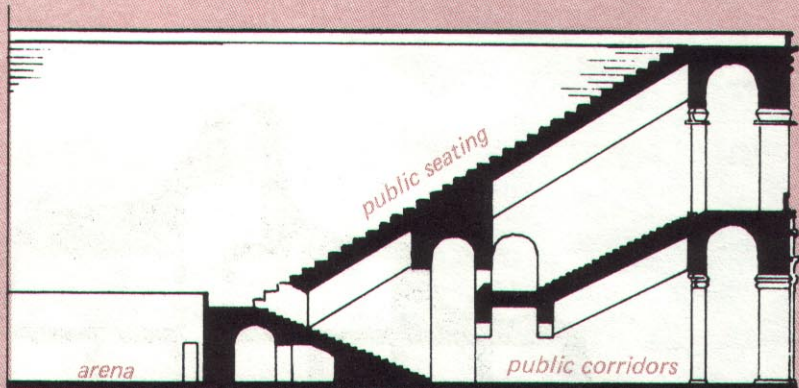
#### SECTION A-A

*This section is taken through the main processional, along the long axis of the arena. On the first (ground) floor, three main corridors run away from the viewer. On the third floor (the second is not shown), are two corridors. The corridor farthest to the outside runs entirely about the arena. From it, many stairways alternate leading down to the ground floor, straight out to the seating area, or up to the upper exits to the seating area.*



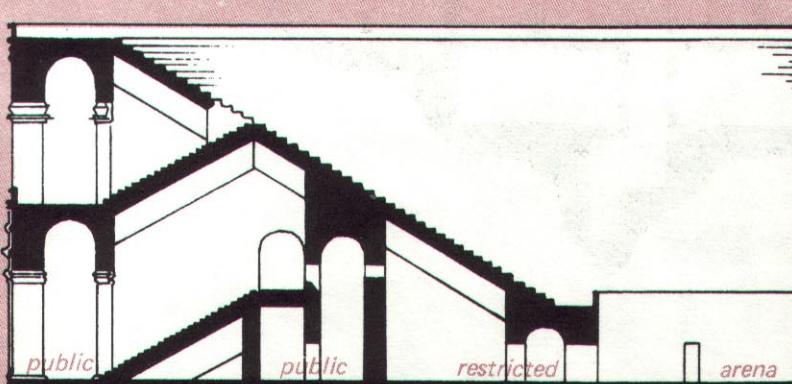
#### SECTION B-B

*This section is taken along the short axis of the arena, clearly illustrating one of the alternating stairways leading from the second to the third levels. Note the window at the second level, looking down into the middle ground-level corridor.*



#### SECTION C-C

*This section best illustrates the ground-level stairway leading to the top of the wall that runs about the floor of the arena. Beneath this stair lies one of the smaller toilets or small storage rooms.*



#### SECTION D-D

*This illustration shows the public corridors and one of the stairways that leads from the outer public corridor to the second level.*



could be drawn forward over the seats as a sun shade. If it rained, the spectators took shelter in the passageways under the seats.

The actual structure of the coliseum is a maze of corridors and stairways. Since the coliseum was a public building, supported by the city of which it was a part, there was no admission charged for entry. People entered through the arches all the way around the arena and then found their way to good seats.

These coliseums had no aisles or other amenities of modern sports stadiums. Instead, the seats were about 80 centimeters wide and also acted as stairs and walkways for other spectators who needed to walk behind seated citizens.

In later years, after the fall of the Roman or western portion of the Empire, inhabitants of cities with coliseums sealed off the arches, leaving only one or two points of entry, and used the amphitheaters as fortresses.

### Construction

Roman coliseums would have been impossible without concrete. The construction involved pouring forms for many arches to support the immense structure above, capable of seating 20,000-30,000 people.

Often, a new city would dig an oval pit in the ground, with earthen supports for seating. However,

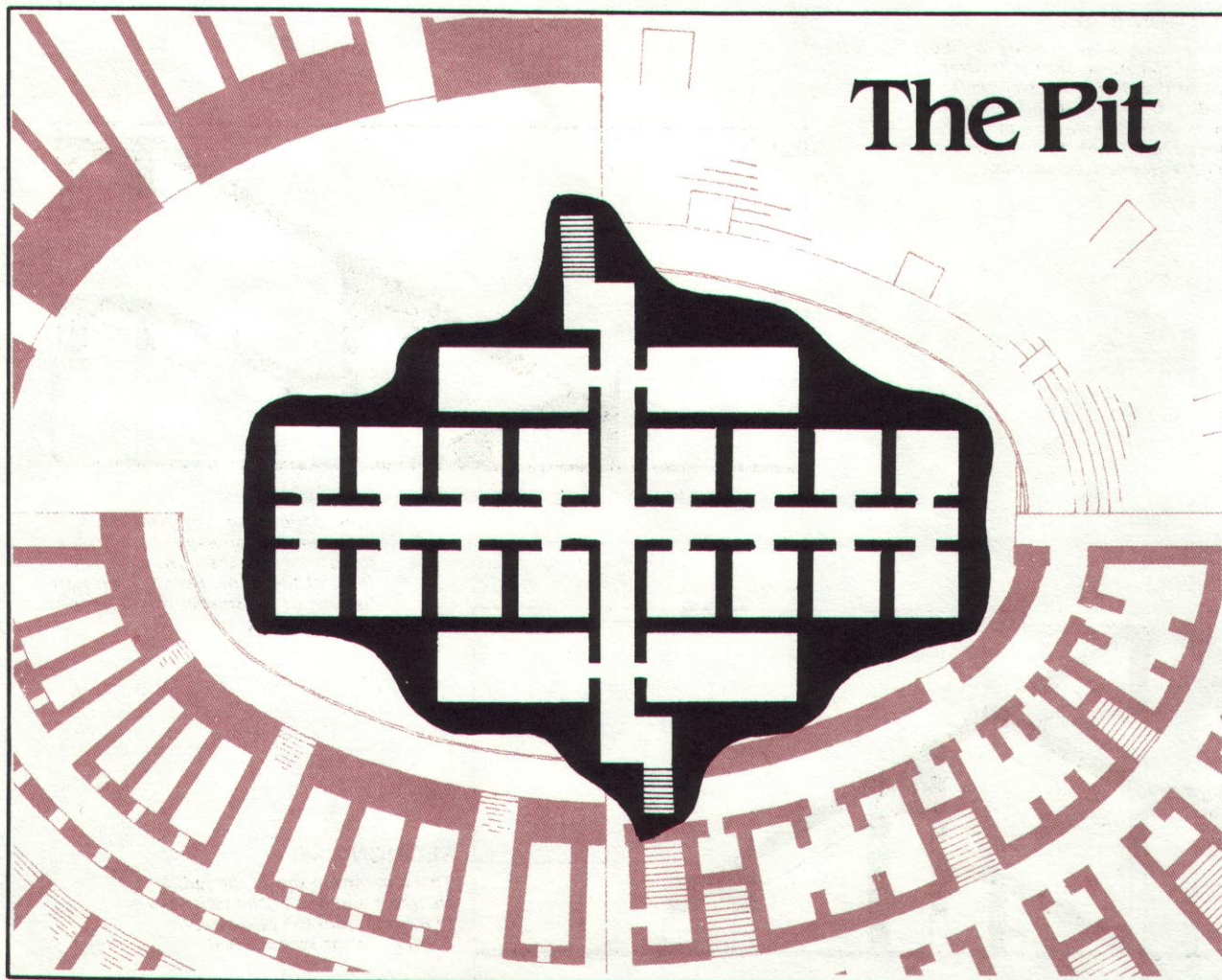
when the city could afford it, a full coliseum would be built, with holding pens, sanitary facilities, and the usual complex of arches and stairways.

### Who Organizes the Games

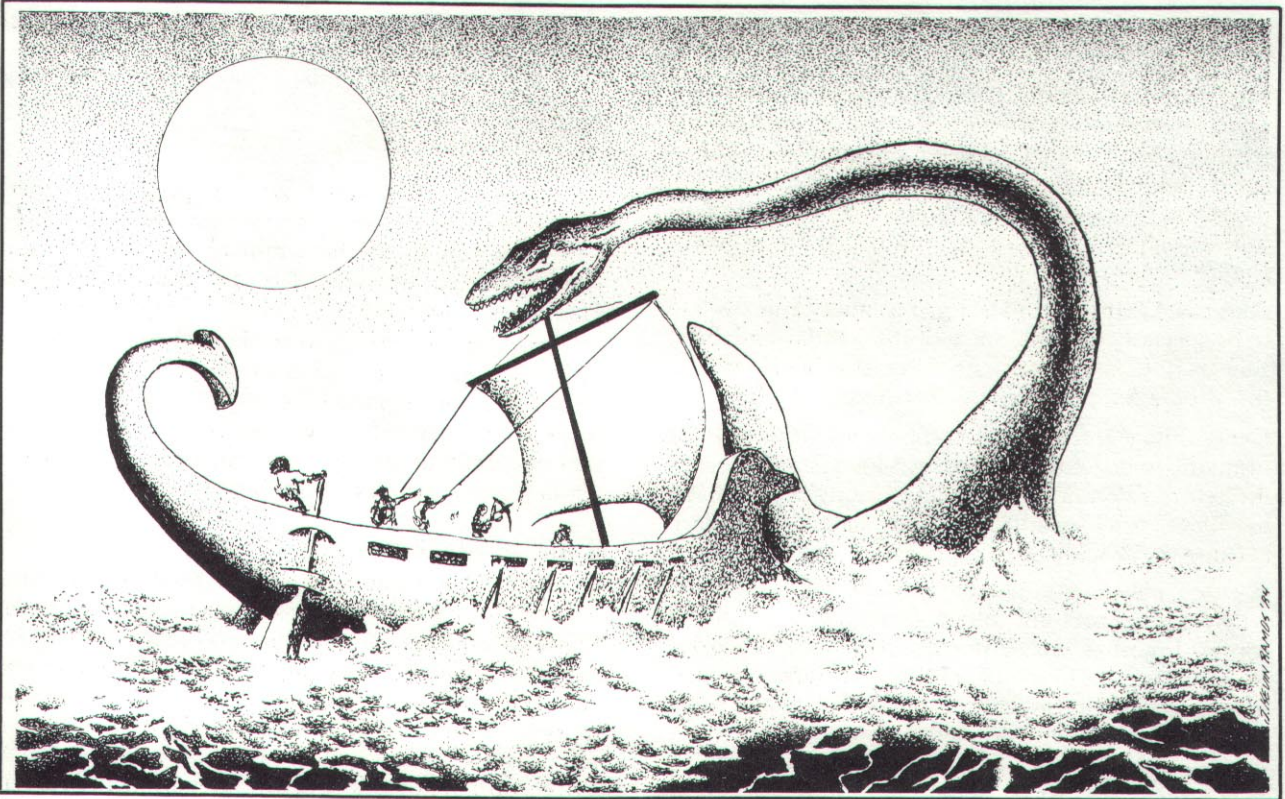
Games were commonly sponsored by rich private citizens, although senators and emperors would also sponsor them to commemorate great victories or appease the unruly mob. The sponsor was the ruler of the event, and he initially had final say as to whether a wounded gladiator would be slain. Later, this privilege was shared with the spectators to provide more audience participation for the jaded populace.

The sponsor appointed governors to arrange the events and appointed stewards to keep the events running. Sponsors might have servants or retainers whose sole duty it was to arrange such things, or they might hire professional game entrepreneurs to put on such events. In the latter case the entrepreneur supplied all the gladiators and other participants and arranged for his own governors and stewards.

Part of the fascination of the coliseum in history and fiction rests in the strange animals used in the combats. Sponsors of games went to great lengths to get the most outre animals for their events. But a coliseum only had







*In this romanticized view of waterborne coliseum combat, a huge plesiosaur tries to nip archers from the deck of a mock monoreme. The prow of the monoreme has been whimsically fashioned into the likeness of a duck, rather than the more traditional and respected likeness of a dragon.*

pens good for holding a man or medium-sized animal for a day, but not more. Furthermore, coliseums typically were built in the most populated sections of town. No one wanted lions, elephants, bears and more exotic animals lodged where they might escape and wreak havoc among the people. Game promoters established stables at farms outside of town, from which large animals were brought in the morning as part of the opening pageantry for a day of the games.

Animal trainers found a challenge in attempting to train hard-to-train beasts such as stags, but the crowd preferred animals like lions, ostensibly dangerous but actually easily-trained. As usual, popularity won out over art, and trainers resigned themselves to training the crowd-pleasers instead of the real challenges.

## A Day At The Games

Games started shortly after dawn, and went on to sundown. There was no artificial lighting for the evening. In a magical universe, this problem could be solved with extended Light spells, allowing for longer pageantry. However, unless the populace is wasting incredible amounts of magic points on lighting the city streets, it is unlikely the games will go past dusk — if only to allow the populace to get home before darkness arrives to shield the actions of muggers.

Games usually began with a parade of gladiators and an inspection of their swords or other weapons.

Then a mock battle with wooden weapons would be held until a horn was sounded — this gave the combatants a chance to limber up, and the bettors a chance to see their form. Finally the participants settled down to serious battling. Just what forms the games took depended upon the needs of the sponsor, but there were several normal concepts.

## Types of Combats

Gladiatorial combat primarily pitted single fighters against each other. Ten fights might occur at once, but when one pair finished, the winner would not take on another. The gladiators who participated in this sort of combat were called *ordinarii*, because that was the ordinary way of fighting.

The Romans had another name, *catervarii*, for groups of gladiators who fought as units in unit versus unit battles. In these vicious struggles, the fight continued until only members of one unit remained standing.

Roman law limited the number of gladiators who could participate in the game, though influential sponsors who wanted to stage a greater-than-normal spectacle often ignored the law.

**Slaughter of Slaves:** from the first, the Colosseum was used as a place to dispose of prisoners of war and other slaves. Hapless prisoners would be shoved weaponless into the arena, and then fierce and hungry beasts



would be let in to eat them. Apparently the Roman crowds loved this.

**Men Against Animals:** sometimes those cast into the arena were not helpless; they would be granted weapons with which to defend themselves. Sometimes the weapons might be token, such as dull daggers. At other times an animal fighter might be a fully-equipped gladiator or soldier, with a decent chance to survive.

**Animals Against Animals:** for this, many animals had to be specially trained. Some of the standard mixings, such as bulls or bears versus dogs, survived well into the Middle Ages and Renaissance times.

**General Pageantry:** mock combats might be held as dramatic re-enactments, mostly religious or historical in nature. Weapons would be blunt and mostly harmless. Such gladiators were called *Paegniarii* because they took part in pageants.

Often pageants could be pretexts for slaughters, wherein emperors and other game-givers got rid of former favorites, etc. After a while, they discarded such pretexts in favor of undisguised (and cheaper) mass rapes, public executions of Christians and other criminals, and general depravity.

**Military Shows:** sponsors sometimes used the games to test one type of formation against another. Commonly units from opposite sides of the empire would be made to fight each other. Despite the ostensive military rationale, these spectacles were held to give the masses the chance to see killing on a large scale.

**Gladiatorial Combat:** the prime attractions of the games, however, usually were the gladiators, trained free or slave combatants who fought to the death for the pleasure of the crowd.

### "Thumbs Up, Thumbs Down"

The governor of the games (usually the noble in charge, the sponsor, or the Emperor if present) had the final power of life or death over the gladiators. If a gladiator went down, his opponent could ask for the ruling of the governor. Two contradictory ways of indicating the ruling are recorded.

By the first convention, the governor aimed his thumb at the ground if the downed gladiator was to die, or he waved his handkerchief if the gladiator was to live. By the second convention, thumbs down indicated that the winner should lay down his sword; a thumb pointed at the chest indicated that the sword should go through the heart of the loser. A fallen gladiator who did not know which convention was being used could be in for some anxious moments.

The common "thumbs up" signal of our era was not used in coliseum combats.

### Rewards of Success

Gladiators were great crowd-pleasers, just as successful athletes are today. Even though they were usually slaves they could amass great wealth and prestige. Noble women would vie for their favors, and poets would sing their praises. Often they retired after a few successful years to start their own gladiatorial schools or they taught at someone else's

school. Others were hired as private bodyguards, in numbers sometimes that of small armies.

## The Gladiators

Most arena fighters were slaves and prisoners of war. Occasionally senators and other nobles participated either for fun or at the whim of an emperor, but generally fighting was left to the professional gladiators.

Typically, gladiators were slaves kept strictly for fighting. Some were warriors from conquered tribes, and others were legionnaires sold into slavery for debt or other crimes. They were trained in gladiatorial schools maintained by rich patrons. Some slave gladiators were freed but continued in the arena.

### Types of Gladiators

Gladiators were equipped with many different forms of weapons by their masters. Sometimes gladiatorial fights were staged to test different hand-to-hand tactics. Often gladiatorial equipment was intended to be colorful, not efficient. Vital spots might be left unarmored. Commonly an unarmored fighter, such as a *retiarius*, was pitted against a fully-armed fighter such as a *secutor*. The following list is not all-inclusive, but indicates the variety of gladiatorial types.

**Andabatae:** little is known of these mounted gladiators, but they seem to have been the only ones known to ride horses. They were known for wearing helmets with closed visors, no doubt to lend mystery to their reputation.

**Dimachaeri:** a gladiatorial form adopted during the later Empire. *Dimachaeri* used two short swords and were otherwise unarmed or armored.

**Essedarii:** equipped with spears, shields, and swords, these gladiators fought from chariots like Britons. Britons were known for their spectacular stunts while fighting from chariots, such as walking up the tongue to a spot between the horses and fighting from there while the horse charges.

**Hoplomachi:** their equipment was based on the armor of the Greek soldier. *Hoplomachi* used full hoplite lamellar armor, the hoplite shield, and a single-edged equivalent to the broadsword (the *kopi*), from which the shorter *kukri* was derived.

**Laquearii:** by using lassoes they tried to bind and disable their antagonists. *Laquearii* were mainly comic relief and used in situations where action was required more than blood.

**Mirmillones:** these fighters were armed in barbarian Gallic fashion, with sword, helmet and target shield. They gained their name from the helmets with fish-shaped crests they wore, and generally wore the Gallic costume of trousers and bare chests, (even if the gladiator's actual homeland was some place like Syria).

**Retiarii:** no one knows from where the glamorous idea of using a net and trident originated — perhaps in some pageant of fisherman versus farmer, each using the natural weapons of his trade. A *retiarius* generally fought a *secutor*. A short chapter later in



this book is devoted to a discussion of nets and of fighting with nets.

**Samnites:** theoretically the embodiment of the Roman legionnaire, this gladiator used the legionnaire's traditional helmet, shield, and sword.

**Secutors:** a secutor wore the most oddly-placed armor in the games. Only sword arm and shoulder, head, and legs were protected; a target shield guarded the rest, otherwise as open to blows as that of the traditional opponent, the retiarius.

**Thraces:** These lightly-armed fighters used a buckler and a scythe-shaped dagger equivalent to the kukri. They were commonly matched against the somewhat heavier-armed mirmillones.

## Literary Gladiators

Some notable characters have spent harrowing moments on the bloody sands of a coliseum, including John Carter, Warlord of Mars, Tarzan of the Apes, and Flash Gordon. Their heroic footsteps were followed by hundreds of fictional champions whose names are less well-known to the reading public. The drama of the arena holds great fascination for writers and readers of adventure fiction.

Most fictional efforts feature the hero imprisoned, forced into combat against other fighters or exotic beasts, and finally fighting his way free — often leading the other gladiators, Spartacus-like, to freedom.

The real-life Thracian gladiator Spartacus led a gladiatorial rebellion which baffled the legions of Rome for three years. Today he is considered a great hero and freedom fighter, but in the Classical era his name was anathema. It was frequently invoked to scare senators into approving repressive laws.

The name of Spartacus became a beacon to all the slaves of Rome; many rebellions were fought in his name. In the later Roman empire, many rebellions were led by gladiators, as might be expected by well-trained and tested men who had nothing to lose. Revolts were called "bacaudae."

## Intelligent Species as Gladiators

Among the many intelligent races found in the *RuneQuest* universe, formal arena combat is popular among only humans and dark trolls. Orcs are known to arrange informal versions of arena combats, usually involving heavily-armed orcs arrayed against outnumbered or unarmed opponents. Other races either have no facilities for such blood sports because everyday living is precarious enough, or have no liking for such things. However, enslaved individual members of most intelligent races frequently have found themselves unwilling participants.

The following conventions are based on general civilized human usage. Dark trolls and barbarian humans are less formal in their designations and have less interest in devising interesting weapon combinations for their gladiators. A prisoner is usually allowed

the melee weapons he was captured with or given weapons normal to his captors.

Dark trolls also favor blood sports with spectator participation, such as their famous trollball games, which also take place in their arenas.

**Cave Trolls:** use their normal weapons without armor. If their opponents are slaves to be slaughtered, weather control spells of some nature are used to block off the sun's rays. If the trolls are to be the victims, they must fight in full light of day. When both trolls and slaves are to be slaughtered, they fight in daytime but the humans are as ill-equipped as the trolls.

**Centaurs:** treat them as andabatae or lasquearii, generally to be pitted against heavily armored foes such as secutors or mirmillones. Sometimes, however, they find themselves facing mounted humans with similar weapons, or retiarii trained to bring down a charging horse.

**Dark Trolls:** Usually secutors or mirmillones in human coliseums, though allowed any weaponry in troll games. The troll area in gladiator quarters is surpassed in squalor only by the orc and Viking sections.

**Ducks:** this oppressed race normally fights as dimachaeri or thraces, or sometimes mirmillones. Ducks are comic relief for the crowd, offering countless amusing ways in which to die. Cruel promoters load down ducks with secutor, samnite, or hoplomachi gear to provide further hilarity for the populace. Duck settlements rarely host gladiatorial games.

**Dwarfs:** as hoplomachi, secutors, or samnites, doughty dwarfs generally give good account of themselves in arena battles, especially if pitted against orcs, elves, or trolls, their hereditary enemies. If promised high rewards, dwarfs can be exemplary fighters, but most dwarfs would rather make gladiatorial gear than wear it.

**Elves:** usually provided with weapons as thraces, dimachaeri, or mirmillones. Elves are congenitally opposed to arena fighting and are not popular gladiators. Elf slaves are often slaughtered in the arena by matching them to a hereditary enemy such as dwarf, orc, or troll. Crowds crave to see haughty elves humiliated in combat.

**Fachans:** allow their normal weapons and heavy armor. They are only employed in single combats against very highly rated adversaries. The fachan is a tricky opponent to defeat.

**Giants:** these are usually young giants, rarely very large, and rarely is there more than one in a day of games, since keeping a giant prisoner is a tricky task at best. Some giants have maintained reputations as champion killers for many years in a particular arena, spending 20 years or more slaughtering overweening gladiators. When grown too big to keep, a giant usually is freed, and normally has considerable earnings from rewards and bets.

**Halflings:** they may fight as thraces, dimachaeri, or mirmillones. Like ducks, halflings are used for comic relief (a favorite match is to set a half-dozen halflings against one cave troll). Some speculate that this combination inspired bull-baiting with dogs when the



supply of halflings and cave trolls ran out. Nonetheless, many halfling gladiators have won fame and renown for their sturdiness and quickness. Halfling gladiators are more popular in smaller arenas which lack facilities for major battles (such as men versus bandersnatch — halflings against rock lizards provide a provincial version of this entertainment).

**Humans:** they come in all sizes and weapon combinations, just as in the Roman coliseums.

**Minotaurs:** use their normal weapons of two-bitted axe and massive strength. Slaying a minotaur is the mark of a master-class gladiator.

**Orcs:** usually they fight as retarii or secutors, though they can be found with almost every weapon combination. Normally they are not allowed to fight with combinations which give them armor, for the fans are interested in seeing their not-quite-human physiogony.

**Werewolves:** they fight only magic-using opponents, except when slaughter is wanted. A favorite joke of promoters is to give good weapons to non-magic-using slaves meant for slaughter, and then to send them out to fight "the wolves." The crowd roars with laughter at the expressions on the faces of the doomed

slaves when they realize that their wonderful weapons can do no good at all.

## The Monster as Combatant

*RuneQuest* monsters are used in arena combats and spectacles just as were their less fantastic brethren in Roman times. Popular creatures include bandersnatches, elementals (summoned for the fight by magic-casters hired by the game sponsors), manticores, and undead — though only mummies, skeletons, and zombies are used. The demoralizing howl of the ghouls automatically relieves them from most arena combat (a demoralized crowd is not a happy one), and vampires are ineffective in the daylight preferred for arena combat.

The wild animals available to game promoters are more various than those available to the historical Romans. Allosaurs are chancy combatants but genuine crowd-pleasers. Normal animals such as bears, elephants, lions, and wolves are generally available to the richer promoters who can afford to have them shipped in from exotic locales. Certain *RuneQuest*

### Nets for Retarii and Others

The net is part of every culture. It is usually a set of lines knotted together into a grid pattern, made to catch objects too big to fit through the holes of the grid. The mesh of a net can be small, for catching small fish, or larger for snaring larger prey, such as men.

For game purposes there are three nets of interest: fishing nets, trapping nets, and combat nets. Their many similarities include their manner of construction.

### Common Attributes of Nets

Netmaking is a craft, and can be learned in any culture. All nets have two attributes, SIZ and STR/hit points.

SIZ is the area of the net, and measures what volume the net can cover. Combat nets rarely are larger than SIZ 20, the maximum size usable one-handed by a normal STR man. Fishing and trapping nets can be of any SIZ, but require one man per 20 points SIZ if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot fully entrap that target.

Nets commonly have a STR of 2D6+14 (an average of 21). The STR also counts as the net's hit points in any one area. A net has armor points between 3 and 8, depending on its construction. Combat nets usually have 6 armor points.

### Fighting With Nets

Fighting with a net is a unique combat skill. It requires a specially-made combat net. Using such a net for combat has a 05% base chance, and training for it can only be found in civilized territories.

Only combat nets are meant to be used in battle. Other nets usually are too big, and are weighted differently to fulfill their primary function. Any warrior trained in fighting with a net will use a fishing or trapping net at half his normal ability with the combat net.

The normal combat net can contain a SIZ of 15, has a strike rank of 1, and an ENC of 3.

A combat net can be snapped (doing 1D4 damage), much as children do with wet towels, or it can ensnare an opponent. Fighters normally carry nets on the left arm, and in that position the net can be used as a shield. In absorbing blows from edged weapons, its hit points will be destroyed just as would a regular weapon's. Trainees in Net Fighting learn both attack and parry.

### Combat Net and Trident Descriptions

weapon	damage	STR/ DEX	ENC	base %	AP	SR	price (pennies)
Combat Net	1D4	12/10	3	05%	6	1	150
Trident*	1D6+1	9/7	2	05%	9	2	125

\*This weapon, a form of short spear with three points on the tip, was commonly used with a combat net in Roman gladiatorial combats by a gladiator called a retiarius. The retiarius would snare his target in a net and then spear him through the mesh of the net with the trident.

### Attacking to Ensnare

An ensnaring attack is made by throwing one end of the weighted net over some portion of the target's body while maintaining a hold on a cord attached to the other end. The cord allows the user to maintain tension and keep the target from just shrugging the net off.

A successful attack which is not parried allows the attacker two rolls on the melee hit location table. There is no special effect if the same location is rolled twice. Both areas rolled will be ensnared by the net with the following results:



creatures, however, are rarely seen in the arena, despite their general availability in the world.

**Flyers:** flying monsters are dangerous to any coliseum crowd. Putting a large net over the arena holds such creatures in, but also obscures the vision of the spectators. Magic potent enough to keep such creatures in is expensive in both money and magic points, and hard to justify. Only trained gladiatorial animals, such as griffins or wyverns, who will stay in the arena and can be relied on to not attack the crowd or run away, will be found in the arena.

**Ranged Attackers:** creatures who have a ranged attack are also dangerous in the arena, just as archers would be. Even if fully trained and unlikely to attack the crowd, every missed attack is a hazard to the crowd. Creatures with ranged attacks are rarely used in arenas.

**Poison Gas Users:** many creatures issuing poison gas issue it at short ranges — seemingly safe for arena combat. But gases can be carried by the wind, and all of them can hang in the air. It spoils the crowd's enjoyment when gladiators march onto the field and fall dead from poison gas residues left over from the last combat.

## Using Magic in Coliseum Combat

In *RuneQuest* arena combat, promoters often please the crowds by making creative use of magic. Summoning creatures is only part of the fun. Gladiators can be both hampered and enhanced with magic in interesting combinations.

For instance, a one-armed gladiator could have a Strength spell, a Vigor spell and a Fanaticism spell placed on him, just to see how long he would last in a fight. Or perhaps a fully armored and armed hoplomachus could have a Mobility spell placed on him to increase his movement rate when matched against a large pack of wolves. Or perhaps centaurs would be amusingly hindered by Slow spells when matched against Mobilized ducks.

Slave gladiators are not usually permitted to know ranged magic, for fear of what they would do to the watchers. Spells that such gladiators can know are routinely carefully controlled by the promoters — an occasional Damage Boosted weapon or Fireblade makes a pleasing spectacle for the crowd, but in general the crowd craves visible skills and visible blood.

**Arm:** arm cannot be used as long as tension is on the net.

**Leg:** target cannot move without falling but can fight from his current position. If the net user receives a successful STR versus STR roll on the resistance table, the target will fall.

**Abdomen or Chest:** user who receives a successful STR versus STR attack on the resistance table can cause target to fall. Target cannot disengage while caught.

**Head:** target's vision is obscured. Halve all attack, parry, and dodge skills.

The hit locations caught must be freed by ripping, cutting, or burning, as described below. If there is no tension on the net, the victim can simply unwind the net from himself if he makes a roll of his DEX or less on D100. This may be attempted at the end of each melee round. If both arms are pinned, he cannot unwind without help.

### Defending Against Ensnaring Attacks

Any weapon may parry a net. A parrying shield will be caught instead, immobilizing the shield arm, unless the parry success roll was a special or a critical. Any other weapon used to parry a net instead will be caught instead unless the parrier's player rolled equal to or less than twice his adventurer's special roll. If the parrying weapon is caught in the net, the parrier's weapon arm is immobilized unless he lets go of the weapon.

The chance to dodge is reduced by 10 percentiles because the net covers a larger area than the usual weapon blow.

A fishing or trapping net dropping upon an unaware victim from above cannot be parried, though the victim may be able to dodge it.

### Escaping the Net

An ensnared being can rip open, cut open, or burn open a net in order to quickly emerge.

**Ripping Open:** the adventurer's STR must be matched against the net's STR on the resistance table. A successful roll means that the net now has a hole in it large enough to crawl through. The ripper may walk through the hole in the next melee round. This assumes that the ripper has not been trussed up in the net and can still move his arms and hands, perhaps getting some leverage with his feet. Even a common net usually will be strong enough to hold a man. Those who want to trap giant trolls get stronger nets made.

**Cutting Open:** only edged weapons work against nets. If the enmeshed being has an easily reached sheathed knife, he may be able to pull it out and cut with it. Edged weapons already in hand might also work at the gamemaster's discretion, but such weapons will only do a dagger's damage because of problems of leverage and the unusual awkwardness of the cutting angle. Normal damage bonuses and added damage from magic will add to the cutting power. Someone attempting to cut his way out of a net must cut out of the net hit points equal to his SIZ or equal to the hit points of the net, whichever comes first, to make a hole large enough to escape from. He may escape the melee round after he destroys the needed number of points.

The full hit points of the net are present in every area of the net; should one area of the net be cut open, other areas still have their normal hit points.

**Burning Open:** fiber nets are flammable, and take full damage from any fire. Unless excessively dry, a net will not catch fire, so that the flaming object must be held against the net each turn until the hit points are burned away.

**Combined Attacks:** a net could be cut and burned at the same time to reduce its hit points, which also reduces its STR. Then the ensnared victim could apply his STR against the weakened STR of the net and rip his way out.





# Chariots

Chariots are used to transport trade and people, and can be deadly war machines. The introduction of chariots into a campaign offers new occupations to the player's adventurers and a new means of waging exciting races.

Chariots and chariot racing played a significant part in ancient times. Chariots were common in Mesopotamia as early as 3000BC. An early literary reference to chariots occurs in the Iliad, where a cross-country race between five chieftains driving two horse chariots was the first event in the funeral games honoring Patroclus. One racer is warned by his father that success depends as much on the skill and craftiness of the driver as on the speed of the horses. You may well discover the same fact.

Chariot racing has many of the elements found in good adventure games: excitement, suspense, danger, strategy, and personality. Moreover, including chariot racing into your game also opens the door for the inclusion of chariots for transport, for war, and for investment and trade.

Chariot racing also opens up a new background occupation for adventurers: the professional chariot race driver. Race drivers in ancient Rome came from all social classes, were trained from boyhood, and the successful ones (the survivors) could earn tremendous prestige and wealth.

These rules are intended to be not merely racing rules, but to be rules integrating chariots throughout the game. Many of the mechanics can apply to more than chariots: a simple example is that the 3:1 encumbrance ratio for carts and chariots also could be used for wheelbarrows.

## Drive Chariot

Drive Chariot is an agility skill with a base chance of 5% and commonly trained to a limit of 75%. Like other non-academic skills, Drive Chariot can be increased beyond 75% only through experience. The skill covers the handling of any common beast of burden pulling as a team, including carts, plows, dogsleds, and of course chariots. Training in this skill is per standard *RuneQuest* rules, and previous experience for charioteer characters is discussed at length in the next section.

Driving a chariot under race or battle conditions requires two hands. Using only one hand reduces the skill by 20 percentiles and limits acceleration to no more than +3 increase or -6 decrease as opposed to the usual limits of +10 and -12 (see fatigue points section below). If both hands are taken from the task then the chariot will behave as if driverless (see Consequences of Damage, below). When a person attacks from a moving chariot the attack percentage cannot exceed the Drive chariot skill of the driver. When attempting to use missile weapons from a moving chariot, apply additional modifiers as shown on the accompanying table.

### Additional Modifiers for Attacking from Moving Chariots

percentiles	effect
-10	using missile weapon from a moving chariot
	target moving in relation to chariot:
-10	toward or away
-20	crosswise
-10	view of target partially obstructed by another chariot or similar obstacle

Moving is defined as being greater than two meters per strike rank. All of these effects are cumulative.

The penalty for a moving target always is considered in relation to the chariot. Therefore two chariots on the same road in the same direction at the same speed are not moving in relation to each other. Fixed targets in front or behind a moving chariot are moving toward or away in relation to the chariot. Fixed targets off to the side of a moving chariot are moving crossways in relation to the chariot.

**Debasto's Saga** While taking a quiet night ride together, Debasto and his companion Ishlya have found a small encamp-



*The Governor of the Games  
(that noble who sponsored the  
festival) waves a white kerchief if  
the life of the losing gladiator is to be  
spared.*





ment of Hozzad invaders. Before returning with the news they decide to make a fast pass by the camp and take a few shots at the rascals. Debasto is 75% in Drive Chariot, and Ishlya is 70% with her bow.

When using her bow, Ishlya will incur a 10 percentiles penalty for being in a moving chariot, another 20 percentiles penalty because the Hozzads, off to the side of the chariot, are moving crossways in relation to her, and a final 10 percentiles penalty for darkness (the Hozzads' small campfire gives some illumination). This is a total penalty of 40 percentiles, giving her a net bow skill in this situation of 30%.

Debasto decides to help and grabs for the chariot's supply of javelins. Since he is now driving with one hand, his Drive Chariot skill drops 20 percentiles to 55%, and Ishlya's bow skill therefore is also limited to that 55% skill level. Subtracting the previous 40 percentiles penalty, her net bow skill falls to only 15%. She will soon tell Debasto to drive with both hands.

## Previous Experience for Charioteers

There is no specific provision for charioteers in the RuneQuest rules. If desirable, charioteer adventurers

can be generated completely from scratch, or by interpreting a roll of Barbarian Warrior, Barbarian Noble, Civilized Entertainer, or Civilized Noble as producing charioteers under the terms of the following previous experience entries.

## Horses

While these rules speak of horse-pulled chariots, horses are not the only possibility. Any beast capable of being domesticated can be trained to pull a chariot. Historical accounts mention many novelty races using animals such as dogs, camels, and ostriches. In a fantasy game, many possibilities can exist for animals other than horses to be used with chariots. Therefore consider that 'horse' is used in these rules as a general term.

### Race Horses

If a beast of burden is common among a given culture or geographic area, there will almost certainly be attempts at selective breeding to bring out desired traits. This has been the case with the horse. A race horse is bred for speed and endurance. Such a horse has the advantage of being able to add its CON to its

Personal Information		Player Name	
Adventurer Name	DEBASTO	Homeland/Clan	Two
Species	HUMAN	Parent Occupation	Merchant
Age	24	Adventurer Occupations	Charioteer
Gender	<input checked="" type="checkbox"/> Male <input type="checkbox"/> Female		
Culture	BARBARIAN		
Religion	Sun God Initiate		

Characteristics		Player Name	
STR	10	CON	9
INT	14	POW	8
DEX	15	APP	13
SIZ	12	MELEE	6
SRM	3		

Selected Attributes		Player Name	
Damage Modifier	—	Move Rate	3
DEX SRM	3	+ SIZ SRM	3

Skills		Knowledge		Manipulation	
Agility	(+4) 9	Animal Lore (05)	(+4) 36	Conceal (05)	(+9) 23
Boat (05)	44	Craft (10)		Devise (05)	14
Climb (40)	9	Evaluate (05)	9	Sleight (05)	14
Dodge (05)	29	First Aid (10)	9	Play Instrument (00)	
Jump (25)	9	Human Lore (05)	32		
Ride (05)	19	Martial Arts (00)	9		
Swim (15)	38	Mineral Lore (05)	9		
Throw (25)	75	Plant Lore (05)			
DRIVE CHARIOT	(+6) 11	Read/Write Language (00)	13		
Fast Talk (05)	20	Speak Language			
Orate (05)	9	Shiphandling (00)	9		
Sing (05)		World Lore (05)			
Speak Languages	36				
Own (00)					
(00)					

Magic		Spells Known	
Ceremony (05)	(+8) 31	Farsee	55
Enchant (00)		Light	55

Attribute Totals	
Total ENC:	6.6
(subtract total ENC from Fatigue Points)	
Magic Points:	0
Fatigue Points:	1



## Barbarian Charioteer

Many barbarian tribes may be charioteers instead of riders. The early Britons, the Achaean Greeks, and the heroic Celts were such. In all three cultures two classes of people drove chariots: nobles and charioteers.

**Noble** If a barbarian noble is a charioteer, use the usual barbarian noble previous experience, substituting Charioteering for Riding. All other skills remain the same.

**Charioteer** Barbarian charioteers are the exclusive chauffeurs of the warriors and nobles. They are often stout warriors in their own right, but their primary goal is to be the finest chariot drivers in the tribe.

**SKILLS:** Throw ×1, First Aid ×2, Animal Lore ×3, Conceal ×1, Listen ×3, Scan ×3, Search ×1, Drive Chariot ×4, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×2, 1H Missile Weapon ×2, 1H Weapon Attack ×2 and Parry ×2, Whip ×3. **MAGIC:** To determine whether the charioteer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

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

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

**EQUIPMENT:** Culturally-appropriate hand weapon, javelin, whip, hard leather body armor and soft leather limb armor and hood, 1D6 distinctive scars, wineskin, serviceable clothing, leftover largess worth 500 pennies. The chariot he drives belongs to his lord; he will not be using it or its team unless he starts his adventures as his lord's driver.

normal fatigue points. It is also able to travel at speed 24 (4 over limit, see fatigue points). An ordinary horse is limited to speed 23 (3 over limit).

These benefits continue so long as the horse is fed high-quality grains, is exercised daily, is not encumbered more than half its capacity, and is not used for common daily purposes. If these rules are broken for more than two days, then a retraining ratio of one week for every two days of lapse will be necessary.

## Characteristic Training for Horses

Any characteristic trainable for a human is trainable for a horse within the same limitations. The time and method for doing so are the same with one addition. The person doing the training must make a skill roll of half his riding or charioteering skill (whichever is higher) at the end of the training period in order for

## Civilized Charioteer

In civilized lands, chariot drivers may come from a wider number of backgrounds. Some nobles drive chariots, mostly as a matter of show and pride. Professional charioteers can be warriors, chauffeurs, or race drivers.

**Noble** Civilized nobles may take Charioteering in place of some or all of their Ride ability, as described in the chariot rules. Nobles with this ability are mostly young bloods who race chariots against one another.

**Charioteer** Civilized charioteers are chauffeurs of the nobles and rich tradesmen, or war drivers, or race drivers. They are sometimes warriors in their own right, but except for the race drivers they are largely motivated by wanting to keep their jobs.

**SKILLS:** Throw ×1, First Aid ×2, Animal Lore ×3, Conceal ×1, Devise ×1, Listen ×3, Scan ×2, Search ×1, Drive Chariot ×4, Hide ×1, Sneak ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×3, 1H Missile Weapon ×1, 1H Weapon Attack ×2 and Parry ×2, Whip ×3. **MAGIC:** To determine whether the charioteer knows divine magic or sorcery, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-75 Divine Magic: Your charioteer's parents worship the Sun God (See the Divine Magic chapter in the *Rune-Quest* rules). Your adventurer can automatically become an initiate of that god whether or not he has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

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

**EQUIPMENT:** Dagger, shortsword, ship, ringmail body armor and hood, cuirboilli limb armor, 1D6 distinctive scars, wineskin, serviceable clothing, leftover wages worth 500 pennies or a chariot and team of average horses.



the training to have any effect. The animal trained must be familiar to the trainer: it must be of the same species that most of the riding or Drive Chariot skill was gained with.

## Time and Distance

Chariots are quite large and they move rapidly. Maneuvering grids for them have been provided at more than one scale. The smaller scales will be useful for cross-country situations; attempting a full cross-country race with the larger scales requires a small ballroom for a game area.

The larger scales coordinate with common miniature scales and will be needed with close-in action where other miniatures are used. You must decide which scale best suits your needs.

A team of four horses is assumed to occupy a space three meters (ten feet) square. The towed chariot occupies an identical space. The chariot markers provided are six meters long and three meters wide in scale. This fact may be handy in marking off movement. A two-horse chariot is half as wide and just as long. In handling two-horse chariots you may use half-width counters, or you may have two-horse teams take the same width as four-horse teams. The latter is less accurate but easier to handle.

### Time

Similarly the intervals of game time handled at once must be somewhat flexible. Complex situations, such as the start of a race, require each player to take his movement one strike rank at a time. Less complicated situations can be better handled by each player taking two strike ranks, five strike ranks, an entire round, or

even several rounds of movement at once. Be flexible and try to handle as long a period of time at once as the complexity of the situation of the situation allows.

To avoid confusion, the amount of time handled at once by the players will be called a 'segment.' In arena playtests of these rules, a two-strike-rank segment was the one most commonly used.

### Measuring Scale

These rules have been designed so that any clear surface such as a floor or tabletop can be used as a playing surface. The physical limits and special features of the area to be played in must be laid out beforehand. This can be done with a vinyl mat, a large sheet of paper, or with improvised markers — this is no different than any other roleplaying game.

Two aids for measuring the distance traveled are included in the *Monster Coliseum* box. One is a ruler marked in meters at each available scale. Use it for measuring straight-line movement. It also can measure distances between players, measure distances to targets, and in laying out the game area to the same scale as the chariot markers.

The second aid is a set of maneuver matrices for measuring distances around a turn. Like the ruler, the matrices are marked in meters at each scale, although for clarity only every third meter is marked in a solid line. The turns are drawn in three-meter-wide lanes about a common center. Each line is marked with the maximum speed (meters/strike rank) that a turn of that radius can be taken safely (see Causes of Damage: Overspeed in Turns, below).

A maneuver matrix is intended to be placed in front of or under the chariot marker to be moved, and then the chariot marker should be moved the desired distance through the turn with the chariot entirely within the marked lane. There is no limit to the distance traveled through a turn before returning to straight movement nor is there any limit to changing radius within a turn (by holding the marker in place and moving the matrix to the new radius). The intent is to provide the most flexibility and thus realism.

The ruler and the maneuver matrix are intended to be passed between players to whoever is moving. Be careful that you use the same scale for the markers, the ruler, the matrix, and in laying out the game area. If the same scale is not used consistently than the results of the game will be wildly inaccurate.

### Speed Comparisons

meters per strike rank	kilometers per hour	miles per hour
1	3	1.8
2	6	3.6
3	9	5.4
4	12	7.2
5	15	9
6	18	10.8
7	21	12.6
8	24	14.4
9	27	16.2
10	30	18
11	33	19.8
12	36	21.6
13	39	23.4
14	42	25.2
15	45	27
16	48	28.8
17	51	30.6
18	54	32.4
19	57	34.2
20	60	36
21	63	37.8
22	66	40.6
23	69	42.4
24	72	46.2

## Melee Movement

In each strike rank the charioteers may (1) accelerate or decelerate and (2) maneuver. A driver may choose to do a second action requiring one hand while controlling his chariot with the other. The driver suffers the penalties for one-handed control (see Drive Chariot, on page 18) during the entire melee round, not just for the strike ranks necessary for the second action. If the task is simple the GM may allow that a successful DEX × 5 roll negates the strike rank penalty.

Charioteers are not engaged in melee in the same sense as they would be on foot. They are separated by



a greater distance and the chariot does not have space for the usual feints, dodges, and maneuvering encountered on foot. Moreover, charioteers often do not attack each other but the chariots or horses of their opponents. Unless they are attacking each other with hand-to-hand weapons for the entire duration of the round, charioteers are not considered to be engaged in melee.

### **Debasto's Saga** *Debasto prepares to throw his javelin at the Hozzads.*

*He can grab a javelin and throw it in six strike ranks (3 strike ranks to change weapons plus 3 strike ranks due to his DEX of 13=6). He has only a 45% skill with the javelin, so with the 40 percentiles penalty (see the last example) he only has a 5% chance to hit. His player rolls a 98, a fumble, and then rolls an 87 in determining the effect: 'hit nearest friend' gives Ishlya a nasty gash on the arm. At that point she tells Debasto to straighten up and drive.*

### **Order of Movement**

In a race, the order of movement within a group of chariots is from the chariot in the lead and on the inside of the next turn, proceeding outside and backward. Each player declares the intent of his adventurer and moves that marker. You will find it handy to have two markers for each chariot, one to mark the beginning location of the team that segment.

Order of movement is taken from the front to the rear for two reasons. The racers are more likely to be able to react to what happens ahead of them than what is behind them. Further, the actions of the leaders restrict or dictate the actions of the followers. For most purposes this simple method will suffice.

On rare occasions, finer detail will be needed. In such cases (usually involving just two chariots' movement) have each player declare speed. Then each will take turns moving one six meter length, with the faster chariot dividing the extra movement equally between the start, middle and end of the segment (usually a strike rank). This method is slow and should be used only when necessary.

### **Degree of Movement**

For the sake of simplicity, allow no degree of movement less than a full meter. In order for a chariot to fit into an opening the entire opening must be available. A chariot cannot push open a half space into a full one (a single horse might accomplish this but not a chariot). In order for a chariot to cut in front of another, it needs to be clearly ahead of it that segment.

Partisan players sometimes stretch their distance traveled. This becomes a problem in race or pursuit situations where the extra few meters per strike rank can be costly in fatigue points. If you find that this is happening, or that arguments are occurring, you as gamemaster may have to handle all the moving of the chariot markers.

### **Sideways Shift (Changing Lanes)**

A chariot must move one meter forward with each

meter shifted. Each chariot is allowed to shift to the side three meters per strike rank free. Additional shifting subtracts one meter of forward movement for each meter shifted. The shifting need not be all taken at the same point, and need not be all in the same direction. For example, it is acceptable to shift two meters to the outside at the start of the strike rank, pass some obstacle, and then shift two meters back. Moving straight between shifts changes does not allow an additional free sideways shift. In this example the second two meters shift would have taken one meter of movement because two free meters were taken in the first shift and only one free meter was left when the chariot shifted back.

When shifting within a turn fractional meters will often be gained as a result. Count such fractional meters as full meters of movement.

## **Fatigue Points**

A race in which all the participants ran at the same speed and became tired at the same time would hardly be interesting. Therefore these rules have a more detailed system of speeds and fatigue point use.

### **Calculating Fatigue Points**

For simplicity, fatigue points for all horses on the team are totaled and recorded as a single number. Encumbrance has the same effect on fatigue as described in *RuneQuest*. Encumbrance carried in a cart or chariot counts for only one-third of that carried directly on the horse: one ENC per three kilograms of weight. The weight of the cart or chariot is included in calculating this encumbrance.

After the encumbrance of the chariot and contents has been subtracted from the total encumbrance, you may find it easier to divide the fatigue by the number of horses to find their average and treat it as if a single animal. This will result in working with smaller numbers but will be more complicated if a horse is injured. (see *Consequences of Damage*).

### **Using Fatigue Points**

In the usual rules for *RuneQuest* an animal may move its movement rating in meters each strike rank for one fatigue point per round per animal. An animal may also move up to twice its movement rating at the cost of two fatigue points per round. This is the normal limit for movement. For example, a common horse, at speed 10, can move up to 10 meters per strike rank using one fatigue point per round and can move up to 20 meters per round using two. Ordinarily 20 meters per strike rank is the maximum. These rules allow a slightly higher speed to be achieved for a substantial increase in fatigue point cost. The additional cost is the square of the meters per strike rank over the ordinary limit of twice the movement rate. This is summarized in the accompanying table.

This extra speed is based on the fastest speed of the round. It is assumed that speeds less than half the movement rating, cost no fatigue on a per round basis of just walking.



**Fatigue Point Use**

extra speed/strike rank	extra fatigue point cost per animal
1	1
2	4
3	9
4 (maximum extra speed for horse)	16

1	1
2	4
3	9
4 (maximum extra speed for horse)	16

This system places a maximum acceleration of half the movement rating per strike rank. In other words, starting from a full stop, a movement —10 horse can move 5 meters the first strike rank, 10 the second, 15 the third, etc. Like speed, this limit can be exceeded at a fatigue point cost of the square of the additional acceleration in meters per strike rank.

Once the horses have expended all their fatigue points the further use of fatigue points is limited. The number of fatigue points expended in a strike rank, multiplied by the number of points already expended past zero, cannot exceed one quarter the starting fatigue points (maximum fatigue — encumbrance). Fatigue use in excess of this limit results in one point permanent CON damage to the horses per excess fatigue point. This would be resorted to only in life and death situations, never just to win a race. The permanent loss of all CON is fatal.

**Debasto's Saga** *Debasto has entered the weekend chariot races at Panfilo, hoping that if he wins it will make a big impression and Ishlya might speak to him again.*

*It is now late in the race, he is running a distant second to a rival named Turgis, and Debasto's horses are tired. They started the race with 500 fatigue points available and he has used all of them and ten more. He would like to jump from his current speed of 17 to 23 and catch Turgis but that would cost 4 fatigue points for one unit of acceleration over 5 for four horses and 36 fatigue points for three points over speed 20 (a cost of 9 fatigue) times four horses plus the usual 2 points per round per horse. This total of 48 times his current 10 points past zero equals 480, far more than 1/4 his starting fatigue points (500/4 = 125).*

*Debasto can in fact spend no more than 12 fatigue points this segment (125/10, rounded down). He could force his horses to go the extra speed but the difference between what he should and does use (48 - 12 = 36) subtracts directly from his horses' CON (divided equally between them). This injury would be difficult and expensive to train back so Debasto settles for speed 20. This will cost him only 8 fatigue points (The usual 2 points per round each for traveling more than the movement rating but no more than double it. Since he did not accelerate past 5 meters per strike rank, he incurred no further fatigue cost for acceleration).*

*Next segment Turgis accelerates to speed 21. Since his race horses are not yet tired, this is no problem. Debasto now has used 18 fatigue points past zero. He would like to continue at speed 20 but doing so requires 8 fatigue points and  $8 \times 18 = 144$ , more than what is allowed. Therefore, he is forced to slow down.*

*It is clear that Debasto can do no better than second place. He makes a big effort at the end not to look humiliated but Turgis moves ahead and finishes with a huge lead.*

Spent fatigue points are recovered as described in *RuneQuest*. If using combined fatigue points instead of an average for all the horses in the team, remember to add recovered fatigue for each horse. It is assumed that anyone can tell how strong your horses are and how tired they are getting. Therefore the total fatigue points and the current tally are open information for the other players to see.

Knowing when to expend fatigue points and how many to expend in a given situation is the main element of race strategy. The wise driver will neither squander them needlessly nor hold them back when the situation is right. The gamemaster should be careful that nobody has forgotten to record the expended fatigue points for each round.

## Chariot Design

Chariot design is a trade off between speed, damage capability, and durability. Beefing up a chariot adds armor points but also adds ENC, lessening the fatigue points available to the team. Adding spikes and gaff poles to rip apart other chariots also adds weight and requires a heavy chariot to take the consequential damage of the attacks.

Building a chariot with no more than the minimum armor points yields extra fatigue points for the horses but leaves you in trouble if attacked. As anyone who has attempted vehicle design for other games or real life will attest, there is no perfect balance between these considerations, only one that is appropriate for a given strategy.

### Armor Points

Damage to chariots is measured separately for each wheel and for the chariot chassis. Wheels have 1 armor point for every three kilograms of weight of the wheel alone (this includes half the weight of the axle). Chariot frames have 1 armor point for every six kilograms of frame weight. Spikes, poles, cargo, passengers, weapons, etc. are not counted in these calculations.

**Debasto's Saga** *Having failed to regain the attentions of Ishlya (who seems to be spending a lot of time with Turgis lately), Debasto builds a new race chariot. The chariot body will not be particularly sturdy. It will weigh 36 kilograms, giving it 6 armor points. However, the wheels will be very heavy, meant for ramming. They will weigh 39 kilograms each, giving them each 13 armor points.*

**Minimum Armor Points:** a wheel or frame with zero armor points is a broken pile of sticks. A usable wheel



[illegible][illegible]



or frame must have a minimum strength to avoid being broken into splinters by ordinary use. This minimum strength is called the 'minimum armor points,' or MAPs. If a given wheel or frame has 3 MAPs, then the little bumps, jolts, and slams of being driven are almost constantly doing 3 points of damage to it. So long as the part has 3 armor points of strength to protect itself there will be no problem.

The MAPs of a chariot section are based on how much weight the chariot carries. A slightly damaged wheel may be able to support a lightly-loaded chariot but would break if the chariot is fully loaded.

The minimum armor points for any part of the chariot is 1 point for every twenty kilograms of weight supported, including the weight of the item itself. For the chariot frame this would be the weight of the driver and passengers, cargo, the frame itself, and any poles or other attachments. For the wheels this would be the wheel's share of all the above (half for two wheel chariots, one quarter for four wheeled) plus the weight of the wheel itself and anything attached to the wheel (such as spikes).

**Debasto's Saga** *Debasto and the limited equipment he carries with him while racing weigh 64 kilograms. This plus the 36 kilograms that the chariot frame itself weighs makes for 100 kilograms burden on the frame. Therefore the frame has 5 minimum armor points — barely under its total of 6. Each wheel carries 50 kilograms of the frame's burden. This plus the 39 kilograms that the wheel itself weighs makes for 89 kilograms burden on it. The wheels will have 4 minimum armor points each (round all fractions to the nearest whole number unless noted otherwise). This is substantially less than the 13 armor points that the wheels have.*

*The total weight of the chariot and cargo is  $64 + 36 + 39 + 39 = 178$  kilograms. Its encumbrance on his horses will be one-third of that: 59 encumbrance points.*

On any attack against a chariot, a special success means that only the difference between the minimum and current armor points protects against the blow.

### Chariot Design Table

item	cost & weight of chariot items	
	cost (pennies)	weight (ENC)
tack & harness	3/horse*	2/horse
chariot body	$20 + 1/\text{kg}^*$	varies
wheel	$5 + 1/\text{kg}^*$	varies
wheel spikes	15/wheel	12/wheel
gaff poles	10 each	5 each
war chariot outfit	300	75
misc. armor/weapons		1/enc. pt.
race horse	5/fatigue point, per RQ table, plus cost of any training	

\*These costs are for utility grade merchandise. Double the cost for fancy merchandise and multiply by ten for parade-quality decoration.

Critical success means that the armor does not protect and the damage is done directly to the armor points.

Minimum armor points only apply if the chariot is being driven fast. At speed 5 or less the stresses on the chariot are negligible; all parts of the chariot are assumed to have 1 MAP to indicate if they hold together.

The chariot body protects the abdomen and legs of occupants from attacks from the front and sides in the manner of a large shield.

Establish the weight of drivers by using the average of weights given in the *RuneQuest* SIZ equivalency table. Armor, weapons, etc. are assumed to weigh one kilogram per encumbrance point. The game-master should estimate the weight of miscellaneous cargo. The accompanying table gives necessary data on cost and weight.

Later in these rules are presented a sample chariot design and record worksheet to simplify the design process.

## Damage to Chariots

In Classical Greece the owners of winning chariots often had victory odes written about them. One by the poet Pindar describes a race in which forty teams were entered and only one finished. You are about to see how that could occur.

### Weapons Attacks

Any heavy cutting or smashing weapon will damage a chariot or wheel the same number of hit points that it would a person. Light cutting (shortsword, dagger, etc.) and thrusting (rapier, spear, etc.) weapons will have negligible effect. Using melee weapons against a chariot is considered "attacking to damage a weapon" and therefore all damage past armor points subtracts from armor points.

### Ramming Attacks

To conduct a ramming attack, the opposed chariots must be adjacent during a strike rank and the attackers player must make a successful Drive Chariot roll. The two corresponding wheels of each chariot take 2D6 of damage. If either chariot's wheel is equipped with wheel spikes then the opposite chariot's wheel takes an additional 2D6 of damage. If the wheel has more than one set of spikes, the second set does 1D6 and the third set does 1D3. If either chariot has gaff poles mounted on the side facing the other then the opposite chariot body takes 1D6 + 1 points of damage per pole and the attacking chariot body takes half the amount. Ramming is an "attack on the run."

A charioteer can combine a ram with a melee weapon attack. This of course would require a one-handed Drive Chariot roll. Ramming damage is considered "attacking to damage a weapon." All damage past armor points subtracts from armor points.

**Debasto's Saga** *The day has come for the next big race, the last event in the harvest festival. There are five entrants:*



*Debasto; Turgis with his light chariot and fast race horses; Ibeum, whose huge blue chariot sprouts porcupine-like spikes, poles, and other vicious devices; Caphero, with a strong and sturdy chariot and good horses; and Thei, who considers second place an accomplishment. Usually more would enter a race this important but Ibeum has either demolished or scared away many competitors. Debasto wants to get even with Turgis for beating him last time and taking Ishlya's attention. He would also like to regain her notice. Winning would do both.*

*Turgis charges fast out of the start, seeking to get well ahead of the terrible Ibeum. Debasto stays with Turgis point for point, even though this means spending a lot of his horses' fatigue points early in the race. Near the start of the first turn, with Turgis on the inside and Debasto on the outside, Debasto slams his chariot into Turgis'.*

*Debasto, having learned to use both hands, receives a successful Drive Chariot skill roll. The ram succeeds, and Debasto does 2D6 damage to Turgis's wheel. Turgis's chariot is a light racing type. The wheel has only six armor points and a minimum of four. The roll is a nine, three more than the available armor. This reduces the wheel's armor three points to a new level of three. Since this is less than the minimum the wheel falls apart and Turgis is out of the race.*

*Turgis's wheel also does 2D6 damage to Debasto's, but even the 11 rolled is deflected by the 13 armor points of Debasto's heavy wheel.*

It is possible, although not looked favorably upon, to ram your chariot into the horses of an opponent's team. In this occurrence the nearest horse takes the damage that would have normally come to the chariot wheel and body. Only one horse may be attacked per ramming.

### Whipping Attack

Though it cannot harm the chariot, a whip can cause problems for the driver. It can be used three ways; to sting (no damage), to cut (1D4 damage), and to entangle one hit location, as described in *RuneQuest*. If the head is entangled then both hands will be occupied grasping the whip to prevent choking. Using a whip against an opponent has the same time restrictions of other melee attacks.

Entangling a hit location allows a STR + SIZ against STR + SIZ roll to pull the target off his feet. On special or critical success result, the target will be pulled out of the chariot and dragged along the ground.

Entangling a target's weapon allows a STR against STR roll to pull the weapon out of the target's grasp. A special success causes the item to land at the ship wielder's feet. A critical success will allow the item to be caught by the wielder if a hand is free. If either roll is failed, then the entangled person can attempt a STR against STR roll to pull the whip out of his attacker's hand.

A whip can be disentangled in one strike rank by a DEX ×5 or less roll on D100, and it automatically disentangles after one melee round. A whip will not stretch: if Charioteer A entangles Charioteer B and then wants to pull ahead of him, Charioteer A will have to let go of the whip.

**Debasto's Saga** While Debasto and Turgis have been fighting, so have Ibeum and Caphero, Ibeum on the inside lane. Ibeum prepares to ram Caphero while hitting the wheel at the same time with his heavy mace. Caphero desperately lashes his whip at his opponent. He scores a special success and entangles the arm holding the mace. He then tries to pull Ibeum down. This is somewhat foolish as Ibeum is STR 17, SIZ 16, and Caphero is STR 12, SIZ 8. This makes 20 against 33 or the 5% minimum. Caphero falls.

A sneering Ibeum then puts his STR 17 against Caphero's STR 12 (75% chance). He succeeds and the whip jerks out of Caphero's hand. Meanwhile Ibeum's successful ram with his spiked wheel has reduced Caphero's wheel to the bare minimum strength. In the next strike rank, Caphero falls back a little so his horses are now beside Ibeum's chariot. Ibeum considers attacking the horses but decides not to. He prepares to swing his mace and considers how to finish off this nuisance.

### Road Hazards

Most race courses at least start free from debris, although they may not stay that way. Public streets and country roads are another matter entirely.

Road hazards are rated for the maximum speed at which they may be taken without risk. Sample ratings for various hazards are listed nearby. For other hazards, estimate the maximum safe speed from this guide. If an obstacle is crossed at greater than the rated speed, then a D10 is rolled and one point is added for each unit of speed greater than the rating. Compare the result to the accompanying table.

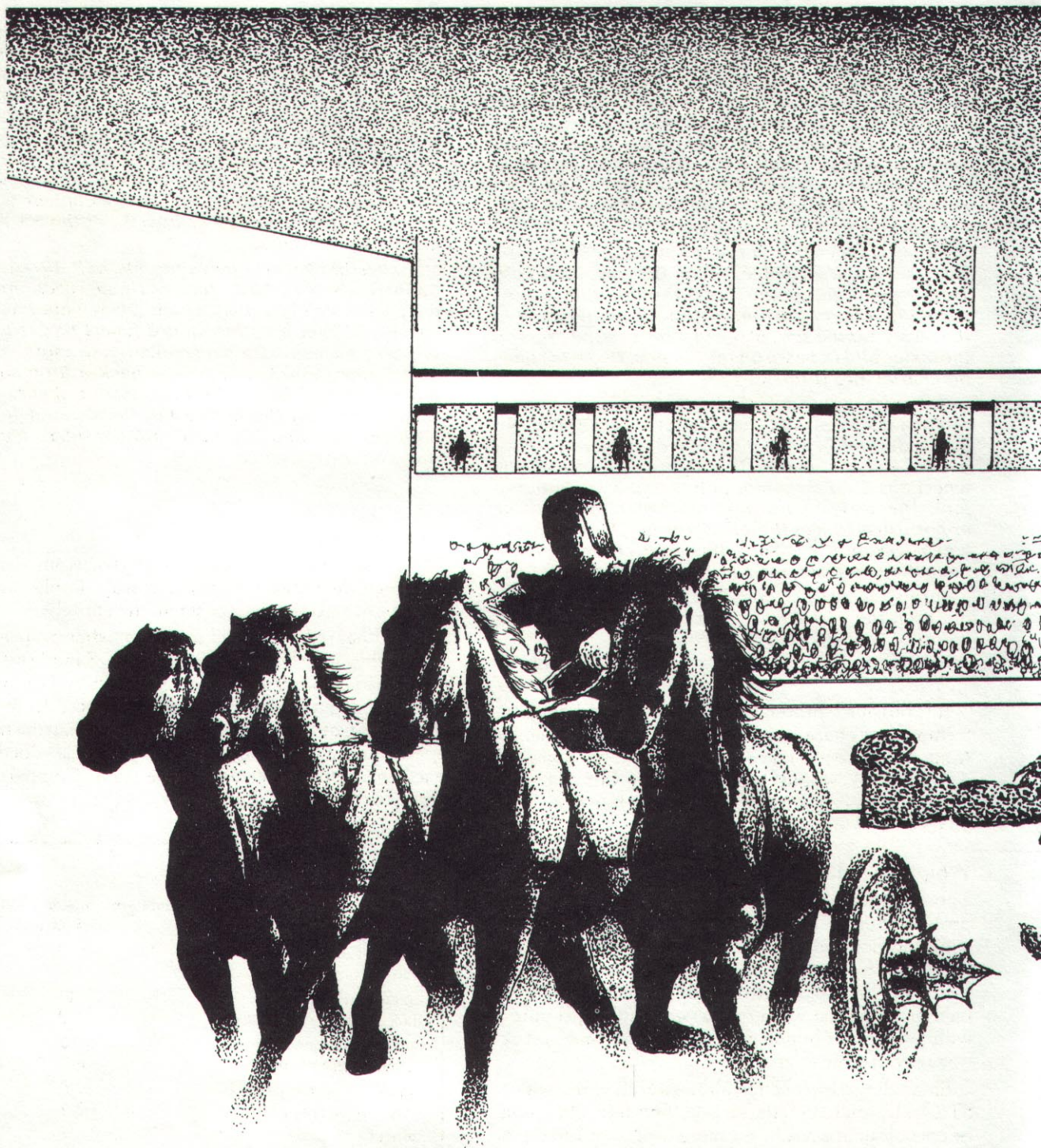
#### Road Hazards

hazard	maximum safe speed to cross hazard
small stump*	9
large stump	4
small pothole*	10
large pothole	7
small ditch or bump	9-10
large ditch or bump	6-7
small log across path	7-8
large log across path	0-2
wheel	8
broken chariot	4
body (approx. SIZ 11)	7
dead or injured horse	1

\*avoidable with Drive Chariot skill roll

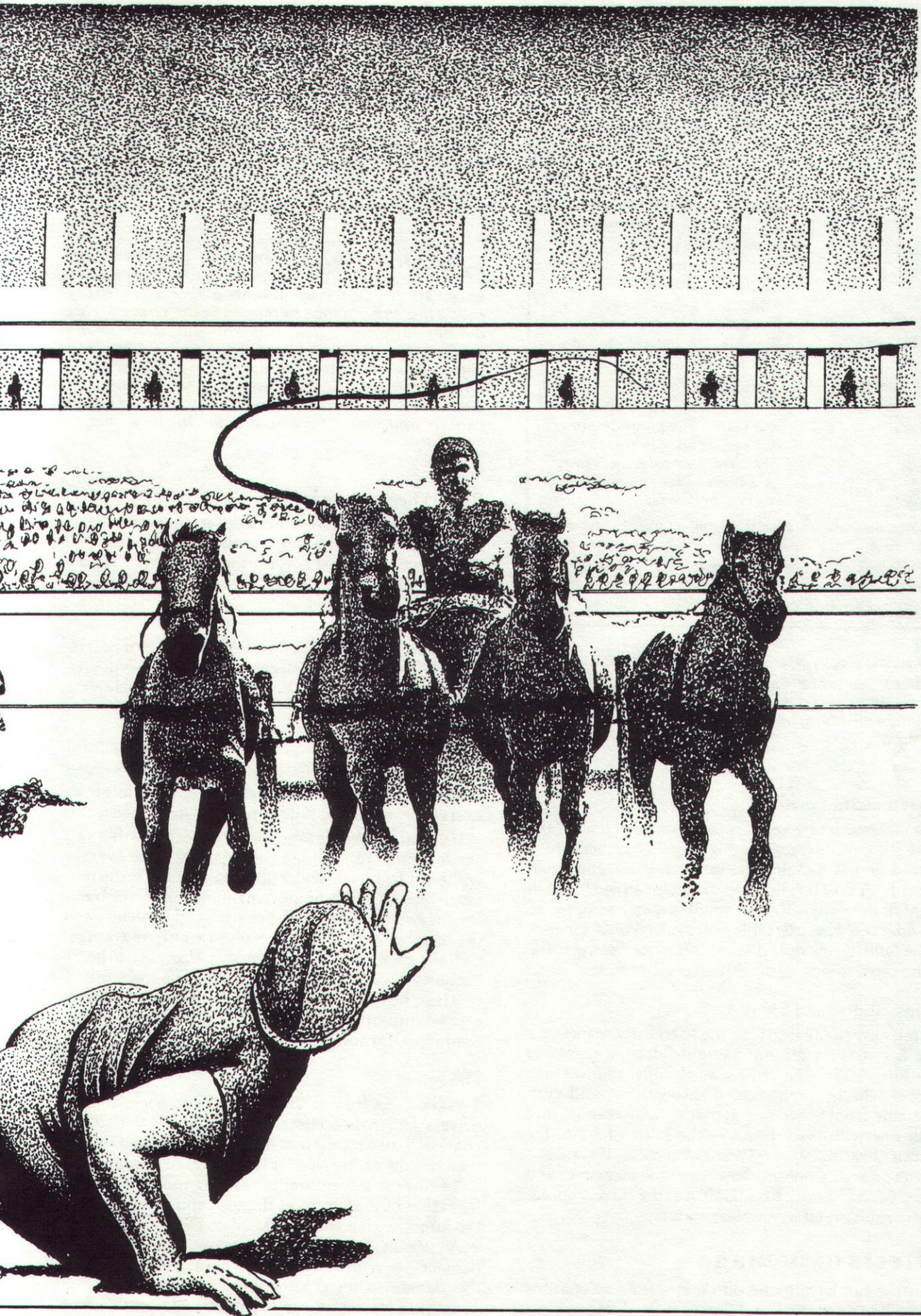
**Debasto's Saga** Ibeum runs over the wreckage of Turgis's chariot. He doesn't want to do this, but he is boxed in with Thei behind him and Caphero to the outside. Moreover using one hand on his mace limits his deceleration to -6. He decelerates to speed 12 and hits the remains of Turgis's chariot and one of its wheels. The wheel is rated as safe at speed 8 and the chariot is safe at speed 4. Ibeum is exceeding the safe speed of the wheel by six and the chariot by eight. This is a total of fourteen.





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## Effects of Hazards

roll 1D10

+ speed

– hazard rating

result

4 or less

no result

5-6

driver jostled, chariot behaves driverless for 1D6 rounds; roll of DEX  $\times 5$  or less on D100 or adventurer is thrown out

7-8

one wheel takes 1D6 damage per point of excess speed

9-10

both wheels take 1D6 damage per point of excess speed

11-12

1D4 horses stumble and are dragged

13-14

both wheels and chariot take 2D6 + 6 damage

15-16

chariot flips

17+

complete wreck; all horses fall and take one segment dragging damage, chariot is completely destroyed, passengers are thrown as debris and take one segment of dragging damage.

**Notes:** the addition to the 1D10 roll is cumulative for all hazards encountered at once.

Small obstacles less than 1/3 meter in any dimension can be steered to pass between the horses and miss the chariot. This requires a Drive Chariot skill roll.

*The D10 roll is a three, plus fourteen is seventeen, and Ibeum's chariot falls apart into a awful pile of injured horses and broken chariot parts. Ibeum is thrown into the air, saved only by divine magic cast by a friend in the crowd.*

## Overspeed in Turns

The maximum safe speed is listed on each lane of the turn sections. Exceeding this speed is considered a hazard and is handled the same way as other road hazards. A D10 is rolled and one point added for each point of excess speed. This result is then compared to the Effects of Hazards table nearby. Roll once for each curve and reroll only if the difference between the turn's rated speed and the actual speed increases.

## Skids, Slides, and Spins

A trap easy to fall into is trying to transfer maneuvers familiar to auto driving and auto driving games to chariots. Aside from being semi-flexible, chariots lack rubber wheels, sophisticated suspensions, and even steerable front wheels. Attempting a swerve or skid with one will likely result in the horses falling, the wheels shearing off, and one awful mess. If someone insists on trying one anyhow, treat the maneuver as a speed 0 road hazard. Roll 1D10, add the current speed, and consult the Effects of Hazards table.

## Effects of Damage

Damage can have many different effects on chariots depending on the type and degree of the damage.

## Single Broken Wheel

If a wheel falls below its minimum armor points, it will fall apart or off and become debris. Players for every adventurer inside the chariot will have to successfully roll DEX  $\times 5$  or less on D100 or the adventurer falls out and is dragged (see below). Any cargo not tied down will fall out. The chariot body takes 3D6 points of damage each round and the opposite wheel takes 1D6 points of damage. The fatigue point cost for the horses will be for a speed three higher than actual.

## Debasto's Saga

*When Turgts's wheel fell apart he was travelling at speed 20. His DEX is 15 and his player successfully rolled the 75% chance to remain in the chariot. This did him little good, however. While the 1D6 damage to the opposite wheel was only four points and deflected by the wheel's armor points, the 3D6 to the chariot frame was 18 points and completely eliminated the frame's armor points. The chariot chassis and wheel became debris. (Ibeum's chariot struck it).*

## Both Wheels Broken

If both wheels fall below minimum armor points the effects are the same as a single broken wheel except that the fatigue point cost is for a speed 6 higher than actual.

## Broken Chariot

If the chariot body falls below minimum armor points, then the entire chariot falls apart and becomes debris. The occupants of the chariot are dragged (see below).

## Injured Horses

Any horse that loses use of one leg or is injured for more than half of its total hit points loses the ability to expend fatigue points. As a result the appropriate fraction of the remaining fatigue points is lost to the team.

If you are using the average fatigue of the horses as a single animal rather than the total, then the average will need to be recalculated by taking the unencumbered fatigue points of the remaining horses, subtracting the encumbrance of the chariot and contents, and dividing by the remaining horses to get a new average. Certain spells will also have this effect. If a horse becomes unconscious, incapacitated, or loses use of two legs, he will fall and be dragged. This will cause an expenditure of fatigue points for a speed six higher than actual for each horse dragged.

## Dragging

To keep them from falling out the open back, chariot drivers and passengers are tied at the waist to the chariot. It also means that they will be dragged should they fall off or the chariot fall apart. A roll of POW  $\times 2$  allows an adventurer to realize a moment beforehand that he is going to be dragged and attempt to cut the bonds with a successful roll of DEX  $\times 5$ .

A person being dragged takes 3D6 points of damage per melee round to total hit points. Double this damage if the chariot speed is 18 or more. The average of his armor can be applied against this, but



such protection is worn away at the rate of two points per segment.

Lamed horses will also be dragged. The rules for this are the same as for drivers and passengers except that a D100 roll of DEX  $\times 2$  will be needed for the driver or passenger to cut loose a horse from the harnessing.

**Debasto's Saga** *Thei steered directly behind Ibeum, calculating that this was the one location where Ibeum could not attack him. On the other hand, when Ibeum's chariot crashed in a heap of debris, this was exactly the wrong place to be.*

*Thei has a POW of 12 and therefore has a 24% chance of perceiving the threat fast enough to take action before it is too late. The roll of 22 is a success, so he acts. A DEX of 13 gives him a 65% chance to cut his safety rope. Again he is lucky, receiving a 45 roll. Thei even gets a successful Jump roll: he bails cleanly out of the soon-to-be-crashing chariot. He clambers up the arena wall thinking that in this race even last place and alive is an accomplishment.*

*Meanwhile, Turgis is too busy to think about anything. His player failed the POW  $\times 2$  roll and Turgis is now being dragged — this actually is lucky since otherwise Ibeum may have hit him. Turgis's horses have slowed to speed 17, so the damage is no longer multiplied by two. The first segment's 3D6 damage is 10 points against his total hit points. His 3 points of armor reduce this to 7 points, but next round only one point of protection will be left. After that his armor will be too broken to help him. Frantically he gropes for his dagger to cut himself loose.*

*The crowd shouts wildly. Debasto has in one attack caused a three-chariot crash and gone clearly into the lead. Even those who wagered on the lost chariots almost (but not quite) feel it was worth the loss to see such a grand pile-up.*

### Trampling

Being run over by a chariot does a 1D6+6 points of damage to 1D6+1 random locations. Personal armor does not deflect any of this damage.

### Driverless Chariots

Any team of horses uncontrolled by a driver will follow the most obvious path and decelerate by three per round. Usually they will move straight ahead, swing to the outside lane of turns, avoid any visible danger, and shy away from anyone who pokes or whips them.

### Jumping From Chariots

Jumping from a chariot at less than speed 10 is no problem. At speeds faster than this a Jump roll must be made or the person will fall down and take damage to a random location just as if he fell off a horse. Getting over the wall surrounding the track in arena races requires a Climb roll.

## Location of Debris

Often a chariot will fall apart while moving at high

speed. In such instances the debris may stop far from where the chariot fell apart. Roll a D10, add the current speed of the chariot, and use the accompanying table to find the actual location of debris.

The table locates debris to the nearest 2  $\times$  3m space. If a more exact location is needed, randomly roll for where within the 3  $\times$  3m space the debris landed. In arena races a wall surrounds the track and the spine of the track. There is only a 2% chance per point of speed for any debris to jump the wall and land among the spectators; otherwise the debris will hit the wall and travel along it to the limit of its forward motion.

Location of Debris Table				
1D10+speed				
		1-5	initial location	
		6-7		
	10	8-9	11	
	14	12	13	
18	16	15	17	19
24	22	20	21	23
	26	25	27	
		28		
direction of travel				

## Race Rules

Without basic rules, chariot races frequently dissolve into mindless melees rather than contests of skill and stamina.

### Types of Chariot Races

Arena races, in the style of Ben Hur and the Circus Maximus of Rome, are the type of race that most commonly come to mind. Arena tracks are from four to eight lanes (12 to 24 meters) wide, depending on the size of the races held there. The length of the race varies from 1 to 10 meters per average net fatigue point of the horses involved. The shorter races, of course, will be much faster both in the speed of the chariots and the time to complete the game.

Country roads are favorite places for private grudge matches between two to four chariots (and fine places to chase or to be chased by bandits or enemies). Roads can be from one to three lanes wide, although occasional two or three lane sections or passable shoulders should be placed in one lane to allow the competitors to pass.

Racing chariots are unsuited for off-road races except in grassland. Open fields make good sites for impromptu or infrequent races. Such races usually involve running a pattern about two or more flags, poles, piles of stones, etc.

An interesting variant on such races combines charioteering and missile weapons, either by individual contestants or by separate driver/warrior teams. Place three to five targets at various locations, usually at the end of straight sections. Each chariot receives one missile (arrow, javelin, etc.) for each target, although two shots can be taken at one target.



The target has three zones, representing hit, impale, and critical chances to hit. The critical zone represents ten points, the impale zone represents three and the regular hit zone gets one. Finishing first is worth ten points, second is worth three, and any finish yields one point. Normally missile weapon fire against other chariots will be prohibited.

### Using Magic

In order for the race to be a fair contest of skill, most organized races prohibit any use of magic. Detection spells will be cast by the race officials before, during and after the race to check. Use of magic to affect the outcome of a race results in immediate disqualification. Of course it is acceptable to use magic to save yourself after you are out of the race — such as healing yourself and enhancing movement to get out of the arena after crashing. Some races will allow magical healing of the horses during the race as a concession to the value of the race horses. Some private grudge races have no rule against magic.

Spells to improve speed must be cast on all the horses to be effective. Spells to improve or replace fatigue only work on the subject horse's share of the total fatigue.

### Attacking Horses

Attacking an opponent's horses is considered a cowardly and lowly act. The horses are involuntary participants in the race. Moreover prize race horses are both expensive and rare. No single race is valuable enough to sacrifice prize horses for. By violating the unwritten code against attacking horses a driver leaves his horses as open targets for other drivers to attack without guilt. Therefore the owners instruct the drivers not to attack other horses. A driver that ignores these instructions may find himself blacklisted by the owners. For combined owner/drivers the situation is the same. Note that this section is not historically accurate but highly desirable for game aesthetics and game economics.

## Optional Rules

Many of the succeeding rules are listed as optional. These optional rules are accurate but have side effects that some gamemasters may prefer to do without. Use of the optional rules increases the amount of dice rolling necessary, slightly slowing the game. They do increase the importance of having good Charioteering, and use of at least some of these rules is recommended. They also introduce additional luck factors and result in a less predictable race. Use these options singly or in any combination.

### Control of Speed

Getting a chariot to go very fast is no problem. Neither is it much trouble to get one to go very slow. Getting a team of horses to go just the speed that you want them to, on the other hand, requires skill. That is what this rule covers.

Each time a driver decides to change speed either up or down, his player must make a Charioteering skill roll for him. If the roll succeeds, his chariot will go the

desired speed that round. If the roll fails, then roll 1D10 and consult the following table to find the actual speed and thus the actual acceleration.

#### Control of Speed Table

roll 1D10	result
1	underperform by 5m/SR
3-4	underperform by 3m/SR
4-5	underperform by 1m/SR
6-7	overperform by 1m/SR
8-9	overperform by 3m/SR
10	overperform by 5m/SR

If the situation will not allow the chariot to go this additional distance, then the maximum permitted distance will be traveled. In any case, the fatigue point cost will always be based on the actual speed used and the actual acceleration involved. In no case will this rule cause the maximum speed to be exceeded.

### Control of Turns

Getting a team of charging horses to maintain a constant radius turn is genuinely difficult. This rule covers the problem of maintaining your lane when in a turn.

When a chariot enters a curve, the player of that driver must attempt a Charioteering roll. On a success, the driver maintains that lane throughout the turn. On a failure, then roll 1D10 and consult the following table.

#### Control of Turns Table

roll 1D10	result
1-3	veer 1m
4-6	veer 3m
7-8	veer 5m
9	veer 8m
10	veer 12m

The chariots are assumed to swing to the outside of the turn. If the next outside space from the initial position is blocked, then the chariot is assumed to swing to the inside. If the space is blocked on both sides of the chariot, then it will remain in lane until either side becomes open and the chariot can veer out of its desired track. This rule will not cause a chariot to leave the road or track. If the 1D10 roll is 7-10, then any interposing wall or chariot causes a half-damage ram to occur.

### Control of Lane

A racing chariot moves in a straight line without problem. Accurately changing lanes is difficult, and invites many of the same control problems as changing lanes while in a turn.

Whenever a driver decides to shift sideways, his player must attempt a Charioteering roll. If the roll succeeds, then the chariot will move exactly as



desired. If the roll fails, then roll 1D10 and consult the accompanying table to discover the actual distance shifted.

### Control of Lane Table

roll 1D10	result
1	understeer 3m
2-4	understeer 1m
5-7	oversteer 1m
8-9	oversteer 3m
10	oversteer 5m

If the full amount of error cannot be applied, use the amount that the situation permits. If the 1D10 roll is 10, then any interposing wall or chariot inflicts a half-damage ram. If the roll would cause the chariot to move in the direction opposite to the one desired, then the chariot stays in its current path.

### Control of Start

This rule applies only to race situations. It reflects the reaction speed of the driver to the start signal.

At the start of the race each player rolls 1D10 for each of his drivers and uses the accompanying table to learn how much of a jump at the start is received. A false start must be redone; two false starts by the same chariot results in disqualification.

### Control of Start Table

roll 1D10	result
1-3	no jump
4-6	no jump
7-8	no jump
9	no jump
10	false start; second one disqualifies

Individual gamemasters may want to modify the 1D10 roll to reflect the manipulation modifier or the luck roll. If so, be sure to apply the modification consistently.

### Conflicting Control

A sneaky trick among charioteers is to whip an opponent's horses to make them go too fast and cause the chariot to flip in the turn. This is considered a melee action and halves the trickster's Charioteering roll for that melee round. Up to four units of speed can be added to an opponent's speed in this manner if the attacker's player succeeds with a Charioteering roll.

The target charioteer's player gets a Charioteering roll to allow his adventurer to rein back in compensation. If this defending roll succeeds, the attacker secretly notes how much he will whip (up to +4). The difference between the two is the actual change of speed. As with all other rules fatigue point cost is based on the actual distance traveled and the actual acceleration.

### Nefarious Deeds

Drugging horses, bribing drivers, and altering other drivers' chariots may occur. Rather than encouraging such actions by making official rules for them, the gamemaster should handle these on a case-by-case basis. Valuable horses and chariots will not be left unattended, and remember that many people have large amounts of money riding on the races. If word gets out that someone has messed with things, he will need a good place to hide.

### Betting

It is often said that a difference of opinion is what makes a horse race. A chariot race is no different. If the players want their adventurers to try to get some extra money by betting on a race then use this section as a guideline.

Bookmakers are a close-knit bunch who have many informants to catch wind of all the racetrack rumors that fly about. Suspicious conduct will soon be known by all Bookmakers wary of being burned by a fixed race. If they suspect this, they all will suspend taking bets on the race. Suspicious events include a large amount of bets on one team (or nearly no bets on another); persons seriously trying to make second-place or third-place bets; a person affiliated with one team (driver, owner, guard, etc.) placing a bet on another team.

If the adventurers want to place bets, the game-master should estimate the odds before the start of the race. The average odds should be the reciprocal of the number of entries in the race, (i.e., 8:1 for eight teams). If one team is of higher renown than average then its odds will be lower, (i.e., 7:1 or 6:1, etc.) with one lesser team increased (9:1, 10:1, etc.) to balance the betting line. In no event will the odds be less than half average (4:1 for an 8:1 average) or more than one and one half times the average (12:1 for an 8:1 average). There are far more variables to these races than in an ordinary horse race. Chariot races are less predictable and cannot have wide odds spreads.

While there is historical precedent for placing bets during the race (based on the remaining number of competitors and their positions), gamemasters likely will want to save themselves the trouble of recalculating odds during the race.

Bookmakers keep 10% of all winnings as their fee.

Bookmakers are associated with the local political structure and whatever organized crime is about. Trying to cheat them is dangerous.

### Debasto's Saga *After the big crash Debasto stayed in the inside lane.*

*This meant that if Caphero were to pass Debasto he would have to expose his nearly broken wheel to attack. Since even one point of damage would have destroyed it and maybe him as well he decided not to take the risk.*

*Having won, Debasto gets to cash in on his victory. Aside from the race prize he had wagered 100 pennies of his own money.*

*Because there were five teams at the start of the race the average odds were five to one. Debasto was con-*



sidered an underdog because of his recent losses. Thei was also an underdog because he never seemed to finish better than second place, immediately behind whoever won. The odds on them were therefore 6:1 instead of 5:1. The two corresponding favorites were Turgis and Ibeum, Turgis because of his fine horses and Ibeum because he seemed so invincible. The odds on them were therefore 4:1. Caphero remained at 5:1.

Debasto collects 540 coins (six times his wager minus 10%). With some of this he buys a fancy gift for Ishlya, who is once more eager to glve Debasto her affection. I would like to say they lived happily ever after, but she was just a chariot groupie; we all know that Debasto went on to far greater things.

## The War Chariot

Early in history chariots were used as mobile infantry carriers, bringing select troops fresh to battle and standing ready to evacuate them rapidly. Later, chariots mounted meter-long scythe blades. Some of these blades were horizontal and others slanted down to prevent persons from lying low under the chariot. So modified the chariot became a type of extra heavy cavalry, highly mobile and fearsome in a charge, suffering only from difficulties in maneuver and deployment. In order to charge into a foe, all horses on a chariot must be cavalry-trained.

The charge of a war chariot is considered a sweeping attack, striking all persons in its path for 3/4 damage. Chariots moving at speed 7 or more gain the full damage bonuses from all of their horses. At less than speed 7 the damage bonus is half the combined damage bonus of all the horses. At speed 17 or more the damage bonus is one and one half the combined damage bonus of all the horses. The basic damage done by a war chariot is 1D10.

A chariot makes a devastating attack. The average horse has a +3D6 damage modifier. Four such horses total +12D6 damage modifier. With the 75% factor for sweeping attacks, the chariot does damage of 9D6+D7.5 (use a D8) — an average of 36 points. At speeds greater than 17 this power would be multiplied by 1.5, averaging 54 points per person hit. With such large positive damage modifiers a knockback almost always occurs. Use the rules in *RuneQuest* or, for added interest, the rules for thrown debris may be used. Roll 1D10, add the speed, and consult the Location of Debris table. If the target is still conscious then a successful D100 roll of DEX × 2 or less allow the target to still hold what he was carrying. If the target can still stand, then a D100 roll of DEX × 5 or less allows him to end in a standing position.

Being struck by a war chariot while lying down does the same critical crushing damage as described above, under Consequences of Damage, as well as the usual war chariot damage taken while standing. There is no knockback effect, however.

The only good defense against the war chariot is to get out of its way. An adventurer can try regular combat movement, perhaps with a big leap at the end (Jump roll) to get far enough to the side that the chariot will select another target or not risk a tight enough turn to still hit.

More desperately, an adventurer may wait until the chariot is three meters away and then dodge aside. Adjacent space must be unoccupied. A successful D100 roll of DEX × 2 or less permits the adventurer to end the leap in a standing position. No charioteer can react fast enough to adjust to this.

But these individual defenses are actually the prime tactical weapon of the war chariot: a small number of chariots can scatter and disorganize a large body of infantry, making it easy for attacking infantry to mop up.

Having infantry set spears against a charging chariot is a good tactic if someone else will perform the maneuver. Though the spears will undoubtedly kill the horses, the spears cannot stop the enormous momentum of the chariot. It will hurdle forward, a single massive piece of debris, and strike the spearmen just as if the horses were uninjured.

## Closing Comments

While these rules attempt to cover the roles for chariots in *RuneQuest*, the part which chariots will play in an individual game or campaign is up to the gamemaster. He must decide if they are common or uncommon, which societies have sufficient interest in them to make the investment in money and effort, and who within those societies own and control the chariots. Historical records exist, but the choices valid for a fantasy campaign remain the gamemaster's alone.

In using these rules, existing adventurers will have no background in Charioteering. Without changing or adding skills, there are many different tasks associated with charioteering that they may perform. Guarding prize race teams from danger, escorting them from race to race locations, escorting chariot driving nobility, or just trying to make money from gambling on or investing in chariot teams are a few of the possibilities.

## Sample Historical Chariots

The chariots that developed in any given time and place in history reflect the technology, resources and culture of their makers. Moreover the design of an army's chariots and the way they were used in battle are tightly interwoven. In some cases the design of the chariot directed the way it was used and in others the tactics determined the chariot design.

### Sumerian Empire (c. 3000-2350 BC)

While the Sumerians also had two wheeled chariots their most unique ones were a four wheel design. The wheels were small and solid (no spokes). This may be because the Sumerians had not discovered how to make a large wheel light through using spokes. The chariot was comparatively deep to make room for two pair of wheels. Therefore it was narrower and its two occupants stood one in front of the other. The chariot carried a driver in front and a spear thrower behind him. The chariot body came to elbow height in front to protect the driver and stepped down to knee height for the spear thrower to have free move-



ment. It was not pulled by horses but by either two or four onagers (a type of wild donkey).

### Sumerian Chariot

#### Contents Weight

Driver	75 kg.	
Spear Thrower	75 kg.	
Spears & Misc.	10 kg.	
Total Contents Weight	160 kg.	
Chariot Body Weight	85 kg.	(14 Chariot AP)
Total Chariot Body Wt.	245 kg.	(12 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	18 kg.	(6 AP)
Chariot Body Wt/Wheel	61 kg.	(4 wheels)
Total Wheel Burden	79 kg.	(4 MAP for wheels)
Total Chariot Weight	324 kg.	(108 ENC on onagers)

The Sumerian Onagers were unarmored. Most Sumerian warriors had only helmets.

### Egyptian Chariot

The design of Egyptian chariots was limited by the available wood, that of the Acacia, which is as much bush as tree. Egyptian chariots were flimsy, with a wicker floor barely large enough for a driver and archer to stand side by side and a minimal waist high frame covered with leather or wicker for protection. They were pulled by two horses. Because they were so fragile they did not enter battle directly. At the appropriate distance from the enemy they would wheel around and the archer would attempt to kill as many of the enemy as possible. The chariots were also accompanied by runners who would try to keep up with the chariot and then take advantage of the demoralized enemy.

### Egyptian Chariot

#### Contents Weight

Driver	70 kg.	
Archer	70 kg.	
Arrows & Misc.	5 kg.	
Total Contents Weight	145 kg.	
Chariot Body Weight	60 kg.	(10 Chariot AP)
Total Chariot Body Wt.	205 kg.	(10 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	18 kg.	(6 AP)
Chariot Body Wt/Wheel	102 kg.	(2 wheels)
Total Wheel Burden	120 kg.	(6 MAP for wheels)
Total Chariot Weight	240 kg.	(80 ENC on horses)

Egyptian horses were unarmored, as were the Egyptians.

### Hittite Chariot

The peoples that the Egyptians learned the chariot from and used it against were not as limited in their materials. Their chariots constitute what would be considered a typical chariot of ancient times. It carried three persons; a driver, a shield bearer, and a warrior armed with spear and javelin. The chariot was used for rapid deployment, bringing select troops

to where they were needed and then letting them off to fight hand-to-hand. This was the standard tactic until the development of the scythed war chariot. They would be pulled by two or four horses depending on the availability of horses.

### Hittite Chariot

#### Contents Weight

Driver	70 kg.	
Warrior	75 kg.	
Shield Bearer	75 kg.	
Miscellaneous	10 kg.	
Total Contents Weight	230 kg.	
Chariot Body Weight	118 kg.	(20 Chariot AP)
Total Chariot Body Wt.	348 kg.	(17 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	45 kg.	(15 AP)
Chariot Body Wt/Wheel	174 kg.	(2 wheels)
Total Wheel Burden	219 kg.	(11 MAP for wheels)
Total Chariot Weight	438 kg.	(146 ENC on horses)

Hittite horses were unarmored. Other cultures using similar chariots and tactics gave the horses armor if the light cavalry were armored.

### Persian Chariot

The Persians borrowed the idea of the heavy chariot used in a direct charge from the Assyrians. This tactic reached its highest point under Cyrus the Great of Persia. Most of these chariots were pulled by four horses attached to two separate poles. This is in contrast to the typical method of using four horses (such as the Greeks did) by attaching the two central horses to a single pole and then attaching the outer horses to the inside horses and to the chariot by straps.

### Persian Chariot

#### Contents Weight

Driver	75 kg.	
Warrior One	80 kg.	
Warrior Two	80 kg.	
Javelins and Misc.	10 kg.	
War Chariot Equip.	75 kg.	
Total Contents Weight	310 kg.	
Chariot Body Weight	150 kg.	(25 Chariot AP)
Total Chariot Body Wt.	460 kg.	(23 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	59 kg.	(20 AP)
Chariot Body Wt/Wheel	230 kg.	(2 wheels)
Total Wheel Burden	289 kg.	(14 MAP for wheels)
Total Chariot Weight	578 kg.	(193 ENC on horses)

The horses in a war chariot would be armored equal to the heavy cavalry of the same army. For the Persians this would be some combination of hardened leather and scale.

### Chinese Chariots

In the era around 600 BC the chariot assumed a major role in Chinese warfare. At first the chariots were rare and used as mobile command posts for the top com-



manders. The example chariot following is one of these. Later the assault value of chariots were recognized and the chariot became a primary instrument of war and the strength of a kingdom was measured in how many chariots it could muster.

### Chinese Command Chariot

#### Contents Weight

Driver	70 kg.	
Commander	75 kg.	
Signal Drummer	80 kg.	
Archer One	80 kg.	
Archer Two	80 kg.	
Equipment & Misc.	15 kg.	
Total Contents Weight	400 kg.	
Chariot Body Weight	178 kg.	(30 Chariot AP)
Total Chariot Body Wt.	548 kg.	(27 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	60 kg.	(20 AP)
Chariot Body Wt/Wheel	274 kg.	(2 wheels)
Total Wheel Burden	334 kg.	(17 MAP for wheels)
Total Chariot Weight	668 kg.	(223 ENC on horses)

While such a heavy chariot could have been pulled by two horses four would have been used under strenuous conditions.

### Roman Chariots

The dominance of the war chariot was comparatively short lived. Infantry became trained to spread out to make space to avoid the chariots without becoming disorganized, then attacking the unmaneuverable chariots from the sides and rear. Thus the war chariot suffered the same fate as the war elephant. Moreover the wide ranging Roman legions were not always fighting in areas suited to chariots.

The commercial usefulness of the chariot remained undiminished during the Roman Empire. The excellent system of Roman roads was built primarily to improve chariot and wagon travel. Chariot racing also became a professional sport of proportions rivaling the biggest of modern pro sports. After the fall of the Roman Empire chariot racing continued in the Byzantine empire, dying out after the moslem incursions. The two race chariots presented here are also designed to be typical of non-race chariots as well. The light race chariot would be similar to those used for parade and personal

### Light Roman Race Chariot

#### Contents Weight

Driver	70 kg.	
Equipment & Misc.	10 kg.	
Total Contents Weight	80 kg.	
Chariot Body Weight	60 kg.	(10 Chariot AP)
Total Chariot Body Wt.	140 kg.	(7 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	42 kg.	(14 AP)
Chariot Body Wt/Wheel	70 kg.	(2 wheels)
Total Wheel Burden	112 kg.	(7 MAP for wheels)
Total Chariot Weight	224 kg.	(75 ENC on horses)

transportation of the nobility. The heavier chariot would (without the spikes and poles) be similar to those used for more general purpose hauling and longer trips where baggage would be needed.

### Heavy Roman Race Chariot

#### Contents Weight

Driver	70 kg.	
Equipment & Misc.	10 kg.	
4 Gaff poles	20 kg.	(2 each side)
Total Contents Weight	100 kg.	
Chariot Body Weight	84 kg.	(14 Chariot AP)
Total Chariot Body Wt.	184 kg.	(9 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	51 kg.	(17 AP)
Chariot Body Wt/Wheel	92 kg.	(2 wheels)
Added Wheel Weight	12 kg.	(wheel spikes, one set each wheel)
Total Wheel Burden	155 kg.	(8 MAP for wheels)
Total Chariot Weight	310 kg.	(101 ENC on horses)

The Romans staged many types of races but the most common were those with four horses. Records exist of races of up to ten horses and sometimes the Emperor would ride in a chariot with up to ten horses. The typical Roman race was about 8 kilometers. In the ancient olympics the course was almost 14 kilometers. (You will probably want to have shorter races than these.)

### Celtic Chariot

Far removed from the rest of the chariot using world, the Celts developed a radically different approach. Rather than being open in the back and closed in the front the Celtic chariots were closed in the back and open in the front. The chariot carried one driver and one warrior. During battle the warrior would climb out on the center pole and fight from the junction of the center pole and yoke. The chariot functioned as a mobile elevated platform for the warrior to fight from. To describe this as precarious is an understatement. If the chariot is maneuvering, a DEX  $\times 5\%$  roll is needed for the warrior to do anything except hang on. If it is fumbled the warrior will fall off.

### Celtic Chariot

#### Contents Weight

Driver	75 kg.	
Warrior	75 kg.	
Miscellaneous	10 kg.	
Total Contents Weight	160 kg.	
Chariot Body Weight	78 kg.	(13 Chariot AP)
Total Chariot Body Wt.	238 kg.	(12 Chariot MAP)

#### Wheel Data

Simple Wheel Weight	27 kg.	(9 AP)
Chariot Body Wt/Wheel	119 kg.	(2 wheels)
Total Wheel Burden	146 kg.	(7 MAP for wheels)
Total Chariot Weight	292 kg.	(98 ENC on horses)

These chariots would ordinarily be pulled by two horses.





# Solo Adventuring

These rules allow you to play *RuneQuest* when there are no other players about. *Monster Coliseum* is well-suited to solo play. Also, solo adventuring allows you to test potential group-play scenarios.

It happens to all of us. You're all ready to play, tuned up for epic adventure, and the afternoon and evening are free for a game. But Nick and Rachel are painting the ceiling, Morey is in Kansas City, and Carmen is having dinner with her grandmother. What do you do when none of your friends can come out to play?

Or has this ever happened to you? Your favorite adventurer hasn't had a chance to run in months. Either he's too tough for the rest of the adventurers running, or he's got an incompatible religious or philosophical affiliation, or he's in a different world or campaign. How do you ever get to run him?

The answer to both problems is the same: do it by yourself.

You might buy a *RuneQuest* solo scenario, or you can adapt NPC stats and settings from other books for solo use. You certainly can use *Monster Coliseum* for solo play.

The simplest level of adventure is hand-to-hand combat. Select an NPC about as good as the adventurer you want to play. Put them together in the provided arena and let them fight it out. You function both as player and gamemaster, so you must keep both roles in mind. The melee format given later will guide you through such a combat.

A slightly more complicated form of combat is two against two, or two against other combinations. Running two adventurers at once has the advantage that one can cover for the other in case of fumbles or other bad luck. The second adventurer can help with healing the first one, for instance, thus giving the team a greater chance to survive. Two adventurers can also work together to take on a single opponent too tough for either one alone. The risk, of course, is that you could lose two adventurers at once, if they are both unlucky.

Finally, you can use the NPCs and settings of *Monster Coliseum* to work up an actual adventure. It doesn't have to be elaborate; one or two adventurers exploring a small area, with a couple of NPC humanoids or monsters to fight, perhaps another one or two to avoid or cajole, and an item or two of

treasure (plus items of junk to recognize and leave behind). The floorplan of the coliseum interior can serve as the area to be explored, or you can make up one of your own. This idea is to stay simple — one corridor with rooms is the scenario minimum.

You will want to write the scenario down before you play it, just to keep things objective. The descriptions do not have to be enormously detailed, but writing it out and then testing it in play is good practice for actual gamemastering, and a good method for testing scenario ideas.

Your scenario doesn't have to be entirely concerned with combat skills. For example:

**Listen** to get a round's warning of the approach of an NPC.

**Search** for the treasure or secret entrances.

**Scan** to find a hidden monster, a trap, or an escape route.

**Sneak** to get close to an NPC for the first attack.

**Evaluate** to distinguish between treasure and dross.

**Apply Lore skills** to find out what something is good for, or to deduce weaknesses and strengths of an NPC. For instance, does this adventurer know that Befuddle does not work well against giants, or that minotaurs go berserk if wounded? Does the adventurer know that Ymirian gladiators surrender if Demoralized?

**Use Craft skills** to figure out how to repair something, or how to use a thing correctly.

Remember, using a skill should qualify for a possible gain through experience only if there is a significant penalty for failure. The penalty for a failed Parry is obvious, unless the adventurer is fighting a mouse. A successful Search to find a bit of treasure should get an experience check only if the treasure wouldn't have been found if the Search had failed.

## Losing It Yourself

Before you start solo play, you have to realize one



thing. All solo adventurers eventually run into a string of bad luck. In regular play, other adventurers can protect your adventurer until he or she has healed, recovered the dropped weapon, or pulled out another weapon. In solo play, one serious fumble is likely to have terminal consequences. And the monsters always seem too critical just when your adventurer misses that 85% parry.

It is very difficult to kill your own adventurer all by yourself, in the privacy of your own home, with no one watching to make sure you are not fudging. But if your characters are not at risk, if you are going to intervene to bail them out of whatever deep water they get into, that takes a lot of the fun and suspense out of the game.

So decide in advance. Can you kill your own adventurer? Can you accept the result if the luck of the game goes against your character?

If you can't, consider alternatives. Not all fights have to be to the death, for instance. If the NPCs are allowed to surrender, player adventurers should get the same option. In a raid on a lair, surrender may not be possible, but Divine Intervention should not be forgotten; most gods will resurrect or extricate their initiate if they receive enough POW in return. Divine magic users will have that advantage over sorcerers, who are not good solo adventurers anyway, due to the complexity of their options.

Importantly, the adventurer should risk something. At the very least, the adventurer should lose all the magic items, weapons, and valuables he went into the adventure with. This gives the adventurer the option of deciding that he will not take certain items into the adventure with him, limiting his options within the adventure but giving him a backup if he loses everything he carries into the adventure. In this case, it is important to make a list at the start of the adventure of just what the adventurer is carrying with him into this place of mystery.

Similarly, the scenario could be designed in such a way that the penalties for failure are severe but just short of death; the adventurer may catch a serious disease, or lose a healthy chunk of POW, or be expelled from his cult forever, or lose an eye with no possibility of Regrowth (thus drastically cutting down on his Scan ability), or serve as a slave for five years. This last penalty only works with adventurers subject to normal aging, so that five years lost is a big chunk out of their adventuring lives.

However, if the dice say that your character died from that single critical shot to the head, and Divine Intervention failed, the adventurer should stay dead. If you finagle, don't tell me about it.

If your adventurers die too often, you are choosing opposition which is too tough. Remember that an adventurer who is 60% with his best weapon will not always defeat one who is 55%. On the other hand, if your adventurer never takes a serious wound, the NPCs you are picking out are too weak. A little experience will tell you how tough the NPCs must be to stage a good fight with a particular adventurer.

Ultimately, the goal of fantasy role-playing is to have fun. Solo play is no exception. In some ways it

will be easier to have that fun, because you are defining the situations and determining the content of the adventure. And you always have the ear of the game-master.

## Designing It Yourself

Write down the major features of the solo in advance. This makes it more difficult to fudge later. If it needs a map, draw it or find one that will do the job.

**Place the treasure.** Since you are, in effect, giving it to yourself, it should not be a substantial. Its main purpose is to provide the adventurer with an incentive. As a suggestion, it might be worth the price of a single not-too-potent spell, plus room and board for a month or two.

**Specify the price of failure.**

**Determine what your adventurer is carrying on his person in this adventure.** Write it down. If it isn't on the list, he doesn't have it.

**Record melees.** This will make it easier to remember everything, and to execute the melee correctly. Use the following format:

- (a) The NPC's statement of intent.
- (b) The adventurer's statement of intent.
- (c) Resolve melee actions. This usually subdivides into Resolve Spells and Resolve Physical Attacks, but won't always occur in that order. Proceed by strike ranks and write down every significant result.

**Resolve Spells:** POW  $\times 5$  or less on D100 rolls where applicable, and record results.

**Resolve Physical Attacks:** the easiest thing to forget is the NPC's parry or dodge. This is where a written statement of intent for all participants is important. Go through all the actions in both statements of intent. Remember to allow for spells, such as Blade-sharp and Demoralize, which affect outcomes.

**Fatigue:** deduct one fatigue point from every character who acted during the round.

After the first couple of rounds, the statements of intents probably won't change much, and ditto marks can be used to refer back to the original ones (except for the casting of spells).

Armed with the *Monster Coliseum* and the above format, you should be able to construct and play a pleasant adventure.

RuneQuest Supplement 4

# Vikings

Scandinavian Adventure  
on Alternate Earth. Includes  
player information, gamemaster  
background detail, and many scenarios.







# Complete Contents

## Illustrations

Governor of the Games.....	19
Sea Battle.....	13
The Race.....	28 - 29

## Cultural Occupation Tables (gray tint)

Barbarian Charioteer.....	21
Civilized Charioteer.....	21

## Other Tables and Diagrams (color tint)

Additional Modifiers for Attacking from a Moving Chariot.....	18
Arena Sections.....	10 - 11
Celtic Chariot.....	36
Chariot Design Example.....	20
Chariot Design Form.....	25
Chariot Design Table.....	26
Chinese Command Chariot.....	36
Coliseum Diagram Reduction.....	6 - 7
Control of Lane.....	33
Control of Speed.....	32
Control of Start.....	33
Control of Turns.....	32
Effects of Hazards.....	30
Egyptian Chariot.....	35
Fatigue Point Use.....	24
Hittite Chariot.....	35
Location of Debris.....	31
Net statistics.....	17
Persian Chariot.....	35
The Pit.....	12
Road Hazards.....	27
Roman Race Chariots (light and heavy).....	36
Speed Comparisons.....	22
Sumerian Empire Chariot.....	35
Trident statistics.....	17

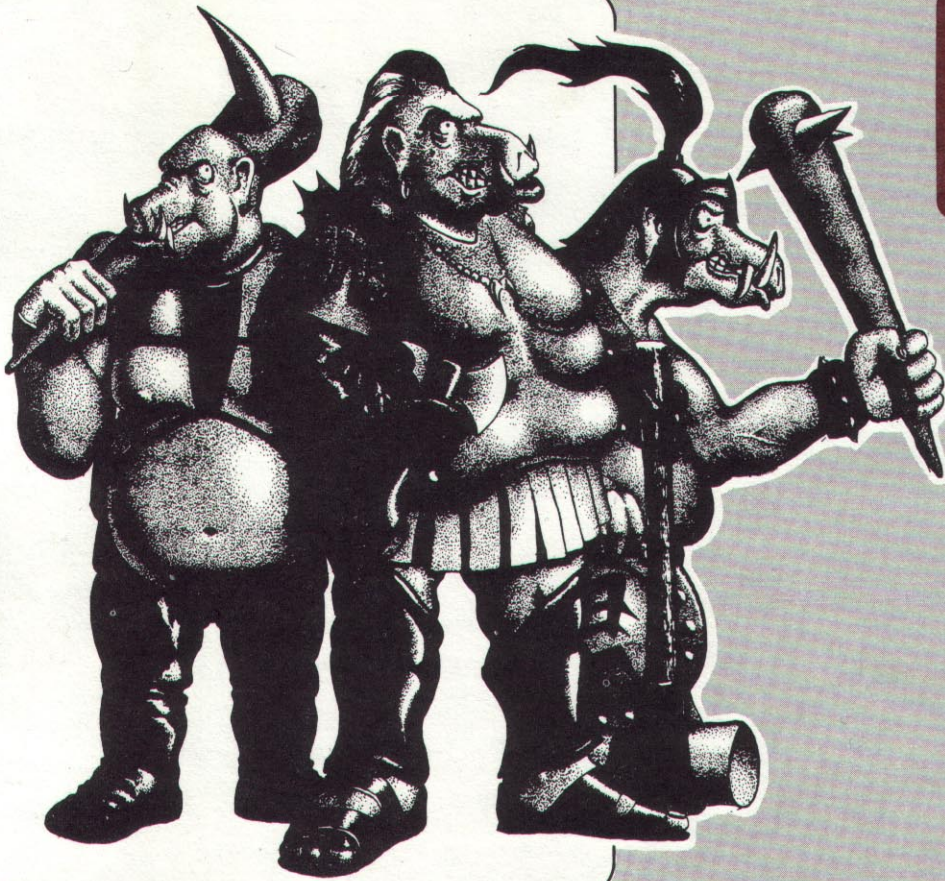
## Sections by Subject

A Day at the Games.....	13
Andabatae.....	14
Arena Diagram Explanation.....	8
Armor Points.....	24
Attacking Horses.....	32

Betting (on chariot races).....	33
Broken Chariot.....	30
Broken Wheel (single).....	30
Broken Wheel (both broken).....	30
Cave Troll Gladiators.....	15
Caution: Flying Gladiators.....	17
Caution: Gladiators with Ranged Attacks.....	17
Caution: Poison Gas-Using Gladiators.....	17
Celtic Chariot.....	36
Centaur Gladiators.....	15
Changing Lanes.....	23
Characteristic Training for Horses.....	21
Chariot Design.....	24
Charioteer Previous Experience.....	20
Chinese Chariot.....	35
Closing Comments.....	34
Coliseum Architecture.....	9
Coliseum Construction.....	12
Combat Forms.....	13
Conflicting Control.....	33
Control of Lane.....	32
Control of Speed.....	32
Control of Start.....	33
Control of Turns.....	32
Dark Troll Gladiators.....	15
Damage to Chariots.....	26
Degree of Movement (during chariot races).....	23
Designing it Yourself.....	38
Dimachaeri.....	14
Dragging.....	30
Drive Chariot skill.....	18
Driverless Chariots.....	31
Duck Gladiators.....	15
Dwarf Gladiators.....	15
Effects of Damage.....	30
Egyptian Chariot.....	35
Elf Gladiators.....	15
Essedaril.....	14
Fachan Gladiators.....	15
Fatigue Points.....	23
Fatigue Point Calculation (for horse teams).....	23
Fatigue Point Use (during chariot races).....	23
Gladiators of Other Species.....	15
Gladiator Types (human standards).....	14
Giant Gladiators.....	15
Halfling Gladiators.....	15
Hittite Chariot.....	35
Hoplomachi.....	14
Horse Injuries.....	30

Horse Teams (calculating fatigue points).....	23
Horses.....	20
Horses, characteristic training.....	21
Human Gladiators.....	16
Jumping From Chariots.....	31
Laquearii.....	14
Literary Gladiators.....	15
Location of Debris.....	31
Losing it Yourself.....	37
Magic Use During Coliseum Combat.....	17
Magic Use During Chariot Races.....	32
Measuring Scale (in chariot races).....	22
Melee Movement (in chariot races).....	22
Minimum Armor Points.....	24
Minotaur Gladiators.....	16
Mirmillones.....	14
Monster Gladiators.....	16
Nefarious Deeds.....	33
Net Rules for Retiarii and Others.....	17
Net Defenses.....	17
Optional Rules.....	32
Orc Gladiators.....	16
Order of Movement (during chariot races).....	23
Overspeed in Turns.....	30
Persian Chariot.....	35
Race Horses.....	20
Race Rules.....	31
Ramming Attacks (by chariots).....	26
Retiarii.....	14
Rewards of Success.....	14
Road Hazards.....	27
Roman Chariots.....	36
Samnites.....	15
Sample Historical Chariots.....	34
Secutors.....	15
Sideways Shift.....	23
Skids, Slides, and Spins.....	30
Solo Adventuring.....	37
Sumerian Empire Chariot.....	34
Time and Distance (in chariot races).....	22
Thraces.....	15
"Thumbs Up, Thumbs Down".....	14
Trampling.....	31
Types of Chariot Races.....	31
Using the Coliseum.....	9
War Chariot.....	34
Weapons Attacks (during chariot races).....	26
What is a Coliseum.....	9
Whipping Attack.....	27
Who Organizes the Games.....	12





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# Monster Book



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# Contents

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This book provides many pregenerated monster and character statistics. Use them in the arena against the adventurers, or use them as casual encounters during campaign adventures.

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## **7 Soldiers and Gladiators**

*Common Soldiers*  
*Human Gladiators*  
*Monster Gladiators*  
*Master Gladiators*

## **14 Arena Monsters**

*Natural Animals*  
*Note: Playing Monster Adventurers*  
*Supernatural Monsters*

## **22 On the Road**

*Primitive Hunting Band*  
*Barbarian War Party*  
*Honest John's Caravan*  
*Civilized Levy*  
*Earth Priestess and Entourage*  
*Zangrif Bei, sorcerer*  
*Local Noble and Entourage*  
*Hill Hermit*  
*Adventurer Party*  
*Nomad Raiders*  
*Dark Troll War Band*  
*Broos*  
*Monsters Encountered on the Road*









# Soldiers & Gladiators

In addition to common hoplite and legionnaire statistics, this chapter also contains information on monster and master gladiators.

This book provides pre-generated non-player-character (NPC) stats for the many different people and creatures usable in *RuneQuest* games. All the entries can be likened to monsters as far as the adventurers are concerned — most NPCs will act monstrosly toward them.

These pages distinguish between a coliseum environment and that likely to be found in the towns and the wilds. The men or creatures found in one environment may well be found in the other, but the likelihood will not be high.

The statistics in this book serve one purpose for gamemasters and another for players. For the gamemaster, the stats are ready-made NPCs with which to populate scenarios or to provide handy backup in case the players move a scenario in an unexpected direction.

For players, the NPCs provide samples of characters developed to fit certain cultural situations, drop hints about what to do with magical spells and rituals, and lend opponents with which to populate solitaire scenarios, as described in the Coliseum Book.

**Note:** Some of the characters described in this book begin with negative fatigue values. Their skill percentiles have been lowered to account for this.

## Altering the NPCs

We have provided general character sketches for each of the major intelligent NPC provided, but purposely refrained from providing NPC personalities appropriate to the situation.

More broadly, a gamemaster should not consider the skills percentages and spells given for the NPCs to be unchangeable. If the party of adventurers is very strong, strengthen their potential opponents. If the party is weak, weaken the opponents. If you need more encountered NPCs than are available, photocopy the pages and change the names and few key skill percentages. The NPCs are there to do with as you will.

## Common Soldiers

The following group descriptions can be used equally well for different groups of gladiators, patrolling soldiers, or bodyguards.

### Hoplites (gladiator type Hoplomachi)

STR 12 CON 11 SIZ 13 INT 13  
POW 10 DEX 10 APP 10

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
1H Spear	7	45%	1D8+1+1D4	15%	10
Hoplite					
Shield	8	01%	1D6+1D4	45%	18
Broadsword	7	30%	1D8+1+1D4	15%	10

**Spells:** (Spirit Magic 15%) Bladesharp 2, Healing 2; (Divine Magic 65%) Truesword 2

**Skills:** First Aid 40%, Listen 40%, Scan 30%

**Notes:** Wears plate cuirass and skirts, greaves, and braces, as well as full plate helmet.

### Hoplite One

	location	points
MP: 10	R Leg	8/4
HP: 12	L Leg	8/4
Fat.: -12	Abdomen	8/4
	Chest	8/5
	R Arm	8/3
	L Arm	8/3
	Head	8/4

### Hoplite Two

	location	points
MP: 10	R Leg	8/4
HP: 12	L Leg	8/4
Fat.: -12	Abdomen	8/4
	Chest	8/5
	R Arm	8/3
	L Arm	8/3
	Head	8/4



**Hoplite Three**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -12 _____	Abdomen	8/4 _____
	Chest	8/5 _____
	R Arm	8/3 _____
	L Arm	8/3 _____
	Head	8/4 _____

**Hoplite Four**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -12 _____	Abdomen	8/4 _____
	Chest	8/5 _____
	R Arm	8/3 _____
	L Arm	8/3 _____
	Head	8/4 _____

**Hoplite Five**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -12 _____	Abdomen	8/4 _____
	Chest	8/5 _____
	R Arm	8/3 _____
	L Arm	8/3 _____
	Head	8/4 _____

**Hoplite Six**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -12 _____	Abdomen	8/4 _____
	Chest	8/5 _____
	R Arm	8/3 _____
	L Arm	8/3 _____
	Head	8/4 _____

**Legionnaires (gladiator type Samnites)**

STR 12 CON 11 SIZ 13 INT 13

POW 10 DEX 10 APP 10

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Gladius	7	50%	1D6+1+1D4	30%	10 _____
Hoplite					
Shield	8	10%	1D6+1D4	50%	18 _____
Pilum	7	30%	1D6+1+1D4	20%	10 _____
Pilum*	3	40%	1D8+1D4	—	10 _____

\*thrown

**Spells:** (Spirit Magic 19%) Befuddle, Healing 3; (Divine Magic 69%) Shield 2**Skills:** First Aid 50%, Listen 50%, Scan 40%**Notes:** Wears lamellar torso and head plating, with light chain (treat as ring) arms and plate greaves. Carries 3 pila for use as javelins.**Legionnaire One**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____

**Legionnaire Two**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____

**Legionnaire Three**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____

**Legionnaire Four**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____

**Legionnaire Five**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____

**Legionnaire Six**

	location	points
MP: 10 _____	R Leg	8/4 _____
HP: 12 _____	L Leg	8/4 _____
Fat.: -8 _____	Abdomen	6/4 _____
	Chest	6/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	6/4 _____



## Human Gladiators

While most of the traditional gladiator types can be found in the various descriptions of other combatants, Retiarii are rarely found anywhere but in the arena. The following are a squad of Retiarii to face the unfortunate adventurer who finds himself in the arena.

### Retiarii

STR 12      Move 3  
CON 12  
SIZ 13  
INT 13  
POW 10      DEX SR: 3  
DEX 14  
APP 9

Weapon	SR	Attack	Damage	Parry	Points
Trident	7	75%	2D3+1D4	60%	9
Combat Net	6	75%	1D4+1D4	75%	6

**Skill:** Dodge 40%

**Spells:** (Spirit Magic 43%) Bladesharp 2, Coordination 2 (lowers SR by 1 and adds 2% to all combat skills), Mobility 1, Repair 1

**Notes:** Wears cuirbouilli skirt with leather backing, and bezaunted left arm covering with leather backing.

### Retiarius One

	location	points
MP: 10	R Leg	0/5
HP: 13	L Leg	0/5
Fat.: 17	Abdomen	4/5
	Chest	0/6
	R Arm	0/4
	L Arm	5/4
	Head	0/5

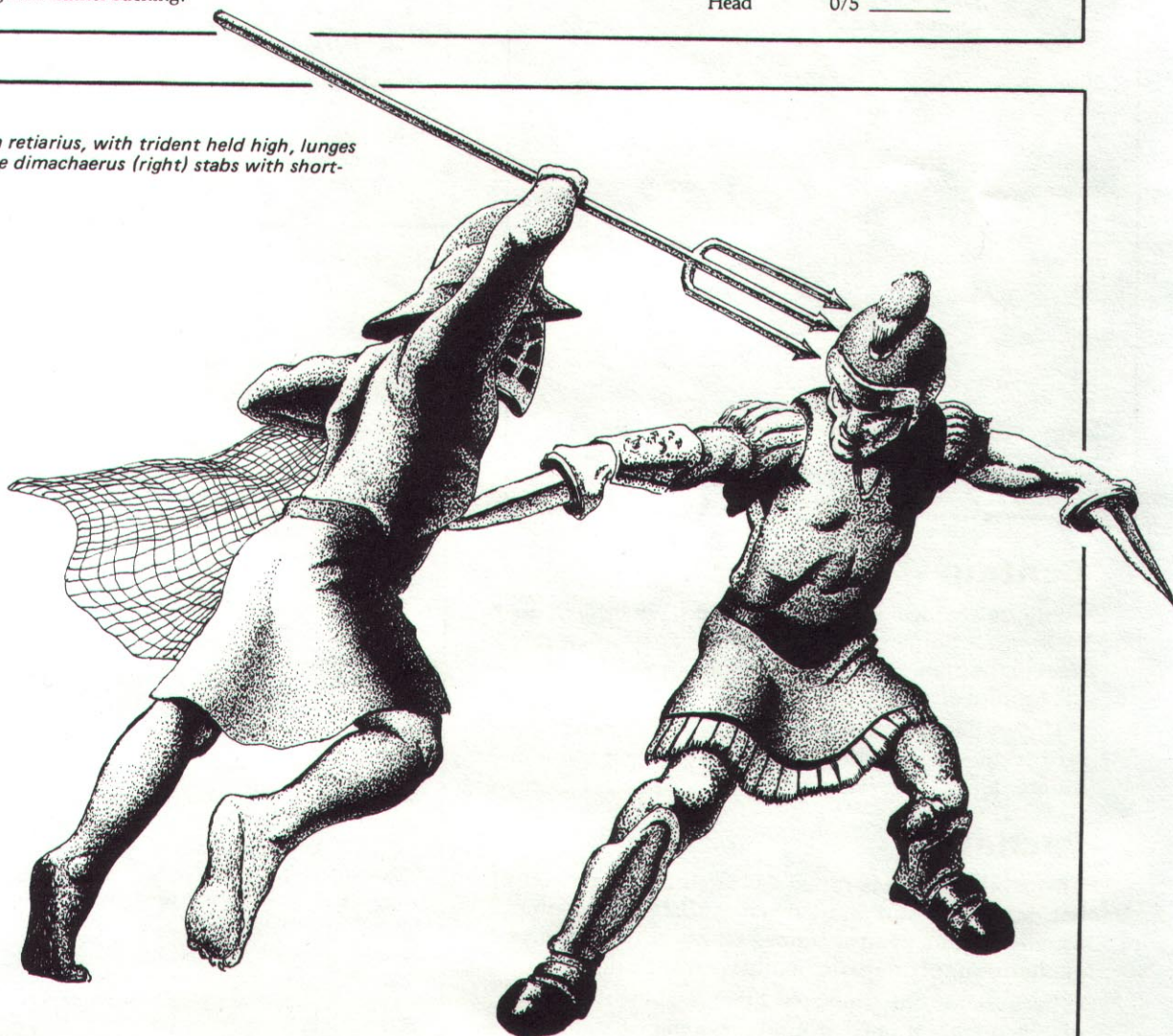
### Retiarius Two

	location	points
MP: 10	R Leg	0/5
HP: 13	L Leg	0/5
Fat.: 17	Abdomen	4/5
	Chest	0/6
	R Arm	0/4
	L Arm	5/4
	Head	0/5

### Retiarius Three

	location	points
MP: 10	R Leg	0/5
HP: 13	L Leg	0/5
Fat.: 17	Abdomen	4/5
	Chest	0/6
	R Arm	0/4
	L Arm	5/4
	Head	0/5

To the left a retiarius, with trident held high, lunges forward. The dimachaerus (right) stabs with short-sword.





## Monster Gladiators

The following descriptions discuss intelligent monstrous beings who have no place in normal human society but who are sometimes used as attractions in coliseum combats or as bodyguards, and who are intelligent enough to realize their situation and perhaps interact with adventurers in plots to escape, throw fights, etc.

### Cave Troll

Cave trolls are marginally intelligent. This troll lives from day to day, fighting to stay alive, and taking pleasure whenever he can kill a tormenter. He makes no distinction between his captors and the poor souls he is sent out to fight. They are all tormentors.

Cave trolls hate the sunlight and cannot regenerate under its rays, so promoters either save a troll for surprise appearances when the skies are overcast or hire someone to perform weather magic to insure the troll will be able to function fully in the arena.

#### Cave Troll

STR	24	Move	3
CON	13	Hit Points	22
SIZ	30	Fatigue	37
INT	2	Magic Points	8
POW	8	DEX SR:	3
DEX	10		
APP	2		

location	melee	missile	points
R Leg	01-04	01-03	3/8
L Leg	05-08	04-06	3/8
Abdomen	09-11	07-10	3/8
Ches*	12	11-15	3/10
R Arm	13-15	16-17	3/6
L Arm	16-18	18-19	3/6
Head	19-20	20	3/8

Weapon	SR	Attack	Damage	Parry	Points
Claw	8	45%	1D6+2D6	—	—
Club	5	30%	1D10+2D6	25%	10

Skills: Smell Prey 50%, Search 50%

### Centaurs

Centaurs are ideal light cavalry, but have little liking for serving humans as mercenaries. They are a rare treat in the arena and their appearance usually signals the capture of a raiding centaur band.

Unless the centaurs are trusted by the sponsor, a rare event, they are not allowed to use their bows in the arena.

### Fachan

The exotic fachan is rarely captured for arena combat, but he is a sure draw when available. Promoters usually pit him against trained teams of two or three gladiators until one team finally wears him down.

Because of the Fachan's great leaping prowess, pikemen are stationed around the arena edges to fend off any attempt at flight instead of fighting.

### Centaur

STR	17	Move	10
CON	10	Hit Points	18
SIZ	26	Fatigue	7
INT	12	Magic Points	11
POW	11	DEX SR:	2
DEX	16		
APP	11		

location	melee	missile	points
RH Leg	01-02	01	2/5
LH Leg	03-04	02	2/5
Hind Q	05-06	03-06	4/8
Fore Q	07-08	07-10	4/8
RF Leg	09-10	11	2/5
LF Leg	11-12	12	2/5
Chest	13-14	13-17	4/8
R Arm	15-16	18	4/5
L Arm	17-18	19	4/5
Head	19-20	20	4/6

Weapon	SR	Attack	Damage	Parry	Points
Bow	2/7	50%	1D8+1	20%	6
Lance	2	40%	1D10+1+2D6	—	10
Sword	4	40%	1D10+1+1D6	30%	12
Heater	5	20%	1D6+1D6	40%	12
Kick	7(5)	50%	1D6+2D6	—	—

**Note:** Charges with lance. After impact, drops lance and melees, attacking with both sword and kick and parrying with shield. May use bow from distance on likely targets instead of closing.

**Spells:** (Spirit Magic—%) Befuddle, Healing 3, Mobility, Speedart

**Skills:** Play Lyre 80%

**Treasure:** 1D100 pennies worth of loot each if encountered on the road.

**Notes:** Wears cuirbouilli armor on torso, arms, and head, with soft leather under. Wears hard leather on legs.

### Fachan

STR	34	Move	6 (every other SR)
CON	26	Hit Points	33
SIZ	39	Fatigue	60-28=32
INT	8	Magic Points	19
POW	19	DEX SR:	4
DEX	9		
APP	1		

location	melee	missile	points
Leg	01-06	01-04	15/11
Abdomen	07-10	05-09	12/11
Chest	11-12	10-15	12/14
Arm	13-16	16-18	15/11
Head	17-20	19-20	8/11

Weapon	SR	Attack	Damage	Parry	Points
Heavy Flail	5	80%	2D6+9+4D6	66%	10
Fist	7	55%	1D6+4D6	—	—

**Spells:** (Spirit Magic 74%) Fanaticism, Healing 1, Protection 6

**Skills:** Jump 107%, Scan 77%

**Magic Items:** Flail has Damage Boosting 7 on it. This spell will not expire for 12 more years.

**Treasure:** All the weapons he has taken from their erstwhile owners. This basically consists of 1D6 each of all RQ melee weapons. He scorns missile weapons (can't use them anyway, with no depth perception).

**Notes:** Usual combat procedure is to cast Protection 6, then fight. If situation seems right, will also cast Fanaticism on self. He may cast Fanaticism on any enemy that is parrying his blows too effectively. Wears chainmail on arm and leg, and cuirbouilli everywhere.



## Unicorn

The solitary unicorn has as little to do with general humanity as possible. They do not live very long in captivity. As arena attractions they will fight fiercely as long as they can, healing themselves and no one else so as to slay as many opponents as possible.

Some unicorns have conducted themselves so gallantly that they have earned their freedom. The stories they took back to their occasionally-encountered brothers have done humanity's reputation among unicorns no good whatsoever.

### Unicorn

STR	30	Move 11
CON	13	Hit Points 19 _____
SIZ	25	Fatigue 43 _____
INT	16	Magic Points 19 _____
POW	19	DEX SR: 3
DEX	12	
APP	15	

location	melee	missile	points
RH Leg	01-02	01-02	0/6 _____
LH Leg	03-04	03-04	0/6 _____
Hind Q	05-07	05-09	0/9 _____
Fore Q	08-10	10-14	0/9 _____
RF Leg	11-13	15-16	0/6 _____
LF Leg	14-16	17-18	0/6 _____
Head	17-20	19-20	0/7 _____

Weapon	SR	Attack	Damage	Parry	Points
Horn	4	80%	1D10+2D6	60%	15 _____
Kick	6	40%	1D8+2D6	—	—
Trample	6	75%	4D6 prone foe only	—	—

**Spells:** (Spirit Magic 95%) Protection 7

**Skills:** Dodge 35%, Scan 90%

**Magic Items:** Horn, which, if made into a cup, will shatter if poison is placed into it.

**Notes:** can heal wounds with horn by touching wound and expending 1 magic point per damage point healed.

and heavily-armored, non-swimming humans in small boats are matched against swimming ducks.

Quok uses tactics appropriate to the situations he faces, and this flexibility is the main reason he has survived so long. For example, if he is faced with multiple strong clumsy foes, he will split his dodge, cast Fireblade, and use that shortsword against the weaker-looking foe. If he is faced with a single fast, light enemy, he will attack twice, once with each shortsword. If he faces multiple skilled enemies, he will split his LH sword parry amongst them and also split his RH sword attack between them. And so forth.

As part of his crowd-pleasing tactics, he never Heals himself when involved in a fight — if he is in dire need of healing while live foes face him, he will surrender instead. It takes a lot to get Quok to surrender, though. He either must be unconscious or incapacitated.

Quok has already earned his freedom, and has become quite wealthy. When cut down and threatened with death, he has sometimes bought his life by paying a ransom of as much as 1000 pennies to his conqueror.

### Quok

STR	11	Move 2
CON	18	Hit Points 11 _____
SIZ	4	Fatigue 29 - 4 = 25 _____
INT	16	Magic Points 15 _____
POW	15	DEX SR: 1
DEX	21	
APP	14	

location	melee	missile	points
R Leg	01-04	01-03	4/4 _____
L Leg	05-08	04-06	4/4 _____
Abdomen	09-11	07-10	0/4 _____
Chest	12	11-15	0/5 _____
R Arm	13-15	16-17	4/3 _____
L Arm	16-18	18-19	4/3 _____
Head	19-20	20	0/4 _____

Weapon	SR	Attack	Damage	Parry	Points
RH gladius	6	106%	1D6+1	90%	8 _____
LH gladius	9	100%	1D6+1	116%	8 _____

**Spells:** (Spirit Magic 71%) Fireblade (4), Healing 1, Mobility 9, Second Sight (3)

**Skills:** Dodge 122%, Swim 111%

## Master Gladiators

The following individual gladiators will give adventurers some real opposition if they find themselves in the arena. Gamemasters and players building solitaire scenarios should remember that gladiators were often hired as bodyguards, and that these hell fighters could be found outside the arena as well.

If encountered outside the arena, they might have armor superior to their normal fighting gear.

### Quok, notorious duck gladiator (*Dimachaerus*)

Quok started out as a mere slave gladiator. He did well and, unlike his brethren, enjoyed the life. He has become an arena favorite because of his quick footwork, snappy magic use, and willingness to face multiple foes. Perhaps much of his secret to winning lies in the fact that the crowd invariably, and demoralizingly, boos his larger opponents. Quok originated the Sink-and-Swim arena combat system, in which the arena is filled with water

## Oklakh, orc gladiator / boxer

Oklakh is still a slave, but is given his own quarters by his master, the wealthy speculator Ascus of Ravenna. Oklakh's share of his earnings as a gladiator all go to purchase fine food, drink, and an amazingly varied assortment of personal slave women.

Oklakh is primarily a boxer, facing his opponents one-on-one. More and more frequently since he achieved fame, Oklakh has been matched against opponents armed with swords or other weaponry. Oklakh always fights naked except for his heavy plate vambraces.

When facing foes with light weapons unlikely to penetrate his armored forearms, he will parry with his arms. More heavily-armed enemies are dodged.



**Oklakh**

STR 24	Move 4
CON 18	Hit Points 16 _____
SIZ 14	Fatigue 42 - 8 = 34 _____
INT 10	Magic Points 12 _____
POW 12	DEX SR: 2
DEX 17	
APP 5	

location	melee	missile	points
R Leg	01-04	01-03	0/6 _____
L Leg	05-08	04-06	0/6 _____
Abdomen	09-11	07-10	0/6 _____
Chest	12	11-15	0/8 _____
R Arm	13-15	16-17	9/5 _____
L Arm	16-18	18-19	9/5 _____
Head	19-20	20	0/6 _____

Weapon	SR	Attack	Damage	Parry	Points
RH Cestus	7	95%	1D3+2+1D6	78%	9 _____
LH Cestus	10	88%	1D3+2+1D6	104%	9 _____

Skills: Dodge: 92%

Spells: (Spirit Magic 52%) Dispel Magic 4, Ironhand 4, Protection 2

**Feirkdig, noted human gladiator (Secutor)**

Feirkdig has nearly earned his freedom. In the process, he has earned his master, the sinister Marcus Germanicus, a fair amount of wealth. Part of the fear Feirkdig instills in his foes is knowledge that Marcus is likely to seek retribution from anyone killing his gold mine.

Feirkdig only uses Fireblade where permitted, and otherwise sticks to Bladesharp. His favorite tactic is to toy with an opponent, pulling his blows and prolonging the fight until his foe is on the ropes, then finishing the battle with a single aimed blow to the chest or neck, killing his enemy immediately. Feirkdig doesn't mind a few wounds himself, as long as they do not seriously hinder his ability to fight—the fans love it.

**Feirkdig**

STR 17	Move 3
CON 17	Hit Points 17 _____
SIZ 17	Fatigue 34 - 18 = 16 _____
INT 12	Magic Points 16 _____
POW 16	DEX SR: 1
DEX 20	
APP 10	

location	melee	missile	points
R Leg	01-04	01-03	8/6 _____
L Leg	05-08	04-06	8/6 _____
Abdomen	09-11	07-10	0/6 _____
Chest	12	11-15	0/8 _____
R Arm	13-15	16-17	7/5 _____
L Arm	16-18	18-19	0/5 _____
Head	19-20	20	7/6 _____

Weapon	SR	Attack	Damage	Parry	Points
Gladius	4	134%	1D6+1+1D6	94%	10 _____
Buckler	5	80%	1D4+1D6	121%	8 _____

Skills: Dodge 37%

Spells: (Spirit Magic 62%) Bladesharp 3, Fireblade (4), Healing 1, Light, Mobility 3

He wears plate greaves, chainmail over his right arm, and a normal gladiator helmet (which protects as does chain armor).

**Rosco the Retiarius**

Rosco is a free man who desired the notoriety and wealth due successful gladiators. He usually bets heavily on himself.

He always tries to cast his Coordination, then his Bladesharp, before entering combat. He is fairly unoriginal, and uses conventional retiarius tactics. Still, he is very good at using these same shopworn tactics.

**Rosco**

STR 14	Move 3
CON 18	Hit Points 17 _____
SIZ 16	Fatigue 32 - 7 = 25 _____
INT 14	Magic Points 15 _____
POW 15	DEX SR: 1
DEX 21	
APP 16	

location	melee	missile	points
R Leg	01-04	01-03	0/6 _____
L Leg	05-08	04-06	0/6 _____
Abdomen	09-11	07-10	0/6 _____
Chest	12	11-15	0/8 _____
R Arm	13-15	16-17	7/5 _____
L Arm	16-18	18-19	0/5 _____
Head	19-20	20	0/6 _____

Weapon	SR	Attack	Damage	Parry	Points
Trident	4	110%	2D3+1D4	80%	9 _____
Net	3	98%	1D4+1D4	75%	6 _____

Skills: Dodge 102%

Spells: (Spirit Magic 68%) Bladesharp 3, Coordination 10 (adds +10% to Dodge, Attack, and Parry), Healing 1

**Yotraum, fighting minotaur, "Champion-Eater"****Yotraum**

STR 28	Move 4
CON 24	Hit Points 25 _____
SIZ 26	Fatigue 52 - 3 = 49 _____
INT 9	Magic Points 13 _____
POW 13	DEX SR: 2
DEX 17	
APP 8	

location	melee	missile	points
R Leg	01-04	01-03	3/9 _____
L Leg	05-08	04-06	3/9 _____
Abdomen	09-11	07-10	3/9 _____
Chest	12	11-15	3/11 _____
R Arm	13-15	16-17	3/7 _____
L Arm	16-18	18-19	3/7 _____
Head	19-20	20	3/9 _____

Weapon	SR	Attack	Damage	Parry	Points
Halberd	3	96%	3D6+2D6	85%	10 _____
Kick	5	87%	1D6+2D6	—	—

Spells: (Spirit Magic 62%) Healing 1, Protection 3



Yotraum (not his real name) was captured just after he had reached maturity, and he has fought in the arena ever since. Minotaurs have few legal rights anywhere and it is not possible for him to earn his freedom. Yotraum hates his fate, but fuses that hatred into animal courage and ferocity. Someday he may break out, butcher his master, and go killing until he is at last brought down. Or perhaps he will die in the arena first.

Yotraum is a great favorite, and the crowd enjoys watching his mighty axe slam into the earth, just missing some terrified opponent. They also enjoy it when the axe strikes home. Yotraum gives the crowd their money's worth either way. Yotraum always fights naked, and is generally allowed to cast his Protection 3 before facing enemies. Yotraum sometimes savages unarmed female slaves, though usually he is not allowed the use of his axe. This brutal spectacle has proven such a hit that the admission price is doubled on days when this takes place.

## Werewolf (human / wolf)

Werewolves are feared throughout the human world. They try to hide themselves from exposure whenever possible. If captured, such creatures are slain or sent to the arena. In the arena they are used in battle against magic-wielding opponents; if they prove

popular, they may be used to slaughter complacent gladiators without magic on their weapons.

### Werewolf

STR	13/26	Move	3/7 wolf form
CON	15	Hit Points	15
SIZ	14	Fatigue	28/41
INT	13/7	Magic Points	15
POW	15	DEX SR:	3
DEX	12		
APP	12		

### (wolf form)

location	melee	missile	points
RH Leg	01-02	01-02	1/4
LH Leg	03-04	03-04	1/4
Hind Q	05-07	05-09	1/6
Fore Q	08-10	10-14	1/6
RF Leg	11-13	15-16	1/4
LF Leg	14-16	17-18	1/4
Head	17-20	19-20	1/5

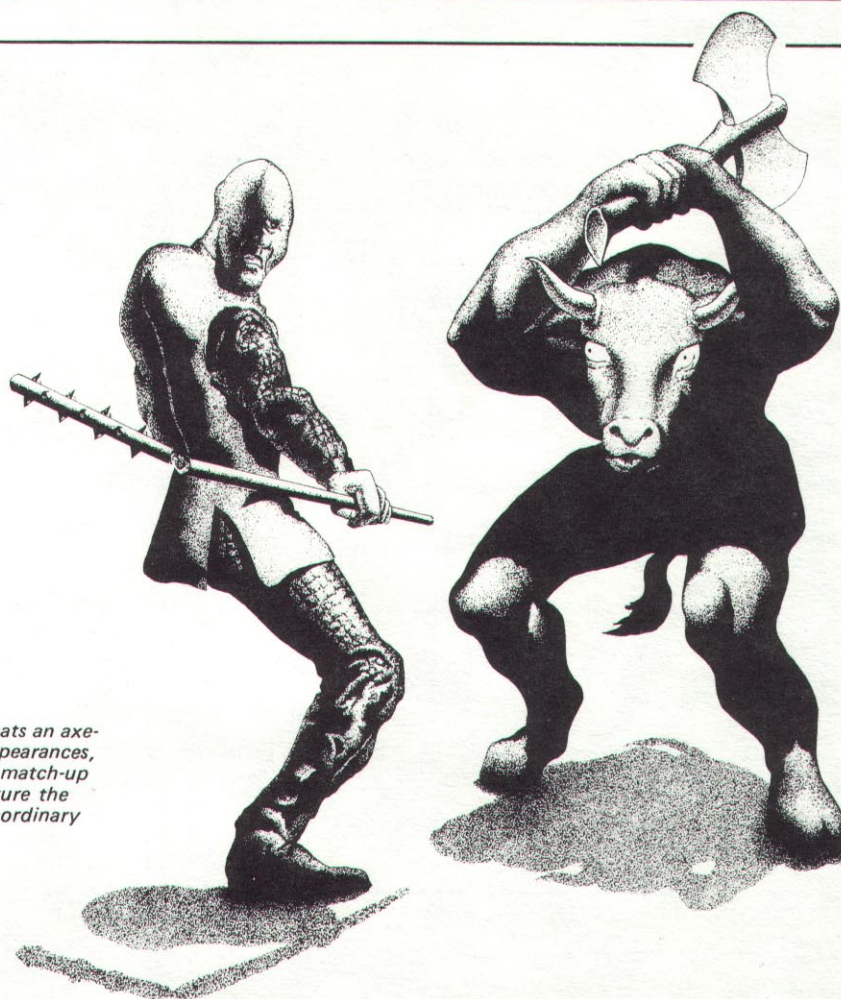
### Weapon SR Attack Damage

Bite	8	75%	1D8+1D6
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**Spells:** (Spirit Magic 75%) Healing 2, Slow 4

**Skills:** Dodge 50%, Scan 50%, Search 50%, Sneak 50%, Track 50%

**Notes:** Immune to non-magic weapons. Always turns into wolf form in a fight.



Here a flail-using fachen combats an axe-wielding minotaur. Despite appearances, the minotaur and the fachen match-up well — due to his magical nature the fachen is endowed with extraordinary health and strength.





# Arena Monsters

These monsters can be used in the wilderness as well as in the arena, and are divided into two sections: Natural Animals and Supernatural Monsters.

Many unintelligent monsters fight in the arena. For *RuneQuest* purposes, we can say that there are two types of monsters — natural animals and supernatural monsters. If the creature relies on common attacks and ferocity, it is natural. If it has magic-like attacks, or has been created through the use of magic, it is supernatural.

## Allosaurs

These dread beasts are only used in the largest arenas for games sponsored by the richest patrons.

### Allosaur

STR	54	Move	6
CON	33	Hit Points	39
SIZ	44	Fatigue	89
INT	3	Magic Points	14
POW	14	DEX SR:	2
DEX	18		

location	D20	points
Tail	01-02	10/13
R Leg	03-05	10/13
L Leg	06-08	10/13
Abdomen	09-11	10/16
Chest	12-15	10/16
R Claw	16	10/10
L Claw	17	10/10
Head	18-20	10/13

Weapon	SR	Attack	Damage
Bite	5	53%	2D6 + 5D6
Kick	5	38%	1D6 + 5D6
Foreclaw	8	38%	1D10

**Notes:** Each round, the allosaur will either bite or kick, followed by one of its foreclaws 3 strike ranks later. The bite does no knockback. It will bite except against large foes it wishes to knock over.

## Baboons

Baboons are used in troops against other monsters. Humans rarely have problems with baboons. However, some trainers have trained troops of baboons to

### Playing Monsters as Adventurers

*Monster Coliseum* can be used in a number of ways. Of course, crafty gamemasters can capture the adventurers through the use of powerful enemies. Then one or more of the better fighters among the adventurers can be trained in arena-combat or chariot-race techniques and be forced to perform as gladiators or chariot racers. *Monster Coliseum* can be used to stage these contests.

This package also has another use which can be a delightful alternative to the regular game. Have each player choose some monster to act as his or her champion. It is best to use the Danger Class system given in *RuneQuest*, and have the players choose creatures of comparable value.

Then have the players pit their champions against one another. Encourage them to try unusual combinations. Pit an allosaur vs. a wyvern; a stoormworm vs. a jabberwock; a headhanger vs. a fachen; or dozens of other matchups.

These combats can be informative to both the gamemaster and the players. The gamemaster learns more of the creatures' capabilities and the best means of using those capabilities. The players should learn to respect these tough opponents after seeing just how tough they are.

fight semi-intelligently and bring down unarmored gladiators. Retiarii versus baboon battles are often used for comic relief.

### Baboon (male/female)

STR	8/5	CON	11	SIZ	4/3	INT	6
POW	9	DEX	18	Move	4		

DEX SR: 2

Weapon	SR	Attack	Damage
Bite (male)	8	45%	1D8
Bite (female)	8	35%	1D6

Dodge: 40%

Skills: Climb 90%, Scan 40%



## Brown Bear

Bears are traditional coliseum animals, used both for fighting humans and for fighting packs of animals such as dogs or baboons.

### Male Brown Bear

STR	24	Move	7
CON	16	Hit Points	22
SIZ	27	Fatigue	40
INT	5	Magic Points	7
POW	7	DEX SR:	3
DEX	15		

location	melee	missile	points
RH Leg	01-02	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/10
Fore Q	08-10	10-14	3/10
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/8

Weapon	SR	Attack	Damage
Bite	6	35%	1D8 + 2D6
Claw	9	50%	1D6 + 2D6

This particular bear always attempts to bite first, then claw.

**Skills:** Climb 30%, Listen 45%, Search 30%, Sneak 40%, Swim 50%, Track 25%

### Female Brown Bear

STR	18	Move	7
CON	10	Hit Points	17
SIZ	23	Fatigue	28
INT	5	Magic Points	9
POW	9	DEX SR:	4
DEX	8		

location	melee	missile	points
RH Leg	01-02	01-02	3/5
LH Leg	03-04	03-04	3/5
Hind Q	05-07	05-09	3/8
Fore Q	08-10	10-14	3/8
RF Leg	11-13	15-16	3/5
LF Leg	14-16	17-18	3/5
Head	17-20	19-20	3/6

Weapon	SR	Attack	Damage
R Claw	6	45%	1D6 + 2D6
L Claw	9	45%	1D6 + 2D6
Bite	6	30%	1D8 + 2D6

**Note:** This bear will strike with both claws each round until one claw is disabled, when it will bite on SR 6 and hit with its other claw on SR 9.

**Skills:** Climb 45%, Listen 40%, Search 35%, Sneak 25%, Swim 50%, Track 35%

### Male Baboon One

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

### Male Baboon Two

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	18-18	1/3
	Head	17-20	19-20	1/3

### Male Baboon Three

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

### Female Baboon One

	location	melee	missile	points
HP: 7	RH Leg	01-02	01-02	1/3
Fat.: 16	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

### Female Baboon Two

	location	melee	missile	points
HP: 7	RH Leg	01-02	01-02	1/3
Fat.: 16	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

### Female Baboon Three

	location	melee	missile	points
HP: 7	RH Leg	01-02	01-02	1/3
Fat.: 16	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3



## Crocodiles, average

Crocodiles are not used for arena combat except when the arena has been filled with water. Duckhaters enjoy watching ducks fight crocodiles.

STR 25 CON 19 SIZ 27 INT 3  
POW 9 DEX 6 Move 3/4

DEX SR: 4

Weapon SR Attack Damage

Bite 7 45% 1D10+2D6

Tail Lash 7 30% 2D6+knockdown

**Note:** Cannot use both attacks at once. If the tail lash hits, victim must resist the crocodile's STR with his own STR + SIZ or fall over.

**Skills:** Hide 60%, Sneak 40%

### Crocodile One

	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8

### Crocodile Two

	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8

### Crocodile Three

	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8

## Dogs

An individual dog is ineffective against one healthy man, but a pack of dogs is very effective against slaves and starving prisoners. Dogs are also used against single large creatures such as bears, bandersnatch, and other similarly-sized animals.

STR 5 CON 9 SIZ 4 INT 5  
POW 8 DEX 13 Move 7

DEX SR: 3

Weapon SR Attack Damage

Bite 9 40% 1D8-1D4

Dodge: 35%

**Skills:** Listen 45%, Track 60%

### Dog One

	location	melee	missile	points
MP: 8	RH Leg	01-02	01-02	0/3
HP: 7	LH Leg	03-04	03-04	0/3
Fat.: 14	Hind Q	05-07	03-09	0/4
	Fore Q	08-10	10-14	0/4
	RF Leg	11-13	15-16	0/3
	L Arm	14-16	17-18	0/3
	Head	17-20	19-20	0/3

### Dog Two

	location	melee	missile	points
MP: 8	RH Leg	01-02	01-02	0/3
HP: 7	LH Leg	03-04	03-04	0/3
Fat.: 14	Hind Q	05-07	03-09	0/4
	Fore Q	08-10	10-14	0/4
	RF Leg	11-13	15-16	0/3
	L Arm	14-16	17-18	0/3
	Head	17-20	19-20	0/3

### Dog Three

	location	melee	missile	points
MP: 8	RH Leg	01-02	01-02	0/3
HP: 7	LH Leg	03-04	03-04	0/3
Fat.: 14	Hind Q	05-07	03-09	0/4
	Fore Q	08-10	10-14	0/4
	RF Leg	11-13	15-16	0/3
	L Arm	14-16	17-18	0/3
	Head	17-20	19-20	0/3

## Elephant

STR 45 Move 8  
CON 30 Hit Points 42  
SIZ 53 Fatigue 75  
INT 5 Magic Points 15  
POW 15 DEX SR: 4  
DEX 8

location	D20	points
RH Leg	01-02	8/14
LH Leg	03-04	8/14
Hind Q	05-08	8/17
Fore Q	09-12	8/17
RF Leg	13-14	8/14
LF Leg	15-16	8/14
Trunk	17	4/11
Head	18-20	8/14

Weapon SR Attack Damage

Trunk 7 50% grapple

Rear & Plunge 7 30% 2D8+5D6

Trample 7 50% 10D6

Tusk 7 35% 5D6

**Note:** The elephant can attack once per round. If an elephant successfully grapples a victim, on the following round the elephant can automatically stab him with a tusk or, by taking yet another round, can trample him automatically, or it can hurl the victim a distance equal to 23 minus the victim's SIZ in meters. To escape, the victim's player must match his adventurer's STR against a STR of 23 on the resistance table.

**Skills:** Listen 70%, Smell Intruder 72%, Swim 60%

**Treasure:** Every culture values ivory. This elephant has 40 ENC of ivory in his tusks. Price varies from area to area, but usually is at least that of copper ingots.



## Elephants

In the arena, an elephant may fight as a single adversary against several smaller animals, or act as a mount in larger battles. An elephant with a dark troll mahout is a highly-regarded mounted gladiatorial form.

Because of their size and formidable fighting talents, elephants make another excellent capture for a coliseum expedition hunting for monsters.

### Gorilla

STR	35	Move 3	
CON	15	Hit Points 22	
SIZ	28	Fatigue 50	
INT	7	Magic Points 10	
POW	10	DEX SR: 3	
DEX	15		

location	melee	missile	points
R Leg	01-03	01-02	3/6
L Leg	04-06	03-04	3/6
Abdomen	07-09	05-08	3/8
Chest	10	09-13	3/10
R Arm	11-14	14-16	3/8
L Arm	15-18	17-19	3/8
Head	19-20	20	3/8

Weapon	SR	Attack	Damage
Bite	6	55%	1D10+3D3
R Wallop	6	25%	1D3+3D6
L Wallop	9	25%	1D3+3D6
Grapple	9	60%	(3D6)

**Note:** May either bite on SR 6 and grapple on SR 9, or bite and wallop on SR 6 and wallop again on SR 9.

**Dodge:** 30%

**Skills:** Climb 60%, Hide 55%, Sneak 45%

### Griffin

STR	36	Move 5/12 flying	
CON	22	Hit Points 29	
SIZ	35	Fatigue 58	
INT	6	Magic Points 12	
POW	12	DEX SR: 1	
DEX	25		

location	melee	missile	points
RH Leg	01-02	01	6/8
LH Leg	03-04	02	6/8
Hind Q	05-07	03-07	6/12
Fore Q	08-10	08-12	6/12
R Wing	11	13-14	6/8
L Wing	12	15-16	6/8
RF Leg	13-14	17	6/8
LF Leg	15-16	18	6/8
Head	17-20	19-20	6/10

Weapon	SR	Attack	Damage
Claw	4	75%	1D6+3D6
Peck	7	70%	1D6+3D6

**Note:** The griffin will attack on SR 4 with both claws simultaneously, followed three SRs later by a peck. All attacks must be against the same target.

**Skills:** Dodge 25-2, Scan 70+5

## Gorillas

A gorilla may be best used as a single adversary facing a small pack of dogs, or perhaps against a single lion or other big cat. Gorillas are unpopular as arena combatants because they are rarely aggressive, preferring to defend and beat off any attackers. Their novelty value may help a promoter attract the unsophisticated to fill a coliseum.

Some have been trained to use very basic weapons, such as wooden clubs, but most of these star pupils throw the weapon away halfway through a fight.

## Griffins

Since griffins are flying creatures, they are rarely used in arena — they might decide to take chunks out of an unarmored bystanders rather than try to nibble on a hard-shelled gladiator.

Some sponsors pay for high-powered magicians who, with control spells, can keep the beast's concentration on the other combatants rather than the attractive alternatives of flight or less-protesting food sources. The cover of this game supplement depicts such a high-flying combat with a griffin.

## Lions

Lions are great favorites with arena spectators because of their lordly bearing and ferocity, and favorites with trainers because they are easy to train and easy to breed in captivity.

Lions are used singly against gladiators and in prides to slaughter other animals and slaves.

Normally a pride of lions contains no more than two males and up to five or six females. One male will be a soon-to-be-weaned cub; all of the females are the mates of the dominant male.

In the wild, lions will not attack random adventurers unless very hungry and/or too crippled to chase down a less-dangerous dinner. The females usually do the hunting.

### Lion (male/female)

STR 30/26	CON 11	SIZ 26/23	INT 5
POW 13	DEX 17	Move 6	
DEX SR: 2			

Weapon	SR	Attack	Damage
Claw	5	60%	1D8+2D6
Bite	8	35%	1D10+2D6

**Note:** Can use both attacks each round.

**Skills:** Hide 65%, Sneak 80%

### Lion One

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/6
HP: 19	LH Leg	03-04	03-04	2/6
Fat.: 41	Hind Q	05-07	05-09	2/9
	Fore Q	08-10	10-14	2/9
	RF Leg	11-13	15-16	2/6
	LF Leg	14-16	17-18	2/6
	Head	17-20	19-20	4/7



**Lion Two**

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/6
HP: 19	LH Leg	03-04	03-04	2/6
Fat.: 41	Hind Q	05-07	05-09	2/9
	Fore Q	08-10	10-14	2/9
	RF Leg	11-13	15-16	2/6
	LF Leg	14-16	17-18	2/6
	Head	17-20	19-20	4/7

**Lioness One**

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

**Lioness Two**

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

**Lioness Three**

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

**Lioness Four**

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

**Rock Lizards**

These slow reptiles are great favorites against creatures such as halflings or ducks. Sometimes they are put out alone to be torn apart by a dog pack,

**Rock Lizard**

STR 13 CON 13 SIZ 14 INT 2  
POW 7 DEX 10 Move 3  
DEX SR: 3

Weapon	SR	Attack	Damage
Claw	8	35%	1D6+1D4
Bite	8	35%	1D10+1D4

Skills: Hide 30%, Track 40%

which is a great crowd-pleaser and excellent opening event.

**Black Panthers (or Leopards)**

This agile creature is a savage fighter. Battles between one or two panthers and a troop of baboons are reliable excitement. Because the big cat's leaping prowess is so good, extra guards usually have to be stationed around the rail of the arena to discourage the cats from taking the high road out of the slaughter.

**Black Panther (Leopard)**

STR 15 Move 8  
CON 12 Hit Points 14  
SIZ 16 Fatigue 27  
INT 5 Magic Points 11  
POW 11 DEX SR: 1  
DEX 22

location	melee	missile	points
RH Leg	01-02	01-02	1/4
LH Leg	03-04	03-04	1/4
Hind Q	05-07	05-09	1/6
Fore Q	08-10	10-14	1/6
RF Leg	11-13	15-16	1/4
LF Leg	14-16	17-18	1/5
Head	17-20	19-20	1/5

Weapon	SR	Attack	Damage
Bite	8	40%	1D10+1D4
Claw	5	60%	1D6+1D4
Rip	5	80%	2D6+2D4

**Note:** The panther attacks with two claws at once and the bite 3 SRs later. If both claws hit, it will hang on and rip with its hind legs next round, while continuing to bite.

**Dodge:** 35%

**Skills:** Hide 85%, Sneak 95%

**Rock Lizard One**

	location	melee	missile	points
MP: 7	Tail	01-02	01	3/4
HP: 14	RH Leg	03-04	02-03	3/5
Fat.: 26	LH Leg	05-06	04-05	3/5
	Hind Q	07-09	06-09	3/6
	Fore Q	10-13	10-14	3/6
	RF Leg	14-15	15-16	3/5
	LF Leg	16-17	17-18	3/5
	Head	18-20	19-20	3/5

**Rock Lizard Two**

	location	melee	missile	points
MP: 7	Tail	01-02	01	3/4
HP: 14	RH Leg	03-04	02-03	3/5
Fat.: 26	LH Leg	05-06	04-05	3/5
	Hind Q	07-09	06-09	3/6
	Fore Q	10-13	10-14	3/6
	RF Leg	14-15	15-16	3/5
	LF Leg	16-17	17-18	3/5
	Head	18-20	19-20	3/5



## Plesiosaurs

A plesiosaur is an aquatic reptile, one rarely found in arena combats except as unusual sauce for a ship fight. Many a barge-borne gladiator has had the fatal experience of seeing the sharp-toothed head of a plesiosaur rise from the deep to snatch him away from what he thought was the safe side of the ship.

### Plesiosaur

STR 20	Move 3 swimming
CON 13	Hit Points 24 _____
SIZ 34	Fatigue 33 _____
INT 3	Magic Points 10 _____
POW 10	DEX SR: 2
DEX 18	

location	melee	missile	points
Tail	01	01	5/6 _____
RH Paddle	02-03	02	5/8 _____
LH Paddle	04-05	03	5/8 _____
Hindbody	06-08	04-09	5/10 _____
Forebody	09-11	10-15	5/10 _____
RF Paddle	12-13	16	5/8 _____
LF Paddle	14-15	17	5/8 _____
Head/Neck	16-20	18-20	5/8 _____

Melee opponents on a ship's deck may only hit head and neck in combat

Weapon	SR	Attack	Damage
Bite	2	80%	1D8+2D6

**Skills:** Dodge 65% (head and neck only)

## Pythons

These great constrictors are used when the arena has been set with artificial trees and other terrain which lets them use their stealth and hiding abilities to drop on unaware participants. Pythons never wait for prey on an open field.

### Python (8 meters)

STR 36	Move 2
CON 32	Hit Points 33 _____
SIZ 34	Fatigue 68 _____
INT 3	Magic Points 12 _____
POW 12	DEX SR: 3
DEX 14	

location	D20	points
Tail	01-06	3/11 _____
Body	07-14	3/14 _____
Head	15-20	3/11 _____

Weapon	SR	Attack	Damage
Bite	6	70%	1D4+3D3
Constrict	9	50%	3D6

**Note:** Can attack twice per round, biting first. If the constriction hits, the victim's player must make a successful luck roll for his adventurer to have a weapon arm free. Chest armor counts against the damage of the constriction, which is done against total hit points. In addition, once engulfed, the victim begins suffocating with CON rolls, starting at CON × 10.

**Skills:** Climb 100%, Hide 60%, Sneak 80%

## Supernatural Monsters

### Bandersnatches

The bandersnatch generally fights alone against 1-5 gladiators, whose number depends on their expertise and equipment.

### Bandersnatch

STR 27	Move 16
CON 16	Hit Points 18 _____
SIZ 19	Fatigue 43 _____
INT 6	Magic Points 21 _____
POW 21	DEX SR: 1
DEX 22	

location	melee	missile	points
RH Leg	01-02	01-02	4/5 _____
LH Leg	03-04	03-04	4/5 _____
Hind Q	05-07	05-09	4/8 _____
Fore Q	08-10	10-14	4/8 _____
RF Leg	11-13	15-16	4/5 _____
LF Leg	14-16	17-18	4/5 _____
Head	17-20	19-20	4/6 _____

Weapon	SR	Attack	Damage
Bite	2	80%	1D10+2D6
R Claw	5	50%	1D6+2D6
L Claw	8	50%	1D6+2D6

**Note:** Can either bite or claw twice in a round, not both.

**Skills:** Dodge 120%, Sneak 60%, Track 46%

**Magic:** Each round of combat, it emits a cloud which reduces all foes' chances to hit by an additional 5 percentiles, cumulative. This costs 1 extra fatigue point per round.

If wounded, its chance to dodge drops to 60%, its bite attack rises to 120%, and its claw attacks rise to 75% each.

## Manticores

Manticores are powerful creatures and great favorites for one-to-one battles with well-armored gladiators. Again, scenarios in which the adventurers are out to capture a manticore can live up a campaign.

### Manticore

STR 30	Move 6
CON 17	Hit Points 22 _____
SIZ 26	Fatigue 47 _____
INT 7	Magic Points 12 _____
POW 12	DEX SR: 4
DEX 7	

location	melee	missile	points
RH Leg	01-02	01-02	4/8 _____
LH Leg	03-04	03-04	4/8 _____
Tail	05-06	05	4/8 _____
Hind Q	07-09	06-09	4/10 _____
Fore Q	10-12	10-14	4/10 _____
RF Leg	13-14	15-16	4/8 _____
LF Leg	15-16	17-18	4/8 _____
Head	17-20	19-20	4/8 _____

Weapon	SR	Attack	Damage
Claw	7	40%	1D6+2D6
Sting	10	55%	1D6+2D6+poison POT 17

**Note:** Both attacks may be used in the same melee round.

**Skills:** Climb 90%, Dodge 50%, Scan 45%



**Levy Six**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

## Earth Goddess Temple Residents

This section describes a priestess of the Earth Mother and her entourage. They might be met in their domicile, or on a holy progress on the road.

Popular philosophy sees the Earth religion as a mild and beneficial one, but gamemasters and players should not forget the eons of traditional connection between blood and fertility, and that the earth religions often believe in ritual sacrifice to encourage fertility. Of course, there is nothing to say that Hagrad and her followers would sacrifice anything more sentient than a rooster, but there is nothing to say they wouldn't, either.

**Hagrad Earth Witch (Earth Mother priestess)**

STR 7	Move 3
CON 8	Hit Points 9 _____
SIZ 10	Fatigue 15 _____
INT 15	Magic Points 17 _____
POW 17	DEX SR: 3
DEX 14	
APP 5	

location	points
R Leg	0/3 _____
L Leg	0/3 _____
Abdomen	0/3 _____
Chest	0/4 _____
R Arm	0/3 _____
L Arm	0/3 _____
Head	0/3 _____

Weapon	SR	Attack	Damage	Parry	Points
Hatchet	7	40%	1D6+1	35%	6 _____

**Dodge:** 70%

**Spells:** Ceremony 98%, Enchant 90%, Summon 75%; (Divine Magic 100%) Absorption 4, Command Gnome 2, Dismiss Magic 5, Divination 5, Heal Body 2, Mindlink 2, Restore Health {CON} 4, Restore Health {INT} 2, Restore Health {STR} 2, Spirit Block 2; (Sorcery) [FREE INT=10, Intensity 65%] Animate Stone 80%, Drain 90%, Fly 50%, Form Wood 40%, Damage Resistance 70%

**Skills:** Animal Lore 80%, Human Lore 50%, Listen 50%, Mineral Lore 90%, Orate 90%, Plant Lore 50%, Search 80%, World Lore 70%

**Magic Items:** Has four fist-sized magical stones: the first contains a bound Gnome (6 cubic meters); the second contains a Lightwall 4 matrix; and the third stone, which is sharp-edged, contains a Tap

**Acolytes (all female initiates of Earth Mother)**

STR 9	CON 14	SIZ 10	INT 15
POW 16	DEX 11	APP 12	

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Sickle	8	40%	1D6	30%	6 _____

**Dodge:** 35%

**Spells:** Ceremony 40%, Enchant 30%, Summon 25%; (Spirit Magic 80%) Befuddle, Detect Life, Disrupt, Endurance 2, Healing 4, Light, Repair 1, Vigor 4; (Divine Magic 100%) Absorption 1, Heal Body, Mindlink 1, Sanctify, Spirit Block 1, Worship Earth Mother

**Skills:** Animal Lore 30%, Mineral Lore 30%, Plant Lore 40%, World Lore 40%

**Notes:** Wear no armor. They will support the priestess' guards with their spells as possible in any armed conflict by casting Vigor, Healing, and Endurance spells as needed. In addition, they are trained to cast their Disrupt spells in unison at a single foe when signalled by the priestess. They will do this for two or three rounds to take out that enemy.

**Acolyte One**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

**Acolyte Two**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

**Acolyte Three**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

STR Intensity 2 spell and 6 magic points to power it (2 to cast the spell and 4 to boost the spell to get through magical defenses). The spell has conditions such that the spell automatically goes off when it touches blood. It is used to throw at an enemy. If it breaks the enemy's skin, he loses 2D6 STR permanently. The magic points in the stone cannot be used for any purpose but casting its spell. The last stone contains a Resurrection spell. All these stones are enchanted with the condition that only a priestess of the Earth Mother can wield them.

**Note:** Wears fancy brocade and looks incredibly aged — far beyond her 60 years.

**Bound Gnome:** Move 1

STR 57	SIZ 6 cubic meters	POW 18	HP 70
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## Skeletons (Animated)

Masses of magically-animated skeletons offer a macabre thrill for the arena crowds. They commonly appear during pageants honoring death gods, or in pageants praising life gods (the destruction of un-armored skeletons by skillful gladiators illustrates the triumph of life over death). Such latter shows are rarely found in coliseums, however.

### Skeleton

STR 11 Move 3  
SIZ 13  
DEX 11 DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Scimitar	7	55%	1D6+2	55%	10
Target	8	55%	1D6	55%	12
Self Bow	3/9	55%	1D6+1	55%	5

Dodge: 55%

### Armored Human Skeleton One

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

### Armored Human Skeleton Two

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

### Armored Human Skeleton Three

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

### Armored Human Skeleton Four

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

## Zombies

Zombies, like skeletons, are conjured up to fight to please a jaded crowd. Like mummies, they are often disguised to conceal their undead state, allowing their opponents to find out the hard way that their foes are very hard to kill.

### Zombie

STR 18 Move 2  
CON 18 Hit Points 16  
SIZ 13 Fatigue 36 - 8 = 28  
INT 6 Magic Points 5  
DEX 7 DEX SR: 4  
APP 3

Weapon	SR	Attack	Damage	Parry	Points
Work Maul	8	35%	2D6+3+1D4	18%	12
Fist	9	35%	1D3+1D4	—	—

Note: Cannot die or be incapacitated; must be hacked apart.

### Zombie One

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	Abdomen	09-11	07-10	2/6
	Chest	12	11-15	2/8
	R Arm	13-15	16-17	2/5
	L Arm	16-18	18-19	2/5
	Head	19-20	20	2/6

### Zombie Three

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	Abdomen	09-11	07-10	2/6
	Chest	12	11-15	2/8
	R Arm	13-15	16-17	2/5
	L Arm	16-18	18-19	2/5
	Head	19-20	20	2/6

### Zombie Four

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	Abdomen	09-11	07-10	2/6
	Chest	12	11-15	2/8
	R Arm	13-15	16-17	2/5
	L Arm	16-18	18-19	2/5
	Head	19-20	20	2/6

### Zombie Five

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	Abdomen	09-11	07-10	2/6
	Chest	12	11-15	2/8
	R Arm	13-15	16-17	2/5
	L Arm	16-18	18-19	2/5
	Head	19-20	20	2/6





# On The Road

Though these are best used in filling-out a campaign adventure, the gamemaster can also use these statistics as the basis for quickly constructed adventurers.

The following descriptions are for the gamemaster's convenience in developing scenarios. While the gamemaster will create the important cast of a scenario, these chance-met encounters are useful for filling out the run and enlivening the proceedings.

Players who wish to use the solitaire play rules for experience should find the following NPCs a rich field of interesting antagonists to adventure among.

Mostly described are groups composed of one well-developed character and a number of less-well-developed followers. The followers are sketched in a fashion making it easy to deal with them in mass-combat situations. If the gamemaster feels more followers are necessary to give the adventurers a proper challenge, photocopy the page and code the statistics with letters or numbers to show which set of characteristics represents which NPC encountered by the adventurers.

Some of the NPCs described below might be found in a coliseum. Most are more likely to be found in the city surrounding a coliseum or on the road between cities.

In the descriptions, all ENC values have been figured out and all decrements made to dodge and magic skills, and to fatigue points.

## Personalities For Characters

For the most part, no definite personalities have been ascribed to these characters; that is the job of the gamemaster. With no constraints on the personality of the NPC, a gamemaster can use Honest John as a friendly, affable merchant prince in one game, then change his name to Honest Jack and make him a treacherous miser in the next game.

## A Primitive Hunting Band

These hunters would be found far from civilization unless they were in town to try to exchange their hides for metal weapons and tools.

They are frightened by the immensity of any metropolitan area having more than three families,

and do not understand why anyone would want to tie himself down to one place for more than a month. Because the hunters are so unfamiliar with the ways of civilization, one or more of them might be arrested and sent off to serve in the arena.

Zog himself is an unlikely arena candidate. He might be marched in chains in a triumphal procession, but his large number of potent offensive spells make

### Zog Fourspear, primitive hunting leader

STR	15	Hit Points	16
CON	16	Fatigue	31 - 6 = 25
SIZ	16	Magic Points	14 +
INT	16	stone	4 = 18
POW	14	DEX SR:	2
DEX	17		
APP	15		

location	points
R Leg	0/6
L Leg	0/6
Abdomen	0/6
Chest	0/8
R Arm	0/5
L Arm	0/5
Head	0/6

Weapon	SR	Attack	Damage	Parry	Points
2H Spear	6	86%	1D10+1+1D4	79%	10
Javelin	2	65%	1D8+1D2	—	8

Dodge: 87%

**Spells:** (Spirit Magic 64%) Befuddle, Disruption, Fireblade, Healing 4, Mindspeech 2, Multimissile 2, Speedart, Spirit Screen 1; Ceremony 23%, Enchant 48%

**Skills:** Animal Lore 52%, Craft Leather 32%, Craft Stone 31%, Hide 95%, Listen 60%, Plant Lore 44%, Scan 76%, Sneak 93%, Throw 70%, Track 68%

**Magic Items:** Polished white stone enchanted to hold 4 magic points, decorative armband enchanted to hold Protection 3 spell.

**Treasure:** 18 buffalo hides, 9 kilograms of antlerhorn, 30 flint spearpoints, 9 woven blankets, pretty rock jewelry worth maybe 18 pennies.

**Notes:** Carries 3 javelins, a spear, and is otherwise naked, except for G-string and some jewelry.



him bad gladiator fodder. Similarly, the shaman, Thock, is not a good candidate for the arena. But the hunting band would provide sturdy gladiators when sent out to fight a lion, an elephant, or a similar beast.

If encountered in the wild, the hunting party will probably not initiate contact, but might prove quite friendly to fellow hunters (as long as they are not from a rival tribe) and certainly will react favorably to gifts of metal implements.

### Primitive Hunters

STR 12 CON 11 SIZ 13 INT 13  
POW 13 DEX 11 APP 11

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
1H Spear	7	50%	1D8+1+1D4	25%	10
Self Bow	3/9	60%	1D6+1	20%	5
Target	8	10%	1D6+1D4	40%	12
Fist	8	40%	1D3+1D4	—	—
Knife	8	30%	1D3+1+1D4	20%	4

Dodge: 40%

Spells: (Spirit Magic 55%) Disruption, Healing 3, Speedart

Skills: Animal Lore 30%, Hide 40%, Listen 60%, Plant Lore 25%, Scan 65%, Sneak 50%, Throw 60%, Track 50%

Notes: Carries 40 arrows; wears thick leather over torso with thinner buckskin under.

### Hunter One

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Hunter Two

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	3/4
Fat.: 13	Abdomen	3/5
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Hunter Three

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Hunter Four

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Hunter Five

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Hunter Six

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

### Thock Silverhand, primitive shaman

STR 8 Hit Points 13  
CON 16 Fatigue 23 - 1 = 22  
SIZ 10 Magic Points 17 + fetch  
INT 16 22 + tusk 7 +  
POW 17 nose ring 12 = 48  
DEX 20 DEX SR: 1  
APP 7

location	points
R Leg	0/5
L Leg	0/5
Abdomen	0/5
Chest	0/6
R Arm	0/4
L Arm	0/4
Head	0/5

Weapon	SR	Attack	Damage	Parry	Points
Club	6	44%	1D6	60%	4

Dodge: 59%

Spells: Ceremony 50%, Enchant 80%, Summon 80%; (Spirit Magic 84%) Befuddle, Countermagic 3, Demoralize, Detect Enemy, Detect Magic, Healing 3, Spirit Screen 4; [known by Fetch] Dispel Magic 4, Disruption, Glue 2, Protection 4

Skills: Animal Lore 60%, First Aid 70%, Human Lore 40%, Listen 45%, Plant Lore 40%, Scan 40%, Sneak 40%, Throw 60%, Track 50%, World Lore 40%

Magic Items: Tattoo on hand holds Binding Enchantment for Ghost; enchanted carved boar's tusk holds 7 magic points; enchanted nose ring holds Binding Enchantment for Power spirit.

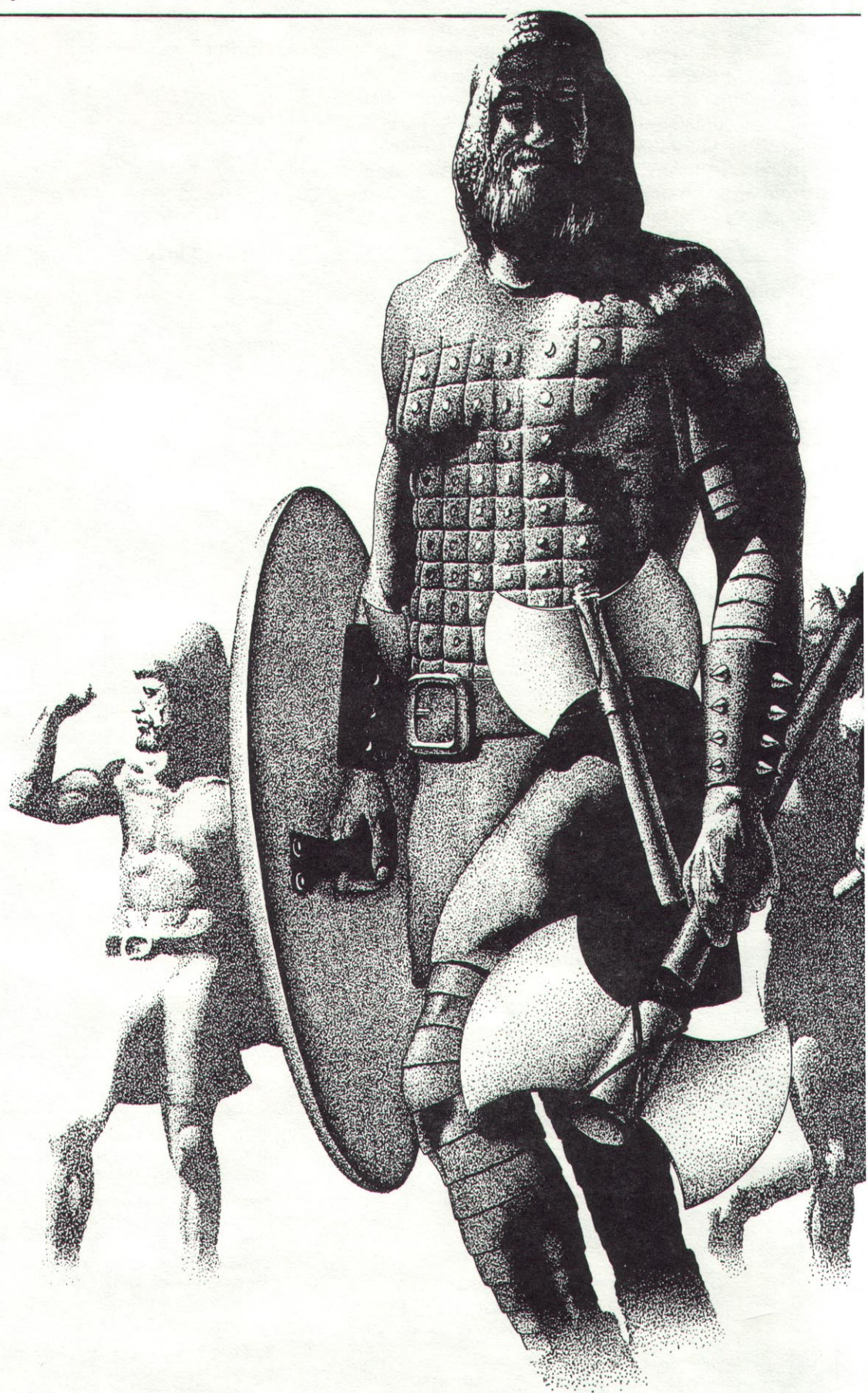
Treasure: None. Takes what he needs from tribe members as he needs it. If captured, the tribe would try to avenge or rescue him rather than pay ransom.

Fetch: INT 11 POW 22 takes the form of a cobra

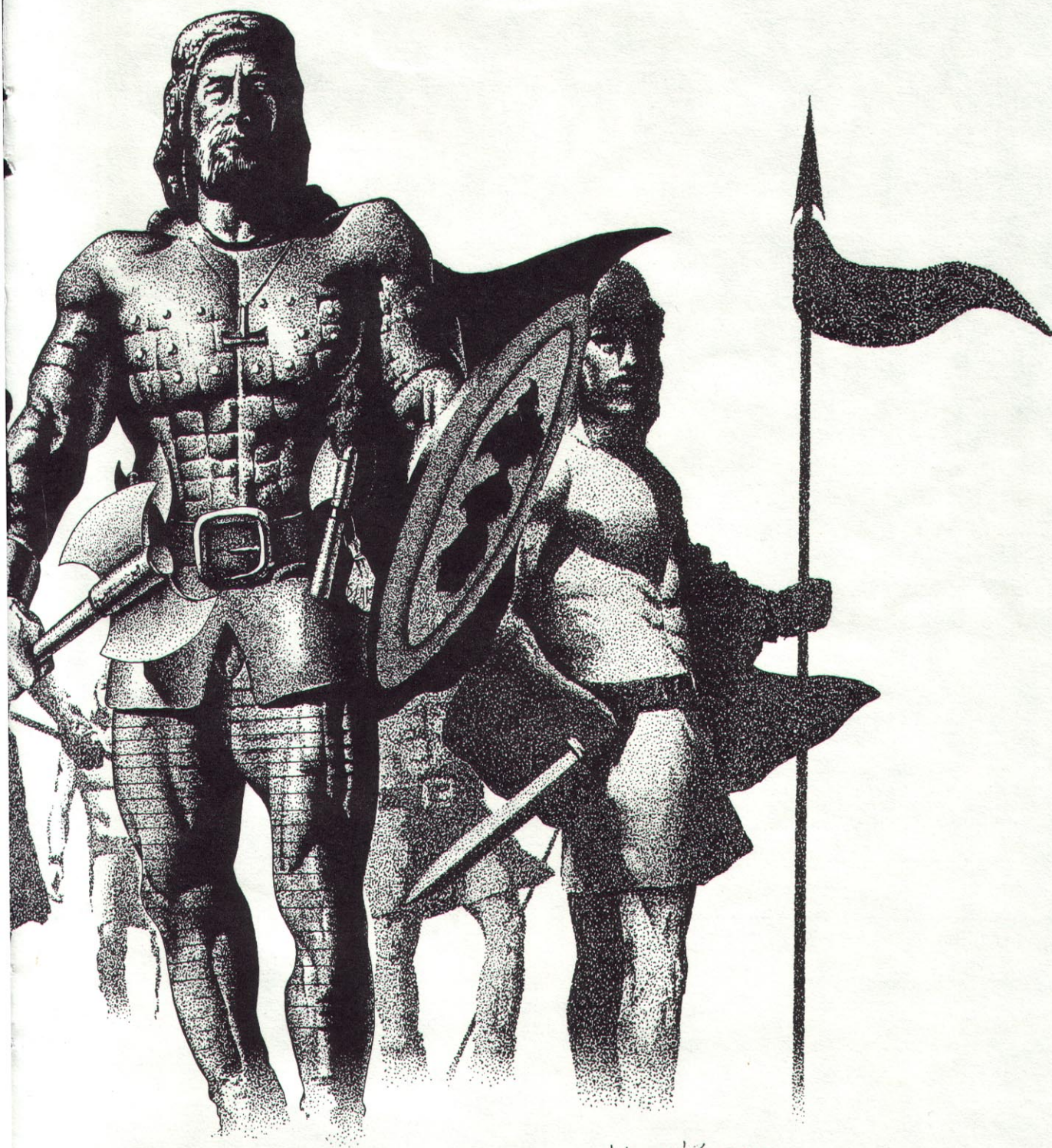
Spirits: Ghost tattoo: INT 9 POW 14, knows Dispel Magic 2, Disruption, and Second Sight. Power spirit in nose ring: POW 12. Held in Fetch: Madness spirit POW 14; Fear Spirit POW 8

Notes: Wears only beads and strings, except for snakeskin belt and loincloth.



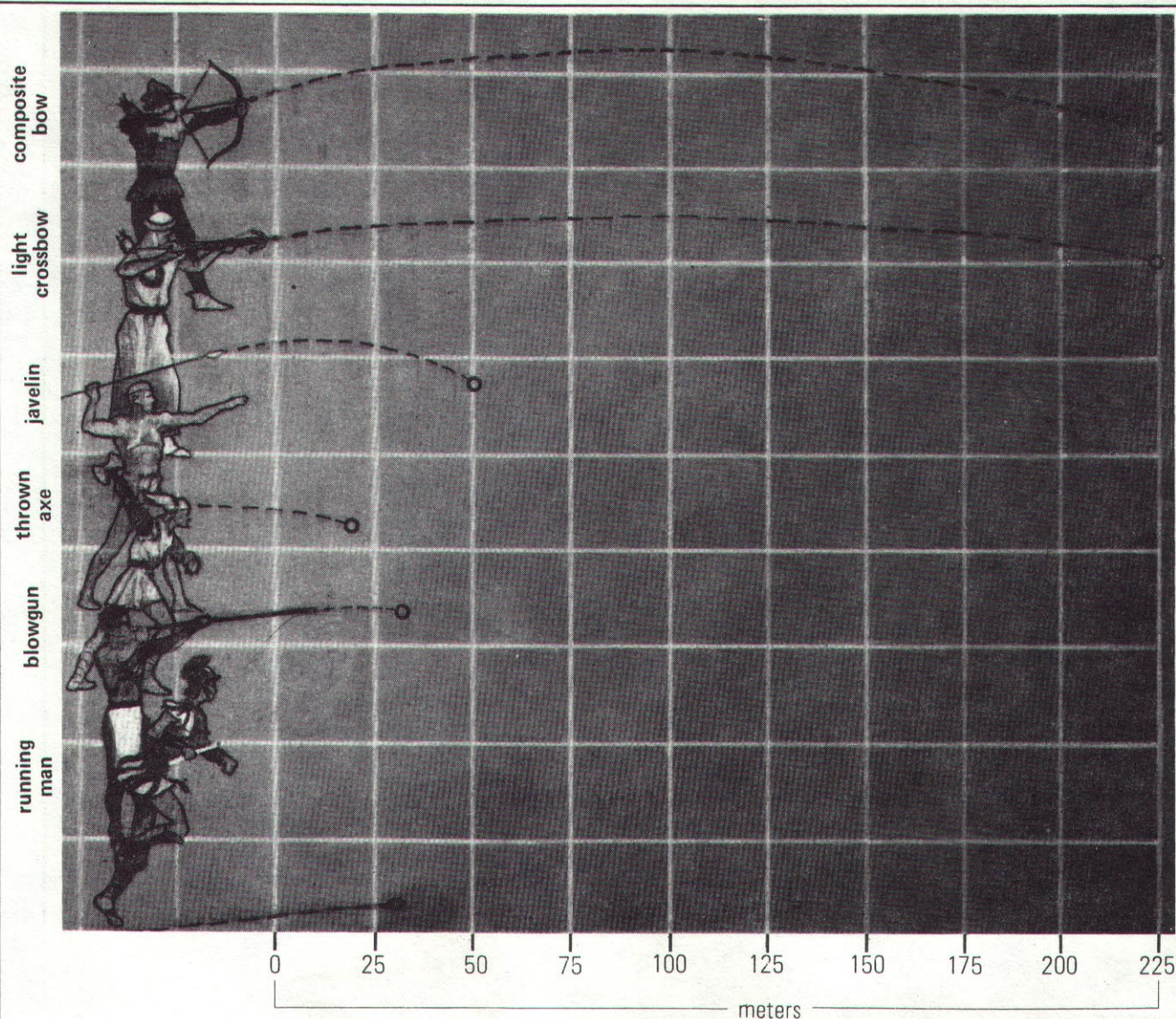






J. Harris King '84





This diagram illustrates the relative ranges of some of the weapons available in RuneQuest, and compares those ranges with the distance that a running man can travel in one melee round. Use this diagram during roleplaying sessions to accurately portray the distance that an adventurer must travel against enemy missile fire. Note that it will take the running man approximately 5 melee rounds to close with an archer, 2 to close with a javelin-thrower, and one against an axe-wielder or a blowgun user.

### Barbarian Militia

STR 12 CON 12 SIZ 13 INT 12  
POW 10 DEX 11 APP 10

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Broadsword	7	55%	1D8+1+1D4	25%	10
Viking Rnd.					
Shield	7	10%	1D6+1D4	50%	10
Thrown Axe	3	45%	1D6+1D2	—	6

**Spells:** (Spirit Magic 35%) Bladesharp 1, Demoralize; (Divine Magic 85%) Heal Wound

**Skills:** Climb 60%, Jump 50%, Listen 50%, Scan 50%, Search 40%

**Notes:** Wears cuirbouilli on limbs and ringmail hauberk, light metal helmet (5-point armor), and quilted padding under armor on limbs. Carries two throwing axes.

### Barbarian War Party

These barbarians are not necessarily out for loot and pillage. Thorgrim and Atirra are important people in their community and deserve a guard of honor wherever they go.

#### Barbarian One

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5



**Thorgrim, barbarian warrior**

STR 15 Hit Points 18  
 CON 18 Fatigue 33 - 25 = 8  
 SIZ 18 Magic Points 15  
 INT 15 DEX SR: 3  
 POW 15  
 DEX 11  
 APP 14

location	points
R Leg	6/6
L Leg	6/6
Abdomen	8/6
Chest	8/8
R Arm	6/5
L Arm	6/5
Head	7/6

Weapon	SR	Attack	Damage	Parry	Points
Battleaxe	6	88%	1D8 + 2 + 1D6	50%	8
Viking Rnd					
Shield	6	49%	1D6 + 1D6	78%	10
Thrown Axe	3	70%	1D6 + 1D3	—	6

**Spells:** (Spirit Magic 50%) Bladesharp 3, Countermagic 1, Demoralize, Healing 2, Fanaticism, Protection 6; (Divine Magic 75%) Shield 2, Truesword; Ceremony 38%

**Skills:** Conceal 40%, First Aid 57%, Hide 25%, Listen 71%, Scan 63%, Search 48%, Sneak 32%, Throw 60%, Track 39%, World Lore 40%

**Magic Items:** Tassel at end of battleaxe's haft holds matrix for Dispel Magic 2.

**Treasure:** Loot in animals, furs, clothing, and metal ornaments worth 224 pennies

**Notes:** Wears brigandine hauberk, with ringmail limbs and lamellar helm. A layer of 1-point cloth padding is under all. Carries 2 throwing axes.

**Atirra Godlistener, barbarian priest (storm god)**

STR 11 Hit Points 16  
 CON 15 Fatigue 26 - 26 = 0  
 SIZ 16 Magic Points 16  
 INT 16 DEX SR: 3  
 POW 16  
 DEX 12  
 APP 10

location	points
R Leg	6/6
L Leg	6/6
Abdomen	8/6
Chest	8/8
R Arm	6/5
L Arm	6/5
Head	6/6

Weapon	SR	Attack	Damage	Parry	Points
Warhammer	6	36%	1D6 + 2 + 1D4	46%	8
Viking Rnd.					
Shield	6	25%	1D6 + 1D4	36%	10
Thrown Axe	3	36%	1D6 + 1D2	—	6

**Spells:** Ceremony 90%, Enchant 50%, Summon 30%; (Spirit Magic 54%) Countermagic 4, Demoralize, Fanaticism, Speedart, Strength 3 [increases STR to 20, adding 4% to attack and parry, and increasing damage bonus to 1D6]; (in matrix) Bludgeon 3; (Divine Magic 74%) Control Sylph, Dismiss Magic 4, Heal Wound 3, Lightning 3, Sanctify, Spirit Block 1, Thunderbolt, Worship

**Skills:** Human Lore 60%, Orate 80%, Ride 36%, World Lore 75%

**Magic Items:** Hammer is matrix for Bludgeon 3 spell; a sack at belt holds a binding enchantment and contains a captive sylph — this bag moves from time to time, as though a live animal is inside.

**Treasure:** ransom is 24 cattle, paid by his kin and temple associates.

**Notes:** Armor consists of brigandine torso and ringmail limbs, all underlaid with soft quilted padding. The helmet is light, the equivalent of ringmail. Carries three throwing axes.

**Captive Sylph:** Move: 10

STR 35 SIZ 5 meters POW 17 HP 22

**Barbarian Two**

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

**Barbarian Three**

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

**Barbarian Four**

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

**Barbarian Five**

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

**Barbarian Six**

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

**Honest John's Caravan**

Honest John is a potential employer, either for caravan guards or for adventurers to bring him special baubles he cannot get by trading: his caravan is a potential target for the adventurers if they want to engage in





In this illustration of Zangrif Bei, an experienced adept, note the extensive rune carvings along his staff, and the tattoos in the palm of his right hand.

raiding; he is a source of magic and other goods for sale, and someone to buy goods from the adventurers.

Honest John can become a fixture in a campaign, always appearing when least expected, and ready with money or a bit of a job when the adventurers need it. But does he really benefit with his actions? That's for the gamemaster to know, and the adventurers to find out.

### Mercenary Caravan Guards

STR 11 CON 13 SIZ 14 INT 12  
POW 9 DEX 11 APP 9  
DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Scimitar	7	75%	1D6+2+1D4	50%	10
Kite Shield	8	40%	1D6+1D4	70%	16
M. Crossbow	3	60%	2D4+2	30%	8

**Spells:** (Spirit Magic 35%) Bladesharp 2, Healing 1, Multimissile 1, Protection 2; (Divine Magic 75%) Truesword 2, Shield 3

**Skills:** Listen 50%, Scan 60%, Ride 70%

**Notes:** Each guard wears a scale hauberk, metal helmet (equivalent of scale), ringmail sleeves and leggings, and quilted raw silk padding underneath.

Each carries 10 crossbow bolts.

### Mercenary Guard One

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

### Mercenary Guard Two

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

### Mercenary Guard Three

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

### Mercenary Guard Four

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

### Mercenary Guard Five

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5



**Honest John, trader at large**

STR 8	Move 3 _____
CON 14	Hit Points 13 _____
SIZ 12	Fatigue 22 - 7 = 15 _____
INT 18	Magic Points 15 + smooth _____
POW 15	rocks 6 = 21 _____
DEX 16	DEX SR: 2 _____
APP 13	

location	points
R Leg	0/5 _____
L Leg	0/5 _____
Abdomen	5/5 _____
Chest	5/6 _____
R Arm	0/4 _____
L Arm	0/4 _____
Head	0/5 _____

Weapon	SR	Attack	Damage	Parry	Points
Rapier	6	40%	1D6+9*	45%	8** _____
Buckler	7	30%	1D4	65%	8 _____
Sling	2	50%	1D8	—	—

\* has Damage Boosting 8 cast upon it

\*\*has Damage Resistance 12 cast upon it to protect blade (damage over 8 still hits John)

**Dodge:** 55%

**Spells:** (Spirit Magic 68%) Healing 2, Speedart; (Sorcery) [FREE INT = 12; Intensity 60%] Damage Boosting 78%, Form Steel 30%, Spell Resistance 57%

**Skills:** Animal Lore 40%, Fast Talk 95%, Human Lore 80%, Mineral Lore 50%, Orate 101%, Search 85%, World Lore 40%

**Magic Items:** For Sale: 2 smooth ebony stones, able to hold 3 magic points each—carried by John [1200 pennies each]; elegant ring matrix for Speedart—carried by John [430 pennies]; matrix for Form Linen (for mending clothes), Intensity 2 [400 pennies]; matrix for Detect Beer [900 pennies]; chair with spells to enable it to hold weight up to SIZ 40—2 years duration left [2000 pennies]; small pebble with Damage Boosting 10—1 year duration left [500 pennies]; bastard sword with Damage Resistance 10 (protects blade from damage)—18 months duration left [670 pennies]; small crystal sphere containing tiny winter landscape and miniature house—when sphere is shaken, it snows inside the landscape! [3400 pennies]

Not for Sale: fancy belt is matrix for Protection 2 spell.

**Treasure:** carries four trunks. One contains magical goods-for-sale; two contain personal paraphernalia (tent, clothing, etc.); and one contains 18 silver bars (1 ENC each), 230 pennies, a roll of copper plate weighing 30 ENC, and whatever miscellaneous trade goods have been gained on the road. The treasure trunk and the magic goods trunk are each heavily reinforced, and have 20 armor points. The magic trunk is also enchanted—it holds a 4-cubic-meter salamander which will appear and attack if anyone opens the trunk by any means besides the key. Once the thieves are eliminated, the salamander will wander away, and John must get a new one.

**Notes:** John will ask the prices listed for all items for sale. A competent bargainer may get him to lower these prices somewhat.

John wears a ringmail hauberk under his tunic, but is otherwise unarmored.

**Salamander Chest Guard:** Move 3

STR 13 SIZ 4 cubic meters POW 15 HP 31

Use these NPCs as soldiers, city guards, private bodyguards to a none-too-wealthy master, and other incidental armed rabble.

**Civilized Levy**

STR 10	CON 10	SIZ 13	INT 13
POW 10	DEX 11	APP 10	

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
2H Spear	6	35%	1D10+1	35%	10 _____
Dagger	8	40%	1D4+2	40%	6 _____

**Dodge:** 25%

**Spells:** (Spirit Magic 40%) Healing 1

**Notes:** Wears only tough leather on body, with cloth underpadding.

**Levy One**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

**Levy Two**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

**Levy Three**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

**Levy Four**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

**Levy Five**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

**Civilized Levy**

The following stalwarts are tradesmen, peasants and other peace-loving folk who are called up by their lords and masters to fight. They are not very skillful at fighting, and not very happy at the prospect. Their morale probably is not high. If it looks like they are losing a fight, they run.



**Levy Six**

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

## Earth Goddess Temple Residents

This section describes a priestess of the Earth Mother and her entourage. They might be met in their domicile, or on a holy progress on the road.

Popular philosophy sees the Earth religion as a mild and beneficial one, but gamemasters and players should not forget the eons of traditional connection between blood and fertility, and that the earth religions often believe in ritual sacrifice to encourage fertility. Of course, there is nothing to say that Hagra and her followers would sacrifice anything more sentient than a rooster, but there is nothing to say they wouldn't, either.

**Hagra Earth Witch (Earth Mother priestess)**

STR 7	Move 3
CON 8	Hit Points 9 _____
SIZ 10	Fatigue 15 _____
INT 15	Magic Points 17 _____
POW 17	DEX SR: 3
DEX 14	
APP 5	

location	points
R Leg	0/3 _____
L Leg	0/3 _____
Abdomen	0/3 _____
Chest	0/4 _____
R Arm	0/3 _____
L Arm	0/3 _____
Head	0/3 _____

Weapon	SR	Attack	Damage	Parry	Points
Hatchet	7	40%	1D6+1	35%	6 _____

**Dodge:** 70%

**Spells:** Ceremony 98%, Enchant 90%, Summon 75%; (Divine Magic 100%) Absorption 4, Command Gnome 2, Dismiss Magic 5, Divination 5, Heal Body 2, Mindlink 2, Restore Health {CON} 4, Restore Health {INT} 2, Restore Health {STR} 2, Spirit Block 2; (Sorcery) [FREE INT=10, Intensity 65%] Animate Stone 80%, Drain 90%, Fly 50%, Form Wood 40%, Damage Resistance 70%

**Skills:** Animal Lore 80%, Human Lore 50%, Listen 50%, Mineral Lore 90%, Orate 90%, Plant Lore 50%, Search 80%, World Lore 70%

**Magic Items:** Has four fist-sized magical stones: the first contains a bound Gnome (6 cubic meters); the second contains a Lightwall 4 matrix; and the third stone, which is sharp-edged, contains a Tap

**Acolytes (all female initiates of Earth Mother)**

STR 9	CON 14	SIZ 10	INT 15
POW 16	DEX 11	APP 12	
DEX SR: 3			

Weapon	SR	Attack	Damage	Parry	Points
Sickle	8	40%	1D6	30%	6 _____

**Dodge:** 35%

**Spells:** Ceremony 40%, Enchant 30%, Summon 25%; (Spirit Magic 80%) Befuddle, Detect Life, Disrupt, Endurance 2, Healing 4, Light, Repair 1, Vigor 4; (Divine Magic 100%) Absorption 1, Heal Body, Mindlink 1, Sanctify, Spirit Block 1, Worship Earth Mother

**Skills:** Animal Lore 30%, Mineral Lore 30%, Plant Lore 40%, World Lore 40%

**Notes:** Wear no armor. They will support the priestess' guards with their spells as possible in any armed conflict by casting Vigor, Healing, and Endurance spells as needed. In addition, they are trained to cast their Disrupt spells in unison at a single foe when signalled by the priestess. They will do this for two or three rounds to take out that enemy.

**Acolyte One**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

**Acolyte Two**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

**Acolyte Three**

	location	points
MP: 13 _____	R Leg	0/4 _____
HP: 12 _____	L Leg	0/4 _____
Fat.: 23 _____	Abdomen	0/4 _____
	Chest	0/5 _____
	R Arm	0/3 _____
	L Arm	0/3 _____
	Head	0/4 _____

STR Intensity 2 spell and 6 magic points to power it (2 to cast the spell and 4 to boost the spell to get through magical defenses). The spell has conditions such that the spell automatically goes off when it touches blood. It is used to throw at an enemy. If it breaks the enemy's skin, he loses 2D6 STR permanently. The magic points in the stone cannot be used for any purpose but casting its spell. The last stone contains a Resurrection spell. All these stones are enchanted with the condition that only a priestess of the Earth Mother can wield them.

**Note:** Wears fancy brocade and looks incredibly aged — far beyond her 60 years.

**Bound Gnome:** Move 1

STR 57	SIZ 6 cubic meters	POW 18	HP 70
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**Priestess' Guards**

STR 13 CON 13 SIZ 16 INT 11  
POW 12 DEX 10 APP 10

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Scythe	5	55%	2D6+1D4	45%	8
Hatchet	7	40%	1D6+1+1D4	30%	8
Sling	3	40%	1D8	—	—

**Spells:** (Spirit Magic 43%) Disrupt, Healing 3, Strength 4 {increases STR to 25, adding 6% to all attacks and parries and increasing damage bonus to 2D6}; (Divine Magic 83%) Absorption 1, Heal Body

**Skills:** Climb 60%, Jump 60%, Scan 60%

**Note:** Wears cuirbouilli armor under a layer of bezaunted armor over all hit locations.

**Priestess Guard One**

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5

**Priestess Guard Two**

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5

**Priestess Guard Three**

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5

**Zangrif Bei, sorcerer**

Zangrif is typical of his lonely breed, sufficient onto himself, with none but his faithful familiar to aid him. However, sorcerers sometimes do need outside help,

**Zangrif Bei (adept)**

STR 8 Move 3  
CON 14 Hit Points 13  
SIZ 12 Fatigue 22  
INT 17 Magic Points 20 + familiar 14 +  
POW 20 staff 7 = 41  
DEX 17 DEX SR: 2  
APP 5

location	points
R Leg	0/5
L Leg	0/5
Abdomen	0/5
Chest	0/6
R Arm	0/4
L Arm	0/4
Head	0/5

Weapon	SR	Attack	Damage	Parry	Points
Kukri	7	60%	1D4+8	65%	8

**Dodge:** 50%

**Spells:** Ceremony 45%, Enchant 80%, Summon 60%; (Sorcery) [FREE INT = 15, Intensity 103%, Duration 98%, Multispell 87%, Range 70%] Mystic Vision 70%, Venom 95%; (known by familiar) Damage Boosting 105%, Damage Resistance 96%, Glow 84%, Haste 92%, Neutralize Magic 89%, Smother 101%, Teleport 79%, Treat Wounds 60%; (contained in magic items) Dominate Human 75%, Skin of Life 84%, Tap POW 88%

**Skills:** Animal Lore 80%, Craft (ivory-carving) 38%, Human Lore 96%, Mineral Lore 70%, Orate 50%, Plant Lore 56%, World Lore 60%

**Magic Items:** Owns carved bit of mammoth ivory which contains matrix for Skin of Life spell, Intensity 1. The palm of his right hand has been enchanted with a tattoo matrix for Dominate Human, Intensity 4, Duration 2. Always carries a staff with an iron ball at the tip. This ball is enchanted to hold 7 magic points, and the staff itself holds a matrix for Tap POW Intensity 1. All Zangrif Bei's magic items possess the condition that they may only be used by adepts or better in the skills of sorcery.

**Notes:** Wears no armor. Has the following spells upon him at all times (they are recast at regular intervals): Damage Resistance 5, Skin of Life 6. His kukri has a Damage Boosting 5 on it always.

**Monko (Zangrif Bei's chimpanzee familiar)**

STR 18 Move 3  
CON 16 Hit Points 16  
SIZ 15 Fatigue 34  
INT 8 Magic Points 14  
POW 14 DEX SR: 1  
DEX 20

location	points
R Leg	0/4
L Leg	0/4
Abdomen	0/9
Chest	2/12
R Arm	2/5
L Arm	2/5
Head	0/5

Weapon	SR	Attack	Damage
Bite	7	60%	1D8
Paw	7	85%	1D4+1D6+5

**Dodge:** 98%

**Spells:** As listed above under Zangrif Bei

**Skills:** Climb 120%, Hide 99%

**Notes:** Monko has the Armor enchantment, adding 2 points of armor to both arms and the chest. His chest has 6 extra hit points and his abdomen 4 extra hit points from Hit Point enchantments. In addition, Monko has a Damage Resistance 5 on himself at all times. He also has a Damage Boosting 5 on both paws at all times.



**Soldiers of the Baron**

STR 13 CON 11 SIZ 13 INT 13

POW 10 DEX 11 APP 10

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Hvy Mace	7	45%	1D10+1D4	30%	10
Kite Shld	8	15%	1D6+1D4	45%	16
H. Crossbow	3	35%	2D6+2	19%	10

**Spells:** (Spirit Magic 19%) Disruption, Healing 2; (Divine Magic 69%) Truesword

**Skills:** Listen 65%, Search 55%

**Notes:** Each wears beazinted limbs with a scale hauberk. Quilted padding is under all armor. The helmet is equivalent to lamellar armor, plus padding.

**Baron's Guard One**

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

and Zangrif could prove a good employer to adventurers needing temporary income.

Similarly, Zangrif can become an objective of greedy adventurers who wish to plumb the secrets of his lonely sorcerer's tower, assuming he has one.

As a source of adventure, and as a potential source of information and teaching for new adepts, Zangrif should prove a good addition to any campaign.

**Local Noble and Entourage**

Baron Fairtailer is a representative noble of either a barbarian or civilized culture. He has sorcerous objects, but even barbarian nobles have some access to sorcery if they want it bad enough.

Baron Fairtailer could sponsor some coliseum games, or be a simple country baron.

**Baron Fairtailer Herminobaz XVI**  
(initiate of Ruling God)

STR 11 Move 3  
CON 28 Hit Points 22  
SIZ 15 Fatigue 39-36=3  
INT 10 Magic Points 14  
POW 17 DEX SR: 4  
DEX 8  
APP 16

location	points
R Leg	9/8
L Leg	9/8
Abdomen	12/8
Chest	12/10
R Arm	9/6
L Arm	9/6
Head	12/8

**Baron's Guard Two**

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

**Baron's Guard Three**

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

**Baron's Guard Four**

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

**Baron's Guard Five**

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

Weapon	SR	Attack	Damage	Parry	Points
Broadswd	8	65%	1D8+1+1D4	50%	10
Kite Shld	9	25%	1D6+1D4	50%	16
M. Crossbow	4	50%	2D4+2	19%	8
Dagger	9	55%	1D4+2+1D4	40%	6

**Spells:** (Divine Magic 34%) Heal Wound 2, Shield 6; (Sorcery) [FREE INT=6, Intensity 60%] Enhance APP 96%, Spell Resistance 70%, Telepathy 80%

**Skills:** Evaluate Treasure 57%, Fast Talk 70%, Human Lore 45%, Orate 109%, Ridge 90%

**Magic Items:** Ring matrix for Detect Gold.

**Treasure:** 600 pennies worth of metal, jewelry, and goods in castle treasure room. Ten times that can be collected in an emergency.

**Notes:** Has had an Armoring enchantment placed upon his head, chest, and abdomen, for 3 points each. In addition, a sorcerer keeps his CON at 28 by means of an Enhance CON intensity 14 spell, renewed at regular intervals. This not only increases his hit points, but renders him nearly immune to poisons.

In battle, wears full plate and leather padding beneath. Rides expensive warhorse.



**Baron's Guard Six**

	location	points
MP: 10 _____	R Leg	5/4 _____
HP: 12 _____	L Leg	5/4 _____
Fat.: -7 _____	Abdomen	7/4 _____
	Chest	7/5 _____
	R Arm	5/3 _____
	L Arm	5/3 _____
	Head	7/4 _____

**The Hill Hermit (prophet and priest of the Invisible God)**

This irascible curmudgeon has no interest in cities or those who inhabit them. He lives in the hills and worships his mysterious god. This must be pleasing to the elusive entity, for he has rewarded his follower with potent magic.

This hermit is useful for what hermits are generally useful for in all the stories of great deeds in antiquity: he can gain insight into the doings of others through Divination and generally bless people found pleasing to him. The main objective of adventurers who seek him out should be to ingratiate themselves to him, for those with evil intent are unlikely to get past the Warding spell that protects his never-vacant sanctuary.

**Hill Hermit**

STR	5	Move 3
CON	11	Hit Points 10 _____
SIZ	9	Fatigue 16 _____
INT	17	Magic Points 21 _____
POW	21	DEX SR: 4
DEX	7	
APP	3	

location	points
R Leg	0/4 _____
L Leg	0/4 _____
Abdomen	0/4 _____
Chest	0/5 _____
R Arm	0/3 _____
L Arm	0/3 _____
Head	0/4 _____

Weapon	SR	Attack	Damage	Parry	Points
Club	9	21%	1D6	21%	4 _____
Thrown Rock	4	21%	1D3	—	—

**Dodge:** 35%

**Spells:** Ceremony 100%, Enchant 80%, Summon 100%; (Spirit Magic 105%) Disrupt, Glue 4, Healing 6, Protection 6; (Divine Magic 100%) Divination 12, Extension 11, Mindlink 1, Sanctify, Soul Sight, Spirit Block 1, Warding 8, Worship Invisible God

**Skills:** Animal Lore 92%, First Aid 90%, Human Lore 146%, Mineral Lore 110%, Plant Lore 99%, World Lore 59%

**Treasure:** none

**Notes:** Warding spell is set up around entrance to hermit's lair. Wears only thin sheepskin.

**Adversaries for Adventurers**

The following groups — nomad raiders, trolls, and broos — have the potential for combat with a normal party of adventurers. If the adventurer band includes trolls or nomads, then an encounter with one of the following groups might prove beneficial, but good advice would be to keep swords ready.

**Adventurer Party**

This group of sturdy souls have much in common with a normal group of adventurers, but they have been at it a lot longer. Carlisle has been through some grim experiences, and often only his luck has saved him. His main abilities are his fighting skill and his ability to attract competent friends.

Player adventurers might run across this band as rivals for some treasure, or as allies against some overwhelming foe. In any case, these three bold adventurers are not to be trifled with.

**Carlisle the Careless, experienced adventurer**

STR	21	Move 3
CON	26	Hit Points 21 _____
SIZ	16	Fatigue 47 - 45 = 2 _____
INT	17	Magic Points 19 + _____
POW	19	spirits 33 = 52 _____
DEX	20	DEX SR: 1
APP	16	

location	points
R Leg	11/7 _____
L Leg	11/7 _____
Abdomen	11/7 _____
Chest	11/9 _____
R Arm	11/6 _____
L Arm	11/6 _____
Head	14/7 _____

Weapon	SR	Attack	Damage	Parry	Points
RH Bastard Sword	4	86%	1D10+1+1D6	69%	12 _____
LH Bastard Sword	7(4)	66%	1D10+1+1D6	81%	12 _____
H. Crossbow	1	84%	2D6+2	36%	10 _____
Gladius	4	75%	1D6+1+1D6	60%	10 _____
Fist	5	50%	1D3+1D6	—	—

**Spells:** (Spirit Magic 45%) Demoralize, Fireblade, Healing 6, Protection 5; (in matrices) Control Intellect Spirit, Control Power Spirit; (in intellect spirit) Countermagic 5, Dispel Magic 7; (Divine Magic 55%) Madness 3, Mindblast 3, Illusion Sight 6, Illusion Sound 3

**Skills:** Climb 80%, Jump 65%, Ride 90%, Swim 40%, Throw 60%, Evaluate 96%, Conceal 72%, Devise 50%, Listen 80%, Scan 70%, Search 76%, Track 61%, Hide 55%, Sneak 38%

**Magic Items:** Binding enchantment in ring for intellect spirit (INT 12, POW 6). Binding enchantments in armlet and wristband each for power spirit (one of POW 20, one of POW 13). Matrix for Control Intellect Spirit in headband, and matrix for Control Power Spirit in bellybutton jewel.

**Treasure:** ransom is 3000 pennies.

**Notes:** Has an Enhance CON and an Enhance STR (both intensity 8) spell renewed at regular intervals. Wears two layers of ringmail riveted together over his torso and limbs, with a plate helmet over ringmail on his head, and quilted padding under all. Heavy crossbow is carried on his horse.



## Edelia the Elegant, adept and adventuress (Companion of Carlisle the Careless)

STR	14	Move 3
CON	18	Hit Points 15 _____
SIZ	11	Fatigue 32 - 5 = 28 _____
INT	18	Magic Points 21 + familiar 23 +
POW	21	spirits 41 = 85 _____
DEX	20	DEX SR: 1
APP	18	

location	points
R Leg	0/5 _____
L Leg	0/5 _____
Abdomen	0/5 _____
Chest	0/6 _____
R Arm	0/4 _____
L Arm	0/4 _____
Head	0/5 _____

Weapon	SR	Attack	Damage	Parry	Points
RH Sai	6	60%	1D6+1D4+8	52%	10 _____
LH Sai	9(6)	40%	1D6+1D4+8	60%	10 _____
Thrown Sai	1/5/9	60%	1D4+1D2+8	—	10 _____

**Dodge:** 50%

**Spells:** Ceremony 30%, Enchant 60%, Summon 41%; (all in mind of familiar golem) (Spirit Magic 100%) Healing 1; (Sorcery) [FREE INT = 18, Intensity 85%, Duration 40%, Multispell 25%, Range 60%] Damage Boosting 90%, Damage Resistance 80%, Diminish SIZ 82%, Dominate Power Spirit 49%, Enhance STR 47%, Enhance CON 68%, Fly 36%, Glow 52%, Homing Circle 23%, Palsy 78%, Shapechange Human to Bullfrog 62%, Skin of Life 72%, Spell Resistance 44%, Teleport 59%, Venom 67%

**Skills:** Fast Talk 64%, Animal Lore 36%, Human Lore 44%, Mineral Lore 27%, Plant Lore 31%, World Lore 49%, Sleight 55%, Hide 54%, Sneak 47%

**Magic Items:** Large brazen gorget holds the following matrices: Enhance STR Duration 2, Enhance CON Duration 2, Damage Boosting Duration 2. It also holds binding enchantments for four power spirits (with respective POWs of 12, 11, 9, and 9).

**Treasure:** ransom is 1800 pennies

**Notes:** Every four weeks, casts Enhance STR 8 and Enhance CON 8 on Carlisle the Careless, as well as Damage Boosting 8 on three of her sais. She also casts a Damage Resistance 6 and a Spell Resistance 6 on herself. Finally, she casts an Enhance STR 8 and a Damage Boosting 8 (affecting the right fist) on Karlos the Kickster. This procedure takes her two full days during which she can do nothing else.

She wears no armor and carries five sais as weapons.

**Familiar:** originally a ghost, given the body of a clay statuette. This golem is kept in a small metal box fastened to the sorceress' waist. He is only let out to scout.

STR	2	CON	2	SIZ	1	INT	16
POW	23	DEX	2				

Hit Points: 2 \_\_\_\_\_

Fatigue Points: 4 \_\_\_\_\_

Magic Points: 23 \_\_\_\_\_

DEX SR: 4

no attacks or skills

## Karlos the Kickster, martial artist (Comrade to Carlisle the Careless)

STR	24	Move 3
CON	15	Hit Points 16 _____
SIZ	17	Fatigue 39 - 18 = 21 _____
INT	14	Magic Points 16 _____
POW	16	DEX SR: 1
DEX	20	
APP	8	

location	points
R Leg	3/6 _____
L Leg	3/6 _____
Abdomen	3/6 _____
Chest	3/8 _____
R Arm	9/5 _____
L Arm	9/5 _____
Head	3/6 _____

Weapon	SR	Attack	Damage	Parry	Points
R Fist	5	101%	1D3+2D6+8	88%	12 _____
L Fist	5	87%	1D3+2D6	76%	12 _____
Kick	8(5)	79%	1D6+2D6	—	—
Javelin	1	80%	1D8+2D3	—	8 _____

**Dodge:** 81%

**Spells:** (Spirit Magic 62%) Countermagic 3, Disrupt, Healing 4, Protection 6

**Skills:** Climb 85%, Jump 90%, Swim 72%, Martial Arts 74%, Listen 67%, Search 66%, Hide 92%, Sneak 100%

**Treasure:** ransom is 1200 pennies

**Notes:** Has Damage Boosting 8 cast upon right fist and Enhance STR 8 upon self. Usually casts Protection 6 just before entering melee. Wears plate greaves upon both arms (increasing their value as parry armor) with soft underpadding. Also wears hard leather with soft leather base over whole body. Carries 3 javelins.

## Nomad Raiders

At unexpected moments these nomad horsemen emerge from the hills to plunder and ravage. They are bandits, pure and simple, though they may have a rationale based around claims to long-lost tribal grazing grounds, etc.

Adventurers may encounter them while guarding the caravan of Honest John, or find themselves as guests of the mercurially-tempered Tamarang, forced to compete in horse-racing and other games of skill, usually to the amusement of the nomads.

### Nomad Raiders

STR	11	CON	11	SIZ	12	INT	13
POW	12	DEX	16	APP	10		

DEX SR: 2

Weapon	SR	Attack	Damage	Parry	Points
Lance	2	50%	1D10+1+3D6	—	10 _____
Target	7	20%	1D6	50%	12 _____
Scimitar	6	60%	1D8+1	30%	10 _____
Self Bow	2/7	50%	1D6+1	25%	5 _____

**Spells:** (Spirit Magic 46%) Healing 2, Mobility 2, Speedart

**Skills:** Ride 90%, Scan 60%

**Notes:** All wear full cuirbouilli and soft leather.

### Nomad's Horse

STR	32	CON	13	SIZ	32	INT	4
POW	11	DEX	10				

DEX SR: 3

Weapon	SR	Attack	Damage
Bite	6	30%	1D8
Kick	6	40%	1D6+3D6
Rear&Plunge	6	25%	2D6+3D6
Trample	6	75%	6D6



**Nomad One**

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

**Nomad One's Horse**

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

**Nomad Two**

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

**Nomad Two's Horse**

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

**Nomad Three**

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

**Nomad Three's Horse**

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

**Nomad Four**

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

**Nomad Four's Horse**

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

**Nomad Five**

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

**Nomad Five's Horse**

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

**Tamarang, nomad chieftain**

STR 15	Move 3/10horseback
CON 13	Hit Points 16
SIZ 18	Fatigue 28-36 = -8
INT 16	Magic Points 17+
POW 17	spirit 12 = 29
DEX 21	DEX SR: 1
APP 19	

location	points
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R Leg	8/6
L Leg	8/6
Abdomen	8/6
Chest	8/8
R Arm	8/5
L Arm	8/5
Head	8/6

Weapon	SR	Attack	Damage	Parry	Points
Lance	1	70%	1D10+1+4D6	—	10
Comp. Bow	1/5/9	84%	1D8+1	22%	7
Target	5	23%	1D6+1D6	77%	12
Bastard					
Sword	4	70%	1D10+1+1D6	38%	12

**Spells:** (Spirit Magic 49%) Bladesharp 4, Demoralize, Endurance 1, Firearrow (2), Healing 4, Mobility 2, Multimissile 2; (in magic item) Protection 6

**Skills:** Listen 40%, Ride 110%, Scan 80%, Search 70%, World Lore 50%



**Magic Items:** Back of shield contains matrix for Protection 3 spell. Wrist band holds matrix for Control Power Spirit, and tattoo across chest holds bound Power Spirit (POW 12).

**Treasure:** 70 horses and 30 rugs and blankets of varying quality. If really hard up, this chieftain may sell one or more of his four wives.

**Notes:** Wears chain hauberk and helmet of equal quality. Arms and legs also covered in chainmail. Light leather underneath.

### Tamarang's Horse

STR 38	Move 10
CON 18	Hit Points 27
SIZ 35	Fatigue 56 - 36 = 20
INT 4	Magic Points 15
POW 15	DEX SR: 3
DEX 12	

location	points
RH Leg	9/7
LH Leg	9/7
Hind Q	9/11
Fore Q	9/11
RF Leg	9/7
LF Leg	9/7
Head	9/9

Weapon	SR	Attack	Damage
Bite	9	75%	1D8
Kick	6	66%	1D6 + 4D6
Rear&Plunge	6	57%	2D6 + 4D6
Trample	6	75%	8D6

**Skills:** Smell Enemy 70%

**Notes:** Chainmail horse barding has been provided for this horse's body, head, and neck. The skirts are long enough to provide leg protection as well.

### Troll Thugs

STR 17	CON 15	SIZ 20	INT 13
POW 13	DEX 11	APP 10	
DEX SR: 3			

Weapon	SR	Attack	Damage	Parry	Points
Troll Maul	4	60%	2D8 + 1D6	50%	16
Heavy Mace	5	50%	1D10 + 1D6	40%	10

**Spells:** (Spirit Magic 34%) Bludgeon 2, Darkwall 2, Disrupt, Healing 2; (Divine Magic 69%) Fear 2

**Skills:** Darksense/Scan 40%, Hide 60%, Listen 60%, Sneak 40%

**Notes:** Each wears ringmail under hard cuirbouilli over entire body for armor. Leather padding is underneath.

### Troll One

	location	points
MP: 13	R Leg	9/6
HP: 18	L Leg	9/6
Fat.: 1	Abdomen	9/6
	Chest	9/8
	R Arm	9/5
	L Arm	9/5
	Head	9/6

### Troll Two

	location	points
MP: 13	R Leg	9/6
HP: 18	L Leg	9/6
Fat.: 1	Abdomen	9/6
	Chest	9/8
	R Arm	9/5
	L Arm	9/5
	Head	9/6

## Dark Troll War Band

Trolls are found on the edges of human-controlled lands, continually disputing territory and continually fighting among themselves. They dislike humans, but hate elves and dwarfs.

Slamanglob is the undisputed leader of this group both in temporal and spiritual matters. Her word is law. This group can be used as a random encounter, or guardians of some long-lost human treasure that must be regained. Individual members can be used as gladiators in coliseum battles.

### Slamanglob, Troll Matriarch

STR 19	Move 3
CON 13	Hit Points 19
SIZ 25	Fatigue 32 - 38 = -6
INT 17	Magic Points 20 +
POW 20	spirits 24 = 44
DEX 17	DEX SR: 2
APP 11	

location	points
R Leg	8/7
L Leg	8/7
Abdomen	12/7
Chest	12/9
R Arm	8/6
L Arm	8/6
Head	8/6

Weapon	SR	Attack	Damage	Parry	Points
Troll Maul	3	55%	2D8 + 2D6	45%	16
Warhammer	4	40%	1D6 + 2 + 2D6	25%	8
Fist	5	35%	1D3 + 2D6	—	—
Bite	5	40%	1D6 + 2D6	—	—
Thrown Rock	2/7	60%	1D3 + 2D3	—	—

**Spells:** Ceremony 35%, Enchant 40%, Summon 80%; (Spirit Magic 62%) Control Power Spirit, Darkwall 6, Demoralize, Detect Life, Fanaticism, Healing 3, Protection 3, Speedart; (Divine Magic 62%) Mindblast 2, Command Shade

**Skills:** Darksense/Scan 70%, Darksense/Search 60%, Hide 90%, Listen 50%, Sneak 40%

**Magic Items:** human-tooth necklace holding binding enchantments for two Power spirits (both POW 12), and lead cuirass and skirts (magically tempered to hardness of steel) enchanted for 2 additional points of armor each. Lead armlet holds matrix for Spirit Screen 5. Finally, a boar's-tooth necklace holds a bound shade of 3 cubic meters volume.

**Treasure:** Enormous piles of frozen hacked meat, filthy animal hides, and similar troll junk. In addition, has five 10-ENC gold bars hidden in cave. The existence of these bars is not even known to her followers.

**Notes:** Wears magic lead cuirass and skirts (described above). Wears lamellar armor elsewhere, and leather padding everywhere. Usual tactic in battle is to hide behind own Darkwall and direct troops, helping out with appropriate spells, and fighting herself only when brave foes charge blindly through her Darkwall.

**Bound Shade:** Move 6

STR 8	SIZ 3 cubic meters	POW 15	HP 13
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## Troll Three

	location	points
MP: 13 _____	R Leg	9/6 _____
HP: 18 _____	L Leg	9/6 _____
Fat.: 1 _____	Abdomen	9/6 _____
	Chest	9/8 _____
	R Arm	9/5 _____
	L Arm	9/5 _____
	Head	9/6 _____

## Troll Four

	location	points
MP: 13 _____	R Leg	9/6 _____
HP: 18 _____	L Leg	9/6 _____
Fat.: 1 _____	Abdomen	9/6 _____
	Chest	9/8 _____
	R Arm	9/5 _____
	L Arm	9/5 _____
	Head	9/6 _____

## Troll Five

	location	points
MP: 13 _____	R Leg	9/6 _____
HP: 18 _____	L Leg	9/6 _____
Fat.: 1 _____	Abdomen	9/6 _____
	Chest	9/8 _____
	R Arm	9/5 _____
	L Arm	9/5 _____
	Head	9/6 _____

## Troll Six

	location	points
MP: 13 _____	R Leg	9/6 _____
HP: 18 _____	L Leg	9/6 _____
Fat.: 1 _____	Abdomen	9/6 _____
	Chest	9/8 _____
	R Arm	9/5 _____
	L Arm	9/5 _____
	Head	9/6 _____



The troll matriarch, Slamanglob (center) wears a formed-lead cuirass which emphasizes her inhuman nature.

Heaven 1/84



**Glutgrim's Killers**

STR 13 CON 17 SIZ 16 INT 12  
POW 11 DEX 9 APP 7

Hit Points: 17 \_\_\_\_\_

Fatigue: 30 - 18 = 12 \_\_\_\_\_

Magic Points: 11 \_\_\_\_\_

DEX SR: 4

Weapon	SR	Attack	Damage	Parry	Points
H Club	7	55%	1D10+1D4	40%	10 _____
Kite Shld	8	25%	1D6+1D4	50%	16 _____
Javelin	4	40%	1D8+1D2	—	8 _____
Head Butt	10	65%	1D6+1D4	—	—

**Spells:** (Spirit Magic 43%) Disrupt, Healing 1, Protection 3

**Skills:** Conceal 50%, Sneak 50%, Track 80%

**Notes:** All wear dirty cuirbouilli with a layer of leather under. Heads are unarmored. Each carries two javelins.

**Broo Brigand One**

	location	points	
MP: 11 _____	R Leg	4/6 _____	Carries Soul Waste (affects POW)
HP: 17 _____	L Leg	4/6 _____	
Fat.: 12 _____	Abdomen	4/6 _____	
	Chest	4/8 _____	
	R Arm	4/5 _____	
	L Arm	4/5 _____	
	Head	3/6 _____	

**Broo Brigand Two**

	location	points	
MP: 11 _____	R Leg	7/6 _____	Half-alligator. Has no head butt attack and +3 point skin armor. Speed is 2 instead of usual 4. and can swim at 90%.
HP: 17 _____	L Leg	7/6 _____	
Fat.: 12 _____	Abdomen	7/6 _____	
	Chest	7/8 _____	
	R Arm	7/5 _____	
	L Arm	7/5 _____	
	Head	6/6 _____	

**Broo Brigand Three**

	location	points	
MP: 11 _____	R Leg	4/6 _____	Carries Brain Fever. (affects INT)
HP: 17 _____	L Leg	4/6 _____	
Fat.: 12 _____	Abdomen	4/6 _____	Three eyes.
	Chest	4/8 _____	
	R Arm	4/5 _____	
	L Arm	4/5 _____	
	Head	3/6 _____	

**Broo Brigand Four**

	location	points	
MP: 11 _____	R Leg	4/6 _____	Carries Shakes. (affects DEX)
HP: 17 _____	L Leg	4/6 _____	
Fat.: 12 _____	Abdomen	4/6 _____	
	Chest	4/8 _____	
	R Arm	4/5 _____	
	L Arm	4/5 _____	
	Head	3/6 _____	

**Broo Brigand Five**

	location	points	
MP: 11 _____	R Leg	4/6 _____	Left arm is grossly thick and sinewy
HP: 17 _____	L Leg	4/6 _____	
Fat.: 12 _____	Abdomen	4/6 _____	
	Chest	4/8 _____	
	R Arm	4/5 _____	
	L Arm	4/9 _____	
	Head	3/6 _____	

**Broos**

It is difficult to say anything good about broos. They have none of the savage nobility of trolls, and broo personal habits are detestable. It is entirely unlikely that any group of adventurers will have any but antagonistic dealings with Glutgrim and his merry crew.

**Glutgrim, broo gang leader**

STR 15	Move 4
CON 18	Hit Points 18 _____
SIZ 18	Fatigue 33 - 28 = 5 _____
INT 16	Magic Points: 17 _____
POW 17	DEX SR: 3
DEX 12	
APP 9	

location points

R Leg	7/6 _____
L Leg	7/6 _____
Abdomen	7/6 _____
Chest	7/8 _____
R Arm	5/5 _____
L Arm	5/5 _____
Head	7/6 _____

Weapon	SR	Attack	Damage	Parry	Points
Halberd	5	65%	3D6+1D6	65%	10 _____
Head Butt	8	85%	1D6+1D6	—	—
Kukri	7	40%	1D4+3+1D6	30%	8 _____

**Spells:** (Spirit Magic 57%) Bladesharp 6, Countermagic 3, Healing 1, Shimmer 6

**Skills:** Conceal 75%, Devise 60%, Jump 95%, Track 80%

**Notes:** All weapons are infected with disease (Creeping Chills — affects CON), and his horns have been smeared with a poison potency 8. Anyone hurt by Glutgrim's head butt must match their CON against the potency of this poison on the next round. If their CON is overcome, they take 8 points damage. Otherwise, they only take 4.

Glutgrim wears ragged brigandine on his torso and legs, and a layer of ringmail wrapped around each arm. A carefully-formed headpiece of cuirbouilli protects his skull. The whole is padded with filthy black leather. Anyone stealing and wearing Glutgrim's armor is likely to catch Creeping Chills: best to burn or bury it.

**Monsters Encountered on the Road**

The following descriptions are meant for game-masters who need encounters for traveling adventurers. Most of the monsters described are not likely to be found in a coliseum situation due to their habits and/or special powers which would make either for a dull or for a dangerous show.

**Giant Ants**

Like their smaller brethren, giant ants work in large groups. They are commonly found in troops of 20 to 200, depending on the abundance of food in the area. If encountered on the road they will either continue



**Giant Ant One**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

**Giant Ant Two**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

**Giant Ant Three**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

**Giant Ant Four**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

**Giant Ant Five**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

**Giant Ant Six**

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

gathering their crop or attack the party to include them in the food supply.

Entrepreneurs rarely allow them into arenas because they will climb up the wall and eat the spectators.

STR 14 CON 18 SIZ 8 INT 2  
POW 7 DEX 10  
Move 6  
DEXSR: 3

Weapon	SR	Attack	Damage
Bite	9	40%	1D10 (can impale)
Sting	9	40%	1D6 (can impale)

Dodge: 40%

**Notes:** The ant will bite each round till it hits, then hang on, biting on SR 3 each round thereafter, and hitting automatically unless a roll of 96-00 is rolled. It has an 8% chance of impaling and a 2% chance of scoring a critical hit. If it fumbles, it will drop off. While it hangs on, it will try to sting each round.

The sting injects a poison of potency 1D6 if it hits. This poison cannot be resisted, doing full damage automatically. An ant can only sting a target it is biting.

**Skills:** Climb 80%, Track 85%

**Basilisk**

This basilisk is a sorcerer's familiar. It has had a point of INT added, as well as 20 points of CON. Just what it is doing where the adventurers meet it is up to the

**Basilisk**

STR 4 Move 2/3 flying  
CON 33 Hit Points 18  
SIZ 2 Fatigue 37  
INT 4 Magic Points 17  
POW 17 DEX SR: 4  
DEX 9

location	melee	missile	points
Tail	01-02	01	2/5
RH Leg	03-04	02	2/6
LH Leg	05-06	03	2/6
Hind Q	07-08	04-08	2/8
Fore Q	09-10	09-14	2/8
R Wing	11-12	15	2/5
L Wing	13-14	16	2/5
RF Leg	15-16	17	2/6
LF Leg	17-18	18	2/6
Head	19-20	19-20	2/6

Weapon	SR	Attack	Damage
Glance	1	100%	Death
Peck	9	35%	1D6

Dodge: 35%

**Notes:** At the start of each round, the basilisk matches its MPs against a target's MPs. If the basilisk overcomes the target, the target dies. The glance penetrates magical defenses as if it were a 2-point divine magic spell.

If the basilisk's bite penetrates armor, it injects poison of potency 66 which acts on the SR following the one in which the target is bitten. If the victim successfully resists the poison, he takes 33 points damage anyway.

Any weapon penetrating the basilisk's armor takes a point of damage for every point done to the basilisk.

**Skills:** Hide 60%, Scan 40%, Search 60%

**Treasure:** The basilisk's blood and venom would probably be quite valuable to almost anyone. There is probably about a dozen doses of its poison in the body, and maybe a liter of blood.



gamemaster, but somewhere a sorcerer waits for it to report home again.

Because of their gaze weapon, Basilisks are never used in coliseum combat.

## Giant Beetles

While giant beetles would make fearsome opponents in the arena, their ability to fly for short distances (fatigue cost is 3 points per melee round of flight) makes them an unsafe creature for arena shows.

When encountered on the road, a giant beetle will attack the largest creature in the party for food. It is too unintelligent to be afraid of an armed party.

Such a creature would be encountered only in regions far beyond the edges of civilization.

STR 18 CON 16 SIZ 16 INT 2  
POW 10 DEX 13  
Move Run 6/Fly 12  
DEX SR: 3

Weapon SR Attack Damage  
Bite 7 50% 1D10+1D6

Skills: Scan 60%, Track 40%

### Giant Beetle One

	location	D20	points
HP: 16	RH Leg	01	6/3
Fat.: 34	LH Leg	02	6/3
MP: 10	RC Leg	03	6/3
	LC Leg	04	6/3
	Abdomen	05-09	6/8
	Thorax	10-13	6/8
	RF Leg	14	6/3
	LF Leg	15	6/3
	Head	16-20	6/6

### Giant Beetle Two

	location	D20	points
HP: 16	RH Leg	01	6/3
Fat.: 34	LH Leg	02	6/3
MP: 10	RC Leg	03	6/3
	LC Leg	04	6/3
	Abdomen	05-09	6/8
	Thorax	10-13	6/8
	RF Leg	14	6/3
	LF Leg	15	6/3
	Head	16-20	6/6

### Giant Beetle Three

	location	D20	points
HP: 16	RH Leg	01	6/3
Fat.: 34	LH Leg	02	6/3
MP: 10	RC Leg	03	6/3
	LC Leg	04	6/3
	Abdomen	05-09	6/8
	Thorax	10-13	6/8
	RF Leg	14	6/3
	LF Leg	15	6/3
	Head	16-20	6/6

## Brontosaurus

A brontosaurus can knock down an entire coliseum. Since it is also more likely to ignore potential

opponents than fight them, a brontosaurus is rarely captured for the purposes of the arena. Encountered in the wilderness, it will continue to placidly feed and ignore the adventurers. Only large predators like allosaurs or giants will make a brontosaurus react and flee.

### Brontosaurus

STR 72 Move 5  
CON 47 Hit Points 56  
SIZ 65 Fatigue 119  
INT 3 Magic Points 11  
POW 11 DEX SR: 4  
DEX 4

location	D20	points
Tail	01-02	14/19
RH Leg	03-04	14/19
LH Leg	05-06	14/19
Hind Q	07-09	14/23
Fore Q	10-13	14/23
RF Leg	14-15	14/19
LF Leg	16-17	14/19
Head	18-20	14/19

Weapon SR Attack Damage  
Tail Lash 7 65% 6D6  
Trample 7 75% 16D6

Note: The tail lash is a location sweep attack.

Skills: Scan 60%

## Chonchons

The chonchon's ability to fly, inability to operate in daylight, and use of spells renders them economically unfeasible for the arena. Chonchons are only found at night in frontier areas, where they prey upon farm animals or lonely travelers. A likely scenario for this encounter has a chonchon attacking the adventurers in their sleep, probably Befuddling any guard and drinking the blood of those in their blankets.

### Chonchon

STR 7 Move 0/6 flying  
CON 10 Hit Points 7  
SIZ 4 Fatigue 17  
INT 15 Magic Points 17  
DEX 11 DEX SR: 3

location	D20	points
Head	01-20	0/7

Weapon SR Attack Damage  
Bite 9 85% 1D4+MP drain

Dodge: 74%

Notes: If the chonchon's bite penetrates armor, the chonchon matches its MP's vs those of the target. If the chonchon is victorious, it steals 1D6 MP's from the victim. Once it has bitten, it will hang on and continue to steal MP's until the victim is drained.

Spells: (Spirit Magic 100%) Befuddle, Demoralize, Dispel Magic 2, Shimmer 4, Toothsharp 5 (this spell adds +2 to damage, per point, for bite attacks only)

Skills: Sense Life 100%



## Dragon (with restricted INT)

No one with any sense will try to get a dragon into an arena combat. Even using magic to summon and control one has a large element of risk. If the dragon broke free of the control, it would probably devastate the whole city. It probably has a taste for arena spectators.

An encounter in the wilderness is generally unfortunate for the adventurers. If seen flying in the distance, the best practice is to hide until it goes away, then continue on.

If a party wishes to loot a dragon's hoard, their best plan is to observe it until it leaves too, then sneak into its lair, grab the loot, and get out before it gets back. Good luck.

### Dragon

STR	72	Move 3/7 flying
CON	40	Hit Points 54 _____
SIZ	67	Fatigue 112 _____
INT	10	Magic Points 20 _____
POW	20	DEX SR: 3
DEX	11	

location	melee	missile	points
Tail	01-02	01	24/14 _____
RH Leg	03-04	02	24/18 _____
LH Leg	05-06	03	24/18 _____
Hind Q	07-08	04-08	24/22 _____
Fore Q	09-10	09-14	24/22 _____
R Wing	11-12	15	24/14 _____
L Wing	13-14	16	24/14 _____
RF Leg	15-16	17	24/18 _____
LF Leg	17-18	18	24/18 _____
Head	19-20	19-20	24/18 _____

Weapon	SR	Attack	Damage
Breath	3	95%	Flame
Claw	6	56%	1D6 + 8D6
Tail	6	78%	4D6 + knockdown

**Note:** Dragonfire does 4D6 pts. damage to all hit locations. It costs it 1D6 fatigue to use its flames. For more details, see the dragon description in *RuneQuest*.

**Skills:** Listen 90%, Search 99%

**Treasure:** Hoard of 6700 pennies-worth of gold, copper, silver, and jewelry.

## Ghouls

The demoralizing effect of ghoul screams makes them unfit to entertain arena spectators. Ghouls are found on the outskirts of civilized areas, feeding at graveyards and occasionally terrorizing the living to keep them away from hunting grounds.

STR	16	CON	12	SIZ	13	INT	10
DEX	11						

Move 3

DEX SR: 3

Weapon	SR	Attack	Damage
Claw	8	45%	1D6 + 1D4
Bite	8	45%	1D6 + 1D4 + poison
Howl	3	Auto.	Demoralize (see writeup)

**Skills:** Scent Blood 90%

**Notes:** All wear stolen thick grave-shrouds, worth 2-point armor.

### Ghoul One

	location	melee	missile	points
MP: 14	_____	R Leg	01-04	01-03 2/5 _____
HP: 13	_____	L Leg	05-08	04-06 2/5 _____
Fat.: 21	_____	Abdomen	09-11	07-10 2/5 _____
		Chest	12	11-15 2/6 _____
		R Arm	13-15	16-17 2/4 _____
		L Arm	16-18	18-19 2/4 _____
		Head	19-20	20 2/5 _____

### Ghoul Two

	location	melee	missile	points
MP: 14	_____	R Leg	01-04	01-03 2/5 _____
HP: 13	_____	L Leg	05-08	04-06 2/5 _____
Fat.: 21	_____	Abdomen	09-11	07-10 2/5 _____
		Chest	12	11-15 2/6 _____
		R Arm	13-15	16-17 2/4 _____
		L Arm	16-18	18-19 2/4 _____
		Head	19-20	20 2/5 _____

### Ghoul Three

	location	melee	missile	points
MP: 14	_____	R Leg	01-04	01-03 2/5 _____
HP: 13	_____	L Leg	05-08	04-06 2/5 _____
Fat.: 21	_____	Abdomen	09-11	07-10 2/5 _____
		Chest	12	11-15 2/6 _____
		R Arm	13-15	16-17 2/4 _____
		L Arm	16-18	18-19 2/4 _____
		Head	19-20	20 2/5 _____

## Quatch Quicksplash

Quatch is too tall to be recruited for arena work, though it is his greatest ambition to do so. He will

### Quatch Quicksplash, 6m-tall giant

STR	45	Move 6
CON	40	Hit Points 50 _____
SIZ	60	Fatigue 85 - 35 = 50 _____
INT	6	Magic Points 13 _____
POW	13	DEX SR: 4
DEX	9	
APP	9	

**Note:** Humans roll only 1D10 on the following hit location table when striking Quicksplash in melee.

location	melee	missile	points
R Leg	01-04	01-03	14/17 _____
L Leg	05-08	04-06	14/17 _____
Abdomen	09-11	07-10	14/17 _____
Chest	12	11-15	14/21 _____
R Arm	13-15	16-17	12/14 _____
L Arm	16-18	18-19	12/14 _____
Head	19-20	20	12/17 _____

Weapon	SR	Attack	Damage	Parry	Points
Maul	4	45%	3D6 + 6D6	25%	16 _____
Thrown Rock	4	30%	1D3 + 6D4	—	—

**Note:** Quicksplash's club weighs over 25kg. The stats given are for his usual overhand swing. If Quicksplash attempts a sweep with the club, he will be able to add +20% to his chances of hitting, and do only 7D6 total damage.

**Skills:** Smell Blood 75%

**Treasure:** Carries sack holding 600 pennies worth of silverware, food, clothing, and similar loot.

**Notes:** has thick cowhide wrapped around torso and two more around each leg and foot (2-point armor).



importune parties who are hunting arena beasts to include him in their "catch," and probably be quite indignant if they don't.

If asked what his gladiatorial technique is, he will reveal it only if the hearer swears not to tell the sponsor of the games. His master plan is to pick up his opponent and throw him into the crowd. He thinks this will be a great joke.

## Gorgons

The fact that a gorgon can fly is only the least reason it is not used in arena combat. A gorgon is usually found in isolated areas which are well-stocked with realistic statues of local wildlife.

### Gorgon

STR	12	Move 3/8
CON	16	Hit Points 17 _____
SIZ	17	Fatigue 28 _____
INT	11	Magic Points 17 _____
POW	17	DEX SR: 1
DEX	22	
APP	2	

location	melee	missile	points
R Leg	01-03	01-02	8/6 _____
L Leg	04-06	03-04	8/6 _____
Abdomen	07-09	05-08	8/6 _____
Chest	10	09-13	8/8 _____
R Wing	11-12	14-15	8/5 _____
L Wing	13-14	16-17	8/5 _____
R Arm	15-16	18	8/5 _____
L Arm	17-18	19	8/5 _____
Head	19-20	20	8/6 _____

Weapon	SR	Attack	Damage
R Talon	5	50%	1D6+1D4
L Talon	8	50%	1D6+1D4
Serpents	5	100%	1D3+poison POT 16
Appearance	1	Auto	Petrifies

**Dodge:** 50%

**Notes:** Each round, players of all those within sight of the gorgon's face must succeed in rolling their adventurers' POW  $\times 5$  or less on 1D100 or their adventurers inadvertently see the horror's visage and turn to stone.

The gorgon normally attacks twice a round, using both talons. Against unarmored or very heavily armored (when she is trying for a critical hit) enemies, she will use her serpentine hair instead, getting 1D10 attacks/round. Facing opponents with dangerous weapons, she attacks with one talon and dodge.

**Treasure:** Those turned into statues by the gorgon's gaze have their souls trapped therein until the statue is destroyed. Friends or loved ones of such a victim may be grateful to an adventurer freeing that victim's spirit.

## Grampus

A grampus' acid spray makes it an unwelcome addition to an arena show. This solitary carnivorous arachnid is a hunter, and has no fear of hunting humans. It is only found in largely uninhabited areas but it continually moves to find new territories full of hapless prey. Such continual search for new food sources often brings a grampus into inhabited regions

and gives adventurers a bit of employment to get rid of it, if they can.

### Grampus

STR	26	Move 3
CON	17	Hit Points 21 _____
SIZ	24	Fatigue 43 _____
INT	2	Magic Points 11 _____
POW	11	DEX SR: 3
DEX	10	

location	D20	points
RH Leg	01	6/4 _____
RH Leg	02	6/4 _____
RB Leg	03	6/4 _____
LB Leg	04	6/4 _____
Abdomen	05-09	6/9 _____
RC Leg	10	6/4 _____
LC Leg	11	6/4 _____
RF Leg	12	6/4 _____
LF Leg	13	6/4 _____
RF Claw	14-15	6/7 _____
LF Claw	16-17	6/7 _____
Thorax	18-20	6/9 _____

Weapon	SR	Attack	Damage
R Pincer	6	50%	1D8+2D6
L Pincer	9	50%	1D8+2D6
Spray	3	100%	1point acid

**Note:** The grampus may use all three attacks in the same round. The spray does one point of damage to all hit locations to those in the 3 $\times$ 3m target area. Armor is dissolved first, then flesh. The range of the acid spray is 10 meters.

**Skills:** Hide 70%, Listen 50%, Sneak 70%

## Harpy Flock

The foul habits of harpies ban them from all use in arenas. If harpies see adventurers coming, they will fly away. However, since harpies delight in plaguing isolated, defenseless communities, then adventurers might find employment by contracting to pursue marauding harpies and stopping their depredations.

STR	11	CON	11	SIZ	7	INT	10
POW	10	DEX	18	APP	3		

Move Walk 1/Fly 8

DEX SR: 2

Weapon	SR	Attack	Damage
Claw	9	40%	1D6
Stone	2	40%	1D6+height damage
Droppings	2	80%	-1D10 APP+disease

**Dodge:** 60%

**Spells:** Disrupt, Healing 1, Shimmer 3

**Skills:** Scan 55%

**Treasure:** Each has 1D20 random shiny trinkets, nothing of more than a penny or so in value, except perhaps sentimentally.

## Jabberwock

The jabberwock's flying ability and distance attack make it unfit for arena combat. The intelligent Jabberwock avoids confronting well-armed adventurers. However, its depredations will eventually force local dignitaries to provide some employment for foolhardy adventurers.



**Harpy One**

	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3

**Harpy Two**

	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3

**Harpy Three**

	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3

**Jabberwock**

STR 29	Move 4/4 flying
CON 17	Hit Points 30
SIZ 43	Fatigue 46
INT 2	Magic Points 10
POW 10	DEX SR: 1
DEX 23	
APP 7	

location	melee	missile	points
R Leg	01-03	01-02	6/10
L Leg	04-06	03-04	6/10
Tail	07	05	6/8
Abdomen	08-10	06-09	6/10
Chest	11-12	10-13	6/12
R Wing	13	14	6/8
L Wing	14	15	6/8
R Arm	15-16	16-17	6/10
L Arm	17-18	18-19	6/10
Head	19-20	20	6/10

Weapon	SR	Attack	Damage
R Claw	4	70%	1D10+3D6+immobilize
L Claw	7	55%	1D10+3D6+immobilize
Bite	10	45%	1D6+3D6
Glare	1	Auto.	2D6 vs. victim's CON

**Notes:** The jabberwock can attack three times per round. A victim grasped by the jabberwock's claw can escape only by overcoming the monster's STR with his own. An immobilized target takes no further claw damage, but can be hit automatically by the monster's bite.

The flaming glare costs the creature 1 MP. If the damage rolled overcomes the target's CON, he takes half damage. Armor is useless against this damage. The glare counts as a magic spell with MP's in it equal to the damage rolled for purposes of going through magical defenses, such as Countermagic, Shield, or Spell Resistance.

**Spells:** (Spirit magic 50%) Befuddle, Healing 1

**Lamia**

No lamia has ever appeared in arena combat, though some arena sponsors are rumored controlled by lamias. Lamias are generally found in civilized areas. Immediate evidence of their presence is hard to find. Only by observing strange circumstances of men working against their best interests (even more so than usual) at the behest of a beautiful woman can the alert adventurer deduce lamian influence.

**Languia**

STR 12	Move 3
CON 10	Hit Points 13
SIZ 16	Fatigue 22
INT 21	Magic Points 16+
DEX 16	familiar 20=36
APP 20	DEX SR: 2

location	melee	missile	points
Tail	01-06	01-05	4/6
Abdomen	07-10	06-10	4/5
Chest	11-12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack	Damage
Bite	6	55%	1D6+1D4+5+1 STR drain
Kiss	6	55%	1D6 POW drain
Constrict	9	75%	2D4 damage

**Dodge:** 45%

**Notes:** Each round the lamia constricts as well as using either bite or kiss. If the lamia overcomes her target's MP's with her own in a kiss attack, he loses 1D6 POW and she gains an equal number of MP's. She cannot constrict unless she drops her illusory appearance.

**Spells:** (sorcery) [FREE INT=16, Intensity 80%, Duration 75%, Range 60%, Multispell 60%] Cast Back 76%, Damage Boosting 82%, Diminish STR 98%, Form/Set Wood 61%, Smother 72%; (known by familiar ghost-thing) Dominate Ghost 60%, Dominate Ghoul 75%, Dominate Viper 94%, Drain 106%, Fly 42%, Hinder 62%, Mystic Vision 88%, Phantom Touch 57%, Spirit Resistance 71%, Stupefaction 80%, Venom 69%

**Skills:** Disguise 124%, Hide 102%, Sneak 106%

**Treasure:** jewelry worth 2300 pennies.

**Notes:** Can attempt to overcome a male humanoid's INT by matching her MP's vs. the target's INT. If she succeeds, he falls madly in love with her. If he subsequently sees her in half-snake form, he can attempt to break loose of his trance. She has an illusion which makes her look like a whole woman.

She has two human fighters currently staying with her (the game-master should pick them from among the humanoid encounters in this book). They will fight to the death to protect her. She also has a familiar in the form of a ghost. It has a body made out of smoke, with STR 2, CON 2, SIZ 1, INT 11, POW 20, and DEX 2. It normally floats at least 200 meters overhead, invisible to normal sight.

She keeps Cast Back intensity 5 and Damage Boosting 5 (on her teeth) on her at all times.

**Dryad**

Dryads are no fun in an arena combat and are never seen there. They are encountered in isolated wooded groves.

Devora will hide rather than fight. She can command the following creatures born in her grove at a price of 1 MP each: 4 deer (2 stags), 1 brown bear, several rabbits and dicky-birds, and a nest of 4 vipers.



**Devora Birch-Tree**

STR	5	Move	3
CON	10	Hit Points	10
SIZ	9	Fatigue	15
INT	16	Magic Points	24
POW	24	DEX SR:	3
DEX	13		
APP	21		

location	melee	missile	points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack	Damage
Dart	3	30%	1D6

**Dodge:** 85%

**Spells:** Detect Enemies, Detect Life, Detect Steel, Disruption, Healing 4, Second Sight (3), Shimmer 5

**Skills:** Conceal 100%, Hide 80%, Sneak 100%

**Treasure:** Magic seed. When the planter buries it in the ground, he whispers the name of a desired plant and expends 6 magic points. When the plant sprouts, next year, it will be as whatever plant has been called for, no matter how exotic. Once it has sprouted, it will be an ordinary example of the plant desired, and its seeds will yield other examples of that type, not more magic seeds.

**Hag**

Hags are too dark-souled and malignant to be induced into open-air arena combat.

**Huldra Blackheart**

STR	20	Move	3
CON	12	Hit Points	12
SIZ	12	Fatigue	32 - 5 = 28
INT	19	Magic Points	30
POW	30	DEX SR:	3
DEX	12		
APP	5		

location	melee	missile	points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack	Damage	Parry	Points
Iron Bar	6	40%	2D8 + 1D4	40%	16

**Dodge:** 40%

**Spells:** (Spirit Magic 145%) Demoralize, Healing 5; (Sorcery) [FREE INT = 10, Intensity 70%, Duration 50%, Range 50%, Multispell 20%] Damage Resistance 95%, Venom 95%

**Skills:** Fly 96%, Hide 70%

**Treasure:** Shadowcloth—a 3×3m black linen square that, when thrown into the air, becomes a Darkwall (as per the spirit magic) which will remain until its owner grasps it with the intent to remove it, when it will collapse back into a cloth. The owner must enchant a point of POW into it to gain its service, and it will always be the property of the last individual to enchant POW into it. When a Darkwall, it has all normal properties, i.e., insubstantiality.

**Moriah (mountain dryad)**

STR	8	Move	4
CON	13	Hit Points	12
SIZ	11	Fatigue	21
INT	12	Magic Points	21
POW	21	DEX SR:	3
DEX	12		
APP	22		

location	melee	missile	points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Huldra can command any incomplete creatures living in her shadowy forest glade for 1 MP. This includes 12 vipers; 29 bats; over a hundred spiders, including 18 venomous ones; and a ghoul (use any ghoul from this booklet).

**Oceanid**

Aquia commands incomplete creatures native to her stream for 1 MP each. The only creatures here are some small trout and crayfish. She can also turn into an undine with a volume in cubic meters equal to the MPs she spends.

**Mountain Dryad**

Moriah is a shy nymph who commands incomplete creatures of her mountain for 1 MP each. This consists of a herd of 18 deer, and 4 wolves.

**Aquia (oceanid of a stream)**

STR	13	Move	3/9 swimming
CON	8	Hit Points	9
SIZ	9	Fatigue	21
INT	18	Magic Points	23
POW	23	DEX SR:	3
DEX	14		
APP	30		

location	melee	missile	points
R Leg	01-04	01-03	0/3
L Leg	05-08	04-06	0/3
Abdomen	09-11	07-10	0/3
Chest	12	11-15	0/4
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/3

*no effective attacks*

**Dodge:** 110%

**Spells:** (Spirit Magic 115%) Coordination 6, Disrupt, Extinguish 1, Healing 4, Slow 3, Shimmer 3; (Divine Magic 100%) Breath Air/Water, Float 3

**Magic Items:** Undine egg — sphere of unmeltable ice which, when tossed into a suitably large pool of water with expenditure of magic points, will turn into an undine with a cubic volume equal to the magic points spent. This undine will remain on the mundane plane till destroyed and will not be under the control of its creator.



no effective attacks

Dodge: 90%

Spells: (Spirit Magic 105%) Healing 5, Mobility 2, Second Sight (3)

Skills: Climb 95%, Conceal 85%, Hide 85%, Jump 95%

**Magic Items:** Earthquake seed — fist-sized spherical stone which, when dropped to the ground, pops and causes the earth to shake and boom like a great drum. All those within 10m of the seed must roll under DEX ×5 on 1D100 or fall down. The booming noise is audible for a great distance.

## Forest Satyr

Satyrs are lovers, not fighters. Found in the arena only for comic relief, or at the behest of outraged husbands and lovers, they are in great demand for other sorts of performances (usually done in small intimate places with a select clientele).

Hircus is a relatively shy creature who will avoid any all-male parties. If females are present he will overcome his shyness and try to entice the females away from the party, preferably without attracting the attention of the males.

### Hircus

STR	19	Move 5
CON	16	Hit Points 14
SIZ	12	Fatigue 35-3=32
INT	14	Magic Points 16
POW	16	DEX SR: 2
DEX	19	
APP	9	

location	melee	missile	points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	3/5

Weapon	SR	Attack	Damage	Parry	Points
Heavy Club	6	40%	1D10+1D4	35%	10
Head Butt	9	70%	1D6+1D4	—	—
Sling	2	50%	1D8	—	—

Dodge: 65%

Spells: (Spirit Magic 77%) Demoralize, Extinguish 1, Fanaticism, Healing 5, Second Sight (3), Harmonize (2) — all these spells are cast by means of the satyr's magic pipes, as described in *RuneQuest*.

Skills: Dance 95%, Hide 50%, Play Pipes 110%, Sneak 85%

**Magic Items:** Pipes—usable only by satyrs

## Stoorworm

Gas emitters are bad prospects for arena combat. The favorite food of stoorworms is cattle and large deer, but they will deign to consume an adventurer who attempts to dispute their territory. In legend, they are often connected to watery places such as swamps and wells.

### Stoorworm

STR	40	Move 3
CON	24	Hit Points 33
SIZ	42	Fatigue 64
INT	9	Magic Points 17
POW	17	DEX SR: 4
DEX	9	

location	D20	points
Tail	01-06	10/11
Body	07-14	10/14
Head	15-20	10/11

Weapon	SR	Attack	Damage
Bite	7	55%	1D10+4D6
Breath	1	Auto.	poison POT 12

**Notes:** Each round, the stoorworm emits a 6m diameter cloud of poison gas. Those within reach must make CON rolls to hold their breathe. It costs the stoorworm a point of fatigue each round to keep the cloud going. The stoorworm regenerates from damage done at the rate of 2 points per round per location until dead.

## Cliff Toad

The cliff toad is well-known for its leaping ability and amazingly-long tongue. It is found in mountains and is not afraid of men. A cliff toad will eat almost anything about 10 SIZ points smaller than it is.

### Cliff Toad

STR	35	Move 10m leap every other SR
CON	18	Hit Points 27
SIZ	35	Fatigue 53
INT	2	Magic Points 10
POW	10	DEX SR: 3
DEX	10	

location	melee	missile	points
RH Leg	01-04	01-03	10/9
LH Leg	05-08	04-06	10/9
Abdomen	09-10	07-10	10/11
Chest	11-12	11-14	10/11
RF Leg	13-14	15	10/7
LF Leg	15-16	16	10/7
Head	17-20	17-20	10/9

Weapon	SR	Attack	Damage
Tongue	3	50%	3D6
Swallow	3	80%	acid damage
Kick	6	35%	1D6+3D6

**Notes:** Tongue has a range of 10m. The round after a victim is hit by the tongue, the toad attempts to swallow him. If it fails, then the victim takes constriction damage, and it tries again next round. If it succeeds, then the victim is immobilized and takes a point of acid damage to every hit location each round. The toad can swallow objects with a total size no more than 35.

**Skills:** Hide in Rocks 80%

**Notes:** Will attack from ambush, hitting the largest creature in the party, then leap away.

## Vampire

Lord Blood is a solitary ravager, lurking on the fringes of civilization to find victims from which he can suck their life. While human, he was a mercenary fighter who was high in the service of a sorcerer. He wandered into the wrong ruin in search of an ancient manuscript for his master.



**Byron Blood, vampire lord and former human**

STR	30	Move 4
CON	24	Hit Points 20
SIZ	16	Fatigue 30 (currently)
INT	18	Magic Points 17 currently
DEX	17	DEX SR: 2
APP	15	

location	melee	missile	points
R Leg	01-04	01-03	0/7
L Leg	05-08	04-06	0/7
Abdomen	09-11	07-10	0/7
Chest	12	11-15	0/9
R Arm	13-15	16-17	0/6
L Arm	16-18	18-19	0/6
Head	19-20	20	0/7

Weapon	SR	Attack	Damage	Parry	Points
Touch	6	65%	1D4+1D6*	—	—
Bite	6	45%	1D6**	—	—
Greatsword	4	75%	2D8+1D6	70%	12

\*matches vampire's MPs vs. targets. If vampire overcomes victim, victim loses 1D4 MPs, and vampire gains them. This effect ignores armor.

\*\*if it penetrates armor, the vampire remains attached and drains 1D6 fatigue/round. Once the victim has lost fatigue points equal to his STR+CON, he begins to lose STR instead permanently.

**Wurm**

Wyrms are lonely creatures who avoid contact with humanity. Sometimes, however, they find themselves desperate for the services of something with manipulatory appendages and they might contact a wandering party of adventurers for assistance.

Also, wyrms are carnivorous, and adventurers may find themselves asked to rid the neighborhood of the local marauding flying reptile. Since wyrms are also intelligent, catching one is a real challenge for unprepared adventurers.

**Malichi**

STR	30	Move 2/5 flying
CON	21	Hit Points 29
SIZ	36	Fatigue 51
INT	10	Magic Points 16
POW	16	DEX SR: 4
DEX	6	

location	melee	missile	points
Tail	01-04	01-03	9/10
Abdomen	05-08	04-08	9/10
Chest	09-12	09-14	9/12
R Wing	13-14	15-16	9/8
L Wing	15-16	17-18	9/8
Head	17-20	19-20	9/10

Weapon	SR	Attack	Damage
Bite	7	70%	1D10+3D6
Tail Lash	7	35%	1D6+3D6

**Notes:** Can only attack once per round. Usual tactic is to glide overhead at fairly quick speed, striking downward with the tail and moving on before foes have a chance to hit back. If struck anyway, will land and bite. Casts Dullblade on weapon of largest opponent.

**Spells:** (Spirit Magic 80%) Dullblade 3, Healing 1, Protection 2

**Skills:** Scan 70%

**Dodge:** 70%

**Spells:** (Sorcery) [FREE INT=14, Intensity 60%] Damage Resistance 70%, Spell Resistance 80%, Spirit Resistance 65%, Venom 90%

**Skills:** Hide 95%, Sneak 95%

**Notes:** Keeps Damage Resistance, Spell Resistance, and Spirit Resistance, all of intensity 4, on self at all times. Casts a heavier-duty spell when danger seems near.

Other vampire abilities include charming a victim with his eye, by overcoming his MPs with the vampire's. In melee, a target's player can attempt to avoid the vampire's eye by rolling his adventurer's POW  $\times 5$  or less on D100 each round.

**Wyverns**

These marauding flying ravagers are a menace wherever they appear.

STR	26	Move 2/8 flying
CON	19	
SIZ	31	
INT	7	
POW	11	DEX SR: 3
DEX	13	

Weapon	SR	Attack	Damage
Bite	6	50%	1D10+3D6
Sting	9	70%	1D6+3D6

**Note:** Can attack twice per round, biting first.

**Wyvern One**

	location	melee	missile	points
MP: 11	R Leg	01-03	01-02	7/9
HP: 25	L Leg	04-06	03-04	7/9
Fat.: 46	Abdomen	07-08	05-07	7/9
	Chest	09-11	08-13	7/11
	Tail	12	14	7/9
	R Wing	13-14	15-16	7/7
	L Wing	15-16	17-18	7/7
	Head	17-20	19-20	7/9

**Wyvern Two**

	location	melee	missile	points
MP: 11	R Leg	01-03	01-02	7/9
HP: 25	L Leg	04-06	03-04	7/9
Fat.: 46	Abdomen	07-08	05-07	7/9
	Chest	09-11	08-13	7/11
	Tail	12	14	7/9
	R Wing	13-14	15-16	7/7
	L Wing	15-16	17-18	7/7
	Head	17-20	19-20	7/9

**Wyvern Three**

	location	melee	missile	points
MP: 11	R Leg	01-03	01-02	7/9
HP: 25	L Leg	04-06	03-04	7/9
Fat.: 46	Abdomen	07-08	05-07	7/9
	Chest	09-11	08-13	7/11
	Tail	12	14	7/9
	R Wing	13-14	15-16	7/7
	L Wing	15-16	17-18	7/7
	Head	17-20	19-20	7/9







# Complete Contents

## Illustrations

Barbarian War Party	24 - 25
Dark Troll War Band	37
Dimachaerus vs. Retarius	9
Minotaur vs. Fachan	13
Laquearius vs. Samnite	20
Relative Ranges	26
Zangrif Bei, sorcerer	28

## Statistics by Species (no tint)

Allosaur	14
Ants (giant)	39
Baboons (males and females)	14
Bandersnatch	19
Barbarian War Party	26
Basilisk	39
Beetles (giant)	40
Broo Gang	38
Black Panther (leopard)	18
Brontosaur	40
Brown Bear (male and female)	15
Cave Troll	10
Centaur	10
Chonchon	40
Cliff Toad	45
Crocodiles	16
Dark Troll War Band	36
Dogs	16
Dragon (with restricted INT)	41
Dryad	44
Duck Dimachaerus	11
Elephant	16
Fachan	10
Ghouls	41
Giant	41
Gorgon	42
Gorilla	17
Grampus	42
Griffin	17
Hag	44
Harpy Flock	43
Human Adept	34
Human Adventurer Party	33
Human Caravan	28
Human Civilized Levy	29
Human Hoplomachi	7
Human Martial Artist	34
Human Noble and Entourage	32
Human Nomad Raiders	34
Human Priest (storm god)	27
Human Priest (invisible god)	33
Human Priestess and Entourage (earth mother)	30

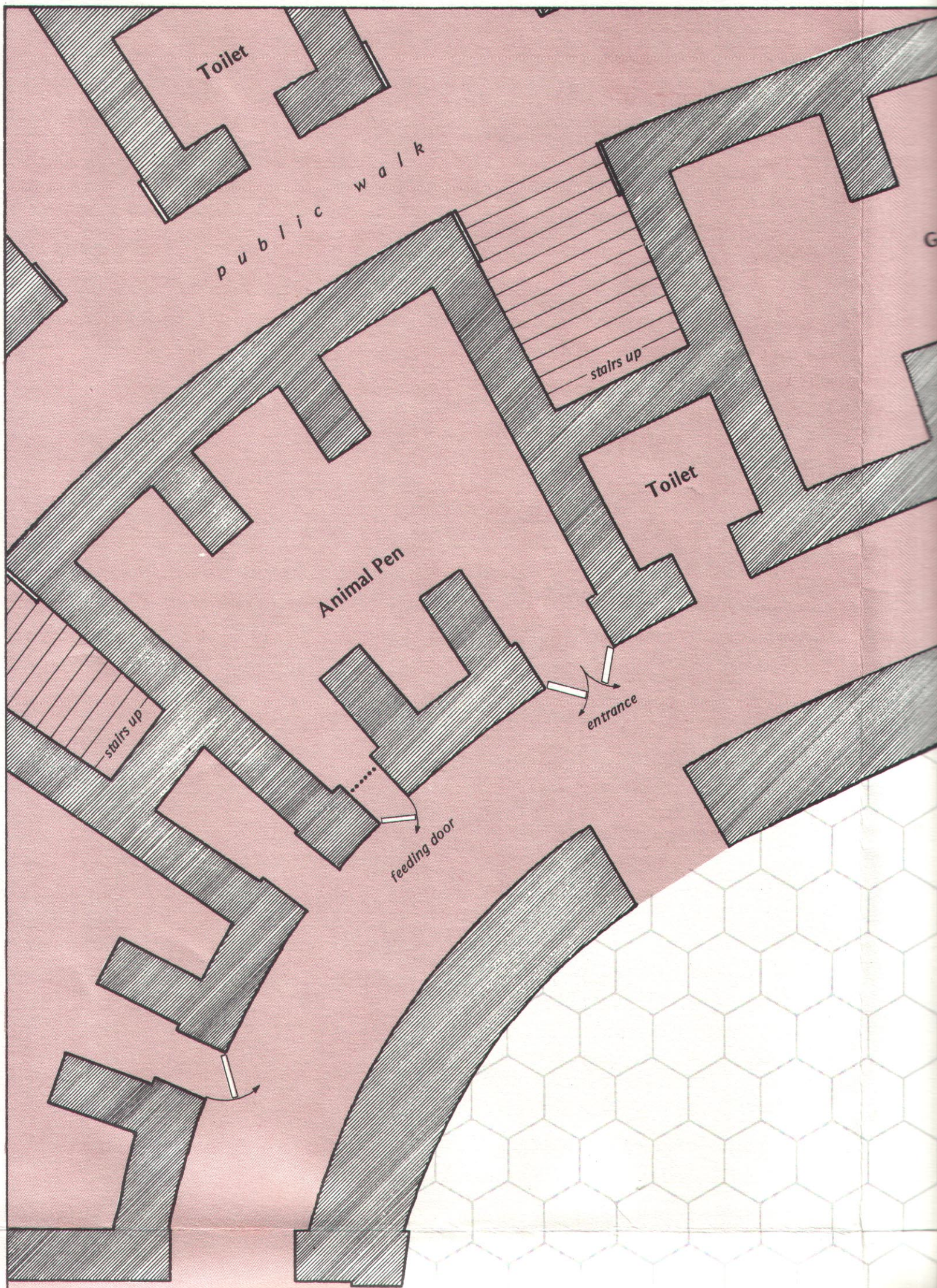
Human Primitive Hunting Band	22
Human Samnites	7
Human Secutor	12
Human Shaman	23
Human Sorcerer and familiar	31
Human Retiarii	9, 12
Human Merchant	29
Jabberwock	43
Lamia	43
Leopard (black panther)	18
Lions (males and females)	17
Manticore	19
Minotaur	13, 20
Mountain Dryad	44
Mummy	20
Oceanid	44
Orc Boxer	12
Panther (leopard)	18
Plesiosaur	19
Python	19
Rock Lizard	18
Satyr	45
Skeletons (animated)	21
Stoorworm	45
Unicorn	11
Werewolf (wolf form)	13
Wyrm	46
Wyvern	46
Vampire	46
Zombies	21

## Sections by Subject

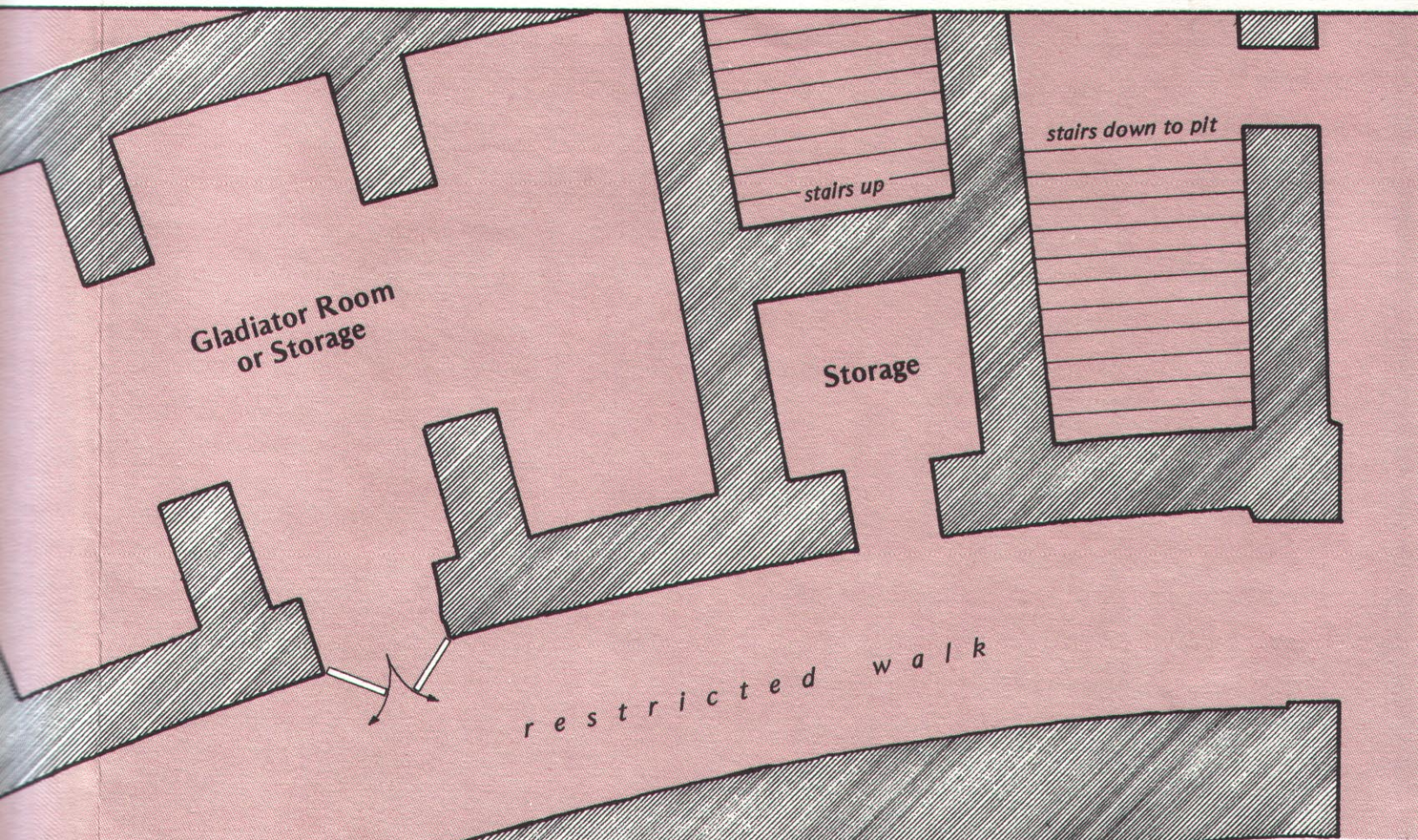
Adventurer Party	33
Adversaries for Adventurers	33
Allosaurs	14
Altering the NPC Statistics	7
Arena Monsters	14
Baboons	14
Bandersnatch	19
Barbarian War Party	26
Basilisk	39
Black Panther (leopard)	18
Broo Gang	38
Brontosaurs	40
Brown Bear	15
Cave Troll	10
Centaurs	10
Chonchon	40
Civilized Levy	29
Cliff Toad	45
Common Soldiers	7
Crocodiles	16
Dark Troll War Band	36
Dogs	16

Dragon (with restricted INT)	41
Dryad	43
Earth Goddess Temple Residents	30
Elephant	17
Fachan	10
Feirkdig (human secutor)	12
Ghouls	41
Giant Ants	38
Giant Beetles	40
Gorgon	42
Gorilla	17
Grampus	42
Griffin	17
Hag	44
Harpy Flock	42
Hill Hermit	33
Honest John's Caravan	27
Human Gladiators	9
Jabberwock	42
Lamia	43
Leopard (black panther)	18
Lions	17
Local Noble and Entourage	32
Manticore	19
Master Gladiators	11
Monster Gladiators	10
Monsters as Adventurers	14
Monsters Encountered on the Road	38
Mountain Dryad	44
Mummy	20
Natural Animals	14
Nomad Raiders	34
Oceanid	44
Oklakh (orc boxer)	11
On The Road	22
Personalities for Characters	22
Plesiosaur	19
Primitive Hunting Band	22
Python	19
Quatch Quicksmash (6m. giant)	41
Quok (duck dimachaerus)	11
Rock Lizard	18
Rosco (retiarius)	12
Satyr	45
Skeletons (animated)	21
Stoorworm	45
Supernatural Monsters	19
Unicorn	11
Yotraum (minotaur)	13
Vampire	45
Werewolf	13
Wyrm	46
Wyvern	46
Zangrif Bei, sorcerer and familiar	31
Zombies	21

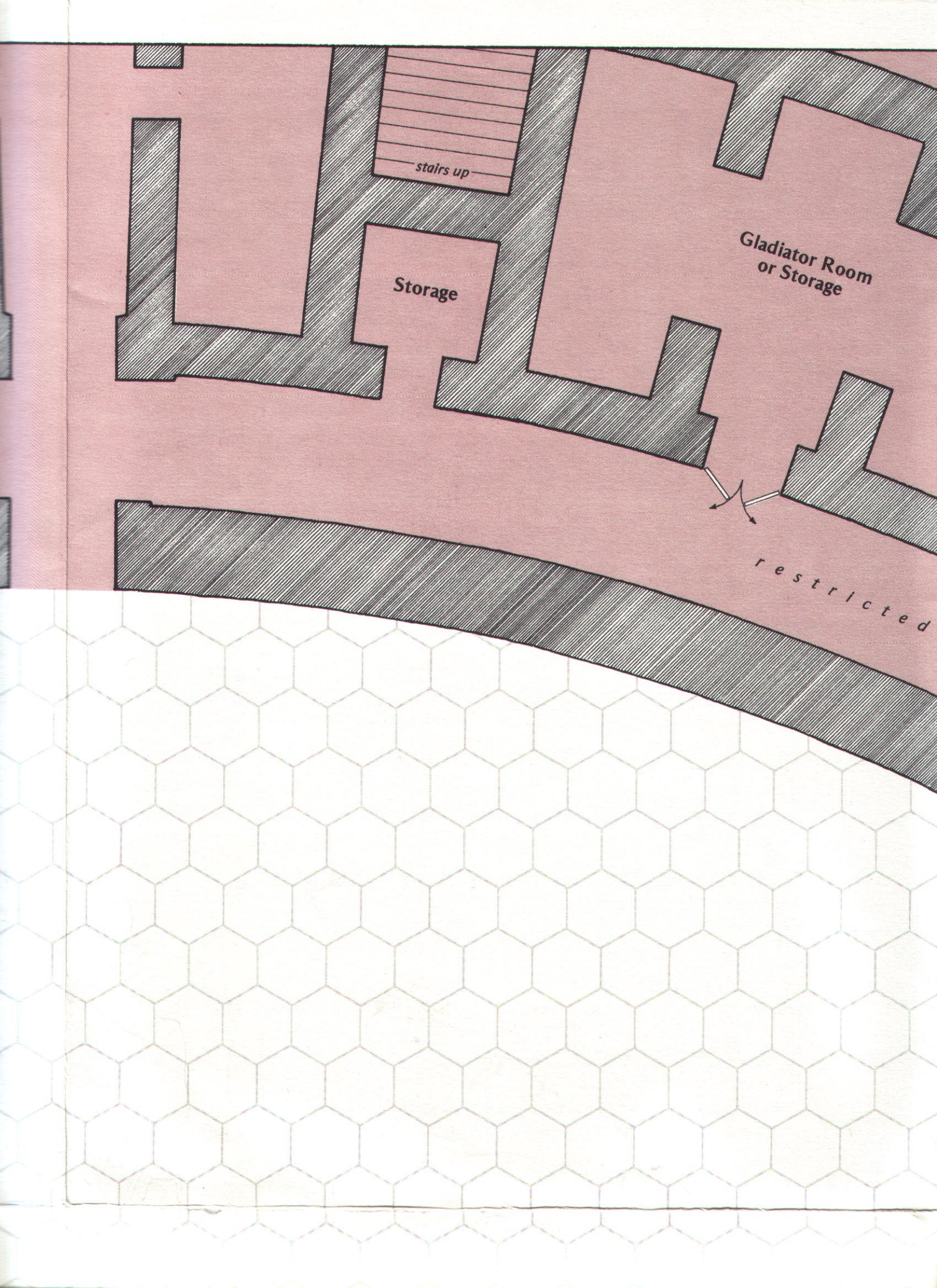












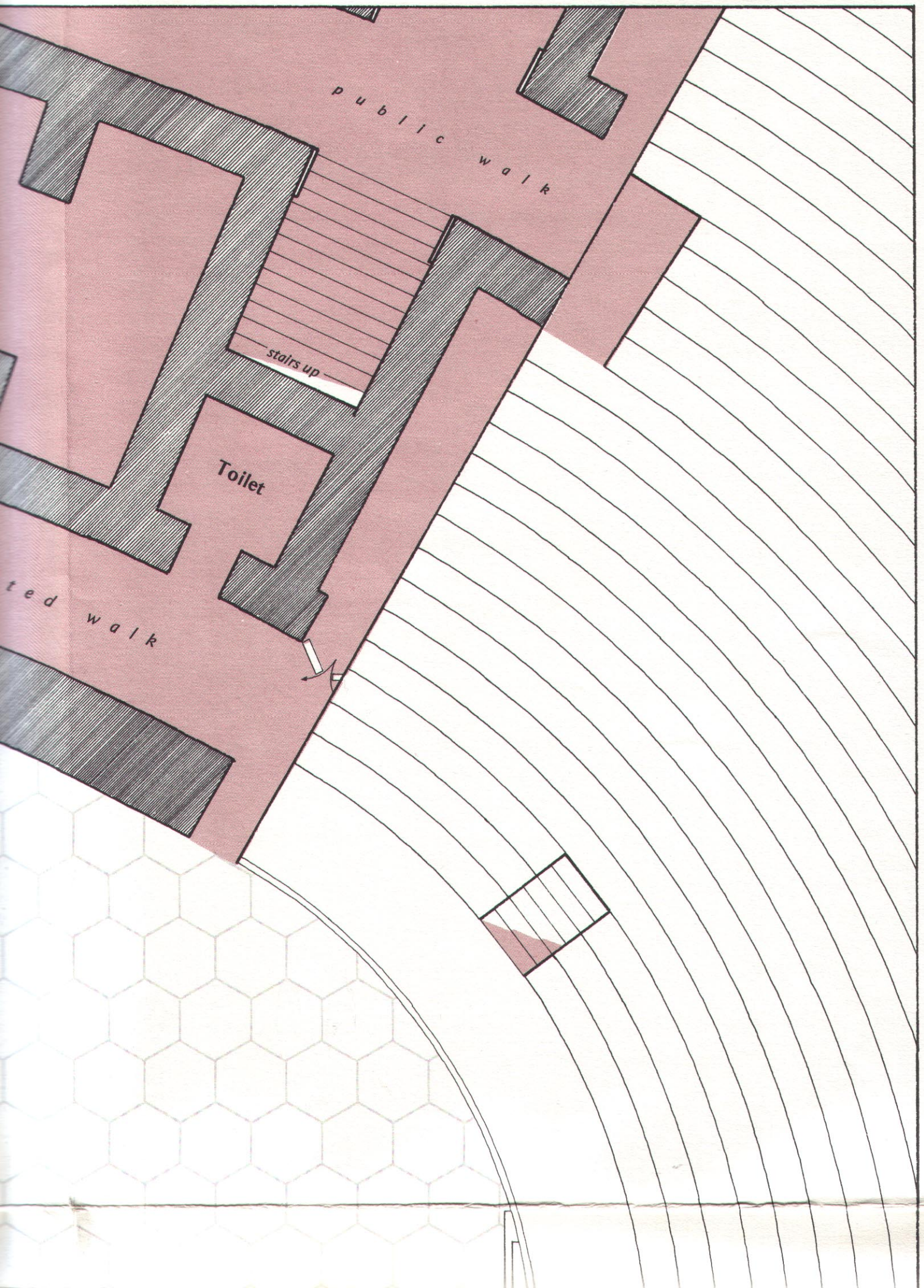
stairs up

Storage

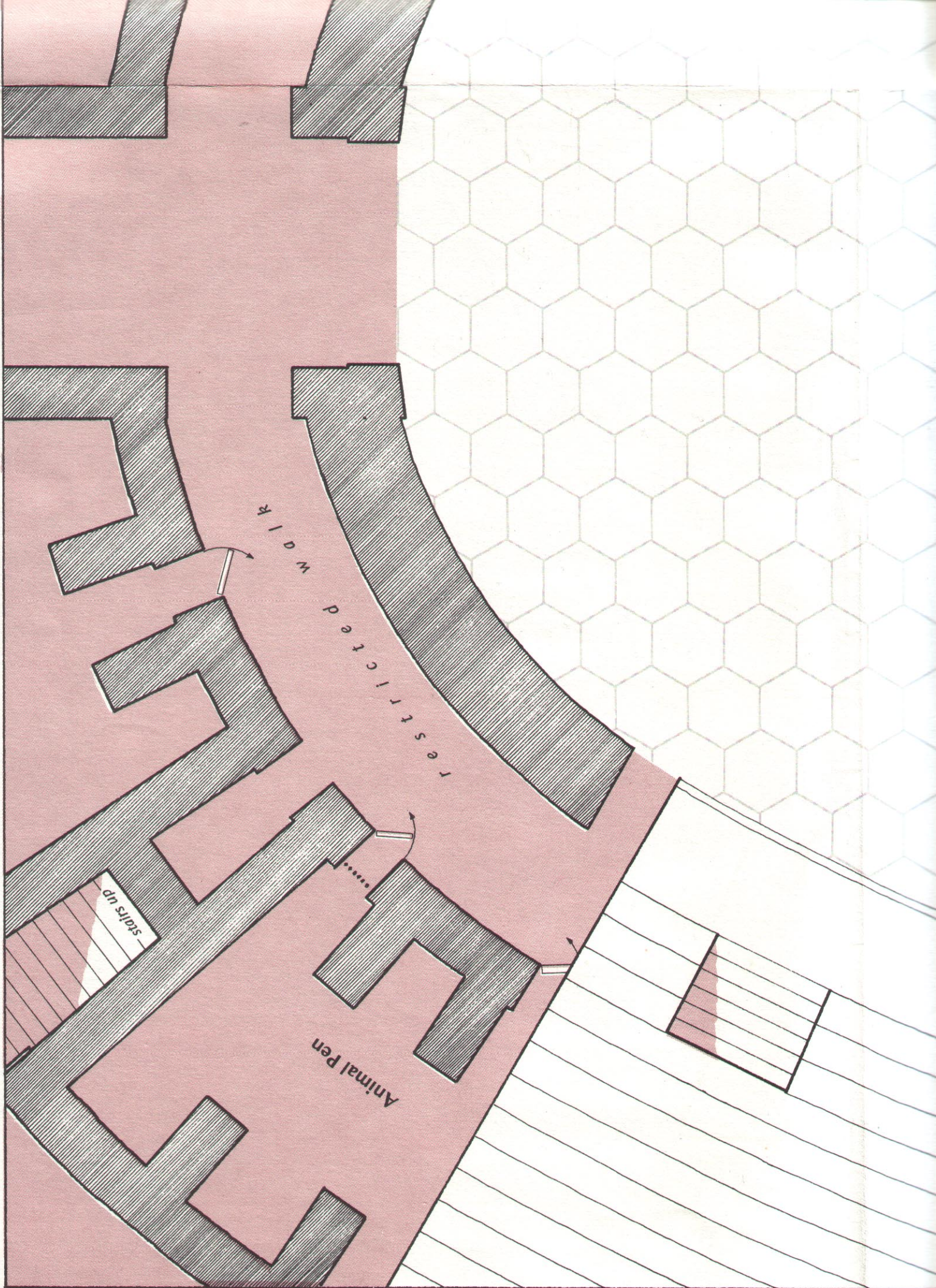
Gladiator Room  
or Storage

restricted

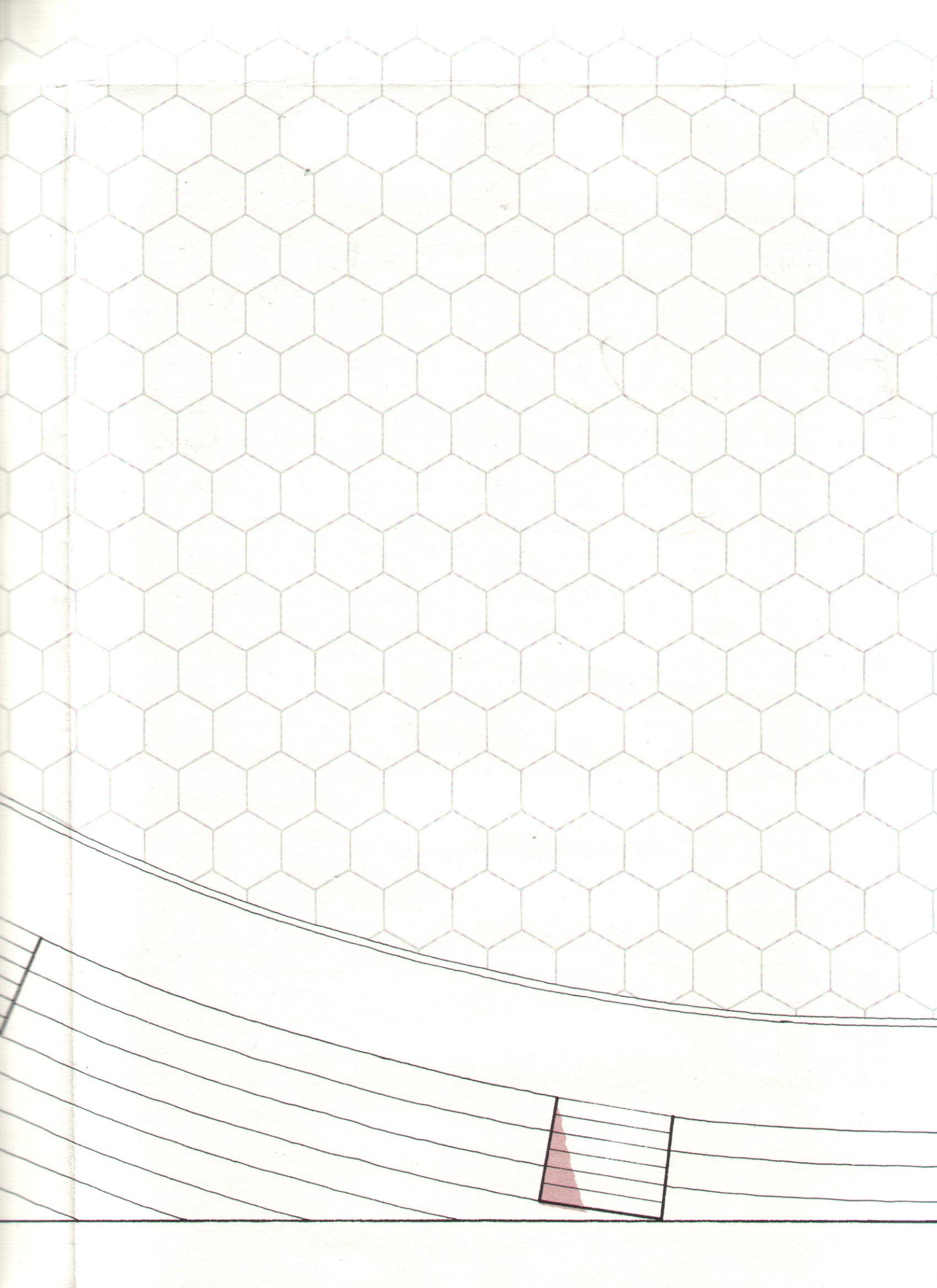




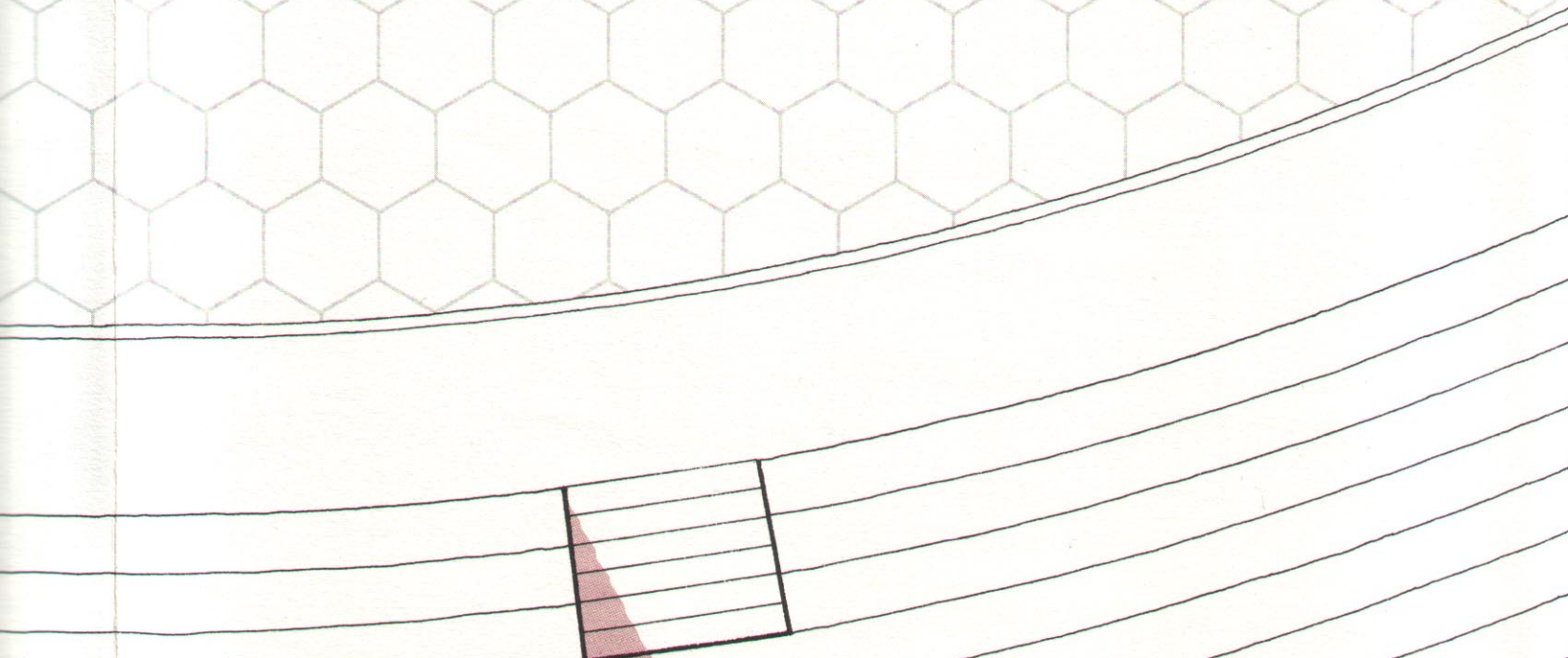
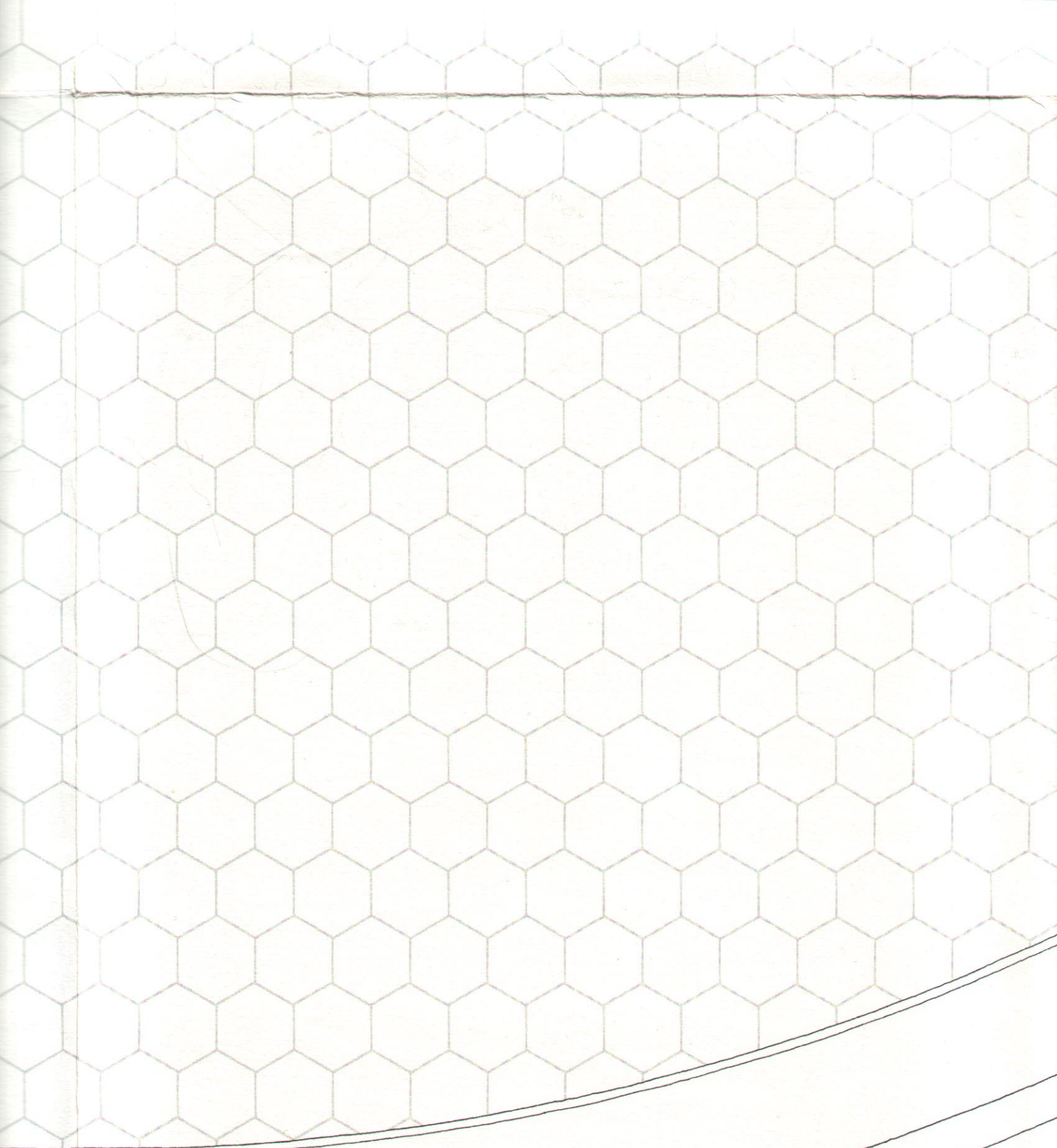
















# Monster Coliseum

15  
mm.

# Arena

Each hex covering the arena floor measures 2 meters across, side to side.



40  
lt. crossbow min.

30

20  
thrown weapon

8573005

RunesQuest® RangeStick™

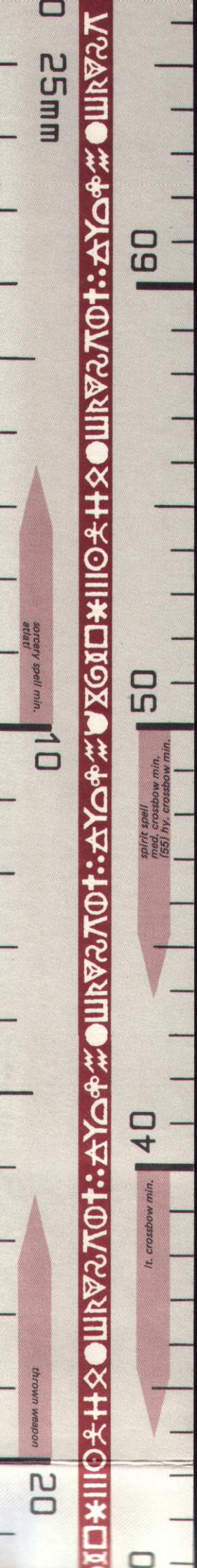
15mm

10  
sorcery spell min.  
atlatl

20  
thrown weapon

30





25mm

sorcery spell min.  
atlatl

10

20

thrown weapon

60

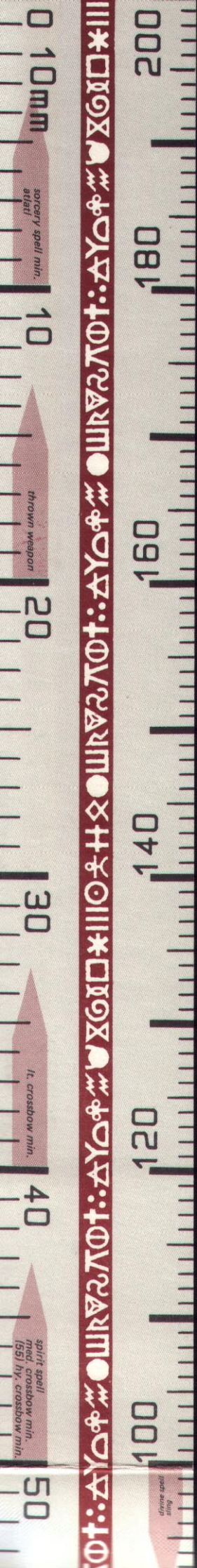
50

spirit spell  
med. crossbow min.  
(55) hy. crossbow min.

40

lt. crossbow min.





sorcery spell min.  
atlatl

thrown weapon

lt. crossbow min.

spirit spell  
med. crossbow min.  
(55) hv. crossbow min.

divine spell  
slings







5mm.

# Track Sections



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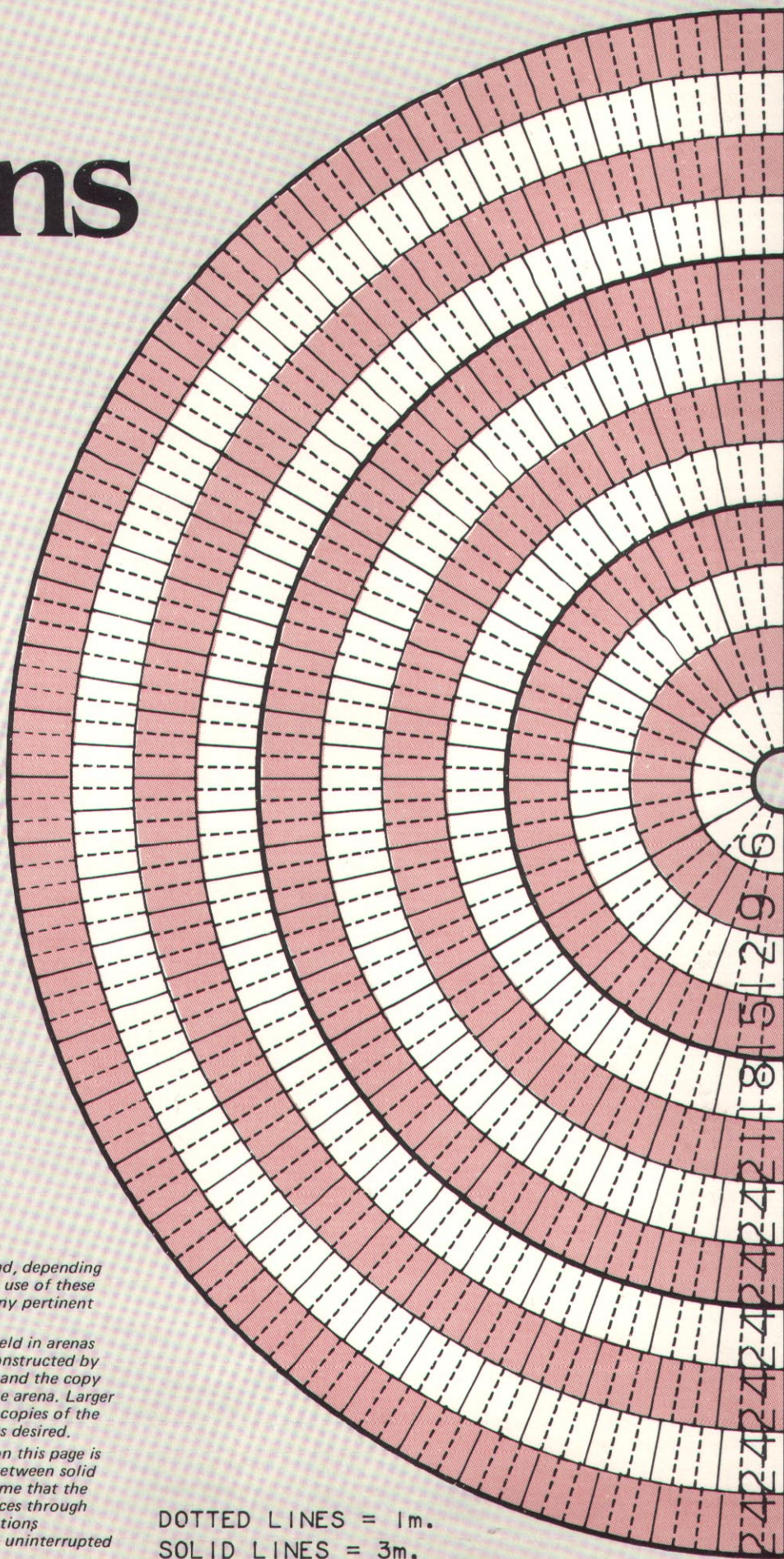
## USING THIS TRACK

Most chariot races were run across the countryside and, depending on the gamemaster's desires, he can opt to forego the use of these sections. He must then diagram the race course and any pertinent obstacles himself.

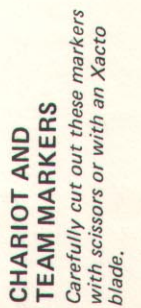
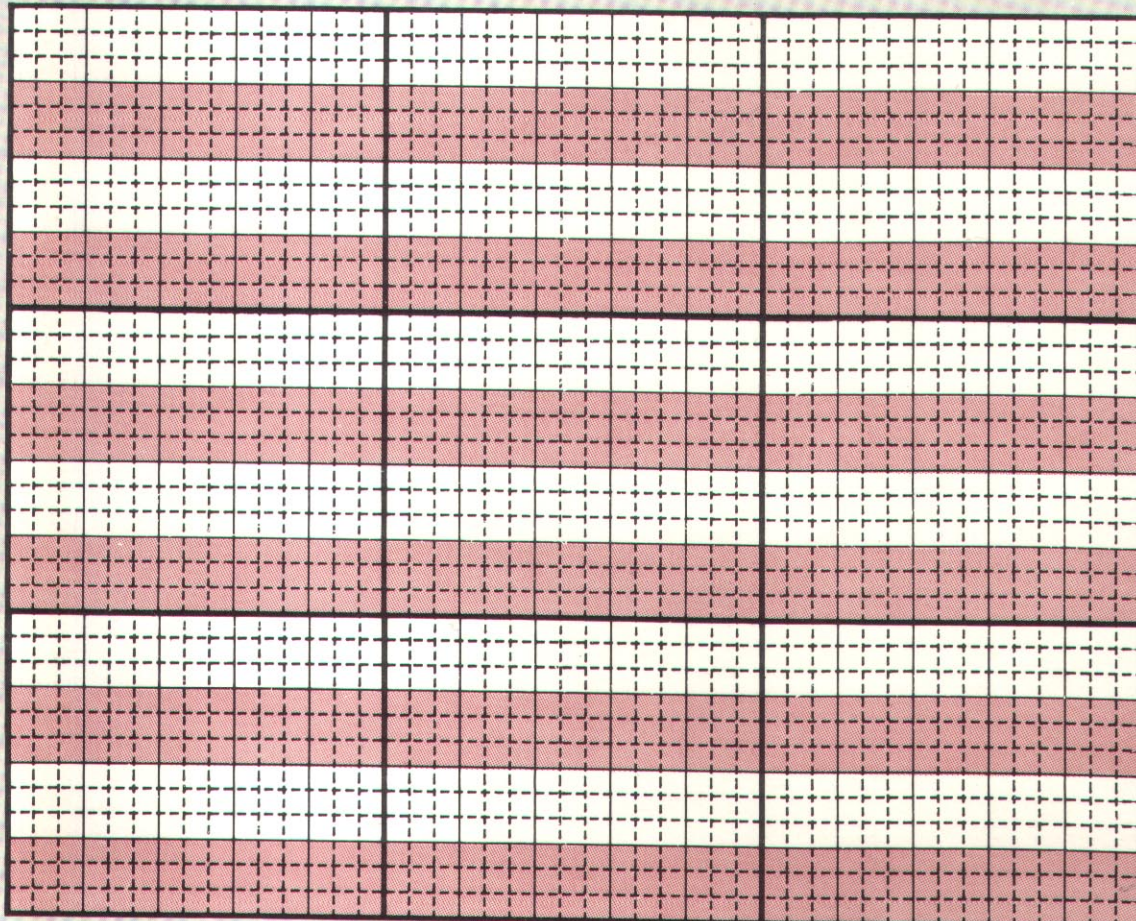
In ancient Greece, chariot and horse races were held in arenas called Hippodromes. A smaller hippodrome can be constructed by making a copy of these track sections. Lay this sheet and the copy end-to-end so that the turns lie at opposite ends of the arena. Larger hippodromes can be constructed by making multiple copies of the straight sections, and inserting them into the layout as desired.

The gray area separating the three track sections on this page is equal to 3 scale meters — equivalent to the distance between solid lines in the grid. Players and the gamemaster can assume that the grid extends into these gray areas, and move their pieces through them. Fastidious gamemasters will cut these track sections completely apart and tape them together to create an uninterrupted track layout.

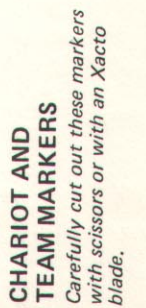
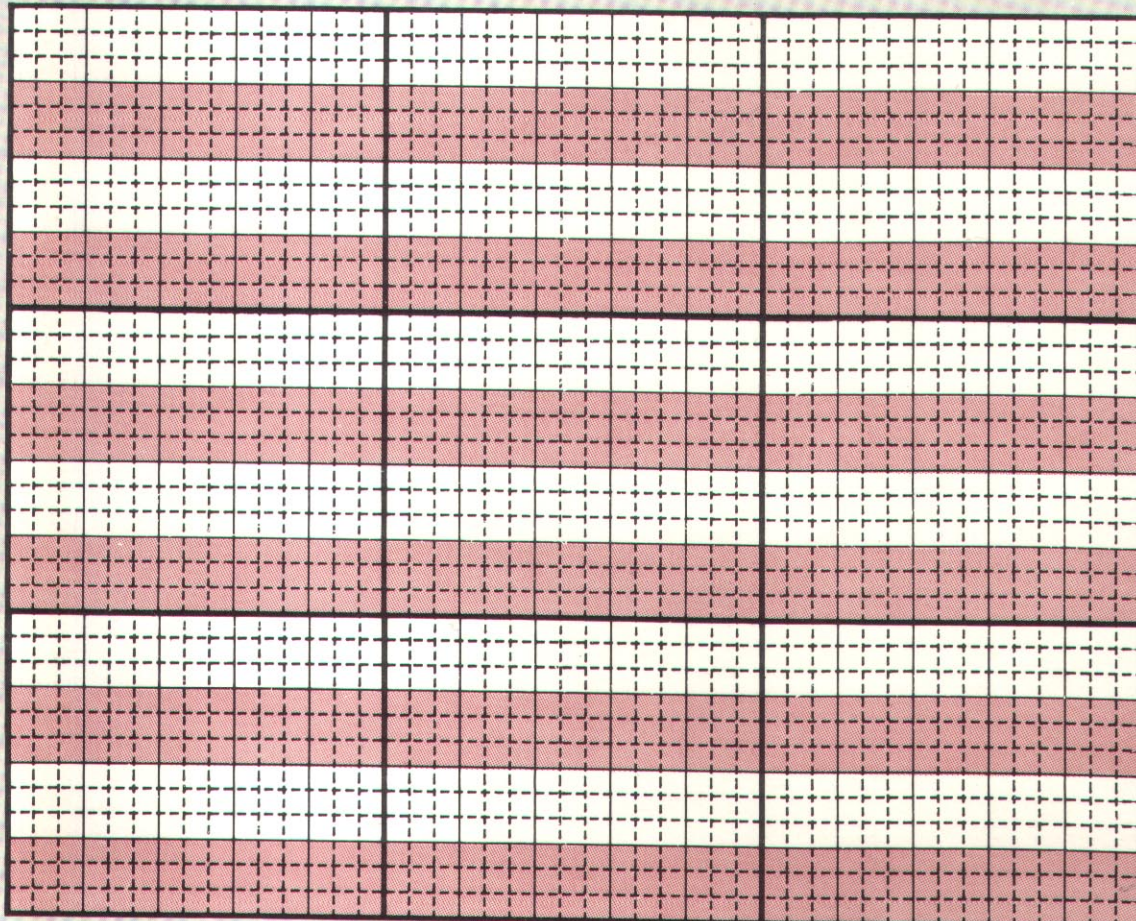
DOTTED LINES = 1m.  
SOLID LINES = 3m.













5mm.

# Track Sections



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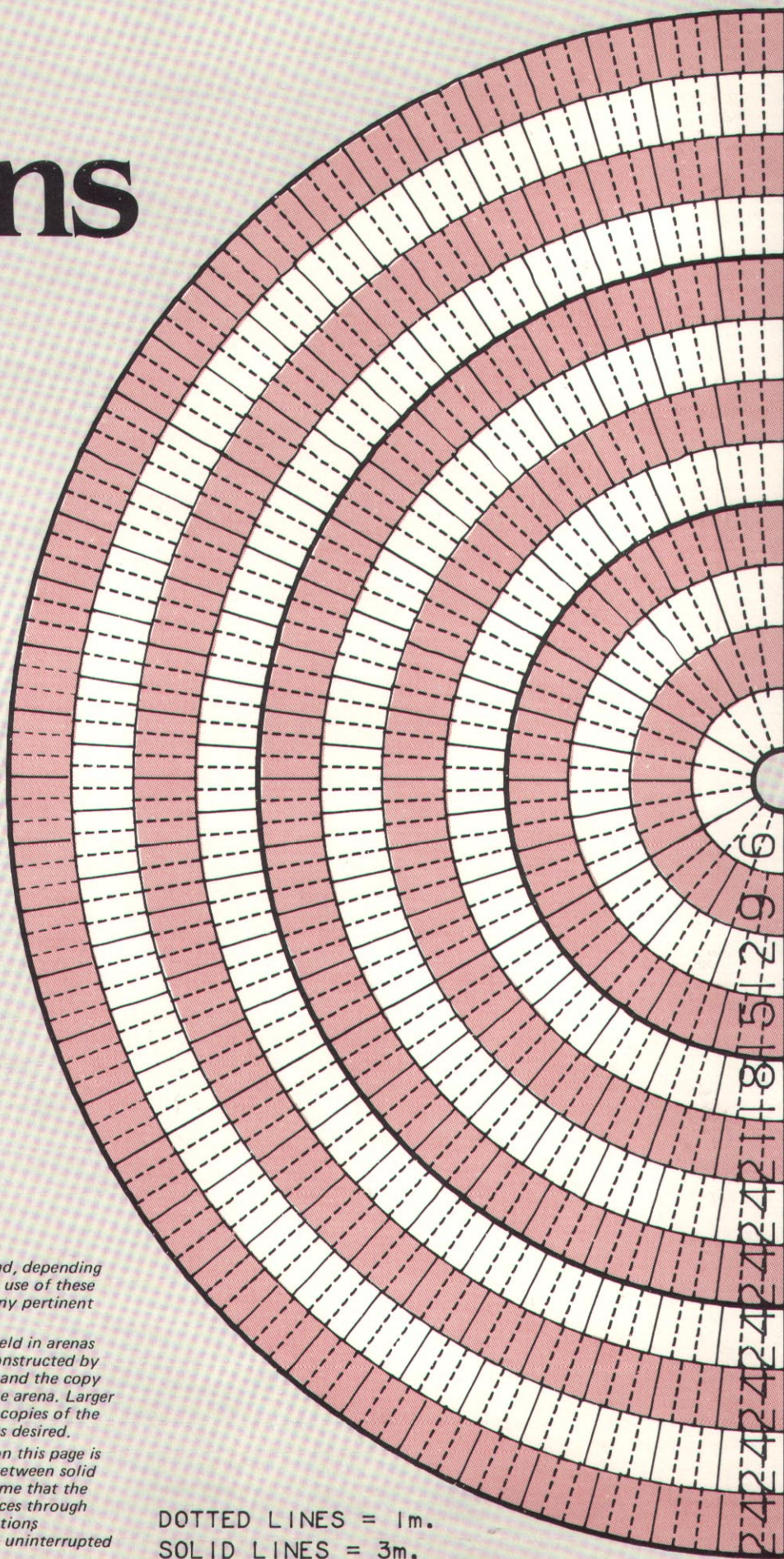
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DOTTED LINES = 1m.  
SOLID LINES = 3m.





# Monster Coliseum



## Arena Combat & Chariot Racing for RuneQuest®

Monster Coliseum is a supplement  
to the RuneQuest® roleplaying game.

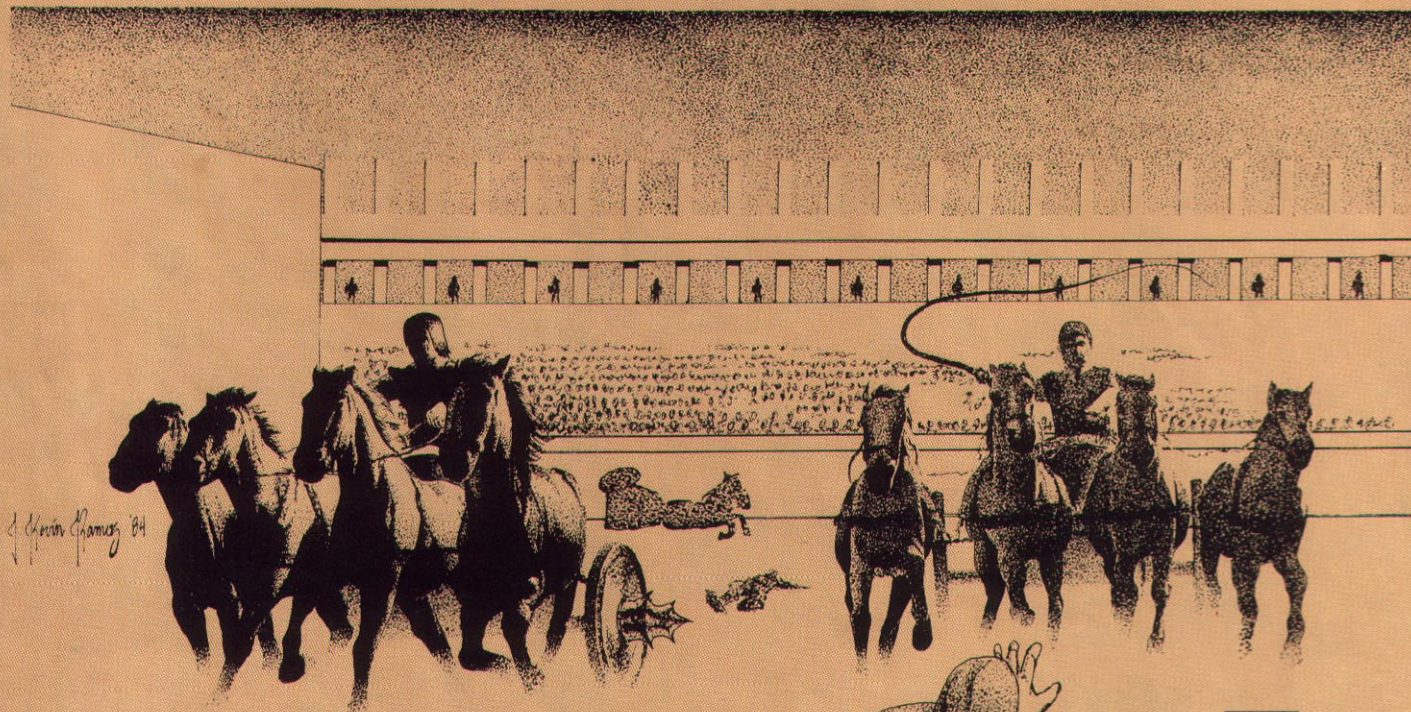
**Monster Coliseum includes:**

- **Monster Book**—human soldiers & gladiators, non-human & master gladiators, natural animals, supernatural monsters, encounters on-the-road.
- **Coliseum Book**—coliseum description, arena diagram, net-use rules, charioteer occupations, chariot design, race rules, sample historical chariots, solo adventuring instructions.
- **Play Aids**—coliseum floorplan, rangestick, racetrack sections, chariot and team markers, gamemaster aids, player aids.

As the beast launches himself at the seemingly-easy target, lightly-armored Tallia nimbly dodges his razor-sharp claws and drives her spear deep into Bloodfeather's chest. Leaping upon his back, she rides the wildly-thrashing creature until he falls, exhausted and bleeding. Tallia slowly rises from the dust of the arena, staggering once as the crowd erupts into cheers. Tallia glances toward the governor of the games, who points his thumb to the ground. Bloodfeather, the Griffin who killed the last eight opponents that stood against him, is doomed.

Usually the flying assault of a griffin is too swift to counter, but Tallia is an *essedaria*—trained in the use of spear. Derived from Roman examples, *Monster Coliseum* adapts gladiatorial types and coliseum combat procedures to the *RuneQuest*® rules, explains coliseum construction methods, describes pre-game ceremony, and instances types of combats.

Chariot rules include occupational experience tables for charioteers, chariot design procedures, and sample historical chariots—add the thrill of chariot racing to campaigns and recreate classic matches from history or fiction. Players lacking fellow gamers can use the Solo Adventuring instructions to pit adventurers against any of the 180 fully-prepared opponents in the *Monster Book* or in any other *RuneQuest* scenario.



Created and Developed by Chaosium Inc.

Possession of either  
Deluxe RuneQuest or the  
RuneQuest Players Box  
is necessary for the play  
of Monster Coliseum.



The Avalon Hill  
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