



RuneQuest SRD Luxury Edition

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Document Information

This is the RuneQuest-material published under the Open Game License by Mongoose Publishing. The original RuneQuest SRD and Developer's Kit and the RuneQuest Companion SRD can be found on www.mongoosepublishing.com. The only changes are corrections of some errors in the original document or layout-related (for example Cultural Background- and Profession-Descriptions aren't in a table – it didn't look so good in this style). New cultures, professions, skills, spells, and weapons in the companion are integrated in the corresponding sections of the original document.

Layout and graphics by Dirk Dankwart.

If you have any questions, complaints or spotted any errors, please contact vokanix@gmx.de.

Version 1.3

- ✖ Combined everything into one document;
- ✖ deleted the stats for some spirits out of the "The Spirit World"-chapter – they are already in the Monsters-chapter.

Version 1.2

- ✖ Updated Skills, Combat and Magic sections (including the updated tables);
- ✖ Layout changes.



Part I: Rules





Creating an Adventurer

Characteristics

All characters and creatures have seven Characteristics.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and his personal force of will.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Attributes

These are a set of secondary scores that define exactly what the character is capable of.

Combat Actions (CA): This is the number of actions a character can perform in each combat round.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon.

Combat Actions

DEX	Combat Actions
6 or less	1
7–12	2
13–18	3
19 or more	4

Damage Modifier

Total of STR and SIZ	Damage Modifier
1–5	–1D8
6–10	–1D6
11–15	–1D4
16–20	–1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6
41–45	+1D8
46–50	+1D10
51–60	+1D12
61–70	+2D6
71–80	+2D8
81–90	+2D10
91–100	+2D12
101–120	+3D10
121–140	+3D12
141–160	+4D10
161–180	+4D12
181–200	+5D10

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points are located in certain areas of the character's body, representing exactly how much damage he can sustain.

Magic Points (MP): These are used to activate any spells



hit points

Location	Total SIZ + CON								
	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40	+5
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

the character knows. The character's starting Magic Points will be equal to the character's POW.

Strike Rank (SR): This determines how quickly the character acts in combat. Strike Rank is determined by adding together the character's INT and DEX, and halving the result.

Basic Skills

Every character has a range of Basic skills that allows him to perform a variety of actions with varying degrees of expertise.

Each Basic skill is set by the total of one or more Characteristics. Some skills will also suffer a penalty from other Characteristics.

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine

the skill's base score. If a Characteristic is listed as a penalty, deduct it from the skill's base score.

Previous Experience

There are three stages involved in determining the character's previous experience.

First the player must pick the character's cultural background. This provides certain starting skill bonuses that reflect this upbringing.

Second, the player must pick a profession and gain further associated skills with that profession.

Thirdly, the player spends the character's free skill points.

Cultural Background

The player is free to choose the background the character comes from (with Games Master approval), which determines skill bonuses, starting money and which Advanced skills are available. The backgrounds available are listed here:

The Cultural Background table shows all the various bonuses each background bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores.

Advanced skills start at their base Characteristic score, plus any indicated bonus.

Professions

The Professions table shows all the various bonuses each profession bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores. Advanced skills start at their base Characteristic score. If the character already possesses the indicated Advanced skill, they instead gain a +10% bonus to that skill.

If a Profession indicates that a character starts play with the Runecasting skill, that character knows one spell per Runecasting skill known. Spells known must be relevant to the runes the character has integrated.

Free Skill Points

Every character receives 100 additional skill points. The player can add these free skill points to his skills in the following ways:

Starting Skills

Basic Skills	Bonus	Penalty
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX	–SIZ
Drive	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	10+POW	
Resilience	CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX	–SIZ
Throwing	DEX	
Unarmed	STR	
Weapon Skills	Bonus	Penalty
All Close Combat	STR+DEX	
All Ranged	DEX	



- ✖ Add to a Basic or Weapon skill score.
- ✖ Add to an Advanced skill score, as long as the character already possesses the skill.
- ✖ Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.
- ✖ No single skill can benefit from more than 30 free skill points. The Advanced skill of Runecasting may not be purchased. An Advanced skill purchased with free skill points cannot be increased by more than 20 points.

General Information

Movement: Human characters have a Movement of 4 metres (4m).

Hero Points: Every character starts with two Hero Points.

Age: The character may start out at any age between 18 and 30.

Cultural Background Descriptions

Barbarian

Available Professions: Acrobat, Animal Trainer, Bard, Blacksmith, Craftsman, Explorer, Farmer, Fisherman, Healer, Herdsman, Hunter, Mercenary, Peddler, Ranger, Shaman, Soldier, Thief, Witch, Woodsman

Basic Skill Bonuses: Athletics +10%, Perception +5%, Resilience +10%, Stealth +5%

Pick Two +5%: Boating, Lore (Animal), Lore (Plant), Riding

Pick Three +10%: 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed

Advanced Skills: Language (Native) +50%, Lore (Regional), Survival

Pick One: Craft, Dance, Lore, Play Instrument, Tracking

Money: 4D6×20 silver

Civilised

Available Professions: Alchemist, Blacksmith, Courtier, Craftsman, Diplomat, Explorer, Knight, Lord, Physician, Priest, Scholar, Scribe, Soldier, Spy

Basic Skill Bonuses: Evaluate +15%, Influence +15%, Lore (World) +10%

Pick Two +10%: Rapier, Crossbow

Advanced Skills: Courtesy, Language (Native) +50%, Lore (Regional)

Pick Three: Artistic Expression, Craft, Dance, Language, Lore, Mechanisms, Play Instrument, Streetwise

Money: 4D6 × 75 silver

Mariner

Available Professions: Craftsman, Explorer, Fisherman, Mercenary, Merchant, Sailor

Basic Skill Bonuses: Acrobatics +5%, Athletics +10%, Boating +15%, Dodge +5%, Lore (Animal) +5%, Lore (World) +10%, Sing +5%, Throwing +5%

Pick Two +10%: 1H Hammer, 1H Sword, Dagger, Unarmed

Advanced Skills: Language (Native) +50%, Lore (Regional)

Pick One: Craft, Language, Lore, Shiphandling

Money: 4D6 × 25 silver

Noble

Available Professions: Courtier, Diplomat, Explorer, Knight, Lord, Physician, Scholar, Soldier, Spy, Wizard

Basic Skill Bonuses: Influence +10%, Lore (World) +10%, Persistence +10%

Pick Two +5%: Evaluate, Dodge, Perception, Riding

Pick Two +15%: 1H Sword, 2H Sword, Dagger, Rapier, Shield

Advanced Skills: Language (Native) +50%, Lore (Regional)

Pick Two: Craft, Dance, Language, Lore, Play Instrument, Shiphandling

Money: 4D10×100 silver

Nomad (Arctic)

Available Professions: Craftsman, Explorer, Fisherman, Hunter, Shaman

Basic Skill Bonuses: Athletics +5%, Boating +10%, Lore (Animal) +5%, Perception +5%, Resilience +10%, Stealth +5%

Pick Two +15%: 1H Axe, 1H Hammer, Dagger, Spear

Advanced Skills: Language (Native) +50%, Lore (Regional), Survival

Pick One: Craft, Lore, Tracking

Money: 4D6 × 20 silver

Nomad (Desert)

Available Professions: Animal Trainer, Craftsman, Explorer, Hunter, Ranger, Shaman

Basic Skill Bonuses: Athletics +5%, Lore (World) +5%, Perception +5%, Resilience +10%, Riding +10%, Stealth +5%

Pick Two +15%: 1H Axe, 1H Sword, Bow, Dagger, Shield

Advanced Skills: Language (Native) +50%, Lore (Regional), Survival

Pick One: Craft, Lore, Tracking

Money: 4D6 × 20 silver



Nomad (Temperate)

Available Professions: Acrobat, Animal Trainer, Craftsman, Explorer, Herdsman, Hunter, Peddler, Ranger, Shaman

Basic Skill Bonuses: Athletics +10%, Lore (Animal) +5%, Lore (Plant) +5%, Lore (World) +5%, Perception +5%, Resilience +5%, Riding +10%, Stealth +5%

Pick Two +10%: 1H Axe, 1H Hammer, Blowgun, Bow, Dagger, Shield, Sling

Advanced Skills: Language (Native) +50%, Lore (Regional), Survival

Pick One: Craft, Languages, Lore, Tracking

Money: 4D6 × 20 silver

Peasant

Available Professions: Acrobat, Animal Trainer, Bard, Blacksmith, Craftsman, Farmer, Fisherman, Healer, Herdsman, Hunter, Mercenary, Militiaman, Miner, Peddler, Priest, Ranger, Sailor, Soldier, Thief, Witch, Woodsman

Basic Skill Bonuses: Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5%

Pick Two +10%: Boating, Dodge, Driving, First Aid, Persistence

Pick Two +10%: 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed

Advanced Skills: Language (Native) +50%, Lore (Regional)

Pick Two: Craft, Dance, Lore, Play Instrument, Survival

Money: 4D6×25 silver

Primitive

Available Professions: Hunter, Ranger, Shaman

Basic Skill Bonuses: Athletics +10%, Lore (Animal) +10%, Lore (Plant) +10%, Perception +10%, Resilience +10%, Stealth +10%

Pick One +10%: 1H Axe, 1H Hammer, Dagger, Sling, Spear

Advanced Skills: Language (Native) +50%, Lore (Regional), Survival, Tracking

Money: 4D6 × 10 silver

Townsman

Available Professions: Alchemist, Bard, Blacksmith, Courtier, Craftsman, Diplomat, Mercenary, Merchant, Militiaman, Peddler, Physician, Priest, Sailor, Scholar, Scribe, Soldier, Spy, Thief, Town Guard, Wizard

Basic Skill Bonuses: Evaluate +10%, Influence +10%, Lore (World) +10%

Pick Two +10%: Boating, Driving, Persistence, Resilience, Sleight, Stealth

Pick Two +10%: 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield

Advanced Skills: Language (Native) +50%, Lore (Regional), Streetwise

Pick One: Craft, Dance, Language, Lore, Play Instrument, Shiphandling

Money: 4D6×50 silver

Profession Descriptions

Acrobat

Cultural Background: Barbarian, Nomad (Temperate), Peasant

Basic Skill Bonuses: Acrobatics +10%, Athletics +10%, Dodge +10%, Throwing +10%, Sleight +10%

Alchemist

Cultural Background: Civilised, Townsman

Basic Skill Bonuses: Evaluate +10%, First Aid +10%, Lore (Plant) +10%

Advanced Skills: Lore (Alchemy), Runecasting¹

¹ Choose one of the following: Metal, Motion, Plant or Stasis. The character has integrated that rune and has that rune's Runecasting skill.

Animal Trainer

Cultural Background: Barbarian, Nomad (Desert, Temperate), Peasant

Basic Skill Bonuses: Driving +5%, First Aid +5%, Lore (Animal) +20%, Persistence +10%, Resilience +5%, Riding +5%

Bard

Cultural Background: Barbarian, Peasant, Townsman

Basic Skill Bonuses: Influence +10%, Lore (World) +10%, Perception +5%, Sing +10%, Sleight +5%

Advanced Skills: *Pick One:* Artistic Expression, Courtesy, Dance, Oratory, Play Instrument, Language, Lore

Blacksmith

Cultural Background: Barbarian, Civilised, Peasant, Townsman

Basic Skill Bonuses: 1H Hammer +10%, Evaluate +5%, Resilience +5%

Advanced Skills: Craft (Blacksmith), Lore (Mineral)

Pick One: Engineering, Mechanisms, Craft (Armourer), Craft (Weaponsmith)

Courtier

Cultural Background: Civilised, Townsman, Noble

Basic Skill Bonuses: Influence +15%, Lore (World) +5%, Perception +5%, Sleight +5%

Advanced Skills: Dance

Pick One: Artistic Expression, Courtesy, Lore (Art), Lore (Heraldry), Lore (Philosophy), Lore (Regional), Oratory, Play Instrument

Craftsman

Cultural Background: Barbarian, Civilised, Mariner, Nomad, Peasant, Townsman

Basic Skill Bonuses: Evaluate +20%, Influence +5%, Persistence +5%

Advanced Skills: Craft

Pick One: Artistic Expression, Craft (other), Engineering, Mechanisms



Diplomat

Cultural Background: Civilised, Townsman, Noble

Basic Skill Bonuses: Influence +20%, Perception +10%, Lore (World) +10%

Advanced Skills: *Pick One:* Artistic Expression, Courtesy, Dance, Language, Lore, Oratory, Play Instrument

Explorer

Cultural Background: Barbarian, Civilised, Mariner, Nomad, Noble

Basic Skill Bonuses: Lore (World) +20%, Perception +5%, Resilience +5%

Advanced Skills: *Pick Two:* Language, Lore (Astronomy), Lore (Geography), Shiphandling, Survival

Farmer

Cultural Background: Barbarian, Peasant

Basic Skill Bonuses: Athletics +5%, Driving +5%, Lore (Animal) +15%, Lore (Plant) +15%, Resilience +10%

Fisherman

Cultural Background: Barbarian, Mariner, Nomad (Arctic), Peasant

Basic Skill Bonuses: Athletics +5%, Boating +20%, Lore (Animal) +5%, Resilience +10%, Throwing +10%

Healer

Cultural Background: Barbarian, Peasant

Basic Skill Bonuses: First Aid +10%, Lore (Animal) +10%, Lore (Plant) +10%

Advanced Skills: Healing, Runecasting¹

¹ This is a Magical skill. Choose one of the following: Beast, Fertility, Plant or Man. The character has integrated that rune and has that rune's Runecasting skill.

Herdsman

Cultural Background: Barbarian, Nomad (Temperate), Peasant

Basic Skill Bonuses: First Aid +5%, Lore (Animal) +20%, Resilience +5%, Sling +10%

Advanced Skills: Survival

Hunter

Cultural Background: Barbarian, Peasant, Nomad, Primitive

Basic Skill Bonuses: Bow +5%, Lore (Animal) +10%, Spear +5%, Stealth +10%

Advanced Skills: Survival, Tracking

Knight

Cultural Background: Civilised, Noble

Basic Skill Bonuses: Athletics +5%, Influence +5%, Riding +10%

Pick Two: 1H Sword +10%, 2H Sword +10%, Shield +10%, Spear +10%

Advanced Skills: *Pick One:* Courtesy, Dance, Oratory, Play Instrument

Lord

Cultural Background: Civilised, Noble

Basic Skill Bonuses: 1H Sword +10%, Influence +20%, Persistence¹ +10%, Riding² +10%

¹ A Lord may choose to lose his profession's Persistence Basic skill bonus and thereby receive Courtesy as an Advanced skill.

² A Lord may choose to lose his profession's Riding Basic skill bonus and thereby receive Oratory as an Advanced skill.

Mercenary

Cultural Background: Barbarian, Mariner, Peasant, Townsman

Basic Skill Bonuses: Lore (World) +10%

Pick Two: 1H Axe +15%, 1H Flail +15%, 1H Hammer +15%, 1H Sword +15%, 2H Axe +15%, 2H Flail +15%, 2H Hammer +15%, 2H Sword +15%, Bow +15%, Crossbow +15%, Polearm +15%, Shield +15%

Pick Two: Athletics +5%, Dagger +5%, Dodge +5%, Driving +5%, Evaluate +5%, Resilience +5%, Riding +5%, Unarmed +5%

Merchant

Cultural Background: Mariner, Townsman

Basic Skill Bonuses: Evaluate +20%, Influence +10%, Lore (World) +10%

Advanced Skills: *Pick One:* Language, Lore (Logistics), Shiphandling

Militiaman

Cultural Background: Peasant, Townsman

Basic Skill Bonuses: 1H Axe +5%, Athletics +10%, Dodge +5%, Resilience +5%, Shield +10%, Spear +10%, Unarmed +5%

Miner

Cultural Background: Peasant

Basic Skill Bonuses: 1H Axe +10%, 2H Axe +10%, Athletics +10%, Resilience +10%

Advanced Skills: Lore (Mineral)

Peddler

Cultural Background: Barbarian, Nomad (Temperate), Peasant, Townsman

Basic Skill Bonuses: Driving +5%, Evaluate +10%, Influence +10%, Lore (World) +10%

Pick One: 1H Hammer +5%, Crossbow +5%, Staff +5%, Unarmed +5%

Advanced Skills: *Pick One:* Language, Lore, Streetwise, Survival

Physician

Cultural Background: Civilised, Townsman, Noble

Basic Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%

Advanced Skills: Healing



Priest

Cultural Background: Civilised, Peasant, Townsman

Basic Skill Bonuses: Influence +15%, Lore (World) +5%, Persistence +10%

Advanced Skills: Lore (Theology)¹, Runecasting^{2,3}

¹ A Priest may choose to lose his profession's Lore (Theology) Advanced skill and thereby receive Lore (Specific Theology) as an Advanced skill.

² A Priest may choose to lose his profession's Runecasting Advanced skill and thereby receive Oratory as an Advanced skill.

³ Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.

Ranger

Cultural Background: Barbarian, Nomad (Desert, Temperate), Peasant, Primitive

Basic Skill Bonuses: 1H Sword +5%, Perception +5%, Lore (World) +10%

Advanced Skills: Lore (Regional), Survival, Tracking

Sailor

Cultural Background: Mariner, Peasant, Townsman

Basic Skill Bonuses: Acrobatics +10%, Athletics +10%, Boating +10%, Lore (World) +5%, Resilience +5%

Advanced Skills: Shiphandling

Scholar

Cultural Background: Civilised, Townsman, Noble

Basic Skill Bonuses: Evaluate +5%, Lore (World) +5%, Persistence +10%

Advanced Skills: Lore

Pick Two: Artistic Expression, Courtesy, Engineering, Healing, Language, Lore (other), Mechanisms

Scribe

Cultural Background: Civilised, Townsman

Basic Skill Bonuses: Evaluate +5%, Lore (World) +5%

Advanced Skills: Language¹

Pick Three: Language¹, Lore

¹ A scribe that selects the Language skill may either learn another Language skill or add +10% to a Language skill he already possesses.

Shaman

Cultural Background: Barbarian, Nomad, Primitive

Basic Skill Bonuses: First Aid +5%, Influence +10%, Lore (Animal) +5%, Lore (Plant) +5%, Persistence +5%

Advanced Skills: Runecasting¹

Pick One: Healing, Lore, Runecasting (other)¹, Survival

¹ Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.

Soldier

Cultural Background: Barbarian, Civilised, Peasant, Townsman, Noble

Basic Skill Bonuses: Dodge +5%, Lore (World) +5%, Resilience +5%, Unarmed +5%

Pick Three: 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Athletics +10%, Bow +10%, Crossbow +10%, Dagger +10%, Driving +10%, Polearm +10%, Riding +10%, Shield +10%, Sling +10%, Spear +10%

Spy

Cultural Background: Civilised, Townsman, Noble

Basic Skill Bonuses: Acrobatics +5%, Dodge +5%, Influence +5%, Perception +5%, Persistence +5%, Lore (World) +5%, Sleight +5% Stealth +5%

Advanced Skills: *Pick One:* Courtesy, Disguise, Language, Tracking

Thief

Cultural Background: Barbarian, Peasant, Townsman

Basic Skill Bonuses: Acrobatics +5%, Evaluate +5%, Perception +10%, Sleight +10%, Stealth +10%

Advanced Skills: *Pick One:* Disguise, Mechanisms, Streetwise

Town Guard

Cultural Background: Townsman

Basic Skill Bonuses: 1H Hammer +5%, Athletics +5%, Crossbow +5%, Perception +5%, Polearm +10%, Shield +10%

Advanced Skills: Streetwise

Witch

Cultural Background: Barbarian, Peasant

Basic Skill Bonuses: First Aid +5%, Lore (Animal) +5%, Lore (Plant) +10%

Advanced Skills: Runecasting¹

Pick Two: Healing, Lore, Runecasting (other)¹, Survival

¹ Choose one of the following: Fertility, Luck, Moon or Shadow. The character has integrated that rune and has that rune's Runecasting skill.

Wizard

Cultural Background: Townsman, Noble

Basic Skill Bonuses: Evaluate +5%, Lore (World) +5%, Persistence +10%

Advanced Skills: Runecasting¹, Runecasting (other)¹

Pick One: Language, Lore, Runecasting (other)¹

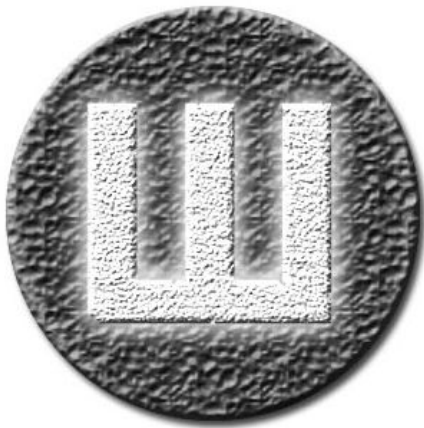
¹ Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill.

Woodsmen

Cultural Background: Barbarian, Peasant

Basic Skill Bonuses: 1H Axe +5%, 2H Axe +10%, Athletics +10%, Lore (Plant) +10%, Resilience +5%

Advanced Skills: Survival



Skills

Skill Tests

Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

Difficulty & Haste

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

Difficulty and Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	10 × normal time	+60%
Easy	5 × normal time	+40%
Simple	2 × normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

Critical Successes

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved.

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- ✖ The task is completed sooner.
- ✖ The task is completed to a higher degree of expertise than normal.

- ✖ The task is completed with élan and style, generally impressing witnesses.
- ✖ The character gains additional information or insight into the task thanks to their brilliance.

Fumbles

Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- ✖ The task takes twice as long to finish and is still a failure.
- ✖ The task produces a useless result, that actually makes further actions more difficult.
- ✖ The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- ✖ The character becomes impeded or even harmed by his failure.

Automatic Success & Failure

Any test result of 01 to 05 is an automatic success.

Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

Opposed Tests

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds

If one character succeeds their test and the other fails, the successful character has won the opposed test.

Both Characters Succeed

Whoever rolled the highest in their skill test wins the opposed test.



Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.

Critical Successes

Any critical success rolled beats a normal success no matter how highly the opponent has rolled. If both participants roll a critical, the higher critical roll wins the opposed test.

Very High Skills

Very High Skills and Automatic Failure

For normal skill tests, this means that the character simply has only a very small chance of failing in their specialised skill (the usual 96 to 00 chance of failure, with 00 being a fumble). However, once a character's skill score reaches 200% in a particular skill, they only suffer a failure on 97 to 00 when rolling tests with that skill, with 00 still being a fumble. Once a character reaches 300%, the failure chance reduces to 98 to 00. At 400%, the chance is reduced to 99 to 00. Finally, at 500%, the character will only fail on a roll of 00 and this is not considered a fumble.

Very High Skills and Opposed Tests

- ✖ Apply all relevant test modifiers to both skills.
- ✖ Participants roll against their skills.
- ✖ Note whether the dice rolls were a critical, normal success or failure (for participants with skills of 100% or more this will only be on a roll of 96-00). A critical success always beats a normal success.
- ✖ If the dice roll was a normal success, participants with skills exceeding 100% may now add the difference between 100 and their skill value. Ignore the fact 96-00 is an automatic failure; that is only applicable to the initial dice roll, and not the modified result.

Group Tests

With a group test, the Games Master may make a single percentile roll to determine the success of a group of individuals all performing the same task.

Team Tests

In a team test, success is cooperative; everyone reaps the benefit from a single success. If the roll is a failure, everybody fails.

Sorting Tests

In a sorting test, success is individual.

Large Groups & Percentile Success

From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

Basic Skills

Skill	Base Characteristic(s)
Acrobatics	DEX
Athletics	STR+DEX
Boating	STR
Dodge	10+DEX-SIZ
Driving	10+POW
Evaluate	INT
First Aid	INT
Influence	10+CHA
Lore (Animal)	INT
Lore (Plant)	INT
Lore (World)	INT
Perception	INT+POW
Persistence	10+POW
Resilience	CON+POW
Riding	DEX+POW
Sing	CHA
Sleight	DEX
Stealth	10+DEX-SIZ
Throwing	DEX
Unarmed	STR

Assistance

Characters will often have the opportunity to help one another during various tests. Every assisting character adds his critical score (10% of his skill) to the primary character's skill.

Basic Skill Descriptions

Acrobatics (Dex)

This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Athletics (Str+Dex)

This broad skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force is basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action.



A character can double the rate of his climb or descent by taking a –20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative –20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example.

Boating (Str)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

Dodge (10+Dex-Siz)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reactions in combat.

Driving (10+Pow)

If a character is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Driving test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

Evaluate (Int)

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value)..

First Aid (Int)

First Aid is always applied to a specific location. A character may apply First Aid to himself, though there is a –10% penalty.

First Aid Actions (Injury or Ailment/Treatment)

Impalement: A successful First Aid test removes the impaling item without causing more damage to the victim.

Unconsciousness: A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.

Injured: location A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.

Serious Injury: A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.

Major Injured: A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

It normally takes at least 1D4+1 Combat Actions to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A location that has had any variation of First Aid administered to it may not benefit from First Aid again until it has fully healed (is restored to maximum hit points once more). The use of First Aid requires suitable medical equipment such as bandages or salves.

Influence (10+Cha)

Influence tests are normally opposed by the Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind.

Lore (Int)

The Lore skill is actually several different skills, each of which must be improved separately. The skills of Lore (Animal), Lore (Plant) and Lore (World) are all Basic skills. All other Lore skills are Advanced skills.

Each Lore skill defines an area of knowledge for the character and tests are made whenever a player wants to see if his character knows something about the subject at hand.

Lore (Animal)

This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a Lore – Animal skill of at least 50% may try to domesticate a wild animal, making a test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a test at the end of each week to succeed.



Lore (Plant)

A character well versed in Lore – Plant can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Lore (World)

This Lore skill is used to define the character's knowledge of the world he lives in. This includes history, politics, weather cycles, geography, superstitions and information on public organisations.

Perception (Int+Pow)

The Perception skill is used to represent the senses of the character when detecting objects or other characters.

Persistence (10+Pow)

Persistence is used whenever a character has his mental willpower called into question. Persistence cannot rise above a creature's POW \times 5.

Resilience (Con+Pow)

The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. Resilience cannot rise above a creature's CON \times 5.

Riding (Dex+Pow)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

Sing (Cha)

A successful test with this skill will result in the audience being pleased by the character's performance.

Sleight (Dex)

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.

Stealth (10+Dex-Siz)

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one or performs a combination of both. Stealth tests are opposed by the Perception skill and are modified according to the situation.

Throwing (Dex)

The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown can either use their own specific skill, such as Spear for javelins, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of one metre for every point the character's STR exceeds its SIZ. The Throwing test measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack.

Unarmed (Str)

The Unarmed skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks and have an AP of 2.

Advanced Skill

Descriptions

Artistic Expression (Pow+Cha)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading.

Courtesy (Int+Cha)

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the nobility.

Advanced Skills

Skill	Base Characteristic(s)
Artistic Expression	POW+CHA
Courtesy	INT+CHA
Craft	INT
Dance	DEX
Disguise	CHA
Engineering	INT
Healing	INT+POW
Language	INT
Lore	INT
Lore (Specific Theology)	INT
Martial Arts	DEX
Mechanisms	DEX+INT
Oratory	POW+CHA
Play Instrument	CHA
Shiphandling	INT
Streetwise	POW+CHA
Survival	INT+POW
Tracking	INT



He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

Craft (Int)

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

Dance (Dex)

A successful test with this skill will result in the audience or partner being pleased by the character's performance.

Disguise (Cha)

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if trying to avoid being identified.

Engineering (Int)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

Healing (Int+Pow)

Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1d4+1 minutes to perform.

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease equal to the healer's Healing divided by 10 (the critical success range).

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

Surgery: Surgery is the only way, other than magical healing, that a character may recover from a Major Wound. Once a successful First Aid test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location gains one hit point and will begin to heal as normal for a location at its hit point level.

Language (Int)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (Int)

This skill is used in the same way as the basic Lore skill. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, regional, theology.

Lore (Specific Theology) (Int)

A limited but more detailed version of Lore (Theology), Lore (Specific Theology) is actually a large number of skills grouped together under one heading. Each skill deals with a specific cult or religion exclusively and can be used only to garner knowledge on the specified theology.

Martial Arts (Dex)

The Martial Arts skill is used in place of the Unarmed skill.

Martial Arts attacks deal 2D3 damage, rather than 1D3 for conventional Unarmed attacks. A character with Martial Arts also counts as possessing natural weaponry. Martial Arts parries may only parry natural weapons or Unarmed attacks and have an AP of 3.

Mechanisms (Dex+Int)

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

Oratory (Pow+Cha)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.



Close Combat Weapons

Skill	Base Characteristic(s)	Weapons Covered
1H Axe	DEX+STR	Battleaxe, hatchet
1H Flail	DEX+STR	Ball & chain, grain flail
1H Hammer	DEX+STR	Warhammer, club, heavy mace, light mace
1H Sword	DEX+STR	Bastard sword, war sword, shortsword, scimitar
2H Axe	DEX+STR	Battleaxe, great axe, halberd
2H Flail	DEX+STR	Military flail
2H Hammer	DEX+STR	Great hammer, heavy mace, war maul
2H Sword	DEX+STR	Bastard sword, great sword
Dagger	DEX+STR	Dagger, knife
Martial Arts	DEX	Fist, foot
Polearm	DEX+STR	Bill, glaive, halberd
Rapier	DEX+STR	Rapier
Shield	DEX+STR	Buckler, kite shield, target shield
Spear	DEX+STR	Javelin, lance, longspear, shortspear
Staff	DEX+STR	Quarterstaff
Unarmed	STR	Fist, foot

Ranged Weapons

Skill	Base Characteristic(s)	Weapons Covered
Blowgun	DEX	Blowgun
Bow	DEX	Longbow, nomad bow, shortbow
Crossbow	DEX	Heavy crossbow, light crossbow
Sling	DEX	Sling, staff sling

Play Instrument (Cha)

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

Shiphandling (Int)

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.

Streetwise (Pow+Cha)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Survival (Int+Pow)

One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Tracking (Int)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed.

Weapon Skills

All close combat weapon skills are based on DEX+STR (with the exceptions of Unarmed and Martial Arts).

Magic Skills

Enchanting (Dex+Pow)

This Magical skill is required to create an enchanted item. Though it is known by many different names the skill is essentially the same practise for all types of magic.

Lore (Specific Theology) (Int)

Where Rune Magic relies on a number of Runecasting skills, Divine Magic relies only on only a single Advanced skill – Lore (Specific Theology). Each Lore (Specific Theology) skill concentrates on a specific god or religion.



Manipulation (Type) (Int+Pow)

Sorcerers are able to manipulate their magic through use of the Manipulation skills. These allow the sorcerer to change the parameters of a spell with each casting. A sorcerer may Manipulate the Magnitude, Range, Duration and Targets of any spell he casts – he may even Combine multiple spells into one casting.

Runecasting (Pow+Cha)

This is the central skill used in Rune Magic. It is actually several different skills, one for each type of rune.

(Specific Sorcery Spell) (Int+Pow)

This skill allows the sorcerer to cast a specific Sorcery spell at its base parameters.



Equipment

Currency

5 lead bits = 1 copper penny
10 copper pennies = 1 silver piece
20 silver pieces = 1 gold ducat

Close Combat Weapons

Each close combat weapon is characterised by the following qualities:

Skill: The skill used to wield the weapon.

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a -5% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weight and bulk of the weapon.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The cost in silver pieces to purchase this weapon.

Throwing Close Combat Weapons

If thrown, a close combat weapon has a range of 8m and suffers a penalty to the attack equal to its ENC \times 10. Either the usual Weapon skill or the Throwing skill may be used.

Setting Weapons against Charges

Setting a weapon against a charge occurs at the same time the character decides to delay in combat. In this case, the circumstance the character is waiting for is for someone in front of him to charge his position.

As long as the charge occurs, the character gains a +20% bonus to the opposed skill test to determine who strikes first.

Weapon Specialities

Ball & Chain: This weapon imposes a -10% penalty on an opponent's parry roll. However, the wielder also suffers a -10% penalty to parry with this weapon.

Bastard Sword: May be used with either one hand or two.

Battleaxe: The battleaxe may be used with one or two hands.

Bill: A mounted defender does not get the standard +20% parry bonus against a bill.

Buckler: Shields suffer a -10% penalty when used to attack.

Great Axe: The wielder suffers a -10% penalty to parry with this weapon.

Great Hammer: The wielder suffers a -10% penalty to parry with this weapon. Great hammers may be used on inanimate objects without being destroyed.

Halberd: The halberd can be used with either the Spear skill or with the Polearm skill or with the 2H Axe skill.

Improvised: Improvised weapons usually use the Unarmed skill, though in certain cases the 1H Hammer or Staff skills are more appropriate. All attempts to attack or parry with an improvised weapon suffer a -10% to -30% penalty (at the Games Master's discretion).

Kite Shield: Kite shields can parry ranged weapons. Shields suffer a -10% penalty when used to attack.

Lance: When used by a charging, mounted character, the wielder may add his mount's Damage Modifier as well as his own to the damage.

Military Flail: Notoriously difficult to parry, this weapon imposes a -10% penalty on an opponent's parry roll. However, the wielder also suffers a -10% penalty to parry with this weapon.

Military Pick: Military picks may be used on inanimate objects without being destroyed.

Quarterstaff: The wielder gains a +10% bonus to parry with this weapon.

Target Shield: Shields suffer a -10% penalty when used to attack.



Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm ²	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/	1	2/4	5 SP
Dagger	Dagger ⁴	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm ²	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
Halberd	2H Axe	1D8+2	13/7	4	3/10	250 SP
	Polearm ²	1D8+1	9/9			
	Spear ^{1,2}	1D8	7/7			
Hatchet	1H Axe ⁴	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6–1	—/—	—	—/—	—
Kite shield	Shield ³	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear ^{1,2}	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear ^{1,2}	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier ¹	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shortspear	Spear ^{1,2,4}	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword ¹	1D6	5/7	1	3/8	100 SP
Stone Axe	1H Axe	1D6	13/11	2	2/6	50 SP
	2H Axe	1D6+1	11/11	2	2/6	50 SP
Stone Hatchet	1H Axe ⁴	1D6–1	7/9	1	2/4	10 SP
Stone Knife	Dagger	1D3–1	—/—	—	3/2	5 SP
Stone Shortspear	1H Spear ^{1,2,4}	1D8–1	7/7	2	2/5	10 SP
Target shield	Shield ³	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

¹ This weapon will impale an opponent upon a critical hit.

² This weapon may be set against a charge.

³ This weapon may parry ranged weapons.

⁴ This weapon suffers no penalty when thrown.



Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Atlatl ¹	Spear or Throwing	+2	+10m	2	5/11	1	2/4	20 SP
Blowgun	Blowgun	1D2	15m	1	—/9	—	1/4	30 SP
Dagger ²	Dagger or Throwing	1D6	10m	—	—/9	—	4/6	30 SP
Dart ¹	Throwing	1D4	20m	—	—/9	—	1/1	10 SP
Hatchet ²	1H Axe or Throwing	1D8	10m	—	7/11	1	3/6	25 SP
Heavy crossbow ¹	Crossbow	2D8	150m	3	7/9	2	2/8	350 SP
Javelin ¹	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Light crossbow ¹	Crossbow	2D6	100m	2	5/9	1	2/5	150 SP
Long bow ¹	Bow	2D8	175m	1	13/11	1	2/7	200 SP
Nomad bow ¹	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Rock/improvised	Throwing	1D4	10m	—	5/9	1	3/5	—
Short bow ¹	Bow	1D8	60m	1	9/11	1	2/4	75 SP
Shortspear ^{1,2}	Spear or Throwing	1D8	25m	—	5/9	2	2/5	20 SP
Sling	Sling	1D6	50m	1	—/11	—	1/2	5 SP
Staff sling	Sling	1D8	60m	2	—/11	2	2/6	20 SP
Stone Hatchet	1H Axe ²	1D6–1	8m	—	9/13	1	2/4	10 SP
Stone Shortspear	1H Spear ^{1, 2}	1D8–1	20m	—	7/11	2	2/5	10 SP
Throwing star	Throwing	1D4	15m	—	—/13	—	4/1	15 SP

¹ This weapon will impale an opponent upon a critical hit.

² This weapon suffers no penalty when used in close combat.

War Maul: War mauls may be used on inanimate objects without being destroyed.

Ranged Weapons

Each ranged weapon is characterised by the following qualities:

Skill: The skill used to fire or throw the weapon. sed.

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. The maximum range a weapon can be fired or thrown is twice this score.

Load: This shows how many Combat Actions are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking with this weapon.

ENC: The weight and bulk of the weapon.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The cost in silver pieces to purchase this weapon.

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon. Usually, the 1H Hammer skill or the Throwing skill may be used.

Weapon Specialities

Atatl: Only javelins may get the benefit from an atlatl.

Blowgun: A character's Damage Modifier is never applied when using a blowgun.

Heavy Crossbow: A character's Damage Modifier is never applied when using a heavy crossbow.

Light Crossbow: A character's Damage Modifier is never applied when using a light crossbow.

Long Bow: A long bow cannot be used from horseback.

Armour

Each piece of armour is characterised by the following qualities:

AP: How many armour points are given to each location covered by this armour. If a character is wearing multiple pieces of armour on a location, only the highest armour point score is used.

ENC: The weight and bulk of the armour.

Locations: Which hit locations this type of armour covers.

Skill Penalty: Add together the AP of all the armour the character is wearing – this is the character's Skill Penalty. If a character is wearing multiple pieces of armour on a location, only add the highest armour point score.

The Skill Penalty applies to tests with most skills that use the DEX Characteristic to calculate their base scores, plus some other skills. Skills included in this list are: Acrobatics, Athletics, Craft, Dance, Dodge, Martial Arts, Mechanisms, Riding, Runecasting, Stealth, Throwing and all Weapon skills.

Cost: The cost in silver pieces to purchase this armour.



ARMOUR

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Chainmail coif	5	1	Head	500 SP	-5%
Chainmail shirt	5	4	Abdomen, Arms, Chest	1,250 SP	-20%
Chainmail skirt	5	2	Legs	800 SP	-10%
Chainmail trews	5	3	Legs	1,000 SP	-10%
Full helm	6	1	Head	1,000 SP	-6%
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP	-4%
Heavy leather cap	2	1	Head	75 SP	-2%
Helmet	5	1	Head	300 SP	-4%
Leather hauberk	2	1	Abdomen, Chest	150 SP	-4%
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP	-4%
Leather trews	1	1	Legs	100 SP	-2%
Plate (breast and back)	6	4	Abdomen, Chest	4,500 SP	-12%
Plate leggings	6	4	Legs	3,000 SP	-12%
Plate (suit)	6	12	All	9,000 SP	-42%
Plate vambraces	6	3	Arms	2,000 SP	-12%
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP	-12%
Ringmail skirt	3	2	Legs	600 SP	-6%
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP	-16%
Scalemail skirt	4	3	Legs	800 SP	-8%

Effects of SIZ on ARMOUR

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

ARMOUR Specialities

Plate Armour: Characters may try using plate armour not designed for them but the ENC and skill penalty will be doubled.

General Items

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +10% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of 20% to any Athletics skill tests made to climb.

Crowbar: Adds +10% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a -10% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Survival skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +20% bonus to his Survival test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Survival skill.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a -10% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a -10% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a -10% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a -10% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a -10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.



Animals, Transportation & Slaves

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, domestic	2 SP
Dog, hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, draft	400 SP
Horse, riding	350 SP
Horse, combat trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & bridle	75 SP
Sheep	30 SP
Slave, adult	1,000 SP
Slave, child	200 SP
Slave, educated	5,000 SP
Slave, skilled	2,500 SP
Slave, youth	400 SP
Travel (by coach)	15 SP per kilometre
Travel (by post-horse)	20 SP per kilometre
Travel (by ship)	10 SP per kilometre
Travel (by wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

Food & Lodging

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

Ranged Weapon Ammunition

Ammunition	ENC	AP/HP	Cost
Arrows (10)	—	1/1	1 SP
Blowgun darts (10)	—	1/1	2 SP
Crossbow bolts (10)	—	1/1	2 SP
Sling bullets (10)	—	1/1	5 CP

General Items

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft tools	2	75 SP
Crowbar	1	25 SP
First aid kit	—	25 SP
Fish hook	—	2 LB
Fishing kit	1	15 SP
Flint & tinder	—	5 CP
Grappling hook	—	5 SP
Hammer	—	1 SP
Healer's kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock picks	—	75 SP
Mining pick	1	35 SP
Musical instrument	2	70 SP
Oil, flask	1	1 SP
Papyrus, sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, large	1	5 CP
Sack, small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / flaming brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Crystals

Item	Cost
Crystal of the Dead	100 GD × MP maximum
Power Enhancer	200 GD per POW point
Spell Enhancer	150 GD per POW point

Potions

Item	Cost
Antidote	15 GD
Healing	10 GD per Magnitude
Magic Replenishment	10 GD



Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Magic Items

Crystals

Crystal of the Dead: These crystals can be used to store a set number of Magic Points (to determine how many MPs a particular Crystal of the Dead can hold, roll 2D6+3). To store Magic Points within the crystal, a character simply needs to touch it for one Combat Round and expend the desired Magic Points. A Crystal of the Dead may not be filled beyond its original capacity. Stored Magic Points can be drawn upon by anyone touching the crystal to cast or overcharge spells, or to help with magical defence against spells.

Power Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Power Enhancer, roll 1D3). A held Power Enhancer increases the Magnitude of spells with the Progressive trait by their POW score. For instance, a Strength 1 spell cast through a Power Enhancer with POW 2 would become a Strength 3 spell. Power Enhancers cannot offer partial boosts (a Power En-

hancer with POW 3 always boost Magnitude by three, never one or two).

Spell Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Spell Enhancer, roll 1D4). Every spell cast through such a crystal is considered to be overcharged by a number of Magic Points equal to its POW score. Spell Enhancers cannot offer partial boosts (a Spell Enhancer with POW 2 always overcharges spells by two, never one).

Potions

Antidote: It will attempt to negate the most powerful ailment first (the one with the highest Potency). The sufferer immediately makes an opposed Resilience test (with a +40% bonus) against the ailment's Potency. In the case of diseases, a failed test will not cause the disease to apply its effects once more. The antidote will continue to cure ailments until the character fails one of the opposed tests (though ailments already cured remain cured).

Healing: These act as a Heal spell of Magnitude 1 to 6.

Magic Replenishment: Each potion will restore 1D6 Magic Points.



Combat

Combat is divided into rounds. With 12 rounds in every minute, a single round translates to five seconds of time, during which a character can perform one or more actions. Each round is broken into Strike Ranks, which determine when a character can act. Every combat round goes through the following steps:

- 1. Determine Strike Ranks:** At the start of every combat round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank – the order in which every character involved acts for the round.
- 2. Characters Take 1st Action:** Each character involved in the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.
- 3. Characters Take 2nd Action:** After each character has completed his 1st action, characters with Combat Actions remaining may perform a second Combat Action, in Strike Rank order.
- 4. Characters Take 3rd Action:** After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.
- 5. Characters Take 4th Action:** After each character has completed his 3rd action, characters with Combat Actions remaining (if any) may perform a fourth Combat Action, in Strike Rank order.
- 6. End of Combat Round:** Once all eligible characters have used up all their Combat Actions in the combat round, it is over. Fatigue is determined now, if applicable. If there are characters still engaged in combat with enemies, another combat round begins.

Strike Ranks

If two or more characters can act in the same Strike Rank, the characters will act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

Gaining Surprise

A surprised character suffers a –10 penalty to his Strike Rank during the first combat round. In addition, he may only use Reactions against actions that occur after his own Strike Rank.

The effects of surprise generally only last for the first combat round of a combat.

Combat Actions

The actions a character may take when it is his turn to act are detailed here.

Aim: Every Combat Action spent aiming adds a +10% bonus to the character's ranged Weapon skill. This bonus only applies to the first attack the character makes with the weapon, which must be at the target being aimed at. A maximum of three Combat Actions may be spent aiming, for a +30% bonus. A character can take no other Combat Action or Reaction while aiming without losing the aim bonus.

Cast Spell: Spells often take many Combat Actions to complete.

Charge: If a character can move a minimum of five metres, he can make a charge. He may move a distance up to twice his Movement. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D4 damage.



Close Combat Attack: The character can make a single close combat attack.

Defend: A character may defend himself, effectively adding +20% to any Dodge Skill tests or parrying Weapon skill tests he is called upon to make until the beginning of his next Combat Action.

Delay: A character may pause to assess the tactical situation around him.

If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The delaying character's Strike Rank is then altered to reflect their new place in the Strike Rank order and they act as normal.

If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test of its own relevant to its action, it may do so. Whoever wins the test acts first.

Once the character has acted, they are no longer delaying and their Strike Rank is modified appropriately to their new position in the Strike Rank order.

Fighting Retreat: He may move up to half his Movement directly away from an enemy he is fighting.

Sprint: Any adjacent enemy may make a Reaction free attack in response to this action and gains a +20% bonus for the attack. The character may move a distance up to twice his Movement score.

Flurry: A character may use all of his remaining Combat Actions at once, rather than waiting for other characters to act. Each blow struck in a flurry is at -20% to Weapon skill.

Move: Any adjacent enemy may make a Reaction free attack in response to this action. The character may move a distance up to his Movement score.

Ranged Attack: The character can make a single ranged attack.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Actions, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Actions as noted in the weapon's description.

Skill Use

Change Stance: The character may shift from one of the following stances to another: standing, prone, kneeling or sitting. Any adjacent enemy may make a Reaction free attack in response to this action.

Close Combat Attacks

1 – Making the Attack

An attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his Weapon skill, he has hit his target.

If a character rolls greater than his Weapon skill, he has missed his target.

2 – Target Reaction

If the enemy has any Reactions left, then this attack may be opposed. The target may attempt to dodge or parry the attack, as they choose. However, only one Reaction may be made to each successful attack.

If the enemy has no Reactions left, then this attack is unopposed. Move straight on to Damage Resolution.

3 – Opposed Test

The attack and defence rolls are then made simultaneously by the combatants and the results compared according to the opposed test mechanics. The attacker rolls D100 and compares it to the character's skill in the weapon he is using. The defender rolls D100 and compares it to either the character's Dodge skill or the character's skill in the weapon he is parrying with, as appropriate.

If the success levels are equal, the higher success roll wins and the lower roll is demoted by one level. If both combatants roll a normal success, then the higher roll remains a success, but the lower roll is downgraded to a failure, or if both roll a critical success the lower roll is downgraded to a normal success. If the participants achieve the same level of success with the same score on the die, then no downgrading takes place.

If the attack was unopposed, then the defender is counted as failing his test.

4 – Resolution

Look up the attacker and defender's results on the matrix appropriate to the defence being used and apply the results. In any case where damage is applied to the defender, roll D20 to determine the location struck on the target.

Attack Succeeds: Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt. If the damage is greater than the target's SIZ at this point (before armour points are deducted), Knockback occurs. If the defender is armoured in the location that is hit, the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the location's armour, to a minimum of zero damage. Apply any remaining damage to the location's hit points.

Attack Fails: The attack has no effect.

Where the matrix refers to maximum or minimum damage, this applies to the weapon's damage dice only. Damage from a creature's damage modifier is rolled normally.



Close Combat Situational Modifiers

Situation	Skill Modifier ¹
Target is helpless	Automatic Critical Hit
Target surprised ²	+20%
Target prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+20%
Attacking or defending while prone	-30%
Attacking or defending while on unstable ground	-20%
Free motion of weapon arm obstructed (for example, a wall on the right side of a right-handed swordsman)	-10%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe	-20%
Fighting in partial darkness	-20%
Fighting in darkness	-40%
Fighting while blind or in pitch black	-60%

¹ These modifiers are cumulative – attacking a character attacking a surprised target which is on lower ground increases their Weapon skill by 40%.

² A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

Critical Hits

Every Weapon skill a character possesses has a critical score. A critical score is the Weapon skill's score, divided by ten, rounded down.

If the D100 attack roll is not only lower than the Weapon skill, but also lower than or equal to the character's critical score with that weapon, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon in question. Damage modifiers, such as that derived from statistics, are not maximised.

Impaling Close Combat Attacks

A character that scores a critical hit with an impaling weapon causes maximum damage as normal. However, the character also has an additional choice – whether to yank the weapon free or to leave the enemy impaled.

Yanking

Yanking the weapon free requires a brute force Athletics test. If successful, the character automatically causes normal (not maximised) damage for the weapon once more, to the same location as the original strike, and has also regained their weapon for use.

If the brute force Athletics test fails, 1D4 damage is inflicted upon the impaled enemy's stricken location and the weapon remains stuck.

Impaled Enemies

Impaled enemies suffer from a -20% penalty to all skill tests, including Weapon skills, due to pain and physical difficulty. This penalty is cumulative.

A successful unarmed close combat attack that targets an enemy's impaled location results in the attacking character laying hold of the impaling weapon. They may immediately attempt to yank it free.

The impaled creature may also spend a Combat Action to yank the impaling weapon free themselves (this does not require an unarmed attack).

Another character may remove the impaling weapon in a cleaner and less agonising manner through the use of the First Aid skill.

Precise Attack

A character may make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy.

Precise attacks may not be made as part of a charge or flurry. All precise attacks are very difficult; the character's Weapons Skill suffers a -40% penalty. Precise attacks cannot be combined in a single strike.

Bypass Armour

A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character can determine it normally but if successful in his attack, will ignore all AP of the location he hits.

Disarm

The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes the opponent, no damage is caused and instead an opposed Weapon skill is made. If either combatant is using a weapon in two hands, they gain a +20% bonus to this test. Should the attacker succeed, his opponent's weapon flies 1D6-1 metres in a random direction (a result of 0 metres places at the defender's feet).

Location Strike

The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Hit Location table.



Restrictions: Helpless characters may not dive. Targeted attacks may not be evaded with a dive. A character that has nowhere to dive to may not dive. A prone character may not dive.

Penalties: A mounted character may not dive and remain mounted. A mounted character may dive with a –30% penalty to Dodge Skill, but automatically dismounts when he does so.

To dive for cover against an area attack, a character must succeed in a Dodge Skill test. If successful, he will halve the damage dealt by the attack. A critical success avoids all damage dealt by the attack.

Any character that attempts a dive, whether successful or not, becomes prone.

Ranged Weapons

Ranged weapon attacks are usually initiated through the Ranged Attack Combat Action. Ranged attacks may not be used as part of a charge or flurry. Regardless of the specific Combat Action that initiates the attack, all ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Loading Ranged Weapons

While readying most ranged weapons takes only a single Combat Action, others take more than one Combat Action to reload.

Range

A target within the weapon's Range may be attacked without penalty. A target within double the weapon's Range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond the weapon's Range automatically fail.

Dodging and Parrying

The target may attempt to dodge the attack, but may not normally parry it.

Precise Attacks

A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield. Precise ranged attacks made to bypass armour or hit a specific location operate normally.

Cover

If a target is in cover or partially covered by an object, any attack that hits a covered location will instead hit the object. Cover affects both ranged and close combat attacks.

Firing into a Crowd

When firing into a crowd, the Games Master will determine which locations of the target have cover from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If a covered location is hit by the attack, the firer has hit one of the individuals adjacent to the target. The accidental

target may use Reactions against this attack as normal. If the attack damages the accidental target, roll the hit location randomly.

If the accidental target successfully dodges a ranged attack, the projectile continues on its original path and may strike the intended target. The intended target may use Reactions against this attack as normal.

A character may not make a precise attack when firing into a crowd.

Damage

When a character successfully scores damage against a target, the damage must be deducted from a specific hit location. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target, to which is added the attacker's Damage Modifier.

Hit Locations

A successful attack will damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

Location's Hit Points reduced to 0

The location has suffered a Minor Wound. The location will be permanently scarred and the character loses his next Combat Action.

Location's Hit Points reduced to –1 or more

The location has suffered a Serious Wound. The location is permanently scarred and the character loses his next 1D4 Combat Actions.

Limbs: A limb will be rendered useless by a Serious Wound, until the location is restored to 1 hit point or more, or if the character receives First Aid. If a leg is rendered useless, the character drops prone.

Humanoid Hit Location

D20	Hit Location
1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head



Ranged Attack Situational Modifiers

Type	Situation	Skill Modifier
Wind¹	Strong wind	–10%
	High wind	–20%
	Fierce wind	–40%
	Hurricane	automatic failure
Target Movement¹	Target has moved 10m or more since attacker's last Combat Action	–10%
	Target has moved 30m or more since attacker's last Combat Action	–20%
Target Visibility¹	Target obscured by smoke, mist or is in partial darkness	–20%
	Target obscured by thick smoke, fog or is in darkness	–40%
Target Size¹	Per 1 SIZ target is under SIZ 5	–10%
	Per 10 SIZ target is above SIZ 20	–10%
Target Condition¹	Target is helpless	+10%
	Target surprised ²	+10%
	Target prone	–20%
Attacker Condition³	Attacker is prone	–20%
	Attacker is underwater ⁴	–20%
	Attacker is on unstable ground	–20%
	Attacker is blinded	–40%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –20% penalty.

² A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

³ Attacker condition modifiers are cumulative.

⁴ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Abdomen, Chest or Head: A character with either the Abdomen, Chest or Head suffering a Serious Wound must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid.

Location's Hit Points reduced to a negative score greater than its starting Hit Points

The location has suffered a Major Wound. The location is permanently scarred and the extent of the injury may well permanently maim or kill the character.

Limbs: A limb will be either severed or mangled by a Major Wound. The character drops prone and must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

Abdomen, Chest or Head: A character with either the Abdomen, Chest or Head suffering a Major Wound must immediately make a Resilience test or die. If the character lives, another Resilience test must be made to stay conscious. Both tests will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to *half* the

character's CON+POW, the character dies from blood loss, shock and internal injuries.

One Useless or Missing Arm

A character that has one arm rendered useless drops anything held in that arm's hand. The character may not use any weapon that requires two hands, such as great axes or bows. They also suffer a –20% penalty to any Skill that normally relies upon using two arms or hands, such as Athletics tests to swim or Boating tests to paddle.

Two Useless or Missing Arms

A character that has both arms rendered useless drops anything held in either arm's hand. The character may not use any weapon. Most Skills based on STR or DEX are impossible, though some (such as Athletics and Dodge) only suffer a –30% penalty.

One Useless or Missing Leg

A character that has one leg rendered useless may only stumble along. This halves their Movement score. They also suffer a –10% penalty to any Skill that relies upon physical mobility, such as Athletics, Dodge, Stealth and Weapon skills.



Two Useless or Missing Legs

A character that has both legs rendered useless may only crawl – their Movement is reduced to 1 metre and they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a –30% penalty.

Knockback

Knockback can occur when a character is hit by ranged or close combat attacks.

Knockback occurs after Reactions have been completed, but before armour points are deducted from the attack's damage. If the damage at this point exceeds the target's SIZ, the target is knocked backwards 1 metre by the force of the attack.

For every five full points the damage exceeds the target's SIZ, they are knocked back an additional metre.

A character that suffers from Knockback must also succeed at an Acrobatics test or fall prone.

If a character is knocked back into a wall or other solid object, he must make a Dodge Skill test or suffer 1D4 damage to a random hit location as they slam into the obstruction.

If the character who caused the damage did so as part of a Charge Combat Action, the distance the target is knocked back is doubled.

Mounted characters suffering from Knockback can add the SIZ of their mount to their own if they make a successful Riding Skill test. If this roll is failed, only the character's own SIZ is used and any Knockback will cause him to be knocked off his mount.

Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

Gain a single bonus Close Combat Attack action. This bonus attack may not be a precise attack and suffers a –20% penalty to the relevant Weapon or Shield Skill.

Mounted Combat

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.

A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

A mounted warrior has a +20% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted warrior is prohibited from using weapons dependent on a 2H Weapon skill, Polearm or Staff while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Hit Locations in Mounted Combat

Unless a mounted combatant is using a weapon dependent on the Spear skill, re-roll the location for all Leg hits by mounted attackers against opponents on foot.

Unless a footsoldier is using a weapon dependent on the Spear, Polearm or a 2H Weapon skill, re-roll the location for all Head hits by footsoldiers against mounted combatants.

Unarmed Combat

If an unarmed attack is parried by a crafted or natural weapon, the attacker will immediately suffer the rolled damage of the parrying weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

Natural Weapons

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

Grappling

A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes an Unarmed Skill test to the target's Unarmed skill, Shield skill or Dodge skill (target's choice). The attacking and defending players then look up their results on the Grapple Table.

Impasse: The attacker has achieved a partial hold. The defender is not considered grappled but the attacker gains a +20% modifier on his next combat skill test against the defender.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The grapple attempt is successful and the two combatants are now grappling.

Attacker may Immobilise or Throw Defender: The grapple is a phenomenal success. The two combatants are now grappling and the attacker may immediately follow up on this success by attempting a free Throw or Immobilise manoeuvre.



Grapple Table

Defender's Result	Attacker's Result			
	<i>Critical</i>	<i>Success</i>	<i>Fail</i>	<i>Fumble</i>
<i>Critical</i>	Impasse.	Grapple fails.	Grapple fails. Defender may Riposte	Grapple fails. Defender may Riposte. Attacker rolls on Natural Weapons Fumble Table.
<i>Success</i>	Grapple succeeds.	Impasse.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
<i>Fail</i>	Grapple succeeds. Attacker may Immobilise or Throw defender.	Grapple succeeds.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
<i>Fumble</i>	Grapple succeeds. Attacker may Immobilise or Throw defender. Defender rolls on appropriate Fumble Table.	Grapple succeeds. Defender rolls on appropriate Fumble Table.	Grapple fails. Defender rolls on appropriate Fumble Table.	Both combatants roll on Appropriate Fumble Table.

Defender may Riposte: The grapple fails badly. The attack is considered to have missed. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of. See above.

Martial Arts

A character with Martial Arts may use his Martial Arts Skill rather than any other skill in the grapple rules.

Grappling Combatants

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a -20% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions

Break Free: To break out of a grapple, the character makes a grapple attempt, designating himself as the defender. The character may only use the Unarmed Skill or a Natural Weapon skill in this case. Compare the opposed results on the Grapple table – a result of ‘grapple fails’ means the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: While immobilised, enemies are considered helpless. It takes a successful Unarmed skill test to immobilise an opponent – this test suffers a penalty equal to the opponent’s DEX+STR. An immobilised character may only use his Combat Actions to attempt to escape. Escape requires a successful Unarmed skill test with a penalty equal to the opponent’s STR+SIZ.

Inflict Pain: It takes a successful Unarmed Skill test to inflict pain – this test suffers a penalty equal to the opponent’s DEX+CON. If this skill test succeeds, the damage is 1D6 + damage modifiers and applies to a random location.

Throw: It takes a successful Unarmed Skill test to throw an opponent – this test suffers a penalty equal to the opponent’s DEX+SIZ. If this skill test succeeds, the opponent is thrown 2 metres and suffers 1D6 damage, applied to a random location. The grapple ends in this case.

Hero Points

Hero points can be used in a variety of ways. One Hero Point is deducted from the character’s total every time one of the following options is taken.

Second Chance: A character can re-roll any dice roll that affects his character. This can be a skill test, damage roll or anything else that has some effect on him.

Glancing Blow: A character who suffers a Major Injury may spend a Hero Point and downgrade that injury to a Serious Injury. This simultaneously reduces the damage so that it is at a negative score equal to its starting hit points.

Luck of the Heroes: A Hero Point may be spent to alter the storyline of the current scenario in some minor way. This may only be done with the approval of the Games Master and allows a character to become truly lucky for a short period of time.

Legendary Abilities: The character may spend Hero Points to acquire a Legendary Ability he has qualified for.



Combat Fumbles

Close Combat Fumble Table

1D20	Result	Effect
1-3	Falter	Lose next Combat Action.
4-6	Drop Weapon	Weapon falls 1D4 metres away.
7-9	Lose Balance	Lose next 1D3 Combat Actions.
10-12	Damage Weapon	Weapon takes damage from opponent's parrying weapon. Else weapon strikes an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Stumble	Trip and fall prone. Forfeit next 1D3 Combat Actions. All defensive actions at a -20% penalty.
15-16	Lose Armour	Roll for hit location to determine where the armour fell from. If not armoured, roll again.
17	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, hit self instead.
18	Unlucky	Roll twice on this table.
19	Break Weapon	The weapon strikes the ground, a wall, or a similar surface capable of causing damaging. The weapon takes 1D10 points of damage, plus the user's Damage Modifier, but reduced by the AP of the weapon. Roll three times.
20	Hit Self	Inadvertently hit own hit location for normal rolled damage, plus Damage Modifier.

Natural Weapon Fumbles Table

1D20	Result	Effect
01-03	Hesitate	Lose next Combat Action.
04-06	Numb Limb	Limb is temporarily paralysed until a successful Resilience roll is made, starting next Combat Action.
07-09	Entangle Self	Lose next 1D3 Combat Actions.
10-12	Damage Limb	Limb is injured from striking opponent's parrying weapon, armour or an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Sprawl	Trip and fall prone. Forfeit next 1d3 Combat Actions. All defensive actions at a -20% penalty.
15-16	Break Limb	Limb is reduced to -1 hit points (a Serious Wound).
17-18	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, damage is done to self instead from wrenching a random location.
19	Fated	Roll twice on this table.
20	Cursed	Roll three times on this table.

Ranged Weapon Fumbles Table

1D20	Result	Effect
1-2	Disoriented	Attacker loses next Combat Action.
4-6	Drop Weapon	Weapon falls 1D2 metres away.
7-9	Snare Weapon	Lose next 1D3 Combat Actions.
10-12	Lose Weapon	Weapon string either snaps or weapon is lost when thrown.
13-14	Damage Weapon	Weapon when fired or thrown suffers rolled damage to itself.
15-16	Hit Ally	Accidentally strike a nearby companion for normal rolled damage.
17-18	Misfire	Inflict normal damage on self.
19	Bedevilled	Roll twice on this table.
20	Damned	Roll three times on this table.



Rune Magic

Magic Points

All characters start play with Magic Points equal to their POW Characteristic score. A character's POW score also acts as a maximum limit for the amount of Magic Points a character can store at any one time.

Regaining Magic Points

Characters will automatically regain Magic Points equal to their POW every 10 hours. They will regain this amount in 5 hours if they are fully resting.

Rune Integration

Once a rune has been found, a character must integrate with it, making its power his own. This is done simply by spending one hour with the rune in relative peace and solitude, and then succeeding at a Persistence test.

If this test is failed, the character will not be able to attempt to integrate that specific rune again (though he could try with another rune of the same type).

If the test is succeeded, the character has integrated the rune and is said to be Rune Touched. He permanently loses one point of POW and no one else will be able to integrate with the rune until he dies.

The newly Rune Touched character gains the skill Runecasting (appropriate to the integrated rune) at its basic Characteristic-derived score (POW+CHA).

As long as the integrated rune is in the physical possession of the Rune Touched, he gains its runic power. As long as the integrated rune is being held by the Rune Touched, he may attempt Rune Magic linked to that rune.

Runes may not be removed once integrated.

Runic Powers

Once a character has integrated with a rune, he immediately gains its runic power, a bonus that the Rune Touched enjoys.

Learning Runecasting

Once the character has learnt a Runecasting skill, he may develop it just like any other Advanced skill.

Learning Rune Magic Spells

Every spell in rune magic is graded by its Magnitude, a score that indicates its relative power. Magnitude 1 spells are the weakest and easiest to learn. Learning a spell takes one day per point of Magnitude and will cost the following.

Learning Rune Magic Spells

Magnitude	Cost	Time to Learn
1	100 silver	1 day
2	200 silver	2 days
3	400 silver	3 days
4	800 silver	4 days
5	1,600 silver	5 days
6	3,200 silver	6 days
7	6,400 silver	7 days
8	12,800 silver	8 days
+1	×2	+1 day

Casting Spells

A character must be able to hold his runes in his hands and be able to chant in order to cast a spell. A character may only hold the runes he requires for the spell he is casting.

Whenever a spell is cast using rune magic, there will always be a sight and sound automatically detected by any creatures within ten metres times the Magnitude of the spell.

In order to successfully cast the spell, a character must succeed in the appropriate Runecasting test.



Casting Situational Modifiers

Situation	Skill Modifier ¹
Spellcaster is unable to hold runes	Automatic Failure
Spellcaster is gagged or silenced	Automatic Failure
Spellcaster is restrained (but still able to hold runes)	–30%
Spellcaster is prone	–20%
Spellcaster is on unstable ground	–20%
Partially obscured target	–20% ²
Heavily obscured target	–40% ²
Totally obscured target	Automatic Failure

¹ These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by –40%.

² These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

If the Runecasting test succeeds, a number of Magic Points are deducted from the spellcaster's total equal to the Magnitude of the spell. The spell then takes effect normally.

If the Runecasting test fails, the spell does not take effect and the character still loses the Magic Points.

Critical Success

A critical success on a Runecasting test means that the spellcaster has been able to control the flow of the rune magic particularly effectively. The character loses one Magic Point less than normal for casting the spell (so a Magnitude 2 spell costs 1 Magic Point and a Magnitude 1 spell is free) and any attempts to resist or counter the spell suffer a –10% penalty.

Fumble

A fumble on a Runecasting test means that the spellcaster has been unable to control the flow of the rune magic. Rather than losing a single Magic Point for failing to cast the spell, the spellcaster loses a number of Magic Points equal to its Magnitude.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More powerful spells take longer to cast as the character seeks to harness the power of the runes. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions it takes to cast the spell.

A spell's effect takes effect at the end of its last casting Combat Action. Spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed of his runes, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

Dismissing Spells

As a single Combat Action, a caster can dismiss any Permanent spell(s) he has cast. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

Overcharging Spells

It is possible to feed more Magic Points into the casting of a spell than is normally required, empowering the spell above and beyond its normal parameters. The decision as to whether to overcharge a spell is made before the casting Runecasting test is made.

For every additional Magic Point the spellcaster decides to spend on the spell, apply a –5% penalty to the Runecasting test and any Persistence tests required due to distractions or damage during the casting period.

If the spell is successfully cast, every additional Magic Point expended in casting a spell above and beyond its normal Magic Point requirement has all the following effects:

- ✦ The spell's Magnitude is considered to be one higher for the purposes of countering it with spells such as Counter-magic or Dispel Magic.
- ✦ If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.
- ✦ If the spell possesses the Duration trait, its duration is increased by +1.

If the spellcasting fails, the spellcaster loses 1 Magic Point (as normal), plus one Magic Point for every additional Magic Point the intended spell was overcharged by.

Spell Traits & Descriptions

The traits used by spells are detailed below.

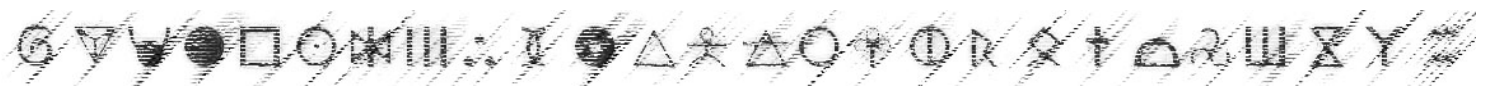
Area (X): The spell affects all targets within a radius specified in metres.

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.



Runic Powers

D100 Roll	Rune	Symbol	Runic Power
01–04	Air	☰	Rune Touched reduces damage from falling by half and adds +10% to Athletics skill when jumping.
05–09	Beast	☷	Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Animal) and Resilience.
10	Chaos	☹	Any spells with the Instant trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
11–13	Cold	❄	Rune Touched ignores negative effects from exposure to cold environments.
14–17	Communication	✉	Rune Touched gains +10% to Influence skill and gains new Language skill.
18–20	Darkness	●	Rune Touched gains Dark Sight and +10% to Stealth skill.
21–22	Death	†	An opponent suffering a Major or Serious Injury inflicted by the Rune Touched's close combat attack suffers a –10% penalty to Resilience tests to stay conscious or avoid death.
23–25	Disorder	⚔	Rune Touched adds +2 to all Strike Rank rolls.
26	Dragon	⚡	Rune Touched gains +20% to Resilience.
27–28	Dragonewt	⚡	Rune Touched will reincarnate as a dragonewt upon death.
29–32	Earth	☷	Rune Touched gains +1 to STR, CON and SIZ.
33–36	Fate	✳	Rune Touched may re-roll one dice roll each day.
37–40	Fertility	✂	Rune Touched heals and recovers in half the normal time.
41–44	Fire	☼	Rune Touched reduces damage from fire, magical or otherwise, by half.
45–47	Harmony		Rune Touched may grant a single ally +20% to a single skill test, once per day.
48–50	Heat	☼	Rune Touched ignores negative effects from exposure to hot environments.
51–52	Illusion	∴	Rune Touched gains Disguise skill and +5% to Sleight and Stealth skills.
53–54	Infinity	∞	Rune Touched doubles the duration of all spells with the Duration trait.
55	Law	Δ	Any spells with the Permanent trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
56–58	Light	◯	Rune Touched gains Night Sight and +10% to Perception skill.
59–62	Luck	℣	Rune Touched may re-roll one dice roll each day.
63	Magic	℞	Rune Touched gains +5% to all Runecasting skills.
64–67	Man	♂	Rune Touched gains +1 to DEX, INT and CHA.
68–69	Mastery	⚔	Rune Touched gains +10% to all opposed tests.
70–72	Metal	Δ	Rune Touched's iron close combat weapons gains +1 damage, but only when wielded by the Rune Touched.
73–74	Moon	☾	Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
75–77	Motion	♈	Rune Touched's Movement increased by +1m.
78–81	Plant	♂	Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Plant) and Resilience.
82–84	Shadow	●	Rune Touched gains +10% to Sleight and Stealth skills.
85–87	Spirit	✂	Any spells that target spirits cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
88–90	Stasis	◐	Rune Touched is unaffected by Knockback, though they may still cause it themselves.
91–92	Trade	℥	Rune Touched gains +10% to Evaluate and Lore (World) skills.
93–94	Truth	Υ	Rune Touched gains +10% to Perception and Persistence skills.
95–96	Undead	☠	Any spells that target undead cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
97–00	Water	☵	Rune Touched's Athletics skill is considered to be +50% when swimming.



Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to hold the runes, chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): Resistance is an opposed test between the spell caster's skill with the spell and the target's skill as indicated in the spell description. If a spell has been overcharged and the target succeeds in the opposed test but has the lower roll, the spell takes effect only at its base value; the additional Magnitude of the spell is successfully resisted. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to Dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Runes

This entry shows the runes a character must have integrated to learn the spell. These runes must be held in order to cast the spell. The italicised rune is the Runecasting skill used to cast the spell.

Magical Defence

Any target, whether they have integrated a rune or not, can spend Magic Points in order to increase their chance to avoid the effects of a spell with the Resist trait. Every Magic Point spent in this way grants a +5% bonus to the target's Resist test.

Rune Magic Spells

Babel

CASTING TIME 1, DURATION 5, MAGNITUDE 1, RANGED, PROGRESSIVE, RESIST (Persistence)

Runes: Communication, *Disorder*

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most

part, act normally, but anything it says comes out as gibberish.

Befuddle

CASTING TIME 1, DURATION 5, MAGNITUDE 2, RANGED, RESIST (Persistence)

Runes: *Disorder*, Man or Beast

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

Possession of the Man rune is required for this spell to be effective against humanoids and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Bestial Enhancement

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Beast*

The target's Unarmed attacks are considered natural weapons and for every point of Magnitude, it increases the chance to hit with the target's natural weapons by +5% and they deal one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non-magical.

Bladesharp

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Metal*

This spell can be cast on any weapon with a blade. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of Bladesharp cannot benefit from Fireblade.

Bludgeon

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Metal*

This spell can be cast on any crushing or smashing weapon, such as a warhammer, club or mace. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical.



Countermagic Shield Results

Incoming Spell's Magnitude is ...	Effect
2 or more points weaker than Countermagic Shield's Magnitude	Incoming spell eliminated and Countermagic Shield remains.
Equal to or within 1 point of Countermagic Shield's Magnitude	Both incoming spell and Countermagic Shield eliminated.
2 or more points stronger than Countermagic Shield's Magnitude	Countermagic Shield eliminated and incoming spell takes effect.

Clear Path

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Plant*

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

Co-ordination

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Motion*

For every point of Magnitude of this spell, the target's DEX score increases by +2. A target cannot have its DEX increased in this way to more than twice its original DEX score.

Countermagic

CASTING TIME 1, INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Magic*

Countermagic is only ever used as Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Countermagic Shield

CASTING TIME 3, DURATION 10, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Stasis, Magic*

Once cast on a subject, the Countermagic Shield will attempt to block the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Countermagic Shield depend on the relative Magnitude of both itself and the incoming spell – see the Countermagic Shield Results table for more details.

Cover of Night

CASTING TIME 1, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Shadow*

This spell grants the target a +10% bonus on all Stealth tests per point of Magnitude and also provides them with the benefit of being partially obscured.

Darkwall

CASTING TIME 2, DURATION 5, MAGNITUDE 2, RANGED, AREA 5

Runes: *Darkness*

Light sources within this area shed no light and normal sight ceases to function. Other senses such as a bat's sonar function normally.

If the caster also possesses the Movement rune, he may move the Darkwall one metre per Combat Action. If this option is chosen, the spell gains the Concentration trait.

Demoralise

CASTING TIME 1, DURATION 5, MAGNITUDE 2, RANGED, RESIST (Persistence)

Runes: *Disorder*

The target of this spell has all Weapon skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

CASTING TIME 1, Concentration, MAGNITUDE 1, RANGED

Runes: *Truth*

This is actually several spells, though they all operate in a similar fashion, which allow the caster locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Countermagic Shield, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic Shield. The separate Detect spells are listed below.

Detect Enemy: Gives the location of one creature who intends to harm the caster.



Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.

Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Duck, Detect Rhino and Detect Trollkin.

Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

Dispel Magic

CASTING TIME 2, INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Disorder, Magic*

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

Disruption

CASTING TIME 1, INSTANT, MAGNITUDE 1, RANGED, RESIST (Resilience)

Runes: *Disorder*

Disruption literally pulls a target's body apart. The target will suffer 1D3 points of damage to a random hit location, ignoring any armour points.

Dragon Breath

CASTING TIME 1, INSTANT, MAGNITUDE 1, RANGED, RESIST (Dodge)

Runes: *Dragon*

With this spell, the caster spits a stream of fire at his target. If the fire is not dodge, it inflicts 1D8 points of heat damage. Armour points are effective against this damage and it counts as both magical and fire damage.

Oullblade

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Metal*

This spell can be cast on any weapon but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the target weapon by one.

Emotion

CASTING TIME 2, DURATION 5, MAGNITUDE 3, RANGED, RESIST (Persistence)

Runes: *Moon*

If the caster is able to affect the target with this spell, he can cause the target to feel whatever emotion he desires.

Endurance

CASTING TIME 2, INSTANT, MAGNITUDE 1, PROGRESSIVE, TOUCH, TRIGGER

Runes: *Fertility*

For every point of Magnitude, this spell will restore one level of Fatigue the target is currently suffering from.

Extinguish

CASTING TIME 1, INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Air*

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

Fanaticism

CASTING TIME 1, DURATION 5, MAGNITUDE 1, RANGED

Runes: *Law*

The target of this spell will have all close combat Weapon skills increased by +20% but may not attempt to parry or cast spells. The target will also have its Dodge skill halved. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

Fate

CASTING TIME 2, INSTANT, MAGNITUDE 1, PROGRESSIVE, TOUCH, RESIST (Persistence)

Runes: *Fate*

This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase *or* decrease the target's next skill test by 10% for each point of the spell's Magnitude. Only the next skill test made after the spell's casting is affected.

Firearrow

CASTING TIME 1, MAGNITUDE 2, TOUCH, TRIGGER

Runes: *Fire*

Casting this spell on a missile weapon will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.



Fireblade

CASTING TIME 3, DURATION 5, MAGNITUDE 4, TOUCH

Runes: *Fire*

For the duration of the spell, this weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Blade-sharp.

Frostbite

CASTING TIME 1, INSTANT, MAGNITUDE 3, RANGED, RESIST (Resilience)

Runes: *Cold*

This attack spell allows the caster to freeze his opponent, dealing 1 point of damage to all hit locations, ignoring any armour points. Magical effects that protect against cold damage can block this effect, but mundane items are ineffective.

Glamour

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Harmony*

For every point of Magnitude of this spell, the target's CHA score increases by +2. A target cannot have its CHA increased in this way to more than twice its original CHA score.

Golden Tongue

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Trade*

The touched creature gains a bonus to any opposed Evaluate or Influence test equal to $5 \times$ the Magnitude of the spell. This bonus only applies when a character is evaluating, buying or selling goods or equipment.

Good Fortune

CASTING TIME 2, Concentration, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Luck*

For as long as the caster maintains concentration, every target gains a +10% bonus to any skill tests he is called upon to make. For every point of Magnitude, one person can targeted by the spell.

Hand of Death

CASTING TIME 1, DURATION 1, MAGNITUDE 5, RESIST (Resilience), TOUCH, TRIGGER

Runes: *Death*

If he succeeds in casting the spell, his hand is charged with the spell. The Duration of the spell refers to the amount of time the hand may remain 'charged' before the spell simply expires. Once the effect has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the hit location touched immediately suffer enough damage to cause a Major Wound. If the Resilience test is a success, the target only loses a single hit point. Armour points do not protect against this damage.

Heal

CASTING TIME 1, INSTANT, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Fertility*

For every point of Magnitude of this spell, the caster can repair one hit point of damage to a hit location of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one hit point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb if accompanied with a successful First Aid test and accomplished within ten rounds of the loss.

A Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.

Ignite

CASTING TIME 1, INSTANT, MAGNITUDE 1, RANGED

Runes: *Fire*

Ignite will set fire to anything flammable within range, creating a Flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

Light

CASTING TIME 1, DURATION 10, MAGNITUDE 1, RANGED, AREA 10

Runes: *Light*

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. The area is considered to be illuminated. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Mindspeech

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Communication*

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.



Mobility

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Motion*

For every point of Magnitude of this spell, the target's Movement score will be increased by one metre.

Multimissile

CASTING TIME 2, DURATION 1, MAGNITUDE 1, PROGRESSIVE, TOUCH, TRIGGER

Runes: *Infinity*

If the spellcaster succeeds in casting the spell, a missile weapon is charged with the spell. The Duration of the spell refers to the amount of time the missile may remain 'charged' before the spell simply expires. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile are magical and will affect creatures who can only be hurt by magic.

Oath of Ordeal

CASTING TIME 2, Concentration, MAGNITUDE 2, RESIST (Persistence), TOUCH

Runes: *Truth*

The target must speak the truth as he knows it while under the effect of this spell, or he will be burned by any metal in contact with his flesh (causing one hit point of damage per Combat Round on the stricken location). This spell may not be resisted, but it will be obvious to the spellcaster if his Oath of Ordeal spell has been resisted.

Pierce

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Stasis*

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes an armoured location. Pierce can go bypass magical armour as easily as normal armour.

Protection

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Earth*

For every point of Magnitude of this spell, one armour point is added to every hit location of the target. This stacks with any existing armour and is treated in the same way.

Repair

CASTING TIME 1, INSTANT, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Metal*

Every point of Magnitude of this spell will repair one hit point of damage to any one non-living target. The marks of repair will remain visible, unless an appropriate Craft test is made at the time of casting.

Second Sight

CASTING TIME 2, DURATION 5, MAGNITUDE 3, RANGED

Runes: *Spirit*

Though it is blocked by anything that blocks normal vision, Second Sight allows the caster to gauge the POW of every creature and magic item within range. The caster will know if each aura created by POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +15% bonus on Perception tests to notice hidden magical items or hiding people. Second Sight will also reveal invisible entities, though only a hazy image will show (treat such targets as partially obscured).

Shimmer

CASTING TIME 1, DURATION 5, MAGNITUDE 1, PROGRESSIVE, RANGED

Runes: *Illusion*

Causing the target's image to blur and distort, every point of Magnitude of this spell causes the target's Dodge skill to increase by +5%.

Skybolt

CASTING TIME 1, INSTANT, MAGNITUDE 3, RANGED, RESIST (Dodge)

Runes: *Chaos*

The caster can summon a lightning bolt from the heavens regardless of the weather. The bolt must strike a target outdoors in plain view. Skybolt inflicts 3D6 points of damage to a single random location, ignoring any armour points.

Slow

CASTING TIME 1, DURATION 5, MAGNITUDE 1, PROGRESSIVE, RANGED, RESIST (Resilience)

Runes: *Movement*

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one metre through use of this spell.



Speedart

CASTING TIME 1, MAGNITUDE 1, TOUCH, TRIGGER

Runes: *Movement*

Cast on a missile weapon, this spell is triggered when it is fired. Attempts to parry or dodge the missile suffer a -5% penalty per Magnitude of the spell and damage is increased by one point per Magnitude. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

Spirit Bane

CASTING TIME 2, DURATION 10, MAGNITUDE 3, TOUCH

Runes: *Spirit, Earth*

Cast on an item (normally a missile or close combat weapon), this spell allows it to temporarily exist both in the real world and the spirit world. As such, the item can affect (and be affected by) spirits. This makes Spirit Bane an invaluable spell for those who would fight ghosts, wraiths and other incorporeal entities.

Spirit Screen

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Rune: *Spirit*

This Rune Magic spell provides the recipient with spiritual armour to protect him from attacks by spirits. Each point of the spell's Magnitude provides one armour point on all locations that only applies against attacks from incorporeal creatures (such as ghosts and wraiths).

In addition, Spirit Screen allows a character to parry spirit attacks and also renders a recipient immune to spiritual domination (though it will not dislodge a currently dominating spirit).

Strength

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Beast*

For every point of Magnitude of this spell, the target's STR score increases by +2. A target cannot have its STR increased in this way to more than twice its original STR score.

Thunder's Voice

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Mastery*

For every point of Magnitude of this spell, the target will have +10% added to its Influence skill. The target's voice may also be heard at up to the spell's Magnitude \times 100 in metres.

Undead Bane

CASTING TIME 2, DURATION 10, MAGNITUDE 1, PROGRESSIVE, AREA 5, RESIST (Persistence)

Runes: *Death*

Any undead attempting to enter the protected area must resist the spell in order to do so. Undead within the zone at the time of its creation must resist it or be compelled to leave as quickly as possible.

Versatility

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Man*

For the duration of the spell, the target may attempt any skill test with a skill score of $10 \times$ the Magnitude of Versatility. Versatility may attempt any skill, with the exception of Magic skills such as Runecasting.

Vigour

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Beast*

For every point of Magnitude of this spell, the target's CON score increases by +2. A target cannot have its CON increased in this way to more than twice its original CON score.

Warmth

CASTING TIME 1, DURATION 10, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Heat*

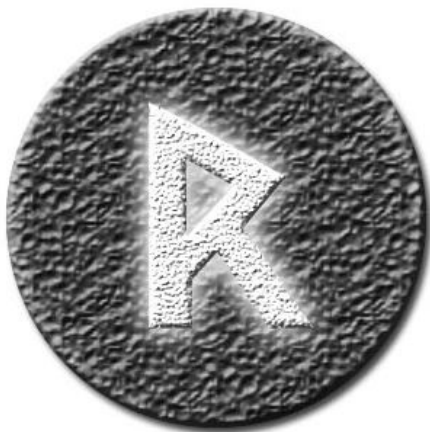
The target suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Warmth also protects the target from one point of cold damage (magical or mundane) for every point of Magnitude.

Water Breath

CASTING TIME 2, DURATION 5, MAGNITUDE 1, PROGRESSIVE, TOUCH

Runes: *Water*

This spell allows the target to breathe water for the duration of the effect. For every point of Magnitude, one additional person can be included in the spell. Water Breath has no effect on the target's ability to breathe air.



Divine Magic

Before a spell can be cast using Divine Magic, the following process must be followed:

- ✧ In order to acquire a particular Divine Magic spell, the caster must possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion.
- ✧ Once the Divine Magic spell has been granted, the character will be ready to try casting it:
- ✧ To cast a Divine Magic spell, the character must make a Lore (Specific Theology) skill test appropriate to the spell in question.
- ✧ If the test succeeds, the spell's effects take place and the spell is lost from the caster's memory.
- ✧ If the test fails, the spell does not take effect – but the spell is not lost from the caster's memory.

Lore (Specific Theology) (Int)

Where Rune Magic relies on a number of Runecasting skills, Divine Magic relies only on only a single Advanced skill – Lore (Specific Theology). Each Lore (Specific Theology) skill concentrates on a specific god or religion.

- ✧ A spell granted by a particular religion must be cast using the appropriate Lore (Specific Theology) skill.
- ✧ Lore (Specific Theology) may also be used to recall knowledge of religious nature, just like the Lore (Theology) skill, though the character will only be able to recall knowledge pertinent to or related to the specified religion.
- ✧ Learning Lore (Specific Theology) requires a character to be at least a lay member of a particular cult. It always counts as a cult skill.

Acquiring Divine Magic

To receive a Divine Magic spell, the character must merely possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion.

Dedicated POW

For every point of the Divine Magic Spell's Magnitude, the character must dedicate a point of POW toward retaining it. If a Divine Magic spell's magnitude would reduce a character's POW to less than 1, it will not be granted to that character.

Dedicated POW is effectively deducted from the character's POW Characteristic for as long as the spell is held by the character.

Acquiring a Divine Magic Spell

Magnitude	Minimum Temple Requirement	Cost	Prayer Time
1	Site	50 silver	1 day
2	Site	100 silver	2 days
3	Shrine	200 silver	3 days
4	Shrine	400 silver	4 days
5	Minor Temple	800 silver	5 days
6	Minor Temple	1,600 silver	6 days
7	Major Temple	3,200 silver	7 days
+1	Major Temple	×2	+1 day

When the spell is successfully cast or released, the Dedicated POW is immediately returned to the caster.

Once Only

Each Divine Magic spell may be cast only once.

Limitations

A character may not store a combined Magnitude of Divine Magic spells that would reduce his POW to less than 1.

A character may not store the same Divine Magic spell twice, even if they are of differing Magnitudes.



Casting Divine Magic

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Divine Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Divine Magic spell requires a successful Lore (Specific Theology) test. If successful, the spell takes effect and the spellcaster's Dedicated POW is immediately restored.

If the casting test fails, the spell does not take effect. However, the Divine Magic spell is not expended – the caster may attempt to cast the spell again.

Only one Divine Magic spell can be cast in a single Combat Round, regardless of how many Combat Actions the caster has.

Magic Points

Divine Magic does not cost any Magic Points when it is cast, unless the caster chooses to overcharge the spell.

Casting Modifiers

Divine Magic spellcasting tests apply the same modifiers as Rune Magic spellcasting tests. In addition, the following modifiers may apply:

- ✖ Spellcaster is within an area Consecrated to his god: +10% per point of the Consecrated area's Magnitude.
- ✖ Spellcaster is within an area Consecrated to another god: –10% per point of the Consecrated area's Magnitude.

Casting Critical Successes

A critical success on a Divine Magic spellcasting test does not reduce its Magic Point cost. However, any attempts to resist or counter the spell do suffer a –10% penalty.

Casting Fumbles

Not only does the spell fail, it is lost as well. The divine spellcaster must pray to regain the spell.

Casting Time

Divine Magic spells always take only a single Combat Action to cast.

Dismissing Divine Magic Spells

A caster can dismiss any Permanent or Duration Divine Magic spell(s) he has cast as a single Combat Action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

A character may also release a Divine Magic spell from themselves as a Combat Action. This immediately releases the spell from their psyche, harmlessly dissipating the divine energy without effect and restoring the character's Dedicated POW.

Overcharging Divine Magic Spells

The divine spellcaster expends their own Magic Points in order to boost the spell and a –5% penalty is applied to the Lore (Theology) test for every Magic Point spent in this way.

If the Divine Magic spell is successfully cast, every Magic Point expended in casting the spell has *all* the following effects:

- ✖ If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.
- ✖ If the spell possesses the Duration trait, its duration is increased by +1.
- ✖ Note that a character cannot pick and choose from the above list – all of the effects will automatically occur if appropriate.
- ✖ If the spellcasting fails, the caster loses the Magic Points invested into overcharging the intended Divine Magic spell.

Splitting Magnitude

Divine Magic allows the caster to 'split' a spell's Magnitude into multiple spells. For instance, if the caster knows the Absorption spell at Magnitude 3, he may choose to cast it as a single Magnitude 3 spell, or he may split it into three Magnitude 1 Absorption spells, or one Magnitude 1 and one Magnitude 2 Absorption spell.

If a character chooses to split his Magnitude in this way, he will regain Dedicated POW in increments as each Magnitude is expended.

A Divine Magic spell may not be 'topped up' by popping back to a temple and praying. A Divine Magic spell must be entirely expended – every point of Magnitude purged from the character's mind – before it may be reacquired through prayer.

The Power of Divine Magic

When in a direct contest with other forms of magic, Divine Magic is considered to have double its normal Magnitude.

Spell Traits & Descriptions

The traits used by Divine Magic spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. The caster does not regain Dedicated POW until he ceases concentrating on the spell.



Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW \times 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Cult: The type of cult that offers this spell to its worshippers. If the cult is listed as 'All', the spell is a utility spell available in all cults. The cult's description will help determine which spells should or should not be available.

Absorption

DURATION 15, MAGNITUDE 1, PROGRESSIVE, TOUCH

Cults: Earth, Night

This spell absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Magic Points which are then available to the target. Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Absorption depend on the relative Magnitude of both itself and the incoming spell – see the Absorption Results table for more details. Any spell absorbed by this spell is cancelled and has no effect.

Absorption Results

Incoming Spell's Magnitude is ...	Effect
Equal to or weaker than Absorption's Magnitude	Incoming spell absorbed and Absorption remains.
1 or more points stronger than Absorption's Magnitude	Absorption eliminated and incoming spell takes effect.

A character may not accumulate more Magic Points than his POW while Absorption is in effect – excess Magic Points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

Berserk

DURATION 15, MAGNITUDE 2, TOUCH

Cults: Beasts, War

The recipient of this spell is overcome with bloodlust, causing him to disregard his own safety and loyalties but imbuing him with tremendous stamina and combat ability.

The recipient will automatically succeed any Resilience test for the duration of the spell. The recipient also automatically succeeds at any Fatigue tests and cannot be rendered unconscious. The Close Combat skills of the recipient receive a +50% bonus for the spell's duration.

However, the subject may not parry, dodge or cast any magic spells while under the influence of Berserk. Normally, the recipient remains in the Berserk state for the entire 15 minute duration of the spell, but Games Masters may allow a Berserk character to shake off the effects with a Difficult (–20%) Persistence test. At the end of the spell, the recipient immediately drops two Fatigue levels.

Berserk may not be combined with Fanaticism – Berserk will always take precedence in such cases.

Breathe Water

DURATION 15, MAGNITUDE 2, TOUCH

Cults: Sea, Water

This spell allows an air-breathing creature to breathe water for the spell's duration (the subject will still be able to breathe air as well). It may also be used upon a water-breathing creature to allow it to breathe air.

Consecrate

PERMANENT, MAGNITUDE 1, PROGRESSIVE, AREA Special

Cults: All

This spell is as much a part of a temple's foundation as is its cornerstone, but may actually be cast almost anywhere. It creates a sphere with a radius of ten metres per point of Magnitude. The consecrated sphere is sacred to the spellcaster's god. Consecrate by itself does nothing to keep outsiders at bay, but the caster of the spell will know immediately if a spell, spirit or someone who is not a lay member of his cult crosses the boundaries of the Consecrate spell.

While within the area of a Consecrate spell, an initiate of the same religion gains a bonus to Lore (Specific Theology) tests made to cast Divine Magic spells. Initiates of other gods suffer a penalty to such tests.

This spell requires one hour per point of Magnitude to cast. For more information on Consecrate's use in temples, see the Temples chapter.

Dismiss Magic

INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: All

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with



the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells currently affecting it eliminated. The caster can also target Dismiss Magic against a single specific spell.

As long as Dismiss Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Dismiss Magic may be fired as a Reaction, but only when another spell is cast within Dismiss Magic's Range that the character wishes to counter. A successful Dismiss Magic disrupts the other spell and nullifies it.

Excommunicate

PERMANENT, MAGNITUDE 5, RESIST (Persistence), TOUCH

Cults: All

This spell severs the mystical link an initiate enjoys with his god, causing the target of the spell to immediately and permanently lose all Divine Magic from the caster's cult. The target will never again be able to learn or use Divine Magic spells from the cult, though it will still be able to use Lore (Specific Theology) for purely academic purposes.

This spell must be cast by a Rune priest and takes one hour to cast.

Exorcism

CONCENTRATION, MAGNITUDE 3

Cults: All

By means of this spell, a divine spellcaster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The spellcaster must be open to the spirit world in order to cast this spell – he may not be shielded by a Spirit Block, Spirit Screen, Spirit Resistance or similar effect.

In theory, exorcism is quite simple. The exorcist and the possessing spirit engage in a series of opposed Persistence tests. The exorcist gains a +30% bonus to these tests. Either may use Magic Points to boost their Persistence by +10% per point expended, but this bonus only lasts for a single test.

As soon as the exorcist accumulates enough successes to equal the possessing spirit's POW, the spirit is ousted from the host body and may not re-enter it for a period equal to the exorcist's POW in days. The wise exorcist will ensure that he has sufficient wards and protections ready to be used, as the spirit will likely be vengeful.

This is a dangerous spell to cast, as if the possessing spirit accumulates enough successes to equal the exorcist's POW, the victorious spirit may automatically 'jump' from its current body into the exorcist's.

Extension

DURATION Special, MAGNITUDE 1, PROGRESSIVE

Cults: All

This spell lengthens the duration of any Divine Magic spell with the Duration trait. Extension, and the spell it is extending, are cast simultaneously by the caster – this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Round.

If the Extension spell fails to cast while the augmented spell succeeds, the augmented spell is not extended and operates normally. If the augmented spell fails to cast while the Extension spell succeeds, the Extension spell is not cast.

Each point of Magnitude of the Extension spell doubles the target spell's duration. Thus, a Magnitude 1 Extension increases Breathe Water's Duration to 30 minutes, a Magnitude 2 increases it to one hour, Magnitude 3 increases it to two hours, Magnitude 4 increases it to four hours, and so on.

Fear

INSTANT, MAGNITUDE 1, RANGED, RESIST (Persistence, see below)

Cults: Chaos, Night

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Fear spell.

Fear Effects

Target fumbles Persistence test: Victim instantly suffers enough hit point damage to its Chest to cause a Major Wound, as its heart stops.

Target fails Persistence test: Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat unless forced to and will use the Run Combat Action whenever possible (unless a faster mode of egress is available).

Target succeeds Persistence test: Victim is shaken and disturbed, suffering a -20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).

Target critically succeeds Persistence test: Victim is unaffected by the spell and cannot be affected by further Fear spells for a number of Combat Rounds equal to its POW.

Find X

DURATION 15, MAGNITUDE 1, RANGED

Cults: All

This is actually several spells, though they all operate in a similar fashion, which allow the caster locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Absorption, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Absorption. The separate Find spells are listed below.



Unlike the Rune Magic Detect spells, the Find spells do not require concentration on the part of the caster – they simply function and alert him to the presence of whatever they are meant to locate.

Find Enemy: Gives the location of one creature who intends to harm the caster.

Find Magic: Gives the location of the nearest magic item, magical creature or active spell.

Find Species: Each Find Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Find Duck, Find Rhino and Find Trollkin.

Find Substance: Each Find Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Find Coal, Find Gold and Find Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode').

Heal Body

INSTANT, MAGNITUDE 1, PROGRESSIVE, TOUCH

Cults: Earth, Fertility

This powerful spell instantly heals a number of hit locations equal to its Magnitude. Each hit location thus healed is restored to its maximum hit points. The caster may choose which hit locations are healed. However, the location must still be functional to be healed – Heal Body will not reattach a severed limb or otherwise heal any Major Wound suffered by the recipient.

Heal Wound

INSTANT, MAGNITUDE 1, TOUCH

Cults: All

This spell heals one Major Wound; the wound's hit location is immediately restored to 1 hit point. This spell will not cause limbs to reattach or regenerate, however.

Illusion (Motion)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This spell is used to animate an illusion and move it as the caster desires. Each point of Magnitude equates to a speed of 1m for the illusion – thus a caster would need a Magnitude 4 Illusion (Motion) spell to approximate the speed of an average human.

Illusion (Odour)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This spell reproduces a single scent. If the spell is of at least Magnitude 3, the caster can create an odour so foul it is incapacitating to those who smell it. Characters smelling the odour must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the smell.

Illusion (Sight)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This spell creates the visual component of an illusion. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Illusion (Sight) spell would create a SIZ 12 illusion.

Illusion (Sound)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This spell creates the sound component of an illusion. The caster must specify the nature and duration of the sound at the time of casting. If the spell is of at least Magnitude 3, the caster can create a sound so loud it is incapacitating to those who hear it. Characters within two metres of the spell must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the sound. If the caster wishes to change the sound, he must cast the spell again.

Illusion (Substance)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This spell adds one SIZ (about four kilograms) of substance to an illusion for each point of Magnitude. For purposes of sustaining physical damage, an illusion has one hit point per SIZ point.

An illusion with substance can be used to deal damage. An illusion of SIZ 1 to 3 inflicts 1D4 damage, an illusion of SIZ 4 to 6 inflicts 1D6 damage, an illusion of SIZ 7 to 9 inflicts 1D8 damage and an illusion of SIZ 10 or more inflicts 1D10 damage.

For an illusion with substance to do damage, it must either be combined with Motion or the target must somehow strike himself with the illusion – walking into an illusory wall of fire, for instance.

Illusion (Taste)

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Moon, Trickster

This illusion creates a single taste covering as much as one SIZ point of material for each point of Magnitude.

Divine Magic and Illusions

If an illusion is cast on a moving object, it will move with the object. An illusion of sound can be used to cover or mask noise and an illusion of taste can be used to conceal the acrid tang of poison and so on. The Illusion Strength table shows some standards for sense-related illusions.



Illusion Strength

Magnitude	Odour	Taste	Sound
1	Rose	Water	Whisper
2	Smoke	Banana	Conversation
3	Perfume	Lemon	Shout
4	Ammonia	Whisky	Explosion

Illusions are an exception to the rule that only one Divine Magic spell can be cast during a given Combat Round. A caster may cast as many Illusion spells as he wishes simultaneously.

Lightning Strike

INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED, RESIST (Dodge)

Cults: Storm

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. If the bolt is not dodged, each point of Magnitude of the spell will cause 1D4 damage, with each D4 applied to a randomly rolled hit location. Armour points are not effective against this damage and it counts as both magical and electrical damage.

Madness

INSTANT, MAGNITUDE 1, RANGED, RESIST (Persistence, see below)

Cults: Chaos, Moon

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Madness spell.

Madness Effects

Target fumbles Persistence test: Victim instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus its POW (minimum of one Combat Round).

Target fails Persistence test: Victim gibbers and raves uncontrollably for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will perform random Combat Actions during this period; Roll 1D6: 1 – Move to close combat attack a random target; 2 – Run in a random direction; 3 – Cast a spell at random target; 4 – Use ranged attack against random target; 5 – Shout at random target; 6 – Change stance.

Target succeeds Persistence test: Victim is shaken and disturbed, suffering a –20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).

Target critically succeeds Persistence test: Victim is unaffected by the spell and cannot be affected by further Madness spells for a number of Combat Rounds equal to its POW.

Mindblast

INSTANT, MAGNITUDE 1, PROGRESSIVE, RANGED, RESIST (Persistence)

Cults: Moon

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. The effect lasts a number of days equal to the caster's current CHA.

Mindlink

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: All

This spell allows the transmission of conscious thoughts, spell knowledge, runes and Magic Points between participants.

Additional points of Magnitude allow multiple sets of people to be linked together, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' character is linked directly to other participants.

Mindlink must be cast upon all participants at the same time and it limited to consenting participants. Any participant in a Mindlink may use the spell knowledge and Magic Points of others they are linked to without consent.

Participants in a Mindlink have a special vulnerability to INT, POW, CHA and morale-affecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to defend themselves individually.

Although participants in a Mindlink share Magic Points and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. A Mindlink participant may cast a spell using a rune one of the other participants has, but only if he himself has the necessary Runecasting skill – Mindlink does not allow sharing of skills.

Any participant may sever their connection to the Mindlink as a Combat Action. If any participant in Mindlink leaves the spell's range, that participant is considered to have left the Mindlink.

Reflection

DURATION 15, MAGNITUDE 1, PROGRESSIVE, RANGED

Cults: Trickster

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell – see the Reflection Results table for more details.

Reflection is incompatible with Absorption, Shield and Spirit Block



Reflection Results

Incoming Spell's

Magnitude is ...

Equal to or weaker than
Reflection's Magnitude

1 or more points stronger
than Reflection's
Magnitude

Effect

Incoming spell reflected
and Reflection remains.

Reflection eliminated and
incoming spell takes
effect.

Regrow Limb

CONCENTRATION Special, INSTANT, MAGNITUDE 2, TOUCH

Cults: Fertility

This spell will cause a limb severed by a Major Wound to regrow, or a if the detached limb is still present, for the limb to reattach itself to its stump.

Regrow Limb takes a number of Combat Actions equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Regrow Limb takes a number of minutes equal to the target's SIZ to regrow a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Resurrect

CONCENTRATION Special, INSTANT, MAGNITUDE 5, TOUCH

Cults: Death, Fertility, Sun

The body of the deceased must be present and must be whole. If the target died due to disease or poison, the ailment must be eliminated or the Resurrect spell will fail.

This spell summons the deceased spirit to approach its former body. The caster of the spell must then engage in spirit combat with the deceased. If the caster defeats the spirit, he can force it back into the body, restoring the individual to life. If the caster loses, the spirit is lost to death.

Resurrect takes a number of minutes equal to the target's totalled Characteristics to take effect, during which time the caster must maintain concentration on the spell. A resurrected character has 0 hit points on all locations.

Resurrect must be cast within a number of days equal to the POW of the deceased. Casting the spell after this point results in the magic automatically failing.

Shield

DURATION 15, MAGNITUDE 1, PROGRESSIVE

Cults: War

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster one armour point on all hit locations and provides a +10% bonus to any tests the caster may make to resist malign magical effects. A Magnitude 4 Shield spell provides the caster with +4 AP to each hit location and a +40% bonus against malign spells, for

instance. These effects are cumulative with other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

Soul Sight

DURATION 15, MAGNITUDE 1, TOUCH

Cults: All

This spell allows the recipient to see the POW aura of anyone he looks at, enabling him to discern that creature's current Magic Points, as well as the nature of any active spells or enchanted items the creature is carrying. It also allows the recipient to see into the spirit world.

Spirit Block

DURATION 15, MAGNITUDE 1, PROGRESSIVE, TOUCH

Cults: All

The recipient of Spirit Block may only be touched by spirits with a POW greater than the spell's Magnitude, squared.

Spirit Block Effectiveness

Spirit Block's Magnitude	Recipient May Only Be Harmed By Spirits With...
1	POW 2 or higher
2	POW 5 or higher
3	POW 10 or higher
4	POW 17 or higher
5	POW 26 or higher
6	POW 37 or higher
7	POW 50 or higher
8	POW 65 or higher
9	POW 82 or higher
10	POW 101 or higher

A spirit unable to touch a Spirit Blocked character will not be able to personally attack or harm the recipient, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Spirit Block is incompatible with Absorption, Reflection and Shield.

Spiritual Journey

DURATION 15, MAGNITUDE 4, TOUCH

Cults: All

This spell shunts the physical form of the recipient into the spirit world. The recipient's corporeal body literally disappears to mundane sight as it moves to coexist with the recipient's spirit.

As a traveller in the spirit world, the recipient automatically gains the effects of Soul Sight for the duration of his Spiritual Journey. However, he will suffer a -40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world.

He may also interact with spirits on a near-equal footing. While on his Spiritual Journey, the recipient has all his usual



Characteristics, skills and Attributes and his equipment functions normally. None of the recipient's physical attacks can harm the mundane world but they will affect spirits.

When the spell's Duration expires, the recipient's body phases back into the real world.

Sunspear

INSTANT, MAGNITUDE 4, RANGED, RESIST (Dodge)

Cults: Sun

This spell will only function in direct sunlight. When cast, a shaft of light two metres wide streaks from the sky to blast a single target, who must be visible to the caster. If the target does not dive out of the way, the blazing light will burn it for 2D6 damage per hit location (roll separately for each location). Armour points are not effective against this damage and it counts as both magical and fire damage.

Sureshot

DURATION 15, MAGNITUDE 1, RANGED

Cults: Hunter

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Unless the wielder of the weapon rolls an automatic failure or a fumble, the missile hits successfully (though it may be dodged or parried). So long as the target is within the maximum range of the weapon, the missile will strike home, regardless of concealment or any other factors. Attempts to parry or dodge the missile suffer a -20% penalty.

Sureshot may not be combined with Firearrow, Multimissile or Speedart – Sureshot will always take precedence in such cases.

True (Weapon)

DURATION 15, MAGNITUDE 3, RANGED

Cults: War

Cast on the specified type of close combat weapon, this spell doubles that weapon's normal damage dice. Other modifiers, such as Damage Modifier, are not affected. The wielder of the weapon should roll the weapon's damage twice and total the result.



SORCERY

Before a spell can be cast using Sorcery, the following process must be followed:

- ✖ The character must first learn the spell through research. In order to learn a particular Sorcery spell, the caster must possess the spell in written form or be taught it by a mentor.
- ✖ Each Sorcery spell is governed by a separate Magical skill. A particular spell's skill is automatically acquired at its basic score when the spell is first learned. This skill may be improved normally through the use of improvement rolls.
- ✖ Once the Sorcery spell has been learned, the character will be ready to try casting it:
- ✖ To cast a Sorcery spell, the character must make a Magical skill test appropriate to the spell in question, for instance, a sorcerer casting Palsy must make a Palsy skill test.
- ✖ If the test succeeds, the spell's effects take place.
- ✖ If the test fails, the spell does not take effect.

Sorcerers are able to manipulate their magic through use of the Manipulation skills. These allow the sorcerer to change the parameters of a spell with each casting. A sorcerer may Manipulate the Magnitude, Range, Duration and Targets of any spell he casts – he may even Combine multiple spells into one casting. It is not necessary to have the Manipulation skills in order to cast Sorcery but without it, the sorcerer is limited to the base parameters of spells.

Acquiring Sorcery

Acquiring Sorcery is an effort of will, intelligence and research. In order to be a sorcerer, all a character need do is learn one Sorcery spell. New Sorcery spells can either be taught by a mentor or discovered through research. In either case, treat the Sorcery spell as a new Advanced skill that must be learned. Thus it takes two improvement rolls to learn any Sorcery spell. Once learnt, the character gains the

specific spell's Magical skill at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practise as well as research.

A sorcerer may only know a maximum number of Sorcery spells equal to his INT Characteristic.

(Specific Sorcery Spell) (Int+Pow)

This skill allows the sorcerer to cast a specific Sorcery spell at its base parameters. Most Sorcery spells share the same base parameters: They have a Magnitude 1, a Duration equal to the sorcerer's POW in minutes, a Range equal to the sorcerer's POW in metres and may only affect a single Target. The Manipulation skills can increase the power of a Sorcery spell beyond these base parameters.

Casting Sorcery Spells

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Sorcery, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Sorcery spell requires a successful skill test, with the Magical skill used being the one directly relevant to the spell. Thus the Palsy skill is used when casting the Palsy spell. If successful, the spell takes effect.

If the casting test fails, the spell does not take effect.

Magic Points

Sorcery spells do not cost any Magic Points to cast. However, if a Manipulation effect is applied to a spell, each effect costs one Magic Point to apply.



Casting Modifiers

Sorcery spellcasting tests apply the same modifiers as Rune Magic tests. In addition, the following modifiers may apply:

Spellcaster is casting two or more spells simultaneously (using the Manipulation (Combine) skill): -10% per spell.

Sorcery spellcasting modifiers apply both to the spell's specific skill and any Manipulations skills applied to the spell.

Casting Critical Successes

If a Sorcery spellcasting test, when compared to the spell's specific skill, results in a critical success, any attempts to resist or counter the spell suffer a -10% penalty.

If a Sorcery spellcasting test, when compared to an applied Manipulation skill, results in a critical success, the Magic Point cost for applying that Manipulation effect is negated.

Casting Fumbles

If a Sorcery spellcasting test results in a fumble, the spell fails and the sorcerer loses 1D6 Magic Points, in addition to the Magic Point loss for any Manipulation effects or overcharging.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More complicated spells take longer to cast as the character seeks to control the spell properly. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions it takes to cast the spell.

A spell's effect takes effect at the end of its last casting Combat Action. Note that spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed of his runes, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

Dismissing Sorcery Spells

Like Rune Magic, a caster can dismiss any Permanent or Duration Sorcery spell(s) he has cast as a single Combat Action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

Overcharging Sorcery Spells

Overcharging a Sorcery spell is superficially similar to overcharging a Rune Magic spell. The sorcerer expends their own Magic Points in order to boost the spell and a -5% penalty is applied to the casting test for every Magic Point spent in this way.

If the spell is successfully cast, every additional Magic Point expended in casting a spell has the following effect:

If the spell possesses the Resist trait, the target's Resist test suffers a -10% penalty.

If the spellcasting fails, the caster loses the Magic Points invested into overcharging the intended Sorcery spell.

Manipulation

These skills may only be initially learnt through research or from a mentor. They are acquired as new Advanced skills and thus cost two improvement rolls each to initially learn. Subsequent improvement of these skills can be done through practise or research.

Manipulation (Magnitude) (Int+Pow)

This skill allows the sorcerer to increase the Magnitude of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D% result is also compared to this modified Manipulation (Magnitude) score. As long as this also results in a success, the spell's Magnitude is increased. The maximum Magnitude to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.

If the Manipulation (Magnitude) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Magnitude of 1.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Magnitude of the spell.

Manipulation (Duration) (Int+Pow)

This skill allows the sorcerer to increase the Duration of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D% result is also compared to this modified Manipulation (Duration) score. As long as this also results in a success, the spell's Duration is increased. The maximum Duration to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.

If the Manipulation (Duration) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Duration equal to the POW of the caster in minutes. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Duration of the spell.

Manipulation (Range) (Int+Pow)

This skill allows the sorcerer to increase the Range of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D100 result is also compared to this modified Manipulation (Range) score. As long as this also results in a success, the spell's Range is increased. The maximum Range to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.



If the Manipulation (Range) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Range equal to the POW of the caster in minutes. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Range of the spell.

Manipulation (Targets) (Int+Pow)

This skill allows the sorcerer to increase the number of targets of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D% result is also compared to this modified Manipulation (Targets) score. As long as this also results in a success, the spell's number of targets is increased. The maximum number of targets the spell can affect is noted in the Manipulating Sorcery Spells table.

If the character is able to affect 5, 10, 15 or 20 targets, the caster may choose instead to affect a 5m, 10m, 15m or 20m radius, respectively, instead of selecting specific targets.

If the Manipulation (Targets) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Target of one person or item. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final number of targets of the spell.

Manipulation (Combine) (Int+Pow)

This skill allows the sorcerer to combine the effects of multiple Sorcery spells in a single casting, so they will affect the target simultaneously. This is one of the more powerful aspects of Sorcery, as it allows a skilful sorcerer to use his Magic Points judiciously and achieve multiple effects within a short space of time.

A spell may not be combined with itself – only different spells may be combined.

The spells must all have the same target or targets. A sorcerer cannot combine a Palsy targeting an enemy and a Spell Resistance targeting himself, for instance.

The Casting Time for combined spells is always equal to the longest Casting Time of the component spells. Thus if a sorcerer combines the casting of the Damage Resistance (Casting Time 2) and Animate Earth (Casting Time 3) spells, the combined spell has a Casting Time of 3.

All skills involved in the spellcasting suffer a –10% penalty per spell (therefore there is a minimum of a –20% penalty, as all combined spells contain at least two spells).

All skills involved in the spellcasting may not exceed the sorcerer's modified score in Manipulation (Combine).

Any Manipulation effects applied to a combined spellcasting apply to each of the spells involved. Only one Magic Point need be spent per Manipulation effect, regardless of the number of spells involved.

Even though the spells are being cast simultaneously, it is quite possible for one spell to succeed while the others fail.

Spell Traits & Descriptions

The traits used by Sorcery spells are detailed below.

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.

Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.

Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Sorcery spell default Duration.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Defaults

Sorcery spells tend to have far fewer traits than other types of magical spell. This is because most Sorcery spells share the same basic qualities: A Duration equal to the character's POW, a Magnitude of 1, a range equal to the character's POW in metres and the default Sorcery spell will only affect one target.

Animate (Substance)

CASTING TIME 3, CONCENTRATION

This spell allows the sorcerer to animate the substance indicated, up to one SIZ for every point of Magnitude. The sorcerer can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The sorcerer's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If combined with the appropriate Form/Set spell (though application of the Manipulation (Combine) skill), the caster can perform much finer manipulation of the object. In this case,



Manipulating Sorcery Spells

Manipulation Score	Magnitude	Duration (in minutes)	Range (in metres)	Targets
1% to 10%	1	POW	POW	1
11% to 20%	2	POW × 2	POW × 2	2
21% to 30%	3	POW × 3	POW × 3	3
31% to 40%	4	POW × 4	POW × 4	4
41% to 50%	5	POW × 5	POW × 5	5 or 5m radius
51% to 60%	6	POW × 6	POW × 6	6
61% to 70%	7	POW × 7	POW × 7	7
71% to 80%	8	POW × 8	POW × 8	8
81% to 90%	9	POW × 9	POW × 9	9
91% to 100%	10	POW × 10	POW × 10	10 or 10m radius
101% to 110%	11	POW × 11	POW × 11	11
111% to 120%	12	POW × 12	POW × 12	12
121% to 130%	13	POW × 13	POW × 13	13
131% to 140%	14	POW × 14	POW × 14	14
141% to 150%	15	POW × 15	POW × 15	15 or 15m radius
151% to 160%	16	POW × 16	POW × 16	16
161% to 170%	17	POW × 17	POW × 17	17
171% to 180%	18	POW × 18	POW × 18	18
181% to 190%	19	POW × 19	POW × 19	19
191% to 200%	20	POW × 20	POW × 20	20 or 20m radius

the animated object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter.

Cast Back

CASTING TIME 2

This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spell-caster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.

Damage Boosting

CASTING TIME 2, TOUCH

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

Damage Resistance

CASTING TIME 2, TOUCH

This spell protects the body of the recipient. Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that

the protected character may still suffer from Knockback if applicable.

Damage Resistance may be combined with the Divine Magic spell Shield or the Rune Magic spell Protection. In either case, incoming damage is compared to the Damage Resistance spell first and only encounters the Shield or Protection spells if the Damage Resistance is bypassed.

Diminish (Characteristic)

CASTING TIME 2, RESIST (Persistence/Resilience), TOUCH

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily applies a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. INT, POW and CHA are resisted with Persistence.

Applying a penalty to POW does not reduce the character's Magic Points, nor will it affect any Dedicated POW.

Note that not all uses of this spell are malign. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas...

Dominate (Species)

CASTING TIME 2, RESIST (Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.



The controlled creature shares a telepathic link with the sorcerer by which it can receive its orders. If the sorcerer and the creature dominated do not share a common language, the sorcerer can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

The original spell must be cast within normal Range parameters but subsequent mental control is calculated in kilometres rather than metres.

Some dominated creatures can be forced into an appropriate binding enchantment.

Enhance (Characteristic)

CASTING TIME 2, TOUCH

There are actually seven Diminish spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the sorcerer to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Applying a bonus to POW does not increase the character's Magic Points.

Fly

CASTING TIME 3, CONCENTRATION, RESIST (Persistence)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. The caster may levitate a number of objects or characters (the caster counting as one of these characters if he so wishes).

A levitated character may not be Overloaded and must have a SIZ Characteristic which is lower than the sorcerer's POW characteristic.

Objects must have an ENC lower than the sorcerer's POW characteristic.

Character or objects moved by this spell have a Movement of 1m. All objects and character moved by this spell move at the spellcaster's behest, not their own.

Each point of the spell's Magnitude may either be used to increase the target's Movement by +1m or to target an additional object or character – but not both. A sorcerer casting this spell at Magnitude 4 may either fly himself with a Movement of 4m, fly himself and a friend with a Movement of 2m each or fly himself and three friends with a Movement of 1m each.

Form/Set (Substance)

CASTING TIME 3, INSTANT

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold

the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The sorcerer must form the entire object and must succeed at an appropriate Craft test but if successful he will restore the full hit points to an item.

This spell can only be used on inanimate substances.

Glow

CASTING TIME 1

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

This spell can be cast on an opponent's eyes if combined with the Manipulation (Range) spell, in which case it also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

Haste

CASTING TIME 1

Each point of Magnitude of Haste adds 1 metre to the Movement rate of the recipient. Every two points of Magnitude also adds +1 to the recipient's Strike Rank.

Hinder

CASTING TIME 1, RESIST (Resilience)

Each point of Magnitude of Hinder subtracts 1 metre from the Movement rate of the target. Every two points of Magnitude also reduces the target's Strike Rank by -1.

Holdfast

CASTING TIME 2, TOUCH

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

Mystic Vision

CASTING TIME 1, CONCENTRATION

This spell allows the recipient to literally see magic. By augmenting the recipient's natural vision, the spell allows him to see a creature's Magic Points, as well as enchanted items with their own Magic Points or spells. The recipient



must be able to actually see the creature or object for this spell to work. Mystic Vision also allows a recipient to see into the spirit world.

The recipient of the spell will only know roughly how many Magic Points an object or creature has (1–10, 11–20, 21–30 and so forth).

By looking at a spell effect, a recipient of Mystic Vision will automatically be aware of its magical origin (divine, rune, mystic). By increasing the Magnitude of Mystic Vision, the caster can learn more about what he is seeing. Compare the Magnitude of Mystic Vision to the Magnitude of any spell that the target is either casting or under the influence of. As long as Mystic Vision's Magnitude exceeds the other spell's, the caster will be able to precisely determine the effects of the perceived spell, including whether it has been overcharged and a mental image of who cast the spell (if it is not obvious).

By looking at an enchanted item, a recipient of Mystic Vision will automatically be aware of its gross magical effects (such as the types of enchantment currently on the item). Each point of Magnitude of Mystic Vision will also determine either the invested POW (and therefore the relevant strength) of a particular enchantment or a particular condition laid upon an enchantment, at the Games Master's choice.

Neutralise Magic

CASTING TIME 1, INSTANT

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any the most powerful spell, it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high), its effects immediately end.

A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Neutralise Magic will not have any spells currently affecting it eliminated.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Palsy

CASTING TIME 1, RESIST (Resilience)

If the caster is able to overcome his target with this spell, he can turn the victim's own nervous system against him. The spell will paralyse one random hit location on the target, provided the spell's Magnitude is greater than that location's hit points. The location should be as if it had suffered a Serious Wound, though no actual hit point loss occurs.

Phantom (Sense)

CASTING TIME 2, CONCENTRATION

The Phantom spells are the sorcerous version of Illusion. Each Phantom (Sense) spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

Sorcerers do not need an additional spell to cause their phantoms to move. The Movement speed for any phantom is equal to its Magnitude. Following are the Phantom (Sense) spells for the five base senses.

Odour

This spell reproduces a single scent. If the spell is of at least Magnitude 6, the caster can create an odour so foul it is incapacitating to those who smell it. Characters smelling the odour must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the smell.

Sample Odour Magnitudes

Magnitude	Example
1	Spring rain
3	A flower
6	Fresh onions
12	Ammonia
20	An irritated skunk

Taste

This illusion creates a single taste covering as much as one SIZ point of material for each point of Magnitude.

Sample Taste Magnitudes

Magnitude	Example
1	Fresh water
3	Potato
6	Fruit
12	Hot pepper
20	Overwhelming taste

Sight

This spell creates the visual component of an illusion. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Illusion (Sight) spell would create a SIZ 12 illusion.

Sample Sight Magnitudes

Magnitude	Example
1	Clear glass
3	Rippling water
6	Stained glass
12	Murky water
20	Opaque



Sound

This spell creates the sound component of an illusion. The caster must specify the nature and duration of the sound at the time of casting. If the spell is of at least Magnitude 6, the caster can create a sound so loud it is incapacitating to those who hear it. Characters within two metres of the spell must make a Resilience test or suffer a -10% penalty to all skill tests until the spell ends or the character gets away from the sound. If the caster wishes to change the sound, he must cast the spell again.

Sample Sound Magnitudes

Magnitude	Example
1	A snake moving in grass
3	Conversation
6	Close shout
12	Loud horn
20	A dragon's bellow

Touch

This spell adds one SIZ (about four kilograms) of substance to an illusion for each point of Magnitude. For purposes of sustaining physical damage, an illusion has one hit point per SIZ point.

An illusion with substance can be used to deal damage. An illusion of SIZ 1 to 3 inflicts 1D2 damage, an illusion of SIZ 4 to 6 inflicts 1D4 damage, an illusion of SIZ 7 to 9 inflicts 1D6 damage, an illusion of SIZ 10 to 14 inflicts 1D8 damage and an illusion of SIZ 15 or more inflicts 1D10 damage.

Sample Touch Magnitudes and Damage

Magnitude	Example
1	Ant crawling on skin
3	Moving water
6	Firm grip
12	Malleable clay
20	Solid rock

Protective Circle

CASTING TIME 3

This spell requires the use of the Manipulation (Combine) skill. It must be combined with Damage Resistance, Spell Resistance, Spirit Resistance or any combination of these three spells. When completed, the Protective Circle will create a sphere-shaped area of protection with a radius equal to the spell's Magnitude. If this spell is cast on the ground (or other immovable place) it cannot be moved. If cast on a vehicle (such as the bed of a wagon) or a person, it will move with the target.

The Protective Circle's perimeter contains the benefits of its combined Resistance spell(s). The Protective Circle only inhibits spells or attacks entering the circle from the outside – attacks or spells originating within the circle are unaffected. Thus a Protective Circle against spirits would block out outside spirits but have no effect on those already inside its perimeter. A Protective Circle against damage or spells would block out incoming attacks/spells but have no effect

on those attacks made within the sphere (including attacks targeting those outside the sphere).

Regenerate

CASTING TIME 3, CONCENTRATION Special, INSTANT, TOUCH

This spell functions much like the Divine Magic spell Regrow Limb, in that it will cause a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum hit points of the limb. This spell will cause a limb severed by a Major Wound to regrow, or a if the detached limb is still present, for the limb to reattach itself to its stump.

Regenerate takes a number of Combat Actions equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Regenerate takes a number of minutes equal to the target's SIZ to regrow a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

(Sense) Projection

CASTING TIME 2, CONCENTRATION

Each (Sense) Projection spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Action equal to the spell's Magnitude at the sorcerer's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the sorcerer can find his target efficiently). Casting another spell through a (Sense) Projection spell requires the use of the Manipulation (Combine) spell, with the additional restriction that the spell's Magnitude may not exceed the (Sense) Projection spell's Magnitude.

Characters using magical vision can see the sensor and attack it if they wish, though it is only vulnerable to magic. Magical weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster in a random hit location.

Sense (Substance)

CASTING TIME 1, CONCENTRATION

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range



of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a campfire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

Shapechange (Species) to (Species)

CASTING TIME 2, RESIST (Resilience), TOUCH

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the caster spends a number of Magic Points equal to the spell's Magnitude at the time of casting, the spell gains the Permanent trait.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).

Skin of Life

CASTING TIME 2, TOUCH

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

Smother

CASTING TIME 2, CONCENTRATION, RESIST (Resilience Special)

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the ambient oxygen supply. If the target succeeds, it may hold his breath as normal. If it fails, it will start drowning in the next Combat Round.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame, Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 will put out an Inferno. Smother has no effect on magical fire or on fire-based creatures.

Spell Resistance

CASTING TIME 2

This spell matches its Magnitude against the Magnitude of any incoming spell. If Spell Resistance's Magnitude is greater than the incoming spell's, the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Spell Resistance, the spell affects the target normally.

Unlike many protective spells, Spell Resistance remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

Spiritual Projection

CASTING TIME 3, TOUCH

Spiritual Projection causes the recipient's soul to leave its corporeal body and manifest in the spirit world. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Spiritual Projection is sometimes used for scouting purposes (as the recipient's spirit can pass through nearly any obstacle) it is usually used to combat or confront spirit world denizens.

The recipient's body remains vulnerable for the Duration of the Spiritual Projection. The soul will always know the direction its host body lies in and the rough range to it in metres, but it cannot use the body's senses. It is quite possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn. It is also possible for a wandering spirit to possess the host body, leaving the wandering soul trapped as a spirit... at least until the spell ends and the soul dies. It is for these reasons that most sorcerers ensure that their bodies are protected by Damage, Spell and Spirit Resistance before casting Spiritual Journey.

As a traveller in the spirit world, the recipient automatically gains the effects of Mystic Vision for the duration of his Spiritual Journey. However, he will suffer a -40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world. The Range of this spell is in kilometres – a recipient may not travel further than this from its host body.

He may also interact with spirits on a similar footing. In fact, the projected soul is considered a spirit for the Duration of the spell. This means that it lacks STR, DEX, SIZ and CON and calculates its Attributes as a spirit does, with the exception of hit points. All DEX-based skills become based on INT, all STR-based skills become based on CHA and all CON-based skills become based on POW for the Duration of Spiritual Projection – plus Dodge, Persistence and Stealth all gain a temporary +10% bonus. Only magical damage or damage originating in the spirit world can harm it and it always causes only its Damage Modifier in damage with close combat or ranged attacks. The travelling soul is immune to any effect requiring a Resilience test. It is also invisible, though not to other spirits.



If a soul's projection is attacked and damaged, its wounds will manifest on its host body. Roll for hit location randomly. However, any injuries incurred will not affect the wandering soul in any way. Only when the soul is reunited with the body will the effects apply.

When the spell's Duration expires, the recipient's spirit must be close to its host body. As long as it is within the spell's Range in metres, the soul and body reunite without any problems. However, a soul that is too far away or has had its body killed or possessed, will begin to suffer. Every minute it is denied from its body, the spirit loses one point of POW, permanently. If POW reaches zero, the soul dies.

Spirit Resistance

CASTING TIME 2

This spell matches its Magnitude against the POW of any spirit that come into contact with the recipient. If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.

A spirit unable to touch a recipient will not be able to personally attack or harm him, including through ranged attacks. A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Tap (Characteristic)

CASTING TIME 3, CONCENTRATION, RESIST (Persistence), TOUCH

There are actually seven Tap spells, one for each Characteristic. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming them into Magic Points for his own use.

The caster must make contact with the target, either physically or through Touch Projection in order to Tap it – therefore the spell cannot be used on incorporeal creatures, such as spirits.

Tap will only work if its Magnitude is equal to or greater than the target's specified Characteristic. Thus a Magnitude 6 Tap Strength spell would only work on targets with a STR of 6 or lower.

Characteristic points lost to Tap are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. No Characteristic may be Tapped below 1.

For each Characteristic point the sorcerer taps, he will gain one Magic Point. The sorcerer is limited in the number of Magic Points he can gain through Tap; the spell can only increase his Magic Points to double his normal limit. A sorcerer may simply Tap a target and dissipate any gained Magic Points.

If the sorcerer gains more Magic Points through Tap than his normal maximum, they will disappear at the rate of one Magic Point per minute once the spell finishes.

Treat Wounds

CASTING TIME 2, INSTANT, TOUCH

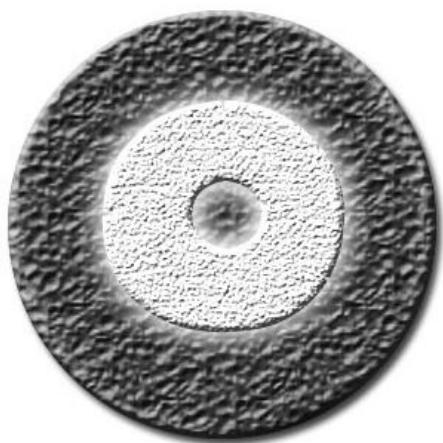
This spell must be cast upon a wounded hit location. It dramatically accelerates the natural healing rate of the target. If the target is wounded in more than one location, the spell must be cast once for each wounded location.

For every point of Magnitude of this spell, the caster can repair one hit point of damage to the hit location. Treat Wounds cannot reattach or regrow a severed limb and will not work on any hit location suffering from a Major Wound.

Venom

CASTING TIME 2, RESIST (Resilience Special), TOUCH

This spell infuses the target's body with a magical poison. The Potency of the poison is equal to the spell's Magnitude \times 5 and is otherwise identical to Lych's Bane Brew (see page 91 of *RuneQuest*), though its effects will only last for the spell's Duration. The target may resist the poison with a Resilience test, as normal.



Enchantments

Enchanting (Dex+Pow)

This Magical skill is required to create an enchanted item. Though it is known by many different names the skill is essentially the same practise for all types of magic.

Enchanting Process

The following description describes in general the steps required to enchant an object, place or person.

1. Preparation

The enchanter must select the item to be enchanted and inscribe the appropriate runes on the object. How the enchanter does this is up to him but the more permanent the inscription the better. If the runes are destroyed, so too is the enchantment.

Requisite Spell

A character must know at least one requisite spell in order to create a magical item.

2. Procedure

The enchanter must spend a number of hours working upon the enchantment equal to the POW invested in an enchantment, squared.

At the end of this time, the character must make an Enchanting skill test. This test is modified by the type of enchantment being attempted and whether any conditions are placed upon the enchantment.

If the test succeeds, the necessary POW is expended and the item is created. If the roll fails, the POW is retained but the enchantment fails.

A critical success when Enchanting allows a character to spend one fewer POW to create the final effect (to a minimum of one POW).

A fumble results in the enchantment failing and one POW is expended regardless.

Enchantment Effectiveness

Enchantment's Total POW	Hours To Enchant
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100

Enchantments

Armourblessing Enchantment (Normal +0%)

This common and popular enchantment will increase the armour points of an object. Each point of POW invested in the Armourblessing enchantment bestows one armour point upon the enchanted object. If it is used on a living creature, it will increase armour points in only one hit location – multiple enchantments must be used to cover the entire creature. Likewise, if placed on a suit of armour, each Armourblessing enchantment will protect only one hit location.

Requisite Spell: Damage Resistance, Enhance CON, Form/Set (appropriate to enchanted item), Heal Body, Protection, Repair, Shield, Vigour.

Binding (Hard -40%)

This enchantment is intended to confine an otherworldly spirit, such as a ghost, demon or elemental. A Binding enchantment requires one point of POW for every Characteristic the creature possesses. Thus, a Binding enchantment



intended to contain a ghost requires three points of POW to create (as a ghost only possesses INT, CHA and POW). A Binding enchantment may only hold one creature at a time.

Capturing a creature in a Binding enchantment requires either dissipating the creature or somehow convincing it to inhabit the item voluntarily. Capturing a dissipating spirit is no mean feat – it requires the Spirit Block, Spirit Screen or Spirit Resistance spell to be cast at the dissipating spirit within one Combat Round of its demise, thereby trapping the remnants in one place. The dissipated spirit must then either be placed into sealed and Spellcharged container (again, with either Spirit Block, Spirit Screen or Spirit Resistance). It can then be included in the enchanting process normally.

Once within the Binding, the creature will remain there until it is freed, either through the will of the item's owner or the destruction of the Binding. A creature bound into an item has no natural contact with the outside world and cannot perceive it in any way unless it uses magic. Someone in physical contact with the binding can use it to engage in mental communication with the creature.

The owner of the Binding item has complete control over the creature bound within and may access the creature's knowledge, skills, Magic Points and known spells freely. Many creatures are of little use while inside a Binding enchantment and must therefore be freed if the binding's owner wishes to use their abilities in combat or other situations. A bound creature can be freed and commanded to perform one hour's worth of activity for the creature that freed it, after which it is truly free.

Requisite Spell: Spirit Bane, Spirit Block, Spirit Screen, Spirit Resistance, Spiritual Journey, Spiritual Projection.

Power Enhancer Enchantment (Easy +20%)

This is one of the most straightforward enchantments. As such it is often used by apprentice enchanters to hone their skills. Each point of POW invested in the enchantment bestows one POW upon the enchanted object, to a maximum of three POW.

A held Power Enhancer increases the Magnitude of spells with the Progressive trait by their POW score. For instance, a Strength 1 spell cast through a Power Enhancer with POW 2 would become a Strength 3 spell. Power Enhancers cannot offer partial boosts.

Requisite Spell: Any.

Spellcharge Enchantment (Difficult -20%)

While almost certainly one of the most versatile enchantments, Spellcharging an item is also one of the most complex and is incredibly draining. This enchantment locks a single spell within the item, which can then be cast by anyone holding or touching it.

The enchanter must invest POW equal to the spell's Magnitude. The item acquires the ability to cast the spell at that Magnitude.

The wielder of the item must spend one Magic Point every time they wish to cast the spell contained within the Spellcharged item. No casting test is necessary – the spell is automatically cast successfully, though it can be resisted or countered normally. Magic Points may not be spent to overcharge spells cast from Spellcharged items. The Casting Time for a Spellcharged item is always one Combat Action.

Divine Spells: A Divine Spell placed into an item is lost from the enchanter's memory as a result (as if it were cast). It will also only work once, then the spell is expended (though it is not necessary to spend a Magic Point to activate such an enchantment). However, it can be 'recharged' by a wielder praying in an appropriate temple for the appropriate amount of time.

Sorcery Spells: A Sorcery spell placed into an item only has its Magnitude set. A sorcerer may choose to apply other Manipulation skills to a Spellcharged item's spell, as it is cast. Each application costs one Magic Point, as normal.

Requisite Spell: The specific spell to be charged into the object.

Spell Enhancer Enchantment (Normal +0%)

Another enchantment popular with more advanced enchanting students is the Spell Enhancer. Each point of POW invested in the enchantment bestows one POW upon the enchanted object, to a maximum of four POW.

Every spell cast through such a crystal is considered to be overcharged by a number of Magic Points equal to its POW score. Spell Enhancers cannot offer partial boosts.

Requisite Spell: Any.

Warding (Hard -40%)

One of the most demanding enchantments to complete, yet also one of the most in demand. When the enchantment is complete, the Warded item generates an invisible, magical barrier, detectable only by magic, that protects those within from specified attacks or events that occur outside the Warded area.

The items need not be visible to be effective – they may easily be concealed within a stone wall, for example.

Every Warding has a series of bans set by its creator during the process of enchantment. For every point of POW invested into the enchantment, the Warding can include one ban (and all Wardings must have at least one ban).

Anyone within a radius equal to the invested POW of the enchanted item is considered to be within its Warded area. Against any banned effect or attack originating from outside the Warded area, the protected creatures benefit from the following effects:

- ✳ A Countermagic Shield of a Magnitude equal to the Warding's invested POW.
- ✳ An effect similar to the Consecrate spell of a Magnitude equal to the Warding's invested POW, which will alert those inside if anything banned by the Warding's creator enters or attempts to enter the Warded area.



- ✘ An effect similar to the Damage Resistance spell of a Magnitude equal to the Warding's invested POW, where any incoming attack dealing damage equal to or less than the Warding's invested POW is ignored.
- ✘ Two or more Wardings that share the same bans (they do not necessarily need to be of equal POW or even created by the same enchanter) will automatically conjoin when brought within each other's radii and protect a far greater area than they could manage individually. When doing so, add together all the invested POW of the linked Wardings to determine their Average POW.
- ✘ Two Warded items conjoin to form a Warding Wall. This stretches from one item to the other and reaches Average POW in metres in height and will stay in effect as long as the Warded items remain within 5 + Average POW in metres from one another.
- ✘ Three Warded items conjoin to form either a hinged Warding Wall or a Warding Triangle, with walls as high as a Warding Wall's. It will stay in effect for as long as every Warded item remains within 10 + Average POW in metres from one other Warded item.
- ✘ Four Warded items conjoin to form either a hinged Warding Wall or a Warding Box (more commonly called a True Warding), with walls as high as a Warding Wall's. True Wardings, unlike Triangles and Walls, also cover the 'ceiling' of the Warded area and the underneath (normally to a depth of one metre). It will stay in effect for as long as every Warded item remains within 15 + Average POW in metres from one other Warded item.
- ✘ Each additional Warded item increases the maximum distance that the items can be placed apart by a further five metres.

Requisite Spell: Consecrate, Countermagic Shield, Protective Circle.

Weaponblessing Enchantment (Normal +0%)

Another extremely popular enchantment, Weaponblessing increases the efficacy and lethality of a weapon. Each point of POW invested in the enchantment bestows it with a +1 bonus to damage and a +5% bonus to Weapon skill tests utilising the enchanted object.

Requisite Spell: Bladesharp, Bludgeon, Damage Boosting, Firearrow, Fireblade, Form/Set (appropriate to enchanted item), Speedart, Sureshot, True (appropriate to enchanted item).

Conditions

Each condition affects only certain types of enchantment and all bestow a penalty on the Enchanting test.

Environmental Condition (-20%)

Default: The enchantment will work anywhere.

Each Environmental Condition defines exactly where the enchantment in an item will be effective. For Example:

- ✘ A Weaponblessed sword with a Target Condition of 'everywhere except the Gunshak lands' will only provide its bonuses when the wielder is outside the Gunshak lands.
- ✘ An Armourblessed helmet with a Target Condition of 'only underground' will provide its AP bonus only when the wearer is underground.

Target Condition (-20%)

Default: The enchantment will work against anyone and anything, as long as it is possible for it to do so.

Each Target Condition defines exactly who will or will not be affected by the enchantments in an item. For Example:

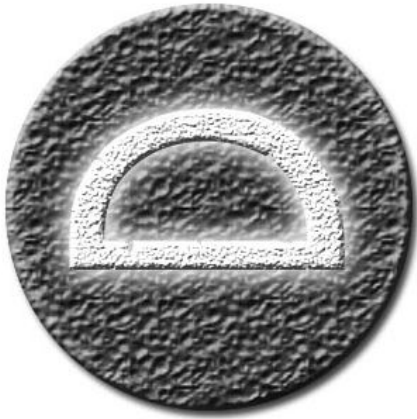
- ✘ A Weaponblessed sword with a Target Condition of 'only versus humans' will only provide its bonuses when the wielder attacks humans.
- ✘ An Armourblessed helmet with a Target Condition of 'all except ducks' will provide its AP bonus at all times... unless a duck happens to strike the wearer on the head.

User Condition (-20%)

Default: The enchantment will work for anyone, as long as it is possible for the bearer to wield or employ the enchanted item.

Each User Condition defines exactly who can or cannot use the enchantments in an item. For Example:

- ✘ A Weaponblessed sword with a User Condition of 'brood only' will only provide its bonuses if the wielder is a brood.
- ✘ An Armourblessed helmet with a Target Condition of 'all except dwarfs' will provide its AP bonus to any wearer if they are a dwarf.



The Spirit World

Defining a Spirit

A spirit lacks STR, CON, DEX and SIZ. Instead, the spirit has only INT, POW and CHA. Most importantly, a spirit can only be harmed by spells or magical effects that affect one of these Characteristics or are otherwise designed to be effective against spirits. Normal weapons are designed to deal damage on a physical body and thus are entirely useless against a spirit. Note that all spirits derive their Attributes in a different manner from corporeal beings:

Combat Actions (CA): The number of Combat Actions a spirit can perform is determined by its INT Characteristic, rather than its DEX Characteristic. Spirits gain an equal number of Reactions, just like corporeal creatures.

Damage Modifier (DM): A spirit's Damage Modifier can perform is determined by its CHA+POW Characteristics, rather than its STR+SIZ Characteristics.

Hit Points (HP): Rather than determine hit points by location, a spirit simply has a total number of hit points equal to its POW Characteristic. It is never necessary to roll for a spirit's hit location (it effectively only has one location).

Strike Rank (SR): A spirit's Strike Rank is determined by adding its INT+CHA Characteristics together, rather than its INT+DEX Characteristics. Also, note that this total is *not* halved.

Movement: A spirit's Movement is equal to its POW in metres. Spirits are generally extremely fast compared to corporeal creatures. They may also float or fly at their whim and may also move through solid nonliving objects freely.

Additional spirit effects

Basic skills: The only Basic skills a spirit possesses are Dodge (20+INT), Evaluate, Influence, Lore (Animal, Plant, Spirit World and World), Perception, Persistence (20+POW), Sing, Stealth (20+INT) and Unarmed (CHA). It may also have specific Weapon skills, in which case these will be based on CHA+INT (for close combat weapons) or INT (for ranged weapons).

Injuries: Only magical damage or damage originating from the spirit world can harm spirits. Spirits cannot suffer injuries from normal sources. Once their hit points reach zero, they are dissipated, perhaps permanently. Spirits regain hit points at the same rate as they regain Magic Points.

Damage: The spirit always inflicts only its Damage Modifier to a target (to a minimum of one point of damage).

Resilience: Spirits are unaffected by any effect that requires a Resilience test, including diseases, poisons and spells with the Resist (Resilience) trait.

Invisibility: Spirits are usually invisible to corporeal creatures, though not to each other. Most, but not all spirits, can become visible however. Regardless of whether or not the spirit is visible, any creature it attacks will be aware of the attack, even if the attack failed.

Spirit Combat

Spirits versus Spirits

The following should be borne in mind when spirits engage in combat in the spirit world:

- ✖ Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.
- ✖ Regardless of the apparent weapon used, a spiritual attack is made of the spirit's own willpower, rather than metal or wood as a real weapon is. As such it always inflicts only its Damage Modifier to a target (minimum of one point of damage).
- ✖ Armour is of no use in the spirit world and the damage of an attack will not be reduced by any apparent armour.
- ✖ All spirit critical hits simply do maximum possible damage for their Damage Modifier and fumbles are simply failed attacks.
- ✖ Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.



- ✖ Spirits do not suffer injuries, though they will be dissipated if their hit points are reduced to zero.
- ✖ Spirits do suffer from Knockback but only if a blow exceeds their POW (rather than their SIZ).

Spirits versus Corporeal Characters

- ✖ Spirits attacking corporeal characters do so normally.
- ✖ When attacking a corporeal creature, a spirit is still in the spirit world. It is the corporeal being's soul that is being attacked rather than its physical form. As such, the spirit is not affected by any environmental modifiers.
- ✖ Regardless of the apparent weapon used, a spiritual attack is made of the spirit's own willpower, rather than metal or wood as a real weapon is. As such it always inflicts only its Damage Modifier to a target (minimum of one point of damage).
- ✖ Spirit attacks may not be parried (except with magical weapons) but may be dodged normally.
- ✖ Spirit attacks ignore armour (though magical armour will work normally).
- ✖ While the damage is done to a corporeal being's soul, it is reflected immediately on its body. Thus very real wounds will appear to reflect the spirit's attacks.

Corporeal Characters versus Spirits

- ✖ Spirits are usually invisible to corporeal creatures and make no sound, though many of them have a distinct smell or sensation that accompanies their manifestation. As such, corporeal opponents unable to pierce this invisibility will take a -40% penalty to their attacks.
- ✖ Only magical weapons or weapons that are specifically designed to attack spirits may harm spirits. If a weapon has been enchanted with a Rune Magic spell like Blade-sharp, only the additional damage is magical and therefore this is the only damage that will harm the spirit.
- ✖ Precise attacks will not work against spirits.
- ✖ Spells that cause magical damage, or spells specifically designed to attack spirits, may also harm spirits. However, if the spell requires a target, the spellcaster must be able to see the spirit. Spells with the Touch trait will not work against spirits, unless the character somehow enables his hand to enter the spirit world.

Dissipated Spirits

Spirits that reach zero hit points are dissipated. This dissipation is either permanent or temporary, dependent on the

type of spirit. Permanently dissipated spirits are destroyed.

Temporarily dissipated spirits, cannot be permanently destroyed through combat. When dissipated, the spirit will reform in a number of hours equal to its POW. The reformed spirit will have one hit point and will regain its hit points normally.

Possession

- ✖ In order to possess a corporeal creature, a spirit must possess either the Covert or Dominant Possession traits. It must also be within touching distance of the target, as the process of possession will cause the spirit to inhabit or 'ride' the target's corporeal body.
- ✖ Possession is an opposed Persistence test which takes one Combat Action to complete. Either party may spend Magic Points to gain a +5% bonus to the test per Magic Point spent.
- ✖ If the spirit wins the opposed test, it possesses the target creature.
- ✖ If the target wins the opposed test, it resists the possession and will also realise that it has thrown off some kind of attack against its mind.

Dominant Possession

The target is fully aware that its body has been taken over but it is also absolutely helpless, unable to take any action at all, a prisoner in its own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

If viewed magically, it is an Easy (+20%) Perception test to tell that a person is dominantly possessed.

Covert Possession

The possessed will not even know that he is possessed unless the spirit chooses to inform him or others impart the knowledge to him. Though the covertly possessing entity does not control the body's actions, it is not without its influence.

A covertly possessing spirit may apply its POW as a bonus or penalty to any skill test the possessed makes.

If viewed magically, it is a Hard (-40%) Perception test to tell that a person is covertly possessed.



Cults

Brotherhood of Mithras

Worshippers: Soldiers, ambitious bureaucrats

Cult Skills: Bow, Lore (Animal), Lore (Theology), Martial Arts, Riding, Spear, 1H Sword

Worshiper Duties: Preserving secret wisdom of Mithras, mutual aid and protection

Cult Spells: Fireblade, Light, Oath of Ordeal, Speedart

Special Benefits: Cult members can receive assistance from fellow cult members with a +10% Influence test. Higher-ranking Brotherhood members get a further +10% on this test against lower-ranking members for every degree of difference between them. In any military detachment, a Lore (Theology) test can discover at least one officer who is a cult member. In a civilian bureaucracy, a Difficult (-20%) Lore (Theology) test can discover a cult member.

Divine Intervention

A character can call upon his deity for Divine Intervention whenever he faces a desperate situation and may even do so if dead or unconscious. When Divine Intervention is requested, roll 1D100. If this rolls equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100

roll if he is successful. If the character's POW is reduced to 0 by this, his soul is taken to serve the god directly, effectively killing the character permanently (though his request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

- ✘ Divine Intervention can take many forms and the following can be considered guidelines:
- ✘ Allow the character to cast any cult spell at any Magnitude with any amount of extra Magic Points used for overcharging it.
- ✘ Allow a cult spell to affect every worshipper of the god within the character's line of sight.
- ✘ Bring back to life a worshipper (who may not be the character calling for Divine Intervention).
- ✘ Various 'divine' effects are also possible. Examples could include creating a fog to allow the character to escape from enemies, double his STR to defeat a powerful enemy or cause a river to break its banks to stall an invading army.
- ✘ Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will refuse to aid non-worshippers and their effects will be related to their sphere of influence.



Temples

All temples, regardless of the cult, share these attributes.

Learn & Recover Magic

Temples act as centres to learn and recover Divine Magic and cult-specific Rune Magic. All temples, no matter how small, allow the learning and recovery of some Divine Magic spells.

Temple Defence

The most basic defence is that of a permanent Consecrate spell in effect over the temple grounds – consult the Temple Defences table.

Temple Growth

Every year, a temple that is successful in its daily tasks has a cumulative 1% chance of swelling to the next size of temple. A temple must be able to afford the cost of upgrading to its next temple size, otherwise it will remain at its current size.

Temple Growth

Temple Size	Average Cost to Create
Site	3 gold ducats
Shrine	150 gold ducats
Minor Temple	7,500 gold ducats
Major Temple	50,000 gold ducats

Site

Cost to Maintain: Maintenance of a site is generally exceptionally low, running to only a 1D6 silver every month.

Clergy: A site will only occasionally have a permanent clergy member assigned to it. Instead, a number of sites are normally overseen by one or more initiates and the occasional acolyte. There is a 50% chance that an initiate will

be present at a site at any one time – if the roll is 05 or lower, an acolyte and 1D3 initiates will be present.

Number of Lay Members: A site will usually have five worshippers, or lay members, for every initiate who regularly visits the site (usually somewhere between five and 20 lay members).

Required Staff: A site has no required staff; initiates are expected to maintain the site every time they visit.

Income: A site generates a very small amount of income, paid to the itinerate clergy that come to conduct services. A site usually generates an income of 3d6 silver per month, though much of this may be in the form of trade goods, rather than coin.

Shrine

Cost to Maintain: A shrine requires 20 silver per month simply to keep the structure standing. It must also generate about 20 silver per month (in money or goods) for every member of its permanent clergy and 10 silver per month per guard. Obviously, the staff of a shrine is not well paid.

Clergy: A shrine will always have five or more initiates (3D6+2) permanently assigned to it and quite often an acolyte or two (1D4-2) will be in temporary residence.

Number of Lay Members: A shrine will usually have 20 lay members for every initiate.

Required Staff: A shrine has no required staff beyond the clergy and guards, though they will often have meals brought to them by lay worshippers.

Income: A shrine generates enough yearly income to pay for upkeep of the building and for the upkeep of the clergy. There are lean and fat times, of course, but an average shrine brings in 1D6 × 100 silver per month.

Minor Temple

Cost to Maintain: An average minor temple requires about 500 silver each month just to keep the building in good



Temple Defences

Temple Size	Magnitude of Consecrate Spell	Other Magical Defences	Guards
Site	1 to 2	None	50% chance of 1D3 Novice-level guards being present
Shrine	3 to 4	50% chance of Magnitude 1D3 spell covering area	Usually one Novice-level guard present for every five initiates
Minor Temple	5 to 6	1D2 Magnitude 1D6 spells covering area	Usually one Seasoned-level guard present for every five initiates, plus one Veteran-level sergeant
Major Temple	7 or higher	1D4+1 Magnitude 2D6 spells covering area	Usually one Seasoned-level guard present for every four initiates, plus 1D3 Veteran-level sergeants and one Master-level commander

condition. In addition, it must generate approximately 30 silver each month for every member of its permanent clergy, 20 silver per month per guard and 10 silver per month for each member of its staff (or 2 silver if they are slaves).

Clergy: A minor temple will always have more than 20 initiates ($1D100+20$) permanently assigned to it, plus one acolyte for every ten initiates. A Rune priest may well be in temporary residence too (50% chance).

Number of Lay Members: A minor temple will usually have 40 lay members for every initiate.

Required Staff: A minor temple requires a modest permanent staff in order to operate. There will be 1d4 lay member staff permanently attached to such a centre of worship for every 20 permanent clergy. The staff perform multiple services, such as librarian, teachers of children, servants to the clergy, cleaning and upkeep of the temple. In regions where slavery is legal and presuming the cult has no stance against it, the bulk of staff will be slaves.

Income: A minor temple generates enough yearly income to pay for upkeep of the building and for the upkeep of the clergy and lay staff. The clergy and staff of a minor temple are usually not paid very well, though they do command a greater income than that of a shrine. An average minor temple brings in $2D6 \times 1,000$ silver per month.

Major Temple

Cost to Maintain: An average major temple requires about 4,000 silver each month just to keep the building in

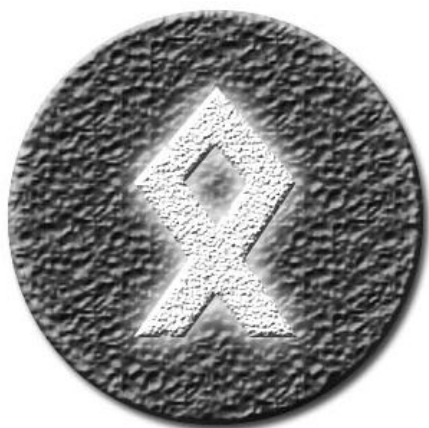
good condition, the libraries fully stocked and the ritual equipment in good repair. In addition, it must generate approximately 40 silver each month for every member of its permanent clergy, 20 silver per month per guard and 12 silver per month for each member of its staff (or 3 silver if they are slaves). This is, of course, an enormous sum. Major temples tend to rely upon benefactors such as local nobles (or adventurer initiates) for the large amounts of income required to keep the temple operational.

Clergy: A major temple will always have hundreds of initiates ($2D10 \times 100$) permanently assigned to it, plus one acolyte for every eight initiates. There will also be 1D4+2 Rune priests in residence and at any one time there is a 50% chance of a Runelord being present too.

Number of Lay Members: A major temple will usually have 100 lay members for every initiate.

Required Staff: A major temple requires a large staff. There will be 1d4 lay member staff permanently attached to such a centre of worship for every 15 permanent clergy. The staff perform multiple services, such as librarian, teachers of children, servants to the clergy, valets, cooks, maids, groundskeepers and stablehands. In regions where slavery is legal and presuming the cult has no stance against it, the bulk of staff will be slaves.

Income: A major temple generates an astounding amount of money through the tithing of the faithful and the gifts of the wealthy and noble. An average major temple brings in $3D6 \times 10,000$ silver per month.



Adventuring

Movement

The Movement table shows how far characters with a variety of Movement scores can travel over various periods of time. Groups of characters travelling together will move at the speed of the slowest member.

Movement in combat assumes a character is moving as fast as possible given his particular Combat Action. Movement over any period other than combat (Minute or longer) assumes a character is walking at a sustainable rate, though it is possible to run instead. This sustainable walking is considered light activity, though a full day (12 hours) of walking will count as medium activity.

Running

Running is easy enough for short periods; a character can run for a number of minutes equal to his CON before suffering from any tiredness. Once this time period has elapsed, the running counts as medium activity.

Terrain & Weather

Movement rates can be hindered by terrain and other adverse conditions such as wind, rain and hail. These conditions are divided into three categories, Slight, Moderate and Great Adversity.

Slight Adversity: Reduce the character's distance moved by 25%.

Moderate Adversity: Reduce the character's distance moved by 50%.

Great Adversity: Reduce the character's distance moved by 75%.

Chases & Pursuits

If a character succeeds at a Difficult (–20%) Athletics test, they may treat their Movement as one higher than normal for a single Combat Action or minute.

Sprinting is very tiring when chasing and counts as heavy activity.

If mounts are being used by characters in a pursuit, then the Athletics skill of the mount should be used rather than that of the character.

Dark Sight

Allows the character to treat pitch black conditions as dark. Normally possessed by subterranean creatures and trolls.

Night Sight

Allows the character to treat partial darkness as illuminated and darkness as partial darkness. Normally possessed by nocturnal creatures.

Fatigue

Physical activity is divided into three categories; light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by his CON. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

Light Activity: Characters never risk Fatigue while engaging in light activity.

Medium Activity: Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to his CON before risking Fatigue. Once this time has elapsed, the character must immediately make a Simple (+20%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

Heavy Activity: Includes back-breaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Actions equal to his CON score before risking Fatigue. Once this time has elapsed, the character must immediately make a Normal (+0%) Athletics test or begin suffering the effects of Fatigue.



Movement [Normal(Running)]

Time Period	1m	2m	3m	4m	5m	6m
Combat Action	1m (2m)	2m (4m)	3m (6m)	4m (8m)	5m (10m)	6m (12m)
Minute	12 (24m)	24m (48m)	36m (62m)	48m (96m)	60m (120m)	72m (144m)
Hour	0.7km	1.4km	2.2km	2.9km	3.6km	4.3km
Day (12 hours)	8.4km	16.8km	26.4km	34.8km	43.2km	51.6km

Illumination & Darkness

Environment is...	Example	Effects
Brightly Illuminated	Blazing summer day, shrine holding a rune of Light.	+10% to Perception tests to spot hidden characters or items
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 × radius of illuminating item.	–20% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 × radius of illuminating item.	–40% to vision-based Perception tests. Movement penalised by –1m.
Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision impossible, as are ranged attacks. –60% to close combat attacks. Movement halved.

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

So long as the activity continues, he must make another Normal (+0%) Athletics test every time a number of Combat Actions equal to the character's CON elapse.

Effects of Fatigue

If a character fails a test while engaged in medium or heavy activity, he will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.

Time and Fatigue

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

Recovering from Fatigue

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation and Thirst

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a –10% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON × 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON × 3 or even CON × 2.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to –20%. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

Healing can be performed in one of three ways – using the First Aid skill, a magical spell, or through natural healing, resting while the injuries heal themselves.



Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a –10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a –20% penalty. Movement suffers a –1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a –30% penalty. Movement suffers a –1m penalty. Strike Rank suffers a –2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a –40% penalty. Movement is halved. Strike Rank suffers a –4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3×2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a –50% penalty. Movement is halved. Strike Rank suffers a –6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6×2 hours.

Falling Distance

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	D6 points of damage to a random location
6m to 10m	2D6 points of damage, each D6 applied to a randomly rolled location
10 to 15m	3D6 points of damage, each D6 applied to a randomly rolled location
16m to 20m	4D6 points of damage, each D6 applied to a randomly rolled location
+5m	+1D6 damage

Natural Healing

A character's injured locations (any location that has 0 hit points or more) regain one hit point per 24 hours, as long as the character does not engage in anything more than light activity.

A character's badly injured locations (any location that has –1 or fewer hit points or more) regain one hit point per location per day, as long as the character does not engage in anything more than light activity, and the character succeeds at a Resilience test.

Natural healing will not heal a Major Injury until that location has either been treated with a successful Healing test or magical healing has been applied.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any location suffering a Major Wound that receives even a single hit point's restorations through magical healing immediately stops bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Serious or Major Wound, the restoration of a single hit point to the wounded location that caused the unconsciousness will revive the character.

Unless specifically stated, magical healing cannot re-attach severed limbs or revive the dead.

Encumbrance

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, though some items are too small or light to have an ENC score. Characters can usually ignore the effects on Encumbrance that these have unless they start carrying a lot of them – assume that an average of 20 such items will equal 1 ENC, so long as the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –20% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.



Suffocating Substance

Substance Inhaled	Damage Taken to Chest Location
Water	1D6
Vacuum	1D6
Thick Smoke	1D3
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D3 damage is incurred in addition to the poison's effect.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

As long as the character was not surprised, they may attempt an Acrobatics test to mitigate falling damage – a successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points in a location due to the fall, the character lands safely and is not prone.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Characters falling onto damaging surfaces will suffer the effects of the surface to all locations that are damaged in the fall.

Suffocation

While performing medium activity, a character can hold his breath for a number of Combat Rounds equal to his CON. Characters engaging in light activity can double this time, while characters performing heavy activity will halve it.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance, which automatically damages his Chest location him every round.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Fire, Heat and Freezing

A character will normally take damage from fire or heat to a specific hit location. However, if a character is immersed in the source of the damage, then all locations will suffer from the damage the fire causes. The amount of damage suffered

from fire or heat will depend on its intensity, as shown on the Fire and Heat table.

Poison

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like basilisk venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails

If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails

If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.



Inanimate Objects

Object	Armour Points	Hit Points	Brute Force Modifier
Boulder	4	40	—
Castle gate	4	120	−40%
Castle wall (2m section)	5	250	—
Chain	4	8	−30%
Club	2	4	—
Dagger	4	4	—
Hut wall (2m section)	2	15	+0%
Iron door	4	75	−30%
Rope	1	3	+0%
War sword	4	10	—
Wooden chair	2	6	—
Wooden door (normal)	2	25	+10%
Wooden door (reinforced)	3	30	−10%
Wooden fence (2m section)	2	5	+10%

Both Poison and Character Succeed

Whoever rolled the highest in their test wins.

Both Poison and Character Fail

Whoever rolled the lowest in their test wins.

Disease

Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails

If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails

If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed

Whoever rolled the highest in their test wins.

Both Disease and Character Fail

Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects (other than remaining hit point damage) after while (use the disease's delay statistic to determine how long this takes).

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Inanimate Objects

All inanimate objects have armour points and hit points. Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

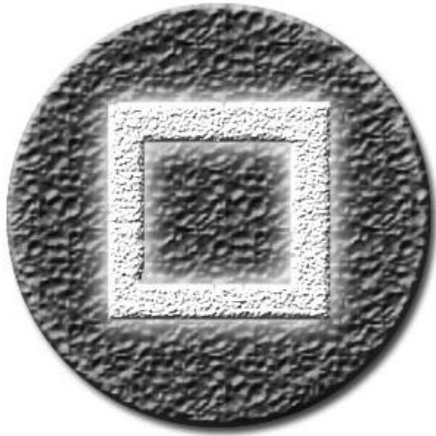
The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate objects likely to block or restrain characters, such as doors or ropes, have Strength scores. To break down a door, or burst one's bonds, a character must succeed at a brute force Athletics test. This automatically reduces the object's hit points to 0.



Inanimate Objects & Weapons

Using a weapon on an inanimate object with armour points equal to or greater than that of the weapon deals damage on both the object and the weapon.



Travel

Water Travel

Each ship detailed shares the following characteristics, whether the ship in question is a mighty warship or a simple canoe.

Length: The distance from bow to stern.

Beam: The widest part of a ship – usually in the middle. Ships equipped with oars will have the beam of the ship increased when the oars are employed. The inclusion of oars is considered to increase a ship's beam to half again its original rating.

Draft: The depth of water needed for the ship to manoeuvre effectively and avoid running aground. This is the distance between the ship's keel and the waterline.

Freeboard: The minimum height between the ship's gunwale and the waterline. Comparing two ships' freeboards can help give the vertical distance a character needs to achieve when jumping from one to the other.

Capacity: This indicates the cargo capacity of the ship in tons. This number reflects the ship's cargo capacity in addition to the weight of the ship's rigging, crew, provisions and so forth.

Speed: The speed at which the ship travels per Combat Action / per 12 hour period. A ship that relies solely upon sails for propulsion is dependent on the wind for its speed.

Seaworthiness: The ability of the ship to stand up to the rigours of sailing. All ships must undergo frequent maintenance in order to keep their Seaworthiness rating from deteriorating.

Hull: The hull acts as the ship's armour, just as a suit of chainmail does for a man.

Structure Points: Essentially, structure points are a ship's hit points. Damage to these represents damage to the integrity of the ship itself and ships do not heal of their own accord. A ship must be hauled into drydock for structure points to be repaired.

Weapons: This entry denotes the number of naval weapons that can be mounted on the ship.

Ram: This entry denotes whether or not the ship is capable of mounting a ram. Just because a ship can mount a ram, does not necessarily mean it will. The statistic given in parentheses indicates the damage a mounted ram will cause to a rammed ship.

Skill: Every ship has its own peculiarities and each design presents different challenges. This entry firstly denotes which skill is used when operating the ship (nearly always either Boating or Shiphandling). Also, though any ship can be operated under ideal conditions without the necessity of a skill test, when the ship and crew are called upon for more extreme endeavours, this modifier is applied to the skill test. Note that this modifier is in addition to any others the Games Master feels are appropriate.

Movement

There are two means of propelling a ship in the days before mechanised engines – rowing/poling and sails. Many of the ships listed are capable of using both and each has its own advantages.

Rowing

Each vessel capable of movement by rowing or poling has a Speed entry in its description. This is the ship's base Movement in normal operating conditions. Rowing a vessel at this normal speed counts as medium activity for determining Fatigue.

The vessel can be slowed to half speed, which counts only as light activity for the rowers to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the rowers.

If the vessel is operating against a fresh gale or heavier wind, the level of activity is increased by one step. Thus moving at half speed counts as medium activity, moving at normal speed counts as heavy activity and the vessel cannot move at double speed.



Boat Statistics

	Barge	Canoe ¹	Raft	Rowboat
Hull	3	1 (2)	1	2
Structure Points	100	4 (6)	50	15
Seaworthiness	10	7	10	15
Length	12m	3m	6m	3m
Beam	8m	0.75m	2m	1.5m
Capacity	12 tons	0.25 tons	4 tons	0.5 tons
Freeboard	0.3m	0.3m	0.1m	0.6m
Draft	0.5m	0.3m	0.3m	0.3m
Crew	4 rowers or polemen	1–2 rowers	2 polemen	1 rower
Speed	1m / 8.4km	4m / 69.6 km	1m / 8.4km	2m / 16.8km
Weapons	One	None	None	None
Ram	No	No	No	No
Modifier	Boating +0%	Boating +20%	Boating –10%	Boating +0%
Cost	500 silver	100 silver	50 silver	300 silver

¹ The statistics for the ‘dugout’ canoe are placed in parentheses after the statistics for the hide canoe. A hide canoe weighs approximately 75 kg. A dugout canoe weighs in at 200 kg.

Ship Statistics

	Bireme	Cog	Longship
Hull	3	4	3
Structure Points	60	80	70
Seaworthiness	12	28	20
Length	20m	24m	28m
Beam	3m	7m	6m
Capacity	1 ton	75 tons	20 tons
Freeboard	1m	4m	1.5m
Draft	1m	3.5m	1.5m
Crew	60 rowers, 10 officers and sailors, 10 soldiers or archers	25 officers and sailors	50 rowers, up to 200 soldiers or archers
Speed	5m / 43.2km when rowed	Sail only	5m / 43.2km when rowed
Weapons	Two	Two	Two
Ram	Yes (D3 points of damage for every metre of speed)	No	Yes (D2 points of damage for every metre of speed)
Modifier	Shiphandling +0%	Shiphandling +10%	Shiphandling +20%
Cost	15,000 silver	20,000 silver	20,000 silver

	Knorr	Trireme	War Galley
Hull	3	4	3
Structure Points	40	80	40
Seaworthiness	22	18	12
Length	21m	37m	27m
Beam	5m	4.5m	6m
Capacity	17 tons	1.5 tons	2 tons
Freeboard	2m	3m	1m
Draft	1m	2.5m	0.5m
Crew	15 officers and sailors	170 rowers, 25 officers and sailors, 20 soldiers	50 rowers, 10 officers and sailors
Speed	Sail only	6m / 51.6km when rowed	4m / 34.8km when rowed
Weapons	One	Three	Two
Ram	No	Yes (D4 points of damage for every metre of speed)	Yes (D2 points of damage for every metre of speed)
Modifier	Shiphandling +0%	Boating / Shiphandling +0%	Shiphandling –10%
Cost	8,000 silver	25,000 silver	7,000 silver



Rowing & Wind

Wind Speed	Against	Before	Skill Modifier
Calm	—	—	—
Light Wind	—	—	—
Moderate Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	—
Stiff Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	–10%
Fresh Gale	Moderate Adversity (–50% Speed)	Moderate Adversity (–50% Speed)	–20%
Full Gale	Great Adversity (–75% Speed)	Great Adversity (–75% Speed)	–40%
Hurricane	*	*	–60%

* Rowing vessels cannot make headway in a hurricane.

Sailing Speed

Wind Speed	Before the Wind	Quarter Wind	Half Wind	Head Wind	Skill Modifier
Calm	1m / 16.8km	—	—	—	0%
Light Wind	3m / 52.8km	2m / 33.6km	1m / 16.8km	—	0%
Moderate Wind	5m / 86.4km	4m / 69.6km	3m / 52.8km	1m / 16.8km	0%
Stiff Wind	7m / 121km	6m / 103.2km	5m / 86.4km	2m / 33.6km	–10%
Fresh Gale	9m / 155.5km	8m / 138.2km	7m / 121km	3m / 52.8km	–20%
Full Gale	*	*	*	*	–40%
Hurricane	*	*	*	*	–60%

* The winds of a full gale or a hurricane will shred a ship's rigging. In such a situation, the best that can be done is to deploy a small amount of sailcloth to keep the ship steady and hope to ride out the storm. Alternatively, the truly reckless or desperate may press onward, at the same speed as a fresh gale but with double the normal skill penalty.

That said, if the vessel is operating before a fresh gale or heavier wind, the level of activity is decreased by one step. Thus moving at normal speed counts as light activity and moving at double speed counts as medium activity.

Wind Speed: The speed of the prevailing winds.

Against: The vessel is moving against or perpendicular to the direction of the wind.

Before: The vessel is moving with the prevailing winds.

Skill Modifier: The modifier to the Boating skill imposed by the winds. This modifier is in addition to the modifiers of the ship itself and any others the Games Master feels are appropriate.

Sailing

Sails offer some significant advantages over rowing. A sailing ship requires a much smaller crew, for example, and the ship relies on wind, rather than broad backs, for its propulsion.

The speed of a sailing ship depends upon the angle of the wind in relation to the ship, as well as the speed of the wind itself. For the sake of simplicity, these rules incorporate four wind directions: before the wind, quarter wind, half wind and head wind.

Before the Wind: The wind is coming directly from the stern of the ship toward the bow.

Quarter Wind: The wind is blowing against one of the ship's rear quarters, at a roughly 45 degree angle to the length of the ship.

Half Wind: The wind is blowing across the ship, at a roughly 90 degree angle to the length of the ship.

Head Wind: The wind is blowing directly from the bow of the ship toward the stern.

The Sailing Speed table gives the speed a sailing ship will travel under different wind speeds, presented in the following manner: Speed per Combat Action / Speed per 12 hour period. The rules assume all sailing ships travel at roughly the same speed, the heavier ships using more sails to offset their weight. In the event of one ship chasing another, the outcome of the race will depend upon the Boating or Shiphandling skills of the captains of either ship, just as with any other pursuit.

A Day at Sea

Each 12 hour period spent sailing or boating, the captain of a ship must test his Shiphandling (or Boating) skill. If the test is successful, the ship makes it through the day's travel without incident. If the captain fails his Shiphandling skill test, the ship's Seaworthiness is reduced by a single point.

Vessel Damage

A ship can meet its end in one of two ways. A ship that loses all its Seaworthiness points will begin taking on water at a rate faster than the water can be expelled, causing it to sink. A ship may also be destroyed through the loss of all its structure points as a result of damage from weather and enemies.



Ship Cost

	Wilds	Rural/Small Town	Large Town	Small City	Large City
Bireme	—	—	—	15,000 SP	15,000 SP
Barge	—	—	550 SP	500 SP	500 SP
Canoe	50 SP	50 SP	100 SP	100 SP	150 SP
Cog	—	—	—	20,000 SP	20,000 SP
Knorr	—	—	—	8,000 SP	7,500 SP
Longship	—	—	—	20,000 SP	20,000 SP
Raft	75 SP	50 SP	50 SP	50 SP	75 SP
Rowboat	—	400 SP	350 SP	300 SP	300 SP
Trireme	—	—	—	25,000 SP	25,000 SP
War Galley	—	—	—	7,000 SP	7,000 SP

Seaworthiness

All ships are fashioned from timber and nails, and all of them continually take on water. The question is exactly how much water. Bailing water from a ship's bilge is a normal part of a sailor's daily duties and larger ships always carry at least one carpenter (and spare lumber) to make emergency repairs when needed.

So long as a ship has at least one Seaworthiness point remaining, the water comes into the ship at a slower rate than it is expelled by the actions of the crew. Once the ship's Seaworthiness falls to zero, its day is done. The vessel will begin to swamp, a process that takes one Combat Round for every metre of the ship's length. When a ship is fully swamped, it will sink.

Every time a ship suffers five or more points of structural damage from a single attack (after the Hull has been deducted), reduce the Seaworthiness of the ship by one point per five points of damage.

Structure Points

A ship's structure points are exactly like a human's hit points, just as a ship's hull is exactly like a human's armour. Any incoming blow is first compared to the ship's current Hull rating. If the damage is less than or equal to the Hull rating, the blow causes no damage. If it is greater, the hull's rating is subtracted from the damage. Any damage remaining is deducted from the ship's structure points.

If a ship's structure points are ever reduced to zero, the ship immediately begins to break apart. What remains is useful only as life rafts for the surviving crew.

Dangers

The sea is a dangerous place to be. Even without the potential dangers of enemy ships, monsters and pirates, threats such as storms and fires can imperil a ship.

Fire

Small fires are very common aboard ships, though they are always carefully contained. A fire that escapes control is, however, a real danger to a ship. If not extinguished, an

uncontrolled fire aboard a ship will grow one size category every 2D6 minutes.

The ship's Hull rating does not protect it against fire damage, though the fire will certainly damage the ship. Every Combat Round during which the fire rages, the Games Master should roll damage dice and apply the damage directly to the ship's structure points.

Monsters

Most sea creatures will not attack a ship on the open sea unless they are controlled or starving.

Storms

Greater than monsters, greater than fire, the most terrible danger facing a ship at sea is the weather. Much like monsters, storms occur as part of the Games Master's plot for the RuneQuest SRD. The wind and the sea combine to strike at the tossing ship with a primal fury, as masts creak and crack in the gale, leaks spray water into the hold and cargo bursts its ties to tumble about the storm-wracked deck.

For a ship to survive a storm intact, the captain must employ his Shiphandling skill (or Boating skill if necessary) to keep the vessel steady and turned into the storm. If the skill test is successful, the ship endures one hour of storm weather at a cost of only one Seaworthiness. If the skill test fails, the ship endures one hour of storm weather at a cost 1D6 Seaworthiness.

Naval Warfare

As if ship captains did not already have enough to worry about on the waves, there is always the concern of running

Naval Weapons

Larger ships have the ability to mount siege engines, such as arbalests, ballistae and springals. The rules for these engines are given in the Naval Equipment & Personnel section.

Though they are deadly weapons, engines are very difficult to use in ship to ship combat. For example, the springal is essentially a small catapult. If employed in ship to ship



combat, its operator is attempting to use a weapon mounted on the pitching deck of a ship to hit a moving target with indirect fire. The Games Master should certainly apply a penalty of at least 25% to such attack rolls.

Rams

Rams are exceptionally dangerous weapons in naval combat, though they are not without their disadvantages. The weight of a ram on the bow of a ship will slow its base movement (or sailing speed, if under sail) by 1m. Additionally, the ram's weight makes manoeuvring the ship more difficult, imposing a -10% penalty on the Shiphandling skill tests involving swift or reactive sailing.

The damage dealt by a ram is dependent upon the size of the ship and the speed at which it is travelling when it strikes its target. The exact damage is listed above under the descriptions for individual ships.

Note that even a ship not equipped with a ram can choose to ram another ship if it so wishes. Such rams will only ever inflict one point of damage per metre of the ship's speed, to a maximum of the ship's Hull score.

Soldiers

Perhaps the best weapon a ship has at its disposal is its crew. When two ships enter bow range of each other is when combat between them truly begins. The most common combat tactic of warships, in fact, is to strike once with the ram and remain in contact with the enemy ship, allowing the soldiers aboard to attack in hand-to-hand combat.

Naval Equipment & Personnel

It has often been said that a boat is a hole in the water you must fill with money. Though *RuneQuest* streamlines the process of buying and repairing ships immensely, Player Characters will surely find that owning their own ship is an expensive undertaking.

Like any other item, the cost for ships and their equipment varies from place to place. Most of the larger ships are unavailable in any settlement size smaller than a small city. As with all equipment, the costs given for ships in the descriptions are the small city prices. Rams and engines cannot be acquired outside of a small or large city.

Personnel

Unlike equipment, ship personnel do not vary in price from place to place. Each shipboard job has a standard daily pay rate, which the personnel will expect, whether they are hired in a small village or a great city.

Ship Personnel

Position	Daily Pay
Navigator	15 SP
Oarsmaster	12 SP
Officer	18 SP
Rower	4 SP (or free if slaves)
Sailor	8 SP

Weapons

This section deals with various shipboard weapons. Of course, there are a vast number of items needed to operate a ship effectively and efficiently, but such things as line, sailcloth and other sundries are folded into the costs for maintenance and repair of a ship.

Arbalest, Siege: A siege arbalest is essentially a large crossbow. Serviceable by one man, it takes full minute to load and requires a stand to support it. The bolts fired from an arbalest are too big to be affected by the Rune Magic spell Multimissile.

Ballista: A ballista is a much larger and deadlier version of the arbalest, requiring at least three men to crew it. The bolts fired from an arbalest are too big to be affected by the Rune Magic spell Multimissile.

Ram: A ram is a heavy metal spike attached to the front of a warship, used to stave in the hulls of enemy ships. A ram differs in size and price depending upon the kind of ship it will be attached to. If a ram is included in the ship's construction, it increases the ship's price by 10%. If it is added later, the additional work needed to reinforce the ship's structure will raise the ram's price to 15% of the ship's original purchase price.

Springal: The springal is a small catapult, designed to lob its ammunition in an arc at the enemy. The ammunition fired from a springal is too big to be affected by the Rune Magic spell Multimissile.

Repair

One thing is certain about a ship – it will always be in need of repair. Ships lose Seaworthiness as part of their normal operation, wear and tear that must be attended to eventually. In addition to this is the damage to a ship's structure points that occur through combat.

Cost of Repair

A ship requires 10 silvers worth of materials to repair every lost point of Seaworthiness. Repairing lost structure points requires 100 silvers worth of materials for every point.

Repair Crews

Ship repair crews work in exactly the same manner as construction crews and cost the same. A standard repair crew can repair ten points of Seaworthiness or four structure points per day on a beached or dry docked ship.



Ship Weaponry

Weapon	Skill	Damage	Range	Load	AP/HP	Cost
Arbalest, Siege	Engineering	4d6	425m	1/minute	4/12	1,000 SP
Ballista	Engineering	10d6	275m	1/5 minutes	4/20	3,500 SP
Ram	Shiphandling	Special	—	—	—	Special
Springal	Engineering	3d6	300m	1/5 minutes	3/12	600 SP

If he is working alone, a ship's carpenter can repair three points of Seaworthiness *or* one structure point per day on a beached or dry docked ship.

Repairs at Sea

While at sea, any Craft (Woodworking) skill tests suffer a -40% penalty.

When attempting to repair a ship at sea, the carpenter must attempt a Craft (Woodworking) skill test every twelve hours. Success indicates he has repaired one lost point of lost Seaworthiness *or* one structure point. This can be increased by an additional +1d4 points if there are sufficient crewmen available to form a work squad.

If the ship's carpenter fails his Craft (Woodworking) skill test, no repairs are made but the supplies used in the attempt are still consumed.

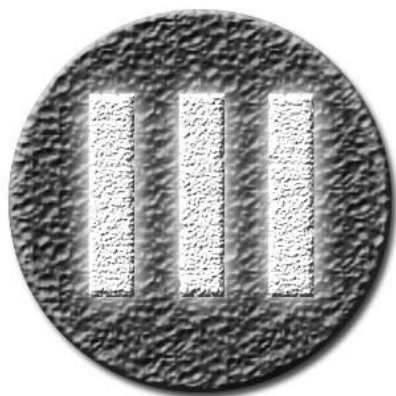
Dry Docks

Aside from magic (which offers near immediate repair), dry docking a ship is the best way to repair it. A dry dock is normally only available in small cities or larger and cost 50 silver per day to rent (or 100 silver per day in a large city).

Beaching a Ship

Beaching a ship is normally only done in the most dire circumstances. Canoes, rowboats and rafts can be beached with impunity, though even they have a 25% chance of losing a point of Seaworthiness when they do so.

Beaching other ships requires the captain to make a Shiphandling or Boating test with a penalty equal to the length+beam+capacity of the ship. Success on this test merely results in the ship losing 1D6 Seaworthiness and 1D6 structure points. Failure results in the ship losing its draft × D10 (minimum of 1D10) in both Seaworthiness and structure points, as the ship effectively crashes into the shore.



Between Adventures

Reputation & Renown

All Player Characters begin play with a Reputation of 0.

Using Reputation

Reputation to have an impact on a character's life and dealings with Non-Player Characters, the character must make a Reputation test.

Reputation primarily affects the use of the Influence skill. It also has some impact on skills such as Disguise. The Reputation Effects table gives some general guidelines for bonuses to skills based on the Reputation of the Player Characters.

Whether or not the character receives a bonus or penalty to his Influence test depends upon the nature of his Reputation and who he is dealing with.

Reputation Effects

Reputation	Modifier to Influence Tests	Penalty to Disguise Tests
1-2	—	-0%
3-5	+5% / -5%	-0%
6-10	+10% / -10%	-5%
11-15	+15% / -15%	-10%
16-20	+15% / -20%	-10%
21-25	+20% / -20%	-15%
26-30	+25% / -25%	-15%
31-40	+30% / -35%	-20%
41-50	+40% / -40%	-25%

Making Money

Using Craft Skills

Most Craft skills requires raw material as well as a facility in which to Craft them. Generally speaking, an object's raw materials cost 25% of the item's purchase price.

Time

Craft time on any item can be determined by looking at the item's base cost. An individual's proficiency with the appropriate Craft skill has only minimal bearing on the length of time needed to make an item.

The time required by a skilled craftsman to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by five, in hours. So long as the craftsman has a Craft skill of 50% or greater, he can create the item in question in this time without needing to make a Craft skill test. He is assumed to be good enough at his job to create an ordinary item with some assurance of success. If the craftsman has a skill below 50%, he must make a skill test even when creating a mundane item.

If a craftsman is in a hurry, he may attempt to speed the process along. In this case, the time required to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by ten in hours. To speed up production like this, the craftsman must succeed in a Difficult (-20%) skill test to create the item.

Item Quality

Any item of exceptional quality must usually be specially ordered and finding a craftsman capable of producing a truly Exceptional items come in five separate levels of quality, ranging from those that are merely above average (greater) to those which can only be created by the very finest craftsmen the world has ever known (heroic). Obviously, the higher the quality of the item, the greater the benefit it bestows upon its user.

Greater

A craftsman attempting to create a greater item uses the crafting rules. However, he must halve his Craft skill (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by one (to 01 to 04).



Reputation

Circumstance		Reputation Modifier ¹
Character is	✖ a local boy or girl	+1
	✖ Seasoned-level	+2
	✖ Veteran-level	+4
	✖ Master-level	+8
	✖ Hero-level	+15
Per Legendary Ability		+5
Character is a Rune priest	✖ Of a local cult	+8
	✖ Of a respected cult	+4
	✖ Of a feared or hated cult	+4
Character is a Runelord	✖ Of a local cult	+10
	✖ Of a respected cult	+6
	✖ Of a feared or hated cult	+6
Character defeated / was defeated by minor enemy	✖ Within last 12 months	— / -2
	✖ Within last 6 months	— / -4
	✖ Within last month	+1 / -6
	✖ More than 100 miles away	—
	✖ Between 10 and 100 miles	— / -2
	✖ Within 10 miles	+1 / -1
Character defeated / was defeated by major enemy	✖ Within last 12 months	+1 / —
	✖ Within last 6 months	+1 / -1
	✖ Within last month	+2 / -1
	✖ More than 100 miles away	+1 / —
	✖ Between 10 and 100 miles	+1 / -1
	✖ Within 10 miles	+2 / -1
Character defeated / was defeated by deadly enemy	✖ Within last 12 months	+2 / —
	✖ Within last 6 months	+2 / +1
	✖ Within last month	+4 / +2
	✖ More than 100 miles away	+1 / —
	✖ Between 10 and 100 miles	+4 / +1
	✖ Within 10 miles	+10 / +8
Character committed a heroic or selfless act	✖ Within last 12 months	+2
	✖ Within last 6 months	+4
	✖ Within last month	+8
	✖ More than 100 miles away	—
	✖ Between 10 and 100 miles	+2
	✖ Within 10 miles	+4
Character committed a heinous act	✖ Within last 12 months	+3
	✖ Within last 6 months	+4
	✖ Within last month	+8
	✖ More than 100 miles away	—
	✖ Between 10 and 100 miles	+4
	✖ Within 10 miles	+8
Become leader of a	✖ small mercenary band or military unit (10 to 100 troops)	+4
	✖ large mercenary band or military unit (100 to 1,000 troops)	+10
Return from distant land		+4
Become ruler of a	✖ small town	+1
	✖ large town	+2
	✖ small city	+5
	✖ large city	+10
	✖ nation	+15

¹ Most of these modifiers are cumulative. If a character is both a Master-level character and has recently defeated a grave nearby threat, he is entitled to both bonuses. However, he does not receive the bonuses for being a Seasoned- or Veteran-level character – those are subsumed by the Master-level bonus.



Exquisite

A craftsman attempting to create an exquisite item uses the crafting rules. However, he must halve his Craft skill *twice* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by two (to 01 to 03).

Marvellous

In order to craft a marvellous item, a craftsman must be a master of his art. The craftsman attempting to create a marvellous item uses the crafting rules. However, he must halve his Craft skill *three times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by three (to 01 to 02).

Surpassing

A craftsman attempting to create a surpassing item uses the crafting rules. He must halve his Craft skill *four times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by four (only a roll of 01 results in an automatic success).

Heroic

A craftsman attempting to create a surpassing item uses the crafting rules detailed on page XX. However, he must halve his Craft skill *five times* (after all other modifiers are applied) when making the skill test. He has no chance of an automatic success.

Time to Create: This column lists the amount of time required to craft an item of the corresponding level of quality. Note that the attempt will take this long, regardless of the success of the final Craft test. Creating exceptional items is a long, painstaking process. The base time to create is considered to be the base item's cost divided by five in hours. Thus, a war sword, which requires 35 hours to create without making it exceptional, would require 70 hours to craft a greater version, 175 hours to craft an exquisite version, 350 hours to craft a marvellous version, 875 hours to craft a surpassing version and 1,750 hours to craft a Heroic version. Unlike the creation of 'normal' quality items, the craftsman cannot speed up this process.

Base Cost: This is the minimum cost for the exceptional item.

Weapon / Armour Effects: The number of effects the craftsman may choose to impart into the weapon or armour.

Skill Item Effects: The bonus granted to the appropriate skill by the item.

Exceptional Item Effects

An exceptional item can have one or more special effects crafted into it, depending upon the item's level of quality.

Exceptional Weapons and Armour

Beneath the name of each effect it is indicated whether the effect applies to armour, weapons or both. Each effect also has a 'Minimum Craftsmanship', indicating what level of quality the item must be in order to have this effect. For instance, a weapon must be of at least marvellous quality in order to have Baleful as an effect. Lastly, each effect is listed as either stackable (meaning it can be picked multiple times and its effects stack) or unique (in which case it can only be selected for a particular weapon or armour once). A heavy mace with two levels of the Crushing effect, for example, gains a +2 bonus to damage.

Unless specifically stated otherwise, different effects may be combined on the same item, so long as it is of sufficient craftsmanship to handle them all.

Baleful

Weapon Effect, Minimum Craftsmanship: Marvellous, Unique

A Baleful weapon is cunningly and lethally crafted. It provides the user with no bonuses to his attack but it does increase the weapon's damage dice by one increment. Thus, a Baleful great sword or longbow would deal 2d10 damage and a Baleful war sword would deal 1d10 damage.

Bastion

Armour Effect, Minimum Craftsmanship: Exquisite, Unique

Armour with this effect is designed specifically to minimise weak points. An opponent attempting a precise attack to bypass Bastion armour attacks at -80%, rather than -40%. Bastion may not be combined with the Nimble effect.

Bulwark

Armour Effect, Minimum Craftsmanship: Greater, Stackable (twice)

Armour created as a Bulwark is exceptionally tough. It gains +1 AP in every hit location.

Crushing

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a bludgeoning weapon, Crushing increases the weapon's damage by +1 point.

Enduring

Armour and Weapon Effect, Minimum Craftsmanship: Greater, Stackable (four times)

Enduring armour and weapons are made to stand up to extra punishment. It gains +2 HP (or +2 HP per hit location in the case of armour).



Item Quality

Quality Level	Time to Create	Base Purchase Cost	Weapon / Armour Effects	Skill Item Effects
Normal	×1	As item	—	—
Greater	×2	Item cost × 2	1	+5%
Exquisite	×5	Item cost × 5	2	+10%
Marvellous	×10	Item cost × 10	3	+15%
Surpassing	×25	Item cost × 50	4	+20%
Heroic	×50	Item cost × 100	5	+25%

Keen

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a piercing or slashing weapon, Keen increases the weapon's damage by +1 point.

Light

Armour Effect, Minimum Craftsmanship: Greater, Stackable (three times)

This reduces its ENC by one point (or one point per hit location in the case of armour). ENC cannot be reduced below zero in this manner. Weapons also have their STR requirement reduced by one (thus a greater war sword with one Light effect would require only STR 8 to use without penalty).

Nimble

Armour Effect, Minimum Craftsmanship: Exquisite, Stackable (three times)

Designed for comfort and ease of movement, the Nimble effect reduces its armour's skill penalty by 1% per hit location. Skill penalties cannot be reduced below 0%. Nimble may not be combined with the Bastion effect.

Parrying

Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (three times)

A weapon with this effect is designed to make parrying easier for the wielder. It provides the user with no bonuses to

his attack but it does increase the AP of the weapon by +1. This bonus is only applicable for the purposes of parrying.

Penetrating

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (twice)

A Penetrating weapon is made to bypass an opponent's defences, either through overwhelming power or amazing speed (depending upon the type of weapon). Opponents suffer a -10% penalty on parry tests to parry this weapon.

Swift

Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (twice)

A Swift weapon is perfectly balanced and designed to easily change direction and speed. This makes it incredibly hard to dodge. Opponents suffer a -10% penalty on dodge tests to dodge this weapon.

Warrior's

Weapon Effect, Minimum Craftsmanship: Exquisite, Stackable (four)

A Warrior's weapon is designed to aid the wielder do his job. Specifically, it grants a +5% bonus to all relevant Weapon skill tests when used. Thus a Warrior's battleaxe provides a +5% bonus to the wielder's 1H Axe or 2H Axe score, depending on how the wielder is using the weapon.



Improving Adventurers

Improvement Rolls

In an average story, each character should receive three improvement rolls. This can be modified if the character performed particularly poorly or heroically, giving a range of between one and five improvement rolls awarded.

Hero Points

In an average story, each character should receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

Improving Skills

A player can choose to spend one improvement roll to attempt to increase one known skill.

Select the skill to be increased and roll 1D100.

If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.

If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

Practise & Research

Practising or researching a skill generally takes one day per 10% the character already possesses in the skill.

Practise

All skills may be learnt through practise, except for Lore skills. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be practised.

Research

The following skills can be increased through research: Craft, Engineering, Evaluate, First Aid, Healing, Language, Lore, Mechanisms and Runecasting. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be researched.

Characters may apply a +10 modifier to the improvement roll when attempting to learn the a skill through research. This is an addition to the roll, not the skill.

Mentors

A mentor must have a score in the skill being taught that is at least double his student's score in that skill.

The mentor must be present with the student for the entire practising or research period. Before the student makes their improvement roll, the mentor makes a skill test for the taught skill.

If the mentor's skill test is a failure, then the student makes their improvement roll as normal.

If the mentor's skill test is a success, then the student makes their improvement roll and applies a positive modifier to the roll equal to the mentor's critical success range with the skill. Note that this is an addition to the roll, not the skill. In addition, if the student's improvement roll results in a gain of 1D4+1 points, this gain is instead increased to 1D6+1 points.

Learning New Advanced Skills

In order to learn a new Advanced skill, the character must either be able to research it (in that it is both researchable and the relevant research material is to hand) or they must be taught it by a mentor.

It costs two improvement rolls to attempt to learn a new Advanced skill. The character immediately gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practice or research.



Improving Characteristics

A player can choose to spend *three* improvement rolls to attempt to increase one Characteristic by one point.

Multiply the Characteristic to be increased by five. Then roll 1D100.

If this 1D100 result is *greater* than the Characteristic \times 5, the Characteristic increases by one point.

If this 1D100 result is *equal to or less* than the Characteristic \times 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point. One of this skill's derived Characteristics must be the same as the Characteristic which was not improved.

A roll of 96 to 00 on this roll always results in the Characteristic increasing.

SIZ may never be increased using improvement rolls.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Legendary Abilities

In order to gain a Legendary Ability, a character must meet the requirements listed for it and then spend the required number of Hero Points.

Battle Fury

Requirements: CON 15 or higher, any close combat Weapon skill at 90% or higher.

Hero Points: 12

You can enter a Battle Fury as a Combat Action. While in a Battle Fury, the following effects take place:

Your STR and CON are both considered to be 5 points higher, but only for the purposes of determining your Damage Modifier.

All your close combat Weapon skill tests, including Unarmed and Martial Arts, receive a +50% bonus.

All your Persistence and Resilience skill tests receive a +50% bonus.

You may not parry, dodge or dive for cover.

You may remain in Battle Fury for a number of rounds equal to your CON. Upon leaving Battle Fury, you automatically gain three levels of Fatigue.

Born to the Saddle

Requirements: POW 15 or higher, Riding 90% or higher.

Hero Points: 8

While riding, the following effects take place:

Any penalty to your Riding skill is reduced by -20 %. For instance, if the driving rains and slippery ground would normally apply a -40% penalty to your Riding test, the penalty is reduced to -20%.

You may use 2H Weapon skills, Polearms and Staffs.

You may treat all animals you ride as trained for combat.

You may use your Riding skill instead of your Dodge skill when dodging.

Dead Eye

Requirements: DEX 15 or higher, any ranged Weapon skill at 90% or higher.

Hero Points: 10

Pick any single ranged weapon (with which you must have at least 90% skill). While using this weapon, the following effects take place:

Increase the weapon's Range by 50%.

Increase the weapon's damage by +2 (only to targets within Range).

Precise attacks with the weapon only suffer a -20% penalty.

Decapitating Swing

Requirements: STR 15 or higher, either 2H Sword or 2H Axe skill at 90% or higher.

Hero Points: 12

You may only use Decapitating Swing with a 2H Axe or 2H Sword and only against an opponent whose SIZ is within ten of your SIZ.

Decapitating Swing is declared before a precise attack, targeting your opponent's head, is started. Any attempt to dodge or parry this precise attack gains a +20% bonus. As long as the attack inflicts at least a Minor Wound, the attack is converted to a Major Injury that decapitates the target.

Disease Immunity

Requirements: CON 15 or higher, Resilience 70% or higher.

Hero Points: 8

You are immune to all normal diseases. Magical diseases will still affect you, though you gain a +20% bonus to tests to resist them.

Quellist

Requirements: 1H Weapon skill or Rapier skill at 90% or higher.

Hero Points: 10

While using a selected weapon the following effects take place:

You may parry one additional attack per Combat Round (over and above the normal Reaction allowance).

You gain a +10% bonus to your Weapon skill when parrying.

Increase the weapon's damage by +1.

Empathic Wound

Requirements: POW 15 or higher, Healing skill at 90% or higher.

Hero Points: 10

With Empathic Wound, you may offset the injuries a companion has sustained by transferring the hit point damage to yourself. A wound appears on your body at the same hit location as your companion. One hit point of damage may be



Legendary Abilities

Legendary Ability	Requirements	Hero Points
Battle Fury	CON 15+, close combat Weapon skill 90%+	12
Born to the Saddle	POW 15+, Riding skill 90%+	8
Dead Eye	DEX 15+, ranged Weapon skill 90%+	10
Decapitating Swing	STR 15+, 2H Sword or Axe skill 90%+	12
Disease Immunity	CON 15+, Resilience skill 70%+	8
Duellist	1H Weapon or Rapier skill 90%+	10
Empathic Wound	POW 15+, Healing skill 90%+	10
Heroic Aura	CHA 15+, Influence skill 90%+	12
Linguist	INT 15+, two non-native Language skills 50%+	8
Loremaster	INT 15+, four Lore skills 50%+	10
Poison Immunity	CON 15+, Resilience skill 70%+	8
Rune Adept	POW 15+, four Runecasting skills 50%+	10
Runelord	Varies	12
Rune priest	Varies	10
Skin of the Bear	CON 15+, Resilience skill 90%+	10
Slaying Touch	POW 15+, Martial Arts skill 90%+	12
Tireless	CON 15+, Athletics skill 90%+	8
Wall Leaping	DEX 15+, Acrobatics skill 90%+	10

transferred each Combat Round, during which neither patient nor healer may move or perform other Combat Actions.

Each Combat Round, you must make a Resilience test with a -40% penalty or take one level of Fatigue. Empathic Wound is incapable of re-growing or re-attaching severed limbs or resurrecting a character.

Heroic Aura

Requirements: CHA 15 or higher, Influence skill at 90% or higher.

Hero Points: 12

All allies within your CHA in metres will be heartened by your presence, gaining your CHA as a bonus to any Persistence or Resilience tests they are called upon to make.

In addition, you may make take a Combat Action to encourage your nearby allies, requiring an Influence test. If this is successful, they gain your CHA as a bonus to all Weapon skills for the remainder of the Combat Round.

Linguist

Requirements: INT 15 or higher, two Language skills (aside from your native tongue) at 50% or higher.

Hero Points: 8

In order to use this ability, you must either converse with a speaker of a strange language for one hour, or simply hear the language being spoken for two or more hours. You then automatically gain the Language skill in that language at its basic score.

A successful improvement roll when improving a Language skill doubles the skill points gained (roll 2D4+2 rather than 1D4+1).

Loremaster

Requirements: INT 15 or higher, four Lore skills at 50% or higher

Hero Points: 10

Any time you fail a Lore skill test, you are entitled to make an immediate Persistence test (with the same modifiers as the original Lore test) to see if you can recall some shred of knowledge germane to the subject at hand.

Poison Immunity

Requirements: CON 15 or higher, Resilience 70% or higher.

Hero Points: 8

You are immune to all normal poisons. Magical poisons will still affect you, though you gain a +20% bonus to tests to resist them.

Rune Adept

Requirements: POW 15 or higher, four Runecasting skills at 50% or higher.

Hero Points: 10

You gain a +20% bonus to Persistence tests to integrate runes. In addition, whenever you make a Persistence test to integrate a rune, a critical success results in you integrating the rune without the loss of any POW.

Skin of the Bear

Requirements: CON 15 or higher, Resilience 90% or higher.

Hero Points: 10

Skin of the Bear gives you one armour point of natural armour on all hit locations. This stacks with equipped armour.



Slaying Touch

Requirements: POW 15 or higher, Martial Arts 90% or higher.

Hero Points: 15

Slaying Touch is declared before a precise attack is started (the type of precise attack is up to you, though if the target is wearing armour, it will have to be bypassed). As long as the attack inflicts at least a Minor Wound, the attack is considered a Slaying Touch. The target must immediately succeed at a Resilience test with a –40% penalty or die.

Tireless

Requirements: CON 15 or higher, Athletics 90% or higher.

Hero Points: 8

You may engage in medium activity for a number of minutes equal to your $CON \times 10$ before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in medium activity is likewise your $CON \times 10$ in minutes.

You may engage in heavy activity for a number of Combat Rounds equal to your CON score before risking Fatigue. The

time between subsequent Fatigue tests for continuing to engage in heavy activity is likewise your CON score in Combat Rounds.

You also recover from each level of Fatigue in half the normal time (one level for every two hours of light activity or one hour of complete rest).

Wall Leaping

Requirements: DEX 15 or higher, Acrobatics 90% or higher.

Hero Points: 10

You may only use Wall Leaping if not Overloaded, Exhausted or Debilitated. The entirety of your movement in a Combat Action may be made along a vertical surface, allowing you to bypass an obstruction that might otherwise block your path or even climb a wall at lightning speed. This can result in you running up a wall with one Combat Action, attacking an enemy with a second Combat Action, and then returning to the floor with a third Combat Action.

However, you cannot continue moving along a vertical surface from Combat Round to Combat Round – you must reach level ground (or a suitable perch) by the end of your last Combat Action in a round or fall.



Part II: Monsters





CREATURE DESCRIPTIONS

CREATURES AS CHARACTERS

A creature is made into a full character just as any Player Character is created. The creature's Characteristics are determined, along with its Combat Actions, Damage Modifier and sundry other Attributes according to the Characteristic ranges given in its description. At the Games Master's discretion, you may add one more die to the Characteristic and drop the lowest, just as is done for human characters.

CREATURES & INTELLIGENCE

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and selfdetermination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

TRAITS

Blood Drain: The creature drains its victim's blood, causing the loss of hit points.

Breathe Flame: The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers the noted fire damage to all hit locations, though a character may dive for cover to halve this damage and AP counts as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

Burrower: The creature is adept at moving through the ground, creating its own tunnels as it goes. The creature may

move through the ground at its normal Movement rate. Some creatures are limited in the kind of ground they can move through. This is noted in the creature's description.

Chaotic Aura: This creature is tainted by Chaos and other Chaotic creatures can sometimes recognise this. When encountering a creature of Chaos, it may make a CHA or POW test (its choice which). If successful, the creature will not be attacked by his enemy, so long as he does not take any hostile action towards it.

Chaotic Feature: Creatures of Chaos do not always obey the normal laws of physical growth and many are hideously malformed. Each Chaotic Feature trait forces the creature to roll once on the Chaotic Feature table on page 10, applying the effects immediately.

Communal Mind: Though a single creature of this type has only a low fixed INT, a large group of them together possess a vastly improved intellect.

Dark Sight: Allows the creature to treat pitch black conditions as darkness.

Disease Immunity: The creature is immune to all diseases. All creatures without SIZ automatically have this Trait, and it is not listed in their descriptions.

Earth Sense: Some creatures are so in tune with the rock around them that they can work perfectly well in the total darkness of the deep. By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty so long as their target is no more than 10 metres away.

Echolocation: The creature is able to sense its environment through reflections of sonic waves.

Excellent Swimmer: The creature gains a permanent +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

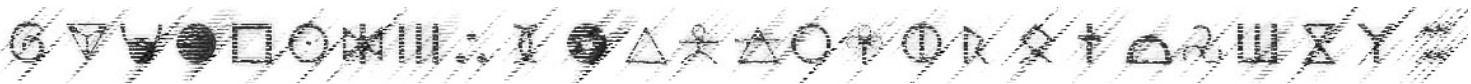
Formidable Natural Weapons: This creature's natural weapons are tough and durable as metal. As such they may parry weapon attacks.

Gaze Attack: The creature has a gaze attack. This attack



Chaotic Features

D100	Chaotic Feature	Effect
01-02	Acid for Blood	Opponent takes 1D4 damage to random hit location if creature is wounded
03-05	Additional Eye	+20% Perception
06-07	Albino	–50% hit points in all locations
08-09	Atrophied Arm	Loses the use of one arm
10-11	Cloud of Flies	All opponents within 2m suffer –10% to Weapon skill tests
11-14	Cloven Hooves	None
15-18	Cyclops	–50% to all Ranged Weapon skill tests
19-21	Disease Carrier	Carries one random disease (creature is immune to this disease)
22-23	Exploding Death	Does damage equal to Damage Modifier (minimum 1D4) to all within 5m upon death; creatures may dive to avoid this damage
24-26	Extra Arm	Fully functional
27-30	Extra Leg	Fully functional
31-33	Eyes on Stalks	+5% Perception
34-36	Fangs	Gains natural weapon bite attack (1D6 damage)
37-39	Fire Breathing	Creature gains Breathe Fire trait (1D4, 1/day)
40-42	Great Stench	Opponents within 5m must make Easy (+20%) Resilience test every Combat Round or fall unconscious for 1D4 Combat Rounds
43-44	Heart of Gold	Heart is made of gold, worth 1D6 × 1,000 silvers
45-46	Horns	Gains natural weapon head butt attack (1D6 damage)
47-48	Huge Ears	+10% Perception
49-50	Huge Nose	+5% Perception
51-54	Hunchback	–50% Movement
55-57	Long Legs	+1m Movement
58-59	Metallic Skin	+4 AP to all hit locations
60-62	Obese	Halve Movement, hit points doubled on all locations
63-64	Perspires Acid	Unarmed attacks are considered natural weapons, +1D4 acid damage on all Unarmed attacks; also causes 1D4 acid damage to any creature grappling it
65-67	Pin Head	Halve INT
68-70	Poison Touch	Unarmed attacks are considered to be poisoned with equivalent of Wetslag Root (see the <i>RuneQuest</i> rulebook for more details)
71-72	Regeneration	Regenerates one hit point to all hit locations every Combat Round; will not regenerate Major Wounds
73-75	Shaggy	Skin overgrown with long hair, +1 AP to all hit locations
76-77	Shell Hide	+3 AP to all hit locations
78-79	Single Leg	–1m Movement, –10% to Dodge tests
80-81	Snake Neck	Gains a 1m long neck
82-85	Tail	Gains a 1m long tail
86-89	Tentacles	Two limbs are changed into tentacles; +10% to Athletics tests, –10% to Sleight and Mechanisms tests
90-92	Thick Hide	+2 AP to all hit locations
93-94	Tiger Stripes	Skin changes colour and pattern; +10% to Stealth tests
95-96	Valuable Gem	Fixed on random location, worth 1D6x100 silvers
97-98	Wings	Gains Flying Movement equal to normal Movement
99-00	Blessed by Chaos	Roll twice on this table



may be active (the creature must consciously use it on a foe) or passive (anyone looking at the creature is affected).

Life Sense: In tune with the rhythms of nature, this creature can determine the vitality of any living creature by touch alone. If the creature touches another and makes a successful Perception test, it will learn of the target's current hit points, Fatigue level and whether it is currently afflicted by any poison or disease.

Night Sight: Allows the creature to treat partial darkness as illuminated and darkness as partial darkness.

Poison: The creature has a venomous bite, sting or other means of attack. The description will describe the particular poison or venom the creature displays.

Poison Immunity: The creature is immune to all poisons. All creatures without SIZ automatically have this Trait, and it is not listed in their descriptions.

Possession, Covert: An insidious means of possession, covert possession means, essentially, that the spirit is a hitchhiker in the body of the possessed. It exhibits no control over the body, and the possessed remains completely in charge. In many cases, the possessed may not even know he is possessed.

Possession, Dominant: The more wellknown and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and CHA) of the body's owner is subsumed beneath the identity of the possessing spirit. The possessed is absolutely helpless, unable to take any action at all, unable even to regain Magic Points, a prisoner in his own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

Regeneration: The creature is able to regenerate hit points lost to damage. The speed of regeneration varies depending upon the creature.

Trample: The creature is able to trample beings with a SIZ of half or less its own. This attack inflicts damage equal to double the creature's Damage Modifier, and requires the creature to expend Movement. A creature with this trait may Trample even if it has only one Combat Action – the Trample is assumed to be part of its Movement.

Wall Walking: The creature can move freely on vertical surfaces and even move upside down on a ceiling with no special equipment. Such Movement is always at half the creature's normal Movement rate.

Vampiric Touch: The creature can drain one or more of a character's Characteristics by touch.

Amphisboena

Numbers divided by a slash in the Characteristics below indicate the amphisboena actually has two such Characteristic scores – one for each head. All resistible attack spells targeted at an amphisboena must overcome both heads separately in order to take effect on the monster. This means the amphisboena is able to attempt to resist all incoming spells twice. Only if both heads are overcome will the spell work.

Emotional and mental spells, such as Befuddle, or spells affecting the snake's INT, POW or Magic Points, may only affect one head, chosen by the caster. The remaining head is unaffected.

STR	4D6	(14)	INT	2	(2)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	2	(2)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1-6	Right Head	3/6
7-14	Body	3/8
15-20	Left Head	3/6

Weapon	Skill	Damage
Bite	45%	1D8+1D4+poison
Jump	85%	1D6+1D4+poison

CA:	4
SR:	+12
Move:	6m, 8m when rolling
Traits:	Poison (bite, see below for details on Amphisboena Venom)
Skills:	Athletics 85%, Dodge 60%, Influence 60%, Persistence 55%, Resilience 40%
Armour:	Scales (AP 3, no Skill Penalty)

Amphisboena Venom

Type:	Ingested or smeared
Delay:	2 Combat Rounds
Potency:	28
Full Effect:	1D3 hit point damage to location struck, applies -6 penalty to victim's CON
Duration:	6D10 minutes

Ant, Giant

Ants have a communal mind. Although an individual ant has an INT of two, the ant colony as a whole also has its own INT, which varies with the size of the colony. Though determined randomly according to the table below, this INT is considered to be fixed INT.

Colony Size	Communal INT
Fewer than 100	1D6
100-300	2D6
300-1,000	3D6
1,000-3,000	4D6
3,000-10,000	5D6
Each additional 20,000	+1D6

An ant's sting injects an acid that does an additional 1D3 points of damage to the location struck. This acid is only injected if the ant's sting overcomes the target's armour, but if it does, the acid damage is applied directly to the location's hit points, bypassing armour entirely. An ant can only sting a target it has already caught with its mandibles.



STR	4D6	(14)	INT	2	(2)
CON	3D6+6	(16)	POW	1D6+3	(6)
DEX	2D6+6	(13)	CHA	5	(5)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1	Right Rear Leg	5/4
2	Left Rear Leg	5/4
3	Right Middle Leg	5/4
4	Left Middle Leg	5/4
5-9	Abdomen	5/6
10-13	Thorax	5/7
14	Right Front Leg	5/4
15	Left Front Leg	5/4
16-20	Head	5/5

Weapon	Skill	Damage
Bite	40%	1D8
Sting	45%	1D6+1D3 acid

CA:	3
SR:	+7
Move:	6m
Traits:	Communal Mind, Wall Walking
Skills:	Athletics 75%, Dodge 40%, Perception 60%, Resilience 35%, Stealth 25%, Tracking 85%
Armour:	Chitin (AP 5, no Skill Penalty)

Baboon

STR	2D6+6	(13)	INT	6	(6)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	6	(6)
SIZ	2D3	(4)			

D20	Hit Location	AP/HP
1-3	Right Hind Leg	1/3
4-6	Left Hind Leg	1/3
7-9	Abdomen	1/4
10-12	Chest	1/5
13-15	Right Front Leg	1/2
16-18	Left Front Leg	1/2
19-20	Head	1/3

Weapon	Skill	Damage
Bite	40%	1D8-1D2

CA:	3
SR:	+11
Move:	4m
Skills:	Athletics 80%, Dodge 35%, Perception 45%, Resilience 40%, Stealth 55%, Survival 40%, Tracking 40%
Armour:	Hide (AP 1, no Skill Penalty)

Basilisk

Any weapon hitting the basilisk corrodes in the creature's blood, taking one point of damage for every point inflicted on the basilisk. This damage bypasses the weapon's Armour Points, and is applied directly to the weapon's hit points. However, magical damage from spells or enchantments placed on the weapon does not count as damage mirrored against the weapon.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties 1D3 minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for such lethal compounds.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Rune Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

STR	2D3	(4)	INT	3	(3)
CON	2D6+6	(13)	POW	1D6+12	(15)
DEX	2D6	(7)	CHA	3	(3)
SIZ	1D3	(2)			

D20	Hit Location	AP/HP
1-2	Tail	2/3
3-4	Right Hind Leg	2/3
5-6	Left Hind Leg	2/3
7-8	Hindquarters	2/4
9-10	Forequarters	2/5
11-12	Right Wing	2/2
13-14	Left Wing	2/2
15-16	Right Front Leg	2/3
17-18	Left Front Leg	2/3
19-20	Head	2/3

Weapon	Skill	Damage
Gaze	100%	Death
Bite	30%	1D6-1D6+poison

CA:	2
SR:	+5
Move:	4m, 6m when flying
Traits:	Gaze Attack (active), Poison (bite, see below for details on Basilisk Venom)
Skills:	Athletics 60%, Dodge +30%, Persistence +45%, Resilience 70%, Stealth +40%, Survival 40%
Armour:	Scales (AP 2, no Skill Penalty)

Basilisk Venom

Type:	Ingested or smeared
Delay:	Immediate



Potency: 65
Full Effect: 1D3 hit point damage to all locations, applies
–6 penalty to victim's CON
Duration: 6D10 minutes

Bear, Brown

STR	3D6+15	(25)	INT	5	(5)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6	(10)	CHA	5	(5)
SIZ	3D6+15	(25)			

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/8
3-4	Left Rear Leg	3/8
5-7	Hindquarters	3/9
8-10	Chest	3/10
11-13	Right Front Leg	3/7
14-16	Left Front Leg	3/7
17-20	Head	3/8

Weapon	Skill	Damage
Bite	60%	1D8+1D10
Claw	50%	1D6+1D10

CA: 2
SR: +7
Move: 6m
Skills: Athletics 25%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Tracking 25%
Armour: Tough Hide (AP 3, no Skill Penalty)

Bear, Polar

STR	3D6+21	(21)	INT	5	(5)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6	(10)	CHA	5	(5)
SIZ	3D6+21	(21)			

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/9
3-4	Left Rear Leg	3/9
5-7	Hindquarters	3/10
8-10	Chest	3/11
11-13	Right Front Leg	3/8
14-16	Left Front Leg	3/8
17-20	Head	3/9

Weapon	Skill	Damage
Bite	65%	1D8+2D10
Claw	55%	1D6+2D10

CA: 2
SR: +7
Move: 6m
Skills: Athletics 25%, Perception 50%, Resilience 55%, Stealth 25%, Survival 60%, Tracking 35%
Armour: Tough Hide (AP 3, no Skill Penalty)

Beetle, Giant

STR	2D6+12	(19)	INT	2	(2)
CON	3D6+6	(16)	POW	1D6+6	(9)
DEX	2D6+6	(13)	CHA	2	(2)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1	Right Rear Leg	5/5
2	Left Rear Leg	5/5
3	Right Middle Leg	5/5
4	Left Middle Leg	5/5
5-9	Abdomen	5/8
10-13	Thorax	5/9
14	Right Front Leg	5/5
15	Left Front Leg	5/5
16-20	Head	5/7

Weapon	Skill	Damage
Bite	50%	1D8+1D6

CA: 3
SR: +7
Move: 6m
Traits: Wall Walking
Skills: Athletics 75%, Dodge 40%, Perception 50%, Resilience 35%, Tracking 40%
Armour: Chitin shell (AP 5, no Skill Penalty)

Beetle, Ham

STR	1D3	(2)	INT	2	(2)
CON	2D6	(7)	POW	1D6+3	(6)
DEX	3D6	(10)	CHA	2	(2)
SIZ	1D3	(2)			

D20	Hit Location	AP/HP
1-7	Head	1/2
8-20	Body	1/4

Weapon	Skill	Damage
Bite	20%	1D4–1D8

CA: 2
SR: +6
Move: 6m, 3m when flying
Traits: Wall Walking
Skills: Dodge 40%, Perception 40%, Stealth 25%
Armour: Chitin shell (AP 1, no Skill Penalty)

Beetle, Karry

A karry beetle can only fly a number of metres equal to its CON score and this counts as heavy activity for the beetle's Fatigue.



STR	5D6+12	(29)	INT	2	(2)
CON	4D6+6	(20)	POW	1D6+6	(9)
DEX	2D6	(7)	CHA	2	(2)
SIZ	5D6+12	(29)			

D20	Hit Location	AP/HP
1	Right Rear Leg	6/8
2	Left Rear Leg	6/8
3	Right Middle Leg	6/8
4	Left Middle Leg	6/8
5-9	Abdomen	6/11
10-13	Thorax	6/12
14	Right Front Leg	6/8
15	Left Front Leg	6/8
16-20	Head	6/10

Weapon	Skill	Damage
Bite	50%	1D8+1D12

CA: 2
SR: +4
Move: 6m, 3m when flying
Skills: Athletics 35%, Dodge 40%, Perception 50%, Resilience 60%, Tracking 40%
Armour: Chitin shell (AP 6, no Skill Penalty)

Beetle, Watch

STR	2D6+12	(19)	INT	2	(2)
CON	3D6	(10)	POW	1D6+6	(9)
DEX	3D6+6	(16)	CHA	2	(2)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1	Right Rear Leg	4/4
2	Left Rear Leg	4/4
3	Right Middle Leg	4/4
4	Left Middle Leg	4/4
5-9	Abdomen	4/5
10-13	Thorax	4/6
14	Right Front Leg	4/4
15	Left Front Leg	4/4
16-20	Head	4/4

Weapon	Skill	Damage
Bite	55%	1D8+1D2

CA: 3
SR: +9
Move: 6m
Traits: Wall Walking
Skills: Athletics 60%, Dodge 40%, Perception 40%, Resilience 35%, Stealth 25 %, Tracking 40%
Armour: Chitin shell (AP 4, no Skill Penalty)

Behemoth

Because of a behemoth's immense size and length, creatures less than onethird its SIZ do not roll on its hit location chart for combat attacks; they simply hit the part closest to them.

STR	6D10+100	(133)	INT	4	(4)
CON	6D10+60	(93)	POW	4D6	(14)
DEX	2D3	(4)	CHA	5	(5)
SIZ	4D10+100	(122)			

D20	Hit Location	AP/HP
1-2	Tail	30/23
3-4	Right Hind Leg	30/23
5-6	Left Hind Leg	30/23
7-10	Hindquarters	30/24
11-14	Forequarters	30/25
15-16	Right Front Leg	30/23
17-18	Left Front Leg	30/23
19-20	Head/Neck	30/23

Weapon	Skill	Damage
Tail Smash	60%	1D6+5D12
Bite	30%	7D8+5D12
Trample	30%	6D8+10D12

CA: 1
SR: +4
Move: 6m
Traits: Trample
Skills: Athletics 190%, Perception 40%, Persistence 50%, Resilience 140%, Tracking 40%
Armour: Tough Hide (AP 30, no Skill Penalty)

Boar

STR	3D6+6	(16)	INT	5	(5)
CON	2D6+9	(16)	POW	3D6	(10)
DEX	3D6	(10)	CHA	5	(5)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-2	Right Rear Leg	2/5
3-4	Left Rear Leg	2/5
5-7	Hindquarters	2/6
8-10	Forequarters	2/7
11-13	Right Front Leg	2/4
14-16	Left Front Leg	2/4
17-20	Head	2/5

Weapon	Skill	Damage
Tusk	45%	1D6+1D2

CA: 2
SR: +7
Move: 4m



Skills: Athletics 25%, Dodge 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 50%, Tracking 25%

Armour: Hide (AP 2, no Skill Penalty)

Broo

STR	2D6+6	(13)	INT	2D6+6	(13)
CON	1D6+12	(15)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2D6	(7)
SIZ	1D6+12	(15)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	3/6

Weapon	Skill	Damage	AP
Head Butt	60%	1D6+1D2	
Club	60%	1D6+1D2	2
Shortspear	50%	1D8+1D2	2
Target Shield	30%	1D6+1D2	8

CA: 2

SR: +11

Move: 4m

Skills: Athletics 60%, Dodge 40%, Perception 50%, Resilience 30%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%

Armour: Horns (AP 3 Head only, no Skill Penalty)

Catoblepas

The hair of a catoblepas can attempt to grapple every creature within two metres of the beast. In order to free itself, the grappled creature must overcome the catoblepas in an opposed Athletics test. Another character may attempt to free his fellow by hacking through the catoblepas's hair, which has 9 AP and 0 hit points. Cutting through one hank of the creature's hair will not prevent it from making more grapple attempts – the beast has a great deal of hair.

A catoblepas's hair can also be used to parry any attacks directed against the creature. Because of the sheer amount of hair the beast has, it is allowed double its normal number of Reactions in a round so long as those Reactions are used to parry. Catoblepas hair has 9 AP.

A catoblepas can kill with a glance. In combat, the catoblepas glares at a single opponent each round. If the catoblepas overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the catoblepas may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it

were a Magnitude 6 Rune Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again. The catoblepas does not need to meet its target's gaze for this attack to work – though it must be able to see the target. Its heavy head and weak neck make it difficult for the beast to raise its foul countenance enough for the gaze to come into play. Whenever the catoblepas wishes to use its gaze attack, it must make an Athletics test to lift its head. Even if it succeeds the head will slump down again a moment later, and the beast must make another test in order to raise its head again.

A catoblepas may not use its bite attack and its glance attack in the same round.

A catoblepas may only Trample a foe that is lying on the ground or has been grappled by the beast's hair.

A catoblepas has a percentage chance equal to its POW to possess one Chaos Feature.

STR	4D6+6	(20)	INT	4	(4)
CON	4D6	(14)	POW	2D6+6	(13)
DEX	2D6+3	(10)	CHA	4	(4)
SIZ	6D6+6	(27)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	6/9
3-4	Left Hind Leg	6/9
5-7	Hindquarters	6/10
8-10	Forequarters	6/11
11-13	Right Front Leg	6/8
14-16	Left Front Leg	6/8
17-20	Head	6/9

Weapon	Skill	Damage
Bite	40%	2D10
Trample	50%	3D10
Hair	80%	Grapple
Glance	35%	Death

CA: 2

SR: +7

Move: 5m

Traits: Chaos Feature (see above), Gaze Attack (active), Trample

Skills: Athletics 40%, Resilience 50%, Perception 20%, Persistence 35%, Survival 45%, Tracking 50%

Armour: Iron Scales (AP 6, no Skill Penalty)

Cattle

STR	4D6+6	(20)	INT	4	(4)
CON	2D6+9	(16)	POW	2D6	(7)
DEX	2D6	(7)	CHA	4	(4)
SIZ	2D6+9	(16)			



D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/6
3-4	Left Hind Leg	2/6
5-7	Hindquarters	2/7
8-10	Forequarters	2/8
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/6

Weapon	Skill	Damage
Charge	40%	1D8+1D4
Trample	55%	1D8+2D4

CA: 2
SR: +5
Move: 5m
Traits: Trample
Skills: Athletics 55%, Perception 30% Resilience 50%, Survival 20%
Armour: Hide (AP 2, no Skill Penalty)

Centaur

Because of a centaur's unique body structure, it is not able to put the full force of its mass behind most attacks. Thus, instead of adding SIZ to STR to determine the centaur's Damage Modifier, the centaur's STR should be doubled. However, if the centaur is kicking, charging or striking with a lance or long spear the Damage Modifier should be figured normally (STR + SIZ).

STR	3D6+6	(16)	INT	2D6+6	(13)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+3	(13)	CHA	3D6	(10)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/7
3-4	Left Hind Leg	2/7
5-6	Hindquarters	2/7
7-8	Forequarters	2/7
9-10	Right Front Leg	2/7
11-12	Left Front Leg	2/7
13-14	Chest	2/9
15-16	Right Arm	2/6
17-18	Left Arm	2/6
19-20	Head	4/7

Weapon	Skill	Damage	AP
Long Bow	70%	2D8+1D4	
Lance	40%	1D10+1D8	2
Target Shield	30%	1D6+1D4	8
War Sword	40%	1D8+1D4	4
Kick	30%	1D6+1D8	

CA: 3
SR: +14

Move: 6m
Skills: Athletics 52%, Dodge 22%, Lore (World) 35%, Play Instrument 40%, Resilience 60%, Stealth 22%, Survival 40%, Tracking 40%
Armour: Leather armour (AP 2, Chest, Hindquarters, Forequarters and Legs only) and helmet (AP 4, Head only): Skill Penalty -18%

Centipede, Giant

The centipede is a complex creature, with an equally complex hit location system. The body is divided into multiple segments, with each hit location covering one or two of these segments. The segments are numbered from one through 18, with segment one being immediately behind the head and segment 18 being the creature's posterior. If the centipede's head is reduced to zero hit points or lower, it begins to thrash frantically, but the fight is over and the creature will soon die. If any of the other segments are brought to zero hit points, but not destroyed, the centipede will lose 5m from its Movement rate. If enough locations are incapacitated to reduce the creature's Movement to zero, it will die.

However, if one of the centipede's segments is destroyed, all segments behind that one will be incapacitated and immobile. Meanwhile, all segments ahead of the one destroyed will attempt to run away, carrying the creature's head with them.

STR	8D6	(28)	INT	1	(1)
CON	12D6	(42)	POW	2D6+3	(10)
DEX	3D6	(10)	CHA	1	(1)
SIZ	12D6	(42)			

D20	Hit Location	AP/HP
1	Segment 18	4/5
2	Segment 17	4/5
3	Segment 16	4/5
4	Segment 15	4/5
5	Segment 14	4/5
6	Segment 13	4/5
7	Segment 12	4/5
8	Segment 11	4/5
9	Segment 10	4/5
10	Segment 9	4/5
11	Segment 8	4/5
12	Segment 7	4/5
13	Segment 6	4/5
14	Segment 5	4/5
15	Segment 4	4/5
16	Segment 3	4/5
17	Segment 2	4/5
18	Segment 1	4/5
19-20	Head	4/8

Weapon	Skill	Damage
Bite	65%	1D6+2D6+poison

CA: 2



SR: +6
Move: 6m
Traits: Poison (bite, see below for details on Centipede Venom)
Skills: Athletics 60%, Perception 55%, Stealth 70%
Armour: Chitin Shell (AP 4, no Skill Penalty)

Centipede Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 80
Full Effect: 1 hit point damage to location struck, applies –8 penalty to victim's CON
Duration: 3D10 minutes

Chimpanzee

STR	3D6+6	(16)	INT	7	(7)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	6	(6)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	–/6
4-6	Left Leg	–/6
7-9	Abdomen	–/7
10-12	Chest	–/8
13-15	Right Arm	–/5
16-18	Left Arm	–/5
19-20	Head	–/6

Weapon	Skill	Damage
Bite	35%	1D6+1D2
Fist	45%	1D4+1D2

CA: 3
SR: +12
Move: 4m on the ground, 5m in the trees
Skills: Athletics 95%, Dodge 45%, Perception 30%, Resilience 40%, Stealth 55%, Survival 45%, Tracking 40%

Chonchon

As they are all natives of the spirit plane, chonchons are incomplete creatures. They have no permanent STR, CON or SIZ. These last three attributes are gained by the chonchon when it crosses into the mortal world and spontaneously forms a body.

Chonchons are very vulnerable to Dispel Magic and other spells designed to disrupt magic, such as the divine spell Dismiss Magic and the sorcery spell Neutralise Magic (see the *RuneQuest Companion*). For every point of Magnitude of a Dispel Magic (or Neutralise Magic) cast at the chonchon, the creature loses one Magic Point. For every point of Magnitude of a Dismiss Magic cast at it, the chonchon loses two

Magic Points. If the creature's Magic Points drop to zero, the chonchon falls to the ground and may no longer fly.

If the chonchon's bite manages to pass through an opponent's armour, the chonchon matches its Magic Points against its victim's Magic Points in an opposed test. If the chonchon wins, it drains 1D6 Magic Points from its victim, adding them to its own total. Once it has successfully bitten through an opponent's armour, it will hang on round after round, continuing to drain Magic Points. This gives the chonchon a base 100% chance to succeed with its bite, so long as it is still hanging on to a victim.

Defensive magic effective against spirits will help to prevent the chonchon from draining Magic Points. A chonchon cannot have more than double its usual number of Magic Points, though there is no effective limit to how many it can drain. For example, if the chonchon has a normal total of 15 Magic Points, it can increase this number to 30 through draining. After reaching 30, it can still drain Magic Points away from its victim, but the chonchon does not receive these Magic Points, they simply vanish.

A chonchon may cast spells normally, even if it is currently biting a foe.

STR	2D6	(7)	INT	4D6	(14)
CON	3D6	(10)	POW	3D6+6	(16)
DEX	2D6+6	(13)	CHA	1D6	(3)
SIZ	2D3	(4)			

D20	Hit Location	AP/HP
1-20	Head	–/10

Weapon	Skill	Damage
Bite	55%	1D4+drain

CA: 3
SR: +13
Move: 5m (flying only)
Traits: Life Sense
Skills: Dodge 65%, Perception 50%, Runecasting 100%, Stealth 35%

Armour: None
Runes: Chonchons usually have 2D3 runes integrated. Their most common spells are Befuddle, Countermagic, Disruption, Mobility, Protection and Shimmer.

Crab, Giant

STR	3D6+24	(34)	INT	2	(2)
CON	3D6+6	(16)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2	(2)
SIZ	3D6+24	(34)			





Oemi-Bird

STR	4D6+18	(32)	INT	3	(3)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	3	(3)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-3	Right Leg	4/8
4-6	Left Leg	4/8
7-9	Abdomen	4/9
10-12	Chest	4/10
13-15	Right Wing	4/7
16-18	Left Wing	4/7
19-20	Head	4/8

Weapon	Skill	Damage
Peck	45%	1D8+1D12
Kick	45%	1D6+1D12

CA: 3
SR: +10
Move: 6m
Skills: Athletics 40%, Perception 75%, Resilience 35%, Survival 45%
Armour: Tough Hide (AP 4, no Skill Penalty)

Dinosaurs

Allosaurus

STR	6D6+32	(53)	INT	3	(3)
CON	4D6+21	(35)	POW	2D6+6	(13)
DEX	2D6+9	(16)	CHA	3	(3)
SIZ	4D6+32	(46)			

D20	Hit Location	AP/HP
1-2	Tail	10/17
3-5	Right Leg	10/17
6-8	Left Leg	10/17
9-11	Abdomen	10/18
12-15	Chest	10/19
16	Right Claw	10/16
17	Left Claw	10/16
18-20	Head	10/17

Weapon	Skill	Damage
Bite	50%	1D10+2D12
Kick	35%	1D6+2D12

CA: 3
SR: +9
Move: 6m
Skills: Athletics 90%, Perception 50%, Persistence 50%, Resilience 80%, Tracking 40%
Armour: Hide (AP 10, no Skill Penalty)

Ankylosaurus

STR	4D6+21	(35)	INT	3	(3)
CON	3D6+15	(25)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	3	(3)
SIZ	4D6+21	(35)			

D20	Hit Location	AP/HP
1-2	Tail	14/13
3-4	Right Hind Leg	6/13
5-6	Left Hind Leg	6/13
7-10	Hindquarters	14/14
11-14	Forequarters	14/15
15-16	Right Front Leg	6/13
17-18	Left Front Leg	6/13
19-20	Head/Neck	14/13

Weapon	Skill	Damage
Bite	50%	1D12+2D6
Tail Smash	60%	4D6

CA: 3
SR: +8
Move: 5m
Traits: Trample
Skills: Perception 40%, Persistence 35%, Resilience 80%
Armour: Armoured Hide (AP 14 Tail, Hindquarters, Forequarters, Head/Neck), Thick Hide (AP 6, Legs), no Skill Penalty

Brontosaurus

STR	4D6+40	(54)	INT	3	(3)
CON	2D6+30	(37)	POW	1D6+6	(9)
DEX	1D6	(3)	CHA	3	(3)
SIZ	4D6+50	(64)			

D20	Hit Location	AP/HP
1-2	Tail	14/20
3-4	Right Hind Leg	14/20
5-6	Left Hind Leg	14/20
7-10	Hindquarters	14/21
11-14	Forequarters	14/22
15-16	Right Front Leg	14/20
17-18	Left Front Leg	14/20
19-20	Head/Neck	14/20

Weapon	Skill	Damage
Tail Lash	70%	4D12
Trample	65%	5D12

CA: 1
SR: +3
Move: 4m
Traits: Trample
Skills: Athletics 120%, Perception 25%, Persistence 50%, Resilience 110%
Armour: Thick Hide (AP 14, no Skill Penalty)



Hadrosaurus

STR	6D6+15	(36)	INT	3	(3)
CON	4D6+9	(23)	POW	2D6+3	(10)
DEX	3D6	(10)	CHA	3	(3)
SIZ	4D6+30	(44)			

D20	Hit Location	AP/HP
1-2	Tail	8/13
3-5	Right Leg	8/13
6-8	Left Leg	8/13
9-11	Abdomen	8/14
12-15	Chest	8/15
16	Right Claw	8/12
17	Left Claw	8/12
18-20	Head	8/13

Weapon	Skill	Damage
Kick	40%	1D8+2D8
Tail Lash	20%	1D10+2D8

CA: 2
SR: +7
Move: 5m
Traits: Trample
Skills: Athletics 80%, Perception 40%, Persistence 50%, Resilience 90%
Armour: Thick Hide (AP 8, no Skill Penalty)

Plesiosaurus

Plesiosaurs can be dangerous to lone sailors by picking them off the decks of ships, though the beasts will usually not attempt this unless sick or starving. When a plesiosaur rears up from the water like this, only its Head/Neck hit location can be struck – the rest remains safely submerged.

STR	6D6	(21)	INT	3	(3)
CON	4D6	(14)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	3	(3)
SIZ	6D6+12	(33)			

D20	Hit Location	AP/HP
1-2	Tail	5/10
3-4	Right Hind Flipper	5/6
5-6	Left Hind Flipper	5/6
7-10	Hindbody	5/11
11-14	Body	5/12
15-16	Right Front Flipper	5/6
17-18	Left Front Flipper	5/6
19-20	Head/Neck	5/10

Weapon	Skill	Damage
Bite	65%	1D8+1D12

CA: 3
SR: +9
Move: 5m (swimming)
Traits: Excellent Swimmer
Skills: Dodge 50%, Stealth 45%, Tracking 60%
Armour: Thick Hide (AP 5, no Skill Penalty)

Pteranodon

STR	4D6+6	(20)	INT	3	(3)
CON	3D6+3	(13)	POW	3D6	(10)
DEX	2D6+12	(19)	CHA	3	(3)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-3	Right Leg	3/8
4-6	Left Leg	3/8
7-8	Abdomen	3/9
9-12	Chest	3/10
13-14	Right Wing	3/7
15-16	Left Wing	3/7
17-20	Head	3/8

Weapon	Skill	Damage
Bite	55%	1D8+1D10
Claw	45%	1D6+1D10

CA: 3
SR: +10
Move: 2m, 6m when flying
Skills: Perception 65%, Resilience 70%, Stealth 40%
Armour: Tough Hide (AP 3, no Skill Penalty)

Stegosaurus

STR	5D6+21	(38)	INT	3	(3)
CON	4D6+12	(26)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3	(3)
SIZ	6D6+21	(42)			

D20	Hit Location	AP/HP
1-2	Tail	10/13
3-4	Right Hind Leg	8/13
5-6	Left Hind Leg	8/13
7-10	Hind Quarters	10/14
11-14	Fore Quarters	10/15
15-16	Right Front Leg	8/13
17-18	Left Front Leg	8/13
19-20	Head/Neck	10/13

Weapon	Skill	Damage
Bite	50%	1D10+2D8
Tail Smash	65%	1D12+2D8

CA: 2
SR: +5
Move: 4m
Traits: Trample
Skills: Athletics 65%, Perception 40%, Persistence 60%, Resilience 75%
Armour: Bone Plating (AP 10, Tail, Hind Quarters, Fore Quarters, Head/Neck), Thick Hide (AP 8, Legs), no Skill Penalty



Triceratops

STR	6D6+30	(51)	INT	3	(3)
CON	3D10+12	(28)	POW	3D6	(10)
DEX	2D6+3	(10)	CHA	3	(3)
SIZ	6D6+30	(51)			

D20	Hit Location	AP/HP
1	Tail	10/16
2-3	Right Hind Leg	10/16
4-5	Left Hind Leg	10/16
6-9	Hindquarters	10/17
10-13	Forequarters	10/18
14-15	Right Front Leg	10/16
16-17	Left Front Leg	10/16
18-20	Head	14/16

Weapon	Skill	Damage
Gore	60%	1D10+2D12
Tail Smash	35%	3D12

CA: 2
SR: +6
Move: 4m
Traits: Trample
Skills: Athletics 60%, Perception 50%, Persistence 40%, Resilience 80%
Armour: Thick Bone (AP 14, Head) Tough Hide (AP 10, all other locations), no Skill Penalty

Tyrannosaurus

STR	4D6+40	(54)	INT	3	(3)
CON	5D6+30	(47)	POW	2D6+6	(13)
DEX	2D6+3	(10)	CHA	3	(3)
SIZ	4D6+30	(44)			

D20	Hit Location	AP/HP
1-2	Tail	10/18
3-5	Right Leg	10/18
6-8	Left Leg	10/18
9-11	Abdomen	10/19
12-15	Chest	10/20
16	Right Claw	10/10
17	Left Claw	10/10
18-20	Head	10/18

Weapon	Skill	Damage
Bite	60%	1D10+2D12

CA: 2
SR: +6
Move: 5m
Skills: Athletics 90%, Perception 50%, Resilience 75%, Tracking 50%
Armour: Thick Hide (AP 10), no Skill Penalty

Velociraptor

STR	4D6+12	(26)	INT	4	(4)
CON	3D6+3	(13)	POW	2D6+6	(13)
DEX	4D6	(14)	CHA	3	(3)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1-2	Tail	5/7
3-5	Right Leg	5/7
6-8	Left Leg	5/7
9-11	Abdomen	5/8
12-15	Chest	5/9
16	Right Claw	5/6
17	Left Claw	5/6
18-20	Head	5/7

Weapon	Skill	Damage
Bite	40%	2D8
Kick	35%	1D6+1D8
Foreclaw	65%	1D4+1D8

CA: 3
SR: +9
Move: 6m
Skills: Athletics 40%, Perception 50%, Resilience 140%, Stealth 50%, Tracking 45%
Armour: Thick Hide (AP 5, no Skill Penalty)

Oog

STR	1D6+1	(4)	INT	5	(5)
CON	3D6	(10)	POW	1D6+6	(9)
DEX	2D6+6	(13)	CHA	5	(5)
SIZ	1D6	(3)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	-/3
3-4	Left Hind Leg	-/3
5-7	Hindquarters	-/4
8-10	Forequarters	-/5
11-13	Right Front Leg	-/2
14-16	Left Front Leg	-/2
17-20	Head	-/3

Weapon	Skill	Damage
Bite	40%	1D6-1D6

CA: 3
SR: +9
Move: 6m
Traits: Night Sight
Skills: Athletics 60%, Dodge 30%, Resilience 30%, Perception 55%, Stealth 45%, Survival 30%, Tracking 75%



Dragon

STR	20D6	(70)	INT	6D6	(21)
CON	10D6	(35)	POW	4D6+12	(26)
DEX	4D6	(14)	CHA	6D6	(21)
SIZ	10D6+30	(65)			

D20	Hit Location	AP/HP
1-2	Tail	12/20
3-4	Right Hind Leg	12/20
5-6	Left Hind Leg	12/20
7-8	Hindquarters	12/21
9-10	Forequarters	12/21
11-12	Right Wing	12/19
13-14	Left Wing	12/19
15-16	Right Front Leg	12/20
17-18	Left Front Leg	12/20
19-20	Head	12/20

Weapon	Skill	Damage	AP
Bite	125%	1D10+3D12	4
Claw	95%	1D8+3D12	6
Tail	90%	1D20+3D12	8

CA: 3
SR: +16
Move: 6m, 10m when flying
Traits: Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 120%, Evaluate +100%, Influence 150%, Lore (all) 100%, Persistence 180%, Resilience 120%, Tracking 110%
Armour: Dragon Scales (AP 12, no Skill Penalty)
Runes: A typical dragon has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.

Dragonewt

Dragonewt Weapons

Klanth: A klanth is a weapon constructed of flint blades set into a wooden haft. A few rare klanths are constructed of dragon bone rather than wood, and have AP/HP of 8/18.

Gami: A gami is a threepronged swordcatcher made of dragonbone, exceptionally effective at parrying. A gami parries blows with double its AP.

Utuma: This weapon is the dragonewt version of a short-sword. Usually, it is a reinforced flint blade, but a very rare utuma is made from dragon bone. These have an AP/HP of 8/12.

Chokin and Samarin: These are small throwing weapons, which can impale. The dragonewt may throw up to three chokin or four samarin at the same time during a single Combat Action. The dragonewt may not mix the two weapons in a single throw – for example, he may not throw two chokin and one samarin. For each additional weapon

thrown at one time, the dragonewt must subtract 10% from the chance to hit for all weapons thrown.

For example, if a dragonewt with a Throwing skill of 50% throws one samarin, its chance to hit is 50%. If it throws two at one, the chance to hit falls to 30% for each. If it throws three, it has a 20% chance for any of them to hit, and if it attempts to throw four, its chance to hit is only 10%.

First Stage Dragonewt (Scout)

STR	2D6	(7)	INT	4D6	(14)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+9	(16)	CHA	3D6	(10)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1-2	Tail	1/4
3-5	Right Leg	1/4
6-8	Left Leg	1/4
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4

Weapon	Skill	Damage	AP
Chokin	25%	1D6–1D4	
Samarin	25%	1D4+1–1D4	
Sling	30%	1D6–1D4	
Utuma	30%	1D6–1D4	3

CA: 3
SR: +15
Move: 4m
Skills: Athletics 25%, Dodge 25%, Perception 25%, Sleight 25%, Stealth 25%, Throwing 25%
Armour: Scales (AP 1, no Skill Penalty)
Notes: Scout dragonewts are the only stage of the dragonewt life cycle that uses nondraconic magic. These creatures often employ Rune Magic.

Second Stage Dragonewt (Warrior)

STR	2D6+12	(19)	INT	4D6	(14)
CON	3D6+6	(16)	POW	2D6+6	(13)
DEX	2D6+3	(10)	CHA	3D6+3	(13)
SIZ	2D6+12	(19)			

D20	Hit Location	AP/HP
1-2	Tail	6/8
3-5	Right Leg	6/8
6-8	Left Leg	6/8
9-11	Abdomen	6/9
12	Chest	6/10
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	6/8



Dragonewt Close Combat Weapons

Close Combat Weapons	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Klanth	1H Sword	1D6	9/9	2	4/12	200 SP
Gami	1H Sword	1D6+3	11/9	2	8/12	250 SP
Utuma	1H Sword	1D6	5/7	1	3/8	180 SP

Weapon	Skill	Damage	AP
Chokin	80%	2D6	
Klanth	50%	2D6	4
Long Bow	50%	2D10+2+1D6	
Samarin	80%	1D4+1+1D6	
Utuma	80%	2D6	3

CA: 2
SR: +12
Move: 4m
Skills: Athletics 70%, Dodge 70%, Perception 70%, Riding 75%, Sleight 70%, Stealth 70%, Throwing 80%
Armour: Scales (AP 6, no Skill Penalty)

Third-Stage Dragonewt (Noble)

STR	2D6+6	(13)	INT	4D6	(14)
CON	3D6+6	(16)	POW	2D6+12	(19)
DEX	2D6+6	(13)	CHA	3D6+6	(16)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-2	Tail	3/6
3-5	Right Leg	3/6
6-8	Left Leg	3/6
9-11	Abdomen	3/7
12	Chest	3/8
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6

Weapon	Skill	Damage	AP
Chokin	90%	1D6+1D2	
Gami	90%	1D6+3+1D2	8
Klanth	90%	1D6+1D2	4
Long Bow	90%	2D10+2+1D2	
Samarin	90%	1D4+1+1D2	

CA: 3
SR: +13
Move: 4m
Skills: Athletics 90%, Dodge 90%, Perception 90%, Riding 90%, Sleight 90%, Stealth 90%, Throwing 90%
Armour: Scales (AP 3, no Skill Penalty)

Fourth-Stage Dragonewt (Ruler)

STR	4D6+12	(26)	INT	4D6	(14)
CON	3D6+6	(16)	POW	2D6+18	(25)
DEX	2D6+6	(13)	CHA	3D6+12	(22)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-2	Tail	9/9
3-5	Right Leg	9/9
6-8	Left Leg	9/9
9-11	Abdomen	9/10
12	Chest	9/11
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Skill	Damage	AP
Chokin	120%	1D6+1D12	
Gami	90%	1D6+3+1D12	8
Klanth	120%	1D6+1D12	4
Long Bow	120%	2D10+2+1D12	
Samarin	120%	1D4+1+1D12	

CA: 3
SR: +13
Move: 4m, 6m when flying
Skills: Athletics 120%, Dodge 120%, Perception 120%, Riding 120%, Sleight 120%, Stealth 120%, Throwing 120%
Armour: Scales (AP 9, no Skill Penalty)

Dragonsnail

A dragonsnail always has 1D3 Chaos Features.

STR	4D6+12	(26)	INT	2	(2)
CON	4D6	(14)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2	(2)
SIZ	4D6+12	(26)			

One-Headed Dragonsnail Hit Locations

D20	Hit Location	AP/HP
1-8	Shell	8/10
9-14	Body	4/10
15-20	Head	4/8



Two-Headed Dragonsnail Hit Locations

D20	Hit Location	AP/HP
1-7	Shell	8/10
8-12	Body	4/10
13-16	Head 1	4/8
17-20	Head 2	4/8

Weapon	Skill	Damage
Bite	40%	1D6+2D6

CA: 2
SR: +4
Move: 2m
Traits: Chaos Feature
Skills: Perception 25%, Resilience 50%
Armour: Shell (AP 8, Shell), Tough Skin (AP 4, all other locations), no Skill Penalty

Ouck

STR	2D6+3	(10)	INT	2D6+6	(13)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	2D6	(7)
SIZ	1D6+6	(9)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage	AP
Shortsword	50%	1D6-1D2	3
Sling	60%	1D6-1D2	
Buckler	40%	1D4-1D2	5

CA: 3
SR: +13
Move: 3m
Traits: Excellent Swimmer
Skills: Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

Owarf

STR	4D6	(14)	INT	2D6+6	(13)
CON	2D6+12	(19)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3D6	(10)
SIZ	1D6+6	(9)			

D20	Hit Location	AP/HP
1-3	Right Leg	5/6
4-6	Left Leg	5/6
7-9	Abdomen	5/7
10-12	Chest	5/8
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6

Weapon	Skill	Damage	AP
War Hammer	75%	1D8+1	3
Battleaxe	65%	1D6+1	3
Light Crossbow	45%	2D6	
Target Shield	65%	1D6	8

CA: 2
SR: +10
Move: 3m
Traits: Earth Sense, Dark Sight
Skills: Athletics 50%, Craft (Stone or Metal Working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 40%, Resilience 55%
Armour: Chainmail (AP 5); Skill Penalty -35%

Elementals

Elementals are dimly intelligent entities that lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. For example, an elemental may be described as having a SIZ of three cubic metres. When a numerical value is needed for an elemental's SIZ, the elemental's normal hit points may be used as its SIZ. For example, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it was 10. Normally, however, salamanders, shades and sylphs have little or no mass, composed as they are of fire, darkness and air.

All elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one hit location and no armour. When an elemental is reduced to zero hit points, its body immediately dissipates (or collapses, in the case of gnomes and undines) and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type.

A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one.

Gnomes

A gnome can carry a person with it as it swims through the soil, provided it is strong enough to lift the person. The gnome cannot, however, provide air for that person, and unless the person being carried has some magical means of



breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome can carry as many people as its STR can handle.

A slain gnome has a percentage chance equal to its POW to leave behind an Earth rune in its remains.

Combat

A gnome can attack up to ten SIZ points for every cubic metre of volume. It may attack more than one foe at a time, dividing its volume among them – though the separate enemies must be in close proximity to one another, as a gnome cannot divide its volume by splitting into multiple entities.

The gnome uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to the gnome's own volume. If a gnome has one cubic metre per ten SIZ points of its foe, it simply engulfs the legs (or lower third of the body). If it has three cubic metres per SIZ point of the enemy, it may engulf him up to his neck. If the gnome has five cubic metres per SIZ point of the enemy, it can swallow him completely, covering all hit locations. In this instance, the victim will begin to suffocate. A creature trapped by a gnome may make an opposed Athletics test to break free.

Once a gnome has buried its victim, the gnome closes the pit, inflicting the gnome's Damage Modifier to all hit locations engulfed. Armour protects against this damage. A gnome can only attack in this manner in dirt or rocky soils; sand and soft loam are too fine and pliable for it to inflict damage. A gnome can only make this crushing attack one time in a given two metre square – after the initial attack, the soil is too pulverised for it to mount a second attack in that spot. However, the gnome can still open holes and engulf enemies, no matter what the consistency of the soil.

A gnome will continue to hold its victim unless commanded otherwise. To escape, the victim must succeed in an opposed Athletics test. If the gnome lacks a positive Damage Modifier, or if it attacks a victim in unsuitable soil, it will swallow the victim as described above without causing damage.

Characteristics & Attributes

All of a gnome's Characteristics except its DEX are predicated upon the size of the gnome. Each cubic metre the gnome possesses gives it 1D6+6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6+6 hit points. All gnomes have a DEX of 1D6. A gnome's Damage Modifier is computed with the gnome's STR \times 2, rather than STR + SIZ.

Sample Gnome 1m³

STR	1D6+6	(9)	INT	1	(1)
CON	–	(–)	POW	1D6	(3)
DEX	1D6	(3)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	2D6+6	(13)

CA: 1
SR: +2
DM: –1D2

Move: 2m
Traits: Burrower, Earth Sense
Skills: Athletics 10%, Perception 30%, Resilience 25%

Sample Gnome 3m³

STR	3D6+18	(28)	INT	3	(3)
CON	–	(–)	POW	3D6	(10)
DEX	1D6	(3)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	6D6+18	(39)

CA: 1
SR: +3
DM: +2D8
Move: 2m
Traits: Earth Sense
Skills: Athletics 30%, Perception, Resilience 30%

Sample Gnome 5m³

STR	5D6+30	(47)	INT	5	(5)
CON	–	(–)	POW	5D6	(17)
DEX	1D6	(3)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	10D6+30	(65)

CA: 1
SR: +4
DM: +5D6
Move: 2m
Traits: Earth Sense
Skills: Athletics 50%, Perception 40%, Resilience 35%

Sample Gnome 10m³

STR	10D6+60	(95)	INT	10	(10)
CON	–	(–)	POW	10D6	(35)
DEX	1D6	(3)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	20D6+60	(130)

CA: 1
SR: +6
DM: +10D8
Move: 2m
Traits: Earth Sense
Skills: Perception 45%, Resilience 40%

Salamanders

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and, naturally, burn people. A salamander can be used to douse natural fires, so long as it has a cubic metre of SIZ equal to or greater than that of the fire. A salamander cannot douse other salamanders, nor can it extinguish a Fireblade spell or other magical flame. The salamander simply enters the fire and sucks it into itself, suffering a round's worth of damage from the fire.

Salamanders can float through the air at the same rate as they move on the ground. A salamander must touch an object to ignite it.



A slain salamander has a percentage chance equal to its POW to leave behind a Fire rune in its remains.

Combat

In combat, a salamander engulfs its foes in flame. It can swallow 10 SIZ points of an enemy per cubic metre of volume.

Every round, a salamander inflicts one point of damage per cubic metre on all locations it has engulfed. For example, a five cubic metre salamander can completely engulf a normalsize human, and will inflict 5 hit points of damage every round to every one of the human's hit locations. Armour protects against this damage at half its usual AP value.

Though salamanders may have as many as two Combat Actions, its burning attack works only once per round.

Characteristics & Attributes

All of a salamander's Characteristics except its DEX are predicated upon the size of the salamander. Each cubic metre the salamander possesses gives it 1D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6 hit points. All salamanders have a DEX of 3D6. A salamander's Damage Modifier is computed with the salamander's STR \times 2, rather than STR + SIZ. However, as salamanders never attack with kinetic force, the creature's Damage Modifier is unlikely to ever come into play.

Sample Salamander 1m³

STR	1D6	(3)	INT	1	(1)
CON	–	(–)	POW	1D6	(3)
DEX	3D6	(10)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	2D6	(7)

CA: 2
SR: +6
DM: –1D6
Move: 4m
Skills: Perception 25%, Resilience 30%

Sample Salamander 3m³

STR	3D6	(10)	INT	3	(3)
CON	–	(–)	POW	3D6	(10)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	6D6	(21)

CA: 2
SR: +7
DM: +0
Move: 4m
Skills: Perception 30%, Resilience 35%

Sample Salamander 5m³

STR	5D6	(17)	INT	5	(5)
CON	–	(–)	POW	5D6	(17)
DEX	3D6	(10)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	10D6	(35)

CA: 2
SR: +8
DM: +1D6
Move: 4m
Skills: Perception 35%, Resilience 40%

Sample Salamander 10m³

STR	10D6	(35)	INT	10	(10)
CON	–	(–)	POW	10D6	(35)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	20D6	(70)

CA: 2
SR: +10
DM: +3D6
Move: 4m
Skills: Perception 40%, Resilience 45%

Shades

Shades can douse small lights, such as candles or lanterns. They can also hide objects within their volume. A shade may engulf an area equal to or less than its SIZ.

Anyone engulfed within a shade has their senses deprived – the senses of touch and hearing are benumbed (–75% to Perception skill tests based on those senses), sight is impossible and the freezing air even muffles the sense of smell (–50% to Perception skill tests based on smell). A shade blocks not just normal eyesight, but also such Traits as Earth Sense, Life Sense and Night Sight. This is an automatic effect of a shade and cannot be turned off. Obviously, a shade must engulf the portion of the body housing the sensory organs in order to deprive the victim of his senses – a one metre shade that wraps around a human's legs will do little other than give him cold feet.

A slain shade has a percentage chance equal to its POW to leave behind a Darkness rune in its remains.

Combat

A shade's primary method of attack is fearshock. The shade must be at least partially engulfing the victim to use this ability. Fearshock is a direct assault on the victim's psyche, presenting him with images of alien horror so terrible that, in the most extreme cases, they may cause instant death.

When a shade uses fearshock on a victim, it matches its Persistence against the victim's Resilience in an opposed test. The Shade Fearshock Effect table determines the result.



Shade Fearshock Effect

Result	Outcome
Shade Succeeds, Victim Fails	Victim collapses for 20 minus CON rounds and must roll a successful Resilience test or die.
Both Fail	Victim is Demoralised (as the Rune Magic spell). The effects last for 20 minus CON rounds.
Both Succeed	No effect on creatures with normal INT. Creatures with fixed INT are Demoralised (as the Rune Magic spell) for 20 minus CON rounds.
Shade Fails, Victim Succeeds	Victim unaffected, cannot be targeted again for 24 hours.

A shade can only use fearshock on a given victim once per round. Unconscious beings are immune to fearshock.

In addition to the fearshock attack, shades generate an aura of intense cold. This causes no damage to creatures near the shade (though they can certainly feel it), but it does damage creatures wholly or partially engulfed by the shade. Every round a shade is engulfing a victim, the victim takes 1 hit point of cold damage to one of the locations engulfed by the shade. Armour and protective clothing are helpless to prevent this damage.

If the shade has enough Combat Actions, it may combine fearshock and freezing in the same combat round.

Characteristics & Attributes

All of a shade's Characteristics except its DEX are predicated upon the size of the shade. Each cubic metre the shade possesses gives it 1D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6 hit points. All shades have a DEX of 3D6. A shade's Damage Modifier is computed with the shade's STR \times 2, rather than STR + SIZ. However, as shades never attack with kinetic force, the creature's Damage Modifier is unlikely to ever come into play.

Sample Shade 1m³

STR	1D6	(3)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	3D6	(10)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6	(3)

CA: 2
SR: +6
DM: -1D6
Move: 4m
Skills: Perception 20%, Persistence 20%, Resilience 45%, Stealth 35%

Sample Shade 3m³

STR	3D6	(10)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6	(10)

CA: 2
SR: +7
DM: +0
Move: 4m
Skills: Perception 25%, Persistence 40%, Resilience 50%, Stealth 35%

Sample Shade 5m³

STR	5D6	(17)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	3D6	(10)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6	(17)

CA: 2
SR: +8
DM: +1D6
Move: 4m
Skills: Perception 30%, Persistence 60%, Resilience 55%, Stealth 35%

Sample Shade 10m³

STR	10D6	(35)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6	(35)

CA: 2
SR: +10
DM: +3D6
Move: 4m
Skills: Perception 35%, Persistence 110%, Resilience 60%, Stealth 35%

Sylphs

A sylph can carry objects or people with a total SIZ equal to or less than the sylph's STR. A sylph may also increase a ship's speed by filling its sails, though to do so, the sylph must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. A sylph with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge sylph with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

A sylph may also create a breeze or small whirlwind. Sylphs are often used by those commanding them as a cheap and safe means of flight.

A slain sylph has a percentage chance equal to its POW to leave behind an Air rune in its remains.



Combat

A sylph's primary form of attack is by picking up and dropping its enemies. It can seize and lift a number of victims with a total SIZ equal to or less than the sylph's STR. The victims are lifted and dropped three metres for every cubic metre of SIZ the sylph possesses. Normal falling rules (see the *RuneQuest* rulebook) are used to determine damage.

A victim can resist being lifted by a sylph by matching his Athletics against the sylph's in a standard opposed test. Alternatively, he may try to destroy the sylph through damage before the elemental can lift him into the air. A sylph can lift multiple targets by dividing its STR between them.

A sylph may also attack by hurling objects at its enemies. In the case of a flying creature, for example, picking it up and dropping it is likely to be ineffective. A sylph's chance to hit with a thrown object is always its DEX \times 3. Damage is worked out normally depending upon the item the sylph hurls.

Characteristics and Attributes

All of a sylph's Characteristics except its DEX are predicated upon the size of the sylph. Each cubic metre the sylph possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6 hit points. All sylphs have a DEX of 4D6. A sylph's Damage Modifier is computed with the sylph's STR \times 2, rather than STR + SIZ.

Sample Sylph 1m³

STR	2D6	(7)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	4D6	(13)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6	(3)

CA: 3
SR: +7
DM: -1D4
Move: 10m
Skills: Stealth 75%

Sample Sylph 3m³

STR	6D6	(21)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	4D6	(14)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6	(10)

CA: 3
SR: +8
DM: +1D8
Move: 10m
Skills: Stealth 75%

Sample Sylph 5m³

STR	10D6	(35)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	4D6	(14)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6	(17)

CA: 3
SR: +9
DM: +3D6
Move: 10m
Skills: Stealth 75%

Sample Sylph 10m³

STR	20D6	(70)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	4D6	(14)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6	(35)

CA: 3
SR: +12
DM: +7D10
Move: 10m
Skills: Stealth 75%

Undine

An undine can purify itself of sediment and insoluble substances by sitting and churning for a full Combat Round per cubic metre of the elemental. It cannot remove dissolved chemicals such as salt or miscible liquids such as alcohol in this way, though it could purge itself of dirt or oil.

An undine can be used to propel a ship through the water. To do so, the undine must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. An undine with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge undine with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

An undine can carry objects or beings if its STR supports their SIZ. It can carry things either underwater, to any depth, or along the surface if carrying a creature who needs air to breathe. Spellcasters capable of summoning and commanding undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

A slain undine has a percentage chance equal to its POW to leave behind a Water Rune in its remains.

Combat

On land, an undine attacks by engulfing its victim and forcing itself into the victim's lungs. The undine must succeed in an opposed Athletics test against the victim to force itself into the lungs, but if it succeeds, the victim immediately begins to suffocate. The victim cannot hold his breath, and must begin to make Resilience tests every round at a cumulative -10% penalty or suffer damage. If the undine is unable to force itself into the victim's lungs, it may still cut its victim off from oxygen, though in this case the victim can hold his breath. Naturally, an undine may attempt an Athletics test on each Combat Action to force itself down the victim's throat.



An undine can engulf 10 SIZ points of a creature for every one cubic metre of volume the elemental possesses.

Underwater, an undine can smash victims against an object or opponent, doing 1D6 plus its Damage Modifier with every smash. A victim can resist this damage with an opposed Athletics test. Undines may divide their STR up among multiple opponents.

An undine may attempt to suffocate waterbreathing creatures by drawing oxygen away from their gills, a tactic that results in the usual drowning rules.

Characteristics & Attributes

All of an undine's Characteristics except its DEX are predicated upon the size of the undine. Each cubic metre the undine possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6+6 hit points. All undines have a DEX of 2D6. An undine's Damage Modifier is computed with the undine's STR \times 2, rather than STR + SIZ.

Sample Undine 1m³

STR	2D6	(7)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	2D6	(7)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6+6	(9)

CA: 2

SR: +4

Damage Modifier: -1D4

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 3m³

STR	6D6	(21)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	2D6	(7)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6+18	(28)

CA: 2

SR: +5

DM: +1D8

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 5m³

STR	10D6	(35)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	2D6	(7)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6+30	(47)

CA: 2

SR: +6

DM: +3D6

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 10m³

STR	20D6	(70)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	2D6	(7)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6+60	(95)

CA: 2

SR: +8

DM: +7D10

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Elemental Against Elemental

When two elementals of opposing types do battle, one will attempt to engulf the other, and the combat ends immediately with the destruction of one or both elementals. The larger elemental always wins, though its SIZ is reduced by the SIZ of the elemental it has just dispatched. The surviving elemental has its STR and hit points reduced to those of its new SIZ, though it retains its original POW. If both elementals are the same SIZ, both dissipate.

Gnomes affect other elementals as follows:

- ✖ Gnomes may smother salamanders.
- ✖ Gnomes may engulf and immobilise shades, but may not harm them.
- ✖ Gnomes may engulf and immobilise sylphs, but may not harm them.
- ✖ Gnomes may destroy or damage undines by turning them into mud.

Salamanders affect other elementals as follows:

- ✖ Salamanders may crystallise gnomes, destroying or damaging them.
- ✖ Salamanders may scatter the darkness of shades, destroying or damaging them.
- ✖ Salamanders may burn sylphs, destroying or damaging them.
- ✖ Salamanders may boil undines to nothingness, destroying or damaging them.

Shades affect other elementals as follows:

- ✖ Shades may not harm gnomes.
- ✖ Shades may freeze salamanders, destroying or damaging them.
- ✖ Shades may not harm sylphs.
- ✖ Shades may freeze undines into a solid form, immobilising but not damaging them.

Sylphs affect other elementals as follows:

- ✖ Sylphs may scatter gnomes, destroying or damaging them.
- ✖ Sylphs may extinguish salamanders, destroying or damaging them.
- ✖ Sylphs may not harm shades.
- ✖ Sylphs may scatter undines, destroying or damaging them.



Undines affect other elementals as follows:

- ✖ Undines may dilute gnomes, destroying or damaging them.
- ✖ Undines may quench salamanders, destroying or damaging them.
- ✖ Undines may contain shades, immobilising but not damaging them.
- ✖ Undines may smother sylphs, destroying or damaging them.

Elephant

STR	6D6+24	(45)	INT	6	(6)
CON	3D6+15	(25)	POW	2D6+6	(13)
DEX	3D6	(10)	CHA	5	(5)
SIZ	6D6+30	(51)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/15
3-4	Left Hind Leg	3/15
5-8	Hindquarters	3/16
9-12	Forequarters	3/17
13-14	Right Front Leg	3/15
15-16	Left Front Leg	3/15
17	Trunk	3/14
18-20	Head	3/15

Weapon	Skill	Damage
Trunk	55%	Grapple
Trample	50%	2D12
Tusk	40%	1D10+1D12

CA:	2
SR:	+8
Move:	5m
Traits:	Trample
Skills:	Athletics 60%, Perception 65%, Resilience 45%
Armour:	Thick Hide (AP 3, no Skill Penalty)

Elf

STR	2D6+3	(10)	INT	3D6+6	(16)
CON	3D6	(10)	POW	2D6+6	(13)
DEX	3D6+6	(16)	CHA	3D6	(10)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	2/4
4-6	Left Leg	2/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	3/4

Weapon	Skill	Damage	AP
Long Bow	80%	1D10-1D2	
Longspear	60%	1D10-1D2	2

CA:	3
SR:	+16
Move:	4m
Traits:	Life Sense
Skills:	Acrobatics 55%, Athletics 45%, Dodge 55%, First Aid 40%, Lore (Plant) 80%, Perception 50%, Persistence 55%, Stealth 55%, Survival 55%, Tracking 30%
Armour:	Leather (AP2); Skill Penalty -14%

Fachan

If a fachan is knocked down, it must roll an Acrobatics test in order to regain its footing, an activity that requires all the fachan's attention for a full combat round.

With only one eye, fachans have poor depth perception and suffer a -40% penalty on all attack rolls with ranged weapons.

STR	3D6+24	(34)	INT	2D6+3	(10)
CON	3D6+12	(22)	POW	3D6	(10)
DEX	1D6+6	(9)	CHA	1D6	(3)
SIZ	3D6+24	(34)			

D20	Hit Location	AP/HP
1-6	Leg	4/12
7-10	Abdomen	4/13
11-12	Chest	4/14
13-16	Arm	4/11
17-20	Head	4/12

Weapon	Skill	Damage	AP
Military Flail	75%	1D10+2+2D6	3

CA:	2
SR:	+5
Move:	4m
Skills:	Acrobatics: 35%, Athletics 75% (except Swim -5%), Perception 35%, Tracking 30%
Armour:	Tough Skin (AP 4, no Skill Penalty)

Gargoyle

STR	5D6+12	(29)	INT	1D6	(3)
CON	3D6	(10)	POW	-	(-)
DEX	3D6	(10)	CHA	1D6	(3)
SIZ	5D6	(17)			

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7



Weapon	Skill	Damage
Claw	50%	1D6+1D12

CA: 2
SR: +7
Move: 4m, 6m when flying
Skills: Athletics 40%, Dodge 25%, Stealth 70%
Armour: Tough Hide (AP 6, no Skill Penalty)

Ghost

Ghosts found on the material plane are always tethered to a specific place, object or person and cannot stray far from whatever it is they are tied to. Even when in command of a possessed body, the ghost remains tied to the same specific place, object or person and may not leave. The exact distance from its anchor point a ghost can venture varies with each ghost but as a rule of thumb they will not be able to move further than their POW × 10 in metres from the anchor.

STR	–	(–)	INT	3D6	(10)
CON	–	(–)	POW	3D6	(10)
DEX	–	(–)	CHA	3D6	(10)
SIZ	–	(–)			
HP	10		MP	10	

Weapon	Skill	Damage
Spectral Axe	40%	1 point

CA: 2
SR: +20
Move: 10m
Traits: Dark Sight, Dominant Possession, Night Sight, Recurring
Skills: Dodge 40%, Lore (Spirit World) 30%, Persistence 50%, Stealth 50%

Ghoul

Ghouls employ a blood chilling howl in combat. When a ghouls howls, every creature in a radius equal to the ghouls POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghouls Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghouls howl.

STR	4D6	(14)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	1D6	(3)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	–/5
4-6	Left Leg	–/5
7-9	Abdomen	–/6
10-12	Chest	–/7
13-15	Right Arm	–/4
16-18	Left Arm	–/4
19-20	Head	–/5

Weapon	Skill	Damage
Claw	70%	1D4+1D2
Bite	50%	1D6+1D2+poison
Howl	Automatic	Demoralise

CA: 2
SR: +11
Move: 4m
Traits: Poison (bite, see below for details on Ghoul Venom)
Skills: Athletics 40%, Dodge 40%, Persistence 30%, Stealth 60%

Ghoul Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 22
Full Effect: Paralysis
Duration: 1D10 hours or until healing is administered that restores at least 1 hit point

Giant

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine hit location when attacking it in close combat.

The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

STR	9D6+18	(49)	INT	3D6	(10)
CON	6D6+18	(39)	POW	3D6	(10)
DEX	2D6+3	(10)	CHA	2D6	(7)
SIZ	9D6+18	(49)			

D20	Hit Location	AP/HP
1-3	Right Leg	5/18
4-6	Left Leg	5/18
7-10	Abdomen	5/19
11-12	Chest	3/20
13-15	Right Arm	3/17
16-18	Left Arm	3/17
19-20	Head	3/18

Weapon	Skill	Damage	AP
Huge Club	84%	2D6+2D12	3



CA: 2
SR: +10
Move: 6m (a giant's Movement is equal to its height in metres)
Skills: Athletics 44%, Lore (World) 20%, Perception 40%, Survival 30%
Armour: Tough Hide (AP 3 no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only), Skill Penalty -6%

Goblin

STR 2D6+3 (49) INT 3D6 (10)
 CON 2D6+3 (39) POW 2D6+3 (10)
 DEX 5D6 (17) CHA 2D6 (7)
 SIZ 2D6 (7)

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapon	Skill	Damage	AP
Shortspear	45%	1D8-1D2	
Sling	50%	1D6-1D2	
Buckler	25%	1D4-1D2	5

CA: 3
SR: +14
Move: 3m
Traits: Night Sight
Skills: Athletics 50%, Dodge 50%, Perception 35%, Resilience 35%, Stealth 55%

Gorgon

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the Gorgon's Persistence or be turned to stone.

STR 4D6 (14) INT 3D6 (10)
 CON 3D6+6 (16) POW 1D6+12 (15)
 DEX 3D6+6 (16) CHA 1D6 (3)
 SIZ 4D6 (14)

D20	Hit Location	AP/HP
1-3	Right Leg	8/7
4-6	Left Leg	8/7
7-9	Abdomen	8/8
10	Chest	8/9
11-12	Right Wing	8/6
13-14	Left Wing	8/6
15-16	Right Arm	8/6
17-18	Left Arm	8/6
19-20	Head	8/7

Weapon	Skill	Damage
Talons	60%	1D6+1D2
Serpents	75%	1D4+poison
Appearance	Automatic	Petrification

CA: 3
SR: +14
Move: 3m, 6m when flying
Traits: Gaze Attack (passive), Poison (serpent, see below for details on Gorgon Serpent Venom)
Skills: Athletics 65%, Dodge 50%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 60%, Survival 60%, Tracking 50%
Armour: Scales (AP 8, no Skill Penalty)

Gorgon Serpent Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 34
Full Effect: 1D3 hit point damage to location struck, applies -3 penalty to victim's CON
Duration: 6D10 minutes

Gorilla

STR 6D6+15 (36) INT 7 (7)
 CON 2D6+6 (13) POW 3D6 (10)
 DEX 3D6+3 (13) CHA 6 (6)
 SIZ 4D6+12 (26)

D20	Hit Location	AP/HP
1-3	Right Leg	2/8
4-6	Left Leg	2/8
7-9	Abdomen	2/9
10-12	Chest	2/10
13-15	Right Arm	2/7
16-18	Left Arm	2/7
19-20	Head	2/8

Weapon	Skill	Damage
Bite	50%	1D8+2D6
Fist	45%	1D6+2D6

CA: 3
SR: +10
Move: 4m



Skills: Athletics 75%, Dodge 40%, Perception 40%, Stealth 30%, Survival 40%
Armour: Hide (AP 2, no Skill Penalty)

Gorp

A gorp can only be killed by fire or magic. Normal weapons merely pass through the gorp's rancid tissue without causing damage (though they themselves will be damaged by the gorp's acid if it overcomes the weapon's armour points). Because of a gorp's caustic nature, neither acid nor poison has any effect on it. Nonfiery weapon enhancement spells, such as Bludgeon and Bladesharp, do no damage to a gorp. Disruption and similar spells have their normal effect.

A gorp's body retains its full acidic properties for a number of days after death equal to the creature's CON.

A gorp attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A gorp's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe. A gorp will wrap itself around one of its victim's hit locations.

Every round a creature's hit location is enmeshed by a gorp, that creature will take eight points of acid damage to that location. Armour will protect against this damage until it is dissolved by the gorp. A character caught by a gorp may attempt to escape by making another Dodge or Athletics skill test.

A gorp has a percentage chance equal to its POW to have a Chaotic Feature.

STR	1D6	(3)	INT	1	(1)
CON	3D6	(10)	POW	3D6	(10)
DEX	1D6	(3)	CHA	1	(1)
SIZ	6D6	(21)			

D20	Hit Location	AP/HP
1-20	Body	-/10

Weapon	Skill	Damage
Envelop	75%	8 points acid

CA: 1
SR: +7
Move: 2m
Traits: Chaotic Feature (see above)
Skills: Resilience 30%

Grampus

The grampus is able to spray a form of weak acid and can be directed against targets up to ten metres away. The spray covers an area four metres square. All creatures struck by this spray are hit in all locations simultaneously – unless the creature itself takes up more than four metres – and take one hit

point of damage to all locations. Armour will protect against this damage, but the armour itself will lose one AP in all locations. The damage from this spray is immediate, but the spray also loses its acidity almost immediately. The grampus can use this spray three times in a 24-hour period. This attack may not be dodged.

STR	4D6+12	(26)	INT	2	(2)
CON	2D6+12	(19)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2	(2)
SIZ	3D6+12	(22)			

D20	Hit Location	AP/HP
1	Tail	6/8
2	Right Hind Leg	6/8
3	Left Hind Leg	6/8
4	Right Back Leg	6/8
5	Left Back Leg	6/8
6-9	Abdomen	6/10
10	Right Centre Leg	6/8
11	Left Centre Leg	6/8
12	Right Front Leg	6/8
13	Left Front Leg	6/8
14-15	Right Claw	6/9
16-17	Left Claw	6/9
18-20	Thorax	6/11

Weapon	Skill	Damage
Pincer	50%	1D8+1D10
Spray	100%	See Above

CA: 2
SR: +6
Move: 5m
Skills: Athletics 60%, Dodge 40%, Perception 50%, Resilience 35%, Stealth 50 %, Tracking 75%
Armour: Chitin (AP 6, no Skill Penalty)

Griffin

STR	8D6	(28)	INT	6	(6)
CON	3D6+12	(22)	POW	2D6+6	(13)
DEX	3D6+12	(22)	CHA	6	(6)
SIZ	8D6	(28)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/11
3-4	Left Hind Leg	3/11
5-7	Hindquarters	3/12
8-10	Forequarters	3/12
11	Right Wing	3/10
12	Left Wing	3/10
13-14	Right Front Leg	3/11
15-16	Left Front Leg	3/11
17-20	Head	3/11

Weapon	Skill	Damage	AP
Bite	60%	1D8+1D12	2
Claw	70%	1D6+1D12	4



CA: 4
SR: +14
Move: 6m, 10m when flying
Traits: Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%
Armour: Tough Hide (AP 3, no Skill Penalty)

Grotaron

Grotarons use a bow known as the great bow. Too large for creatures of smaller stature to employ, this weapon has the same characteristics as the long bow, except that its damage is 2D10.

STR	6D6+24	(45)	INT	2D6+6	(13)
CON	4D6+12	(26)	POW	2D6+3	(10)
DEX	2D6+18	(25)	CHA	3D6	(10)
SIZ	6D6+30	(51)			

D20	Hit Location	AP/HP
1-3	Right Leg	5/16
4-6	Left Leg	5/16
7-9	Abdomen	5/17
10-12	Chest	5/18
13-15	Right Arm	5/15
16-18	Left Arm	5/15
19-20	Middle Arm	5/15

Weapon	Skill	Damage	AP
Great Bow	35%	2D10+2D12	
Greatsword	25%	2D8+2D12	4
Kite Shield	20%	1D6+2D12	10

CA: 4
SR: +19
Move: 4m
Skills: Athletics 30%, Dodge 30%, First Aid 35%, Perception 50%, Resilience 35%, Stealth 25 %, Tracking 45%
Armour: Tough Hide (AP 3, no Skill Penalty), Leather Armour (AP 2, Skill Penalty -14%)

Harpy

STR	2D6	(7)	INT	2D6+6	(13)
CON	2D6+9	(16)	POW	2D6+6	(13)
DEX	2D6+9	(16)	CHA	3D6	(10)
SIZ	1D6+3	(6)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage	AP
Shortsword	35%	1D6-1D4	3
Sling	40%	1D6-1D4	
Thrown Rock	75%	1D4-1D4	

CA: 3
SR: +14
Move: 3m
Skills: Athletics 30%, Dodge 35%, First Aid 25%, Influence 25%, Sleight 50%, Stealth 40%, Perception 30%

Harpy

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6). The harpy's chance to hit decreases by 5% per three metres of distance the stone falls.

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease (see *RuneQuest* rulebook for example diseases). If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a disease.

A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

STR	3D6	(10)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	5D6	(17)	CHA	1D6	(3)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1-2	Right Claw	1/4
3-4	Left Claw	1/4
5-7	Abdomen	1/5
8-9	Chest	1/6
10-13	Right Wing	1/3
14-17	Left Wing	1/3
18-20	Head	1/4

Weapon	Skill	Damage
Claw	30%	1D6-1D2+disease
Stone	30%	1D6/3 metres fallen
Droppings	50%	-1D10CHA+disease

CA: 3
SR: +14
Move: 3m, 6m when flying
Skills: Athletics 35%, Dodge 50%, Perception 45%, Stealth 50 %, Survival 40%, Tracking 45%
Armour: Hide (AP 1, no Skill Penalty)



Hawk

The statistics given below are for a large hawk, but may also be applied to an owl or an eagle. Owls have the Night Sight trait.

Large Hawk

STR	1D3	(2)	INT	4	(4)
CON	2D3	(4)	POW	2D6	(7)
DEX	3D6+18	(27)	CHA	4	(4)
SIZ	1D2	(1)			

D20	Hit Location	AP/HP
1-5	Right Wing	-/2
6-10	Left Wing	-/2
11-16	Body	-/4
17-20	Head	-/3

Weapon	Skill	Damage
Claw	50%	1D6-1D8
Bite	35%	1D4-1D8

CA: 4
SR: +15
Move: 2m, 8m when flying
Skills: Dodge 75%, Perception 110%, Stealth 60%

Giant Hawk

STR	6D6+21	(42)	INT	4	(4)
CON	5D6+15	(32)	POW	3D6	(10)
DEX	3D6+9	(19)	CHA	4	(4)
SIZ	6D6+21	(42)			

D20	Hit Location	AP/HP
1-2	Right Claw	3/14
3-4	Left Claw	3/14
5-7	Abdomen	3/16
8-9	Chest	3/17
10-13	Right Wing	3/14
14-17	Left Wing	3/14
18-20	Head	3/15

Weapon	Skill	Damage
Claw	80%	3D8
Bite	65%	1D6+2D8

CA: 3
SR: +11
Move: 3m, 10m when flying
Skills: Dodge 55%, Perception 110%, Stealth 45%
Armour: Tough Hide (AP 3, no Skill Penalty)

Headhanger

One day (24 hours) after the headhanger has taken a head, the head sprouts on a stalk on the side of the creature's body, joining the ghastly collection already there. The head stays half alive for one month for every point of POW the creature possessed, before it withers to nothing and falls off the stalk.

The heads on a headhanger's body aid the beast in combat by shrieking, biting and spitting at foes. This poses little physical danger, but it is a horrifying and distracting experience, causing all characters within four metres of the headhanger to suffer a 5% penalty on all skills for every head the headhanger has. Thus, if a headhanger has seven heads, everyone within four metres will suffer a 35% penalty on all skill tests.

A far greater danger posed by the headhanger's heads is that they still possess all knowledge, magical or otherwise, they did in life. If one or more of the heads are of spellcasters, the headhanger can use the spell abilities and skills of that head in combat. A head consumed by the headhanger retains all integrated runes, allowing the entire headhanger to benefit from any runic power, as well as any Rune Magic spells the head knows. For example, if the headhanger consumes the head of a character who possessed the Stasis rune, the headhanger would become immune to Knockback once the head sprouted on a stalk.

A successful 'Head' hit strikes one of the creature's captive heads. If the head is brought to zero hit points, it immediately becomes inactive. If it takes twice its hit points in damage, the head immediately rots, freeing whatever is left of the spirit trapped within.

If the headhanger successfully reduces its opponent's 'head' hit location to zero the head is severed and the headhanger will use its next Combat Action to scoop up the head and pop it into the orifice that passes for its mouth. If it fails to do this by the end of the round following the round in which the head was severed, the spirit will have escaped, leaving nothing but a dead head, which is useless to a headhanger.

A headhanger absorbs one point of POW per month from its captured heads. When all POW is gone, the spirit is destroyed, and the desiccated head falls from the headhanger's body like a piece of rotten fruit.

STR	4D6+12	(26)	INT	1D3/head	(varies)
CON	4D6	(14)	POW	2D6+9	(16)
DEX	3D6	(10)	CHA	3	(3)
SIZ	3D6+18	(28)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	4/9
3-4	Left Hind Leg	4/9
5-7	Hindquarters	4/10
8-10	Forequarters	4/11
11-13	Right Front Leg	4/9
14-16	Left Front Leg	4/9
17-20	Heads	4/varies



Weapon	Skill	Damage
Claw	75%	1D8+2D6

CA: 2
SR: Varies
Move: 4m
Traits: Chaotic Feature (5% chance), Life Sense
Skills: Athletics 40%, Dodge 25%, Perception 35%, Resilience 45%, Stealth, 40%
Armour: Thick Hide (AP 4, no Skill Penalty)

Hellion

Hellions possess only SIZ and INT. Their hit points, Magic Points and Armour Points are always equal. When a hellion loses hit points, it loses an equal amount from its Magic Points and Armour Points. When it expends Magic Points, its hit points and Magic Points likewise decrease. Hellions can be struck by normal weapons and magic.

A hellion attacks with a lash of energy, which has a range of ten metres and automatically hits. Instead of causing hit point damage, however, the lash drains Magic Points from the victim.

For each Magic Point the hellion chooses to expend on an attack, the victim loses 1D6 Magic Points. Thus, if a hellion were to expend six Magic Points, the victim struck would lose 6D6 Magic Points. These Magic Points *do not* transfer to the hellion.

The hellion has Magic Points and armour equal to its hit points. Hellions commonly know sorcery (see the *RuneQuest Companion*).

SIZ 1 (1) INT 4D6 (14)
 HP 3D6+6 (16)

D20	Hit Location	AP/HP
1-20	Body	17/17

Weapon	Skill	Damage
Drain	100%	Magic Point Drain

CA: 1
SR: +7
Move: 3m
Armour: Equal to hit points

Hippogriff

STR 4D6+24 (38) INT 7 (7)
 CON 3D6+6 (16) POW 2D6+6 (13)
 DEX 3D6+6 (16) CHA 5 (5)
 SIZ 4D6+18 (32)

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/10
3-4	Left Hind Leg	3/10
5-7	Hindquarters	3/11
8-10	Forequarters	3/12
11	Right Wing	3/9
12	Left Wing	3/9
13-14	Right Front Leg	3/10
15-16	Left Front Leg	3/10
17-20	Head	3/10

Weapon	Skill	Damage
Foreclaw	60%	3D6
Bite	55%	1D8+2D6

CA: 3
SR: +12
Move: 6m, 8m when flying
Skills: Athletics 60%, Dodge 50%, Perception 65%, Resilience 70%, Survival 50%, Tracking 55%
Armour: Tough Hide (AP 3, no Skill Penalty)

Horse

STR 2D6+18 (25) INT 4 (4)
 CON 3D6+6 (16) POW 3D6 (10)
 DEX 2D6+3 (10) CHA 5 (5)
 SIZ 2D6+18 (25)

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/9
3-4	Left Hind Leg	2/9
5-7	Hindquarters	2/10
8-10	Forequarters	2/10
11-13	Right Front Leg	2/9
14-16	Left Front Leg	2/9
17-20	Head	2/9

Weapon	Skill	Damage
Kick	40%	1D6+1D10

CA: 2
SR: +7
Move: 6m
Skills: Athletics 75%, Resilience 40%, Survival 20%
Armour: Hide (AP 2, no Skill Penalty)

Insect Swarm

The size of the hive or hill determines the number of stings a swarm delivers every round. Consult the chart below.

Hive Size	Stings
Very small (small wasp nest)	1D6
Small (large wasp nest, small beehive)	2D6
Large (very large wasp nest, average beehive)	4D6
Very large (large beehive)	6D6
Huge (enormous anthill, very large beehive)	8D6 and higher



Each character attacked by a hive takes the listed number of stings every round until he manages to escape the swarm. Heavy clothing will subtract two stings per die from the number of stings suffered every round. Armour subtracts one sting per die, though armour combined with heavy clothing will only subtract two stings per die total. Characters who take precautions against a swarm by wrapping themselves in cloaks, blankets and other heavy fabrics will subtract three stings per die. Note that this must be done prior to entering a swarm – by the time the character is taking damage, it is already too late. Such muffling requires at least three combat rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such clothing consists of heavy cloth and multiple layers of mesh costs 75 silvers, weighs 2 ENC and has no armour value. Magical spells such as Protection subtract one sting per die for every two points of Magnitude.

Creatures with six or more points of natural armour are immune to the effects of an insect swarm. No matter how angry a group of hornets get, they are unable to do anything to a creature like a dragon.

An insect swarm always attacks at the beginning of the Combat Round.

Every round the character is exposed to the swarm the Games Master should total the number of stings taken and multiply that total by the appropriate species' Venom Factor, as given on the Insect Venom table.

Insect Venom

Insect Type	Venom Factor	Movement Rate
Honeybees	5	20m
Hornets	3	30m
Bumblebees	3	10m
Yellowjackets/Wasps	5	35m
Army Ants	2	4m
Fire Ants	2	2m
Bullfrog Ants	1	2m

The total number of stings multiplied by the venom factor gives the base Potency of the venom introduced into the victim's body. Insect swarm venom has an onset time of 1D10 Combat Rounds. After that time, the Potency of the venom should be matched against the victim's Resilience in a standard opposed test.

Insect Venom

Type:	Sting
Delay:	1D10 Combat Rounds
Potency:	Varies (see Insect Venom table)
Full Effect:	1 hit point damage to all locations
Duration:	6D10 minutes

The Movement Rate listing shows how fast a swarm can travel if it is pursuing an enemy.

Driving a swarm away is a troublesome prospect, considering that weapons have no real effect on the insects. An insect swarm will not enter an area of heavy smoke, and most crawling insects, such as ants, will not cross an unbroken line

of sulphur powder. Fire is the most effective means of dispersing an insect swarm. For every 1D6 of damage a fire does, it reduces the size of a swarm by 1D6 every round.

Jack O'Bear

Each combat round, as a Combat Action, the jack o'bear may attempt to overcome one of its foes in an opposed Persistence test. If the target is overcome, he is immobilised – frozen in place and helpless until the jack o'bear dies or the effects are dispelled. The jack o'bear can target a creature as far away as the jack o'bear's POW in metres. It may hold a number of victims equal to half its POW immobile.

This paralysis attack does not cost the jack o'bear any Magic Points, though it may be boosted, which costs the jack o'bear Magic Points just as if the creature were casting a spell. The immobilisation effect counts as a Magnitude 2 spell for purposes of dispelling. The jack o'bear may not voluntarily end the effect.

A jack o'bear has a percentage chance equal to its POW of possessing a Chaotic Feature.

STR	3D6+6	(16)	INT	2D6	(7)
CON	2D6+6	(13)	POW	4D6	(14)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1-3	Right Leg	3/6
4-6	Left Leg	3/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6

Weapon	Skill	Damage
Claw	40%	1D6+1D4
Immobilise	Automatic	Immobilisation

CA:	2
SR:	+9
Move:	4m
Traits:	Chaotic Feature (see above)
Skills:	Athletics 40%, Perception 60%, Persistence 35%, Resilience 45%, Stealth 65%, Survival 50%, Tracking 30%

Armour: Thick Hide (AP 3, no Skill Penalty)

Lamia

As a Combat Action, a lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion contains visual components only – while it may look like the lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion



lasts as long as the lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Each combat round, as a Combat Action, a lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, trolls, halflings and even broo) in an opposed test of her Persistence against the male's Resilience. This attack costs the lamia no Magic Points. If the lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free, but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the lamia's gaze attack, he will be immune to it for a full 24 hours.

The surest way to break someone of a lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the lamia for a number of days equal to her CHA. The lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood, but such men may live for weeks or even months as a lamia's servant.

A man in thrall to a lamia will do virtually anything she asks, including attacking friends and comrades.

A lamia loses 1 hit point in all locations per day to sustain her supernatural life, and does not regenerate hit points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the lamia 1D6 hit points which she may distribute to whichever location she wishes. When the lamia drains the victim's STR to 0, he dies. This attack costs the lamia no Magic Points.

A lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Magic Points. This POW loss is permanent for the victim, though the lamia cannot drain a victim below POW 1. This attack costs the lamia no Magic Points.

STR	3D6	(10)	INT	4D6	(14)
CON	3D6	(10)	POW	4D6	(14)
DEX	4D6	(14)	CHA	3D6+6	(16)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1-6	Tail	4/6
7-9	Abdomen	4/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapon	Skill	Damage
Bite	50%	1D6+1D2+blood drain
Kiss	50%	POW drain
Tail	50%	1D6+1D2

CA: 3
SR: +14
Move: 4m
Traits: Vampiric Touch (Bite and Kiss)
Skills: Athletics 40%, Dodge 50%, Lore (World) 50%, Persistence 45%, Resilience 25%, Stealth 95%
Armour: Scales (AP 4, Tail and Abdomen) no Skill Penalty

Lion

STR	3D6+12	(22)	INT	5	(5)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	5	(5)
SIZ	2D6+12	(19)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/6
3-4	Left Hind Leg	2/6
5-7	Hindquarters	2/7
8-10	Forequarters	2/7
11-13	Right Front Leg	2/6
14-16	Left Front Leg	2/6
17-20	Head	2/6

Weapon	Skill	Damage
Bite	60%	2D8
Claw	60%	1D6+1D8

CA: 3
SR: +10
Move: 6m
Traits: Night Sight
Skills: Athletics 70%, Dodge 45%, Resilience 40%, Perception 55%, Stealth 50%, Survival 40%
Armour: Hide (AP 2, no Skill Penalty)

Lizard, Bolo

STR	2D6+12	(19)	INT	3	(3)
CON	3D6	(10)	POW	3D6	(10)
DEX	1D6+12	(15)	CHA	3	(3)
SIZ	2D6+12	(19)			

D20	Hit Location	AP/HP
1-2	Tail	1/6
3-5	Right Leg	1/6
6-8	Left Leg	1/6
9-11	Abdomen	1/7
12-15	Chest	1/8
16	Right Claw	1/5
17	Left Claw	1/5
18-20	Head	1/6



Weapon	Skill	Damage
Bite	25%	1D6+1D6
Kick	25%	1D8+1D6

CA: 3
SR: +9
Move: 5m
Skills: Dodge 40%, Perception 50%, Stealth 30%
Armour: Hide (AP 1, no Skill Penalty)

Lizard, Rock

STR	2D6+6	(13)	INT	2	(2)
CON	2D6+6	(13)	POW	2D6	(7)
DEX	2D6+3	(10)	CHA	2	(2)
SIZ	4D6	(14)			

D20	Hit Location	AP/HP
1-2	Tail	3/6
3-4	Right Hind Leg	3/6
5-6	Left Hind Leg	3/6
7-9	Hindquarters	3/7
10-13	Forequarters	3/8
14-15	Right Front Leg	3/6
16-17	Left Front Leg	3/6
18-20	Head	3/6

Weapon	Skill	Damage
Claw	45%	1D6+1D2
Bite	40%	1D8+1D2

CA: 2
SR: +6
Move: 4m
Skills: Dodge 45%, Stealth 25%, Tracking 30%
Armour: Scales (AP 3, no Skill Penalty)

Ludoch

A ludoch engaging in Light Activity only needs to breathe once per hour. In Medium Activity, the creature must breathe every 30 minutes. When engaging in Heavy Activity, the ludoch must breathe every ten minutes.

STR	3D6+3	(13)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	3D6	(10)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-6	Tail	2/6
7-9	Abdomen	2/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapon	Skill	Damage	AP
Longspear	35%	1D10+1D4	2
Dagger	30%	2D4+1	4
Sling	20%	1D6	

CA: 3
SR: +12
Move: 6m (swimming)
Traits: Echolocation
Skills: Athletics 40%, Dodge 40%, Lore (all) 35%, Perception 40%, Stealth 25%, Tracking 70%
Armour: Hide (AP 2, Tail and Abdomen) no Skill Penalty

Mammoth

STR	10D6+30	(65)	INT	6	(6)
CON	4D6+21	(35)	POW	2D6+6	(13)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10D6+30	(65)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	9/20
3-4	Left Hind Leg	9/20
5-8	Hindquarters	9/21
9-12	Forequarters	9/22
13-14	Right Front Leg	9/20
15-16	Left Front Leg	9/20
17	Trunk	9/19
18-20	Head	9/20

Weapon	Skill	Damage
Trample	50%	5D12
Tusk	55%	4D12

CA: 2
SR: +8
Move: 6m
Traits: Trample
Skills: Athletics 80%, Perception 45%, Resilience 65%
Armour: Thick Hide (AP 9, no Skill Penalty)

Manticore

STR	4D6+12	(26)	INT	7	(7)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	3D6	(10)	CHA	7	(7)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/10
3-4	Left Hind Leg	3/10
5-6	Tail	3/10
7-9	Hindquarters	3/11
10-12	Forequarters	3/11
13-14	Right Front Leg	3/10
15-16	Left Front Leg	3/10
17-20	Head	3/10



Weapon	Skill	Damage
Claw	70%	1D6+1D12
Gore	50%	1D8+1D12
Poison Sting	40%	1D6+1D12+poison

CA: 2
SR: +8
Move: 5m
Traits: Night Sight, Poison Sting (see *RuneQuest* rule-book for details on Manticore Venom)
Skills: Athletics 60%, Dodge 45%, Resilience 60%, Perception 55%, Persistence 50%, Stealth 40%, Survival 40%, Tracking 40%
Armour: Tough Hide (AP 3, no Skill Penalty)

Minotaur

STR	3D6+12	(22)	INT	2D6	(7)
CON	1D6+12	(15)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2D6	(7)
SIZ	3D6+12	(22)			

D20	Hit Location	AP/HP
1-3	Right Leg	3/8
4-6	Left Leg	3/8
7-9	Abdomen	3/9
10-12	Chest	3/10
13-15	Right Arm	3/7
16-18	Left Arm	3/7
19-20	Head	5/8

Weapon	Skill	Damage	AP
Great Axe	40%	2D6+2+1D10	3
Head Butt	55%	1D6+1D10	

CA: 2
SR: +9
Move: 4m
Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%, Tracking 40%
Armour: Horns (AP 5 Head only), Hide (AP 3, all other locations), no Skill Penalty

Morokanth

Any skills requiring manual dexterity (including wielding weapons) are difficult for morokanth both because of their physiology and because such things are simply not part of their culture. Therefore, all morokanth have a base of 5% in all such skills, no matter what an individual's Characteristics may be.

STR	3D6+6	(16)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	2D6+3	(10)	CHA	3D6	(10)
SIZ	3D6+6	(16)			

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/6
3-4	Left Rear Leg	3/6
5-7	Hindquarters	5/7
8-10	Chest	5/8
11-13	Right Front Leg	3/6
14-16	Left Front Leg	3/6
17-20	Head	5/6

Weapon	Skill	Damage	AP
Shortspear	5%	1D8+1D4	2
Claw	25%	1D6+1D4	

CA: 2
SR: +10
Move: 4m
Traits: Night Sight
Skills: Athletics 30%, Resilience 40%, Stealth 35%, Tracking 30%
Armour: Thick Hide (AP 3, all locations, no Skill Penalty), Thick Leather Armour (AP 2, Hindquarters, Chest, Head), Skill Penalty -6%

Mummy

An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the hit location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

Healing spells are ineffective on mummies, though a Repair spell will fix any damage done (in 1D10 hit point increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics below represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

STR	3D6+12	(22)	INT	2D6+6	(13)
CON	3D6+12	(22)	POW	0	(0)
DEX	2D6	(7)	CHA	1	(1)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	3/7
4-6	Left Leg	3/7
7-9	Abdomen	3/8
10-12	Chest	3/9
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	3/7

Weapon	Skill	Damage	AP
War Maul	80%	2D6+1D4	3
Fist	60%	1D6+1D4	

CA: 2



SR: +10
Move: 3m
Traits: Disease Immunity, Poison Immunity
Skills: Mummies have the same skills they possessed when alive, though the skills may be modified by the mummy's new Characteristics.
Armour: Tough Skin (AP 2, no Skill Penalty)
Magic: Mummies may learn sorcery and may have divine magic left over from the time they were actually alive. A mummy loses all integrated runes when it dies to become a mummy, and without POW may not integrate any more. It also may not gain new divine spells.

Newtling

Newtlings are far better equipped than humans to master Auld Wyrnish, and may attain a skill of 50% with the language.

STR	3D6	(10)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	3D6	(10)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1-2	Tail	2/4
3-4	Right Leg	2/4
5-6	Left Leg	2/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4

Weapon	Skill	Damage	AP
Shortspear	30%	1D8-1D2	2
Sling	25%	1D6-1D2	
Buckler	20%	1D4-1D2	5

CA: 3
SR: +12
Move: 3m
Skills: Athletics 80%, Perception 25%, Stealth 50%, Tracking 50%
Armour: Leather Armour (AP 2, all locations), Skill Penalty -16%

Nymph

If a nymph is reduced to zero hit points while in its body, it passes on to the spirit plane like any other slain creature. However, so long as the location that spawned the nymph remains intact, the nymph will eventually make its way back there.

Nymphs tend to use Rune Magic, and have 1D3 runes integrated to themselves.

Oryad

A dryad controls all the plant life in her grove (an area with a radius of roughly the dryad's POW × 2 in metres). She can cause the trees to creak and move their branches, she can make flowers bloom out of season or even cause vines to entangle an intruder.

Dryads cannot leave their grove of trees. If forced outside of it, the dryad's body will dissolve into leaves and grass, and her spirit will reenter her personal tree.

A dryad may form or dissolve her body at will. Doing so requires a Combat Action.

STR	2D6	(7)	INT	3D6+6	(16)
CON	3D6	(10)	POW	2D6+15	(22)
DEX	4D6	(14)	CHA	2D6+12	(19)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage	AP
Quarterstaff	30%	1D8-1D2	3

CA: 3
SR: +15
Move: 3m
Skills: Lore (all) 40%, Perception 50%, Runecasting 50%, Sing 50%, Stealth 90%
Runes: Dryads are among the weakest of nymphs. They always have one Fertility rune and one Plant rune integrated.

Hag

Unlike dryads, hags are able to leave their domains, though they must do so under cover of darkness and must return before dawn. If a hag's body is struck by direct sunlight, the body is immediately dissolved. This does not kill the hag – it merely forces her spirit to return to its shadowy home.

Hags are able to create shades from the darkness of their lairs. Doing so costs the hag one Magic Point for each cubic metre of the shade. This is counted as a magical attack, so if it is done in combat, it will take place on the hag's Strike Rank. A hag may only have one shade manifested at a time, though if it is destroyed, she may immediately begin to create another.

A hag may form or dissolve her body at will. Doing so requires a Combat Action.

STR	6D6	(21)	INT	2D6+12	(19)
CON	3D6	(10)	POW	2D6+21	(28)
DEX	3D6	(10)	CHA	1D6	(3)
SIZ	3D6	(10)			



D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage
Claw	55%	1D6+1D4

CA: 2
SR: +15
Move: 3m
Skills: Lore (all) 40%, Perception 50%, Runecasting 75%, Stealth 110%
Runes: Hags are a magically powerful group of nymphs. Each hag is considered to have runes of Darkness, Moon and Shadow integrated. Hags may also know sorcery (see the *RuneQuest Companion*).

Naiad

For every ten metres a naiad travels from her body of water, she loses one Magic Point. When she reaches the negative equivalent of her Magic Points, her body collapses into a puddle of water and her spirit returns immediately to its home. A naiad only regains Magic Points when immersed in her water.

A naiad may transform herself into an undine with a size of one cubic metre for every Magic Point the naiad chooses to expend. She must also have sufficient water available to do this. If the undine form is destroyed, the naiad is unharmed, but is immediately forced back to her body of water, where she must expend more Magic Points if she wishes to form another undine body.

STR	4D6	(14)	INT	3D6+6	(16)
CON	3D6	(10)	POW	2D6+18	(25)
DEX	4D6	(14)	CHA	2D6+12	(19)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapon	Skill	Damage	AP
Javelin	40%	1D6	1

CA: 3
SR: +15

Move: 3m
Skills: Dodge 80% Lore (all) 40%, Perception 40%, Runecasting 60%, Sing 40%, Stealth 65%
Runes: Each naiad is considered to have runes of Fertility and Water integrated. Naiads may also know Divine Magic (see the *RuneQuest Companion*).

Oread

An oread can leave its particular mountain or valley, but will lose one Magic Point for every 10 metres distance she travels. When she reaches the negative equivalent of her Magic Points, her body collapses into a pile of earth and her spirit returns immediately to its home.

An oread may transform herself into a gnome with a size of one cubic metre for every Magic Point the naiad chooses to expend. If the gnome form is destroyed, the oread is unharmed, but is immediately forced back to her mountain or valley, where she must expend more Magic Points if she wishes to form another gnome body.

STR	2D6	(7)	INT	3D6+3	(13)
CON	3D6+3	(13)	POW	2D6+15	(22)
DEX	3D6+6	(16)	CHA	2D6+9	(16)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage
Fist	30%	1D3-1D2
Kick	35%	1D6-1D2

CA: 3
SR: +14
Move: 3m
Skills: Athletics 70%, Dodge 40%, Lore (all) 40%, Perception 50%, Runecasting 70%, Sing 50%, Stealth 80%
Runes: Each oread is considered to have runes of Earth, Fertility and Stasis integrated.

Octopus

Octopi have the ability to change their skin colour at will to match their surroundings. This change takes one combat round for every two points of an octopus's SIZ.

Octopi can crawl slowly on land and can survive out of water for their CON × 3 in minutes.

Octopi can grow exceptionally large. The statistics below describe an octopus measuring six metres from tentacle tip to tentacle tip, and another measuring 12 metres. An octopus gains 1D6 STR and SIZ for every metre.



Sixmetre Octopus

STR	6D6	(21)	INT	4	(4)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	4	(4)
SIZ	6D6	(21)			

D20	Hit Location	AP/HP
1-2	Arm 1	2/7
3-4	Arm 2	2/7
5-6	Arm 3	2/7
7-8	Arm 4	2/7
9-10	Arm 5	2/7
11-12	Arm 6	2/7
13-14	Arm 7	2/7
15-16	Arm 8	2/7
17-18	Head	2/7
19-20	Body	2/9

Weapon	Skill	Damage
Bite	50%	2D8+poison
Arm	70%	1D4+2D8

CA: 4
SR: +13
Move: 5m swimming
Traits: Poison (bite, see below for details on Octopus Venom)
Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%
Armour: Tough Skin (AP 2, no Skill Penalty)

Twelvemetre Octopus

STR	12D6	(42)	INT	4	(4)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	4	(4)
SIZ	12D6	(42)			

D20	Hit Location	AP/HP
1-2	Arm 1	4/13
3-4	Arm 2	4/13
5-6	Arm 3	4/13
7-8	Arm 4	4/13
9-10	Arm 5	4/13
11-12	Arm 6	4/13
13-14	Arm 7	4/13
15-16	Arm 8	4/13
17-18	Head	4/13
19-20	Body	4/15

Weapon	Skill	Damage
Bite	50% 1	D8+2D10+poison
Arm	70%	1D4+2D10

CA: 4
SR: +13
Move: 5m swimming

Traits: Poison (bite, see below for details on Octopus Venom)
Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%
Armour: Tough Skin (AP 4, no Skill Penalty)

Octopus Venom

Type: Ingested or smeared
Delay: 1D4 Combat Rounds
Potency: Octopus CONx2
Full Effect: 1D6 hit point damage to location struck
Duration: 4D10 minutes

Ogre

STR	2D6+12	(19)	INT	2D6+6	(13)
CON	2D6+6	(13)	POW	2D6+6	(13)
DEX	3D6	(10)	CHA	3D6+3	(13)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapon	Skill	Damage
Any Close	60%	As weapon
Any Missile	50%	As weapon

CA: 2
SR: +12
Move: 4m
Traits: Chaotic Aura
Skills: Athletics 40%, Influence 35%, Perception 50%, Resilience 50%, Stealth 15%, Tracking 25%

Orc

Every hour an orc spends in daylight, he must make a Resilience or suffer a -10% penalty to all skill tests (including weapon skills) until he spends at least one hour out of direct daylight.

The Characteristics and other information given below are for an 'intermediate' orc race. Smaller races will have a STR of 3D6 and a SIZ of 2D6, while larger races will have a STR of 5D6, a CON of 3D6+3 and a SIZ of 2D6+6. Otherwise, all three orc races are identical.

STR	4D6	(14)	INT	3D6	(10)
CON	3D6	(10)	POW	2D6+3	(10)
DEX	4D6	(14)	CHA	2D6	(7)
SIZ	2D6+3	(10)			



D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapon	Skill	Damage	AP
Scimitar	40%	1D6+1	4
Short Bow	50%	1D8	
Target Shield	20%	1D6	8

CA: 3
SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Stealth 35%

Panther

STR 3D6+6 (16) INT 5 (5)
 CON 3D6 (10) POW 3D6 (10)
 DEX 2D6+12 (19) CHA 5 (5)
 SIZ 2D6+9 (16)

D20	Hit Location	AP/HP
1-2	Right Hind Leg	1/6
3-4	Left Hind Leg	1/6
5-7	Hindquarters	1/7
8-10	Forequarters	1/8
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/5

Weapon	Skill	Damage
Bite	40%	1D10+1D4
Claw	60%	1D6+1D4

CA: 4
SR: +12
Move: 6m
Skills: Athletics 60%, Dodge 45%, Resilience 40%, Perception 70%, Stealth 90%, Survival 45%
Armour: Hide (AP 1, no Skill Penalty)

Peripati, Giant

A peripatus deprived of moisture (for example, marooned in a desert) will lose one point of CON per hour until it finds moisture or dies. This need to remain moist causes peripati to fear fire. Every round a flame is visible to them, the peripati have a cumulative 5% chance of becoming Demoralised (as the spell). This chance increases to 10% if the

flame is actually used as a weapon against them – a Fireblade spell, for example. The fire must be an open flame of at least ‘Small Fire’ size – a candle will not frighten a giant peripatus.

A peripatus may use a glue squirt which has a range of up to 20 metres and an equivalent Athletics value of 40%. Anyone hit by it is immobilised until he can overcome the glue’s Athletics with his own in a standard opposed test. The victim’s companions may aid him in this.

Any creature caught in the web cannot dodge or dive for cover, and may only attack and parry at half normal skill. Spellcasting skills are not adversely affected by the web.

STR 2D6+12 (19) INT 2 (2)
 CON 3D6 (10) POW 3D6 (10)
 DEX 3D6+6 (16) CHA 2 (2)
 SIZ 2D6+21 (28)

D20	Hit Location	AP/HP
1-6	Hind Body	2/9
7-14	Fore Body	2/10
15-20	Head	2/9

Weapon	Skill	Damage
Bite	50%	1D8+1D10
Glue Squirt	50%	Glue

CA: 3
SR: +9
Move: 2m
Skills: Perception 25%, Resilience 40%, Stealth 45%
Armour: Tough Skin (AP 2, no Skill Penalty)

Pixie

STR 2D3 (3) INT 3D6 (10)
 CON 3D6 (10) POW 2D6+6 (13)
 DEX 4D6 (14) CHA 3D6 (10)
 SIZ 1D6 (3)

D20	Hit Location	AP/HP
1-2	Right Leg	-/3
3-4	Left Leg	-/3
5-7	Abdomen	-/4
8-11	Chest	-/5
12-13	Right Arm	-/2
14-15	Left Arm	-/2
16	Upper Right Wing	-/2
17	Lower Right Wing	-/2
18	Lower Right Wing	-/2
19	Lower Left Wing	-/2
20	Head	-/3

Weapon	Skill	Damage	AP
Dagger	10%	1D4+1-1D6	4
Sling	30%	1D6-1D6	

CA: 3



SR: +12
Move: 2m, 4m when flying
Skills: Athletics 40%, Mechanisms 50%, Perception 50%, Stealth 95%
Runes: A pixie usually has 1D4 runes integrated, and a number of spells equal to half its POW.

Praying Mantis, Giant

Anyone riding such a creature into battle may use 1D10+10 to determine hit location on his targets, even against mounted foes (except particularly tall enemies, or enemies also riding mantises). A mantis is fully capable of fighting with a rider on its back, though the rider will have to make two Riding skill tests every round the mantis employs its natural weapons – one to stay on the mantis's back, another to make his own attack.

STR	6D6+12	(33)	INT	3	(3)
CON	3D6+9	(19)	POW	3D6	(10)
DEX	2D6+18	(25)	CHA	3	(3)
SIZ	8D6+12	(40)			

D20	Hit Location	AP/HP
1	Right Rear Leg	6/11
2	Left Rear Leg	6/11
3-5	Abdomen	6/13
6	Right Wing	6/11
7	Left Wing	6/11
8	Right Front Leg	6/11
9	Left Front Leg	6/11
10-12	Thorax	6/14
13-15	Right Claw	6/12
16-18	Left Claw	6/12
19-20	Head	6/13

Weapon	Skill	Damage
Bite	95%	3D8
Foreclaw	95%	1D10+2D8

CA: 4
SR: +14
Move: 6m
Traits: Wall Walking
Skills: Athletics 55%, Dodge 40%, Perception 25%, Resilience 35%, Stealth 90%, Tracking 65%
Armour: Chitin (AP 6, no Skill Penalty)

Rhinoceros

STR	2D6+21	(28)	INT	3	(3)
CON	3D6	(10)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3	(3)
SIZ	2D6+21	(40)			

D20	Hit Location	AP/HP
1-2	Right Rear Leg	5/8
3-4	Left Rear Leg	5/8
5-7	Hindquarters	5/9
8-10	Chest	5/10
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

Weapon	Skill	Damage
Bite	25%	1D6+1D12
Gore	50%	1D8+1D12
Trample	75%	2D12

CA: 2
SR: +5
Move: 5m
Traits: Trample
Skills: Athletics 30% Perception 45%, Resilience 55%
Armour: Thick Hide (AP 5, no Skill Penalty)

Roc

STR	20D6+30	(100)	INT	4	(4)
CON	4D6+21	(35)	POW	1D6+12	(15)
DEX	3D6	(10)	CHA	4	(4)
SIZ	20D6+30	(100)			

D20	Hit Location	AP/HP
1-3	Right Claw	6/20
4-6	Left Claw	6/20
7-9	Body	6/22
10-12	Breast	6/23
13-15	Right Wing	6/20
16-18	Left Wing	6/20
19-20	Head	6/21

Weapon	Skill	Damage
Peck	55%	1D6+4D12
Claw	55%	1D8+4D12
Dropped Rock	30%	1D10+1D6*

* 1D6 per three metres dropped (maximum 10D6)

CA: 2
SR: +7
Move: 9m flying
Skills: Perception 80%
Armour: Tough Skin (AP 6, no Skill Penalty)

Sandswimmer

A sandswimmer's Earth Sense allows it to detect movement up to 200 metres away through the ground.

STR	3D6+18	(28)	INT	1	(1)
CON	2D6+3	(10)	POW	1D6+6	(9)
DEX	2D6	(7)	CHA	1	(1)
SIZ	4D6+12	(26)			



D20	Hit Location	AP/HP
1-6	Hind Body	6/8
7-14	Fore Body	6/9
15-20	Head	6/8

Weapon	Skill	Damage
Bite	50%	1D6+2D6+poison

CA: 2
SR: +4
Move: 2m (burrowing)
Traits: Earth Sense, Poison (bite, see below for details on Sandswimmer Venom)
Skills: Athletics (swim only) 45%, Stealth 90%
Armour: Chitin (AP 6, no Skill Penalty)

Sandswimmer Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 38
Full Effect: -6 penalty to victim's DEX (when DEX reaches 0 victim is paralysed)
Duration: 6D10 minutes

Satyr

Satyr's are avid practitioners of Rune Magic, and tend to use their pipes (or, rarely, another instrument) as a focus. A satyr's skill with his pipes doubles his Runecasting skill. By playing the pipes and expending the appropriate number of Magic Points, a satyr can cast any spell he knows.

A satyr's magic is unlike most Rune Magic in that the satyr's spells will affect anyone within earshot of the pipes, to a maximum number of targets equal to the satyr's POW. The satyr may consciously choose to exempt one or more particular individuals. This aspect of satyr magic is tied directly to the creature's magical biology, and no satyr can teach a nonsatyr how to cast spells in this manner. Additionally, no artefact or relic of a satyr's body is able to grant a Runecaster this ability – though there have been many grisly attempts to craft such an item from satyr bones and other body parts.

In addition to its more normal spells, a satyr can make use of three spells unique to the satyr race.

Harmonise

DURATION Special, MAGNITUDE 2, RANGED, RESIST

Runes: *Spirit*

This spell causes all who hear it and fail to resist to dance and sing as long as the satyr continues to play his pipes. Victims of this spell dance to the exclusion of all other actions, though they may make a second attempt to resist the spell if they suffer damage (the loss of one or more hit points) at any time during the spell.

Madness

DURATION Special, MAGNITUDE 4, RANGED, RESIST

Runes: *Spirit*

This spell causes all who fail to resist it to either begin screaming in horror or singing merrily (50% chance of either). The victim will not react to outside stimuli, even if wounded while under the influence of the spell.

Sleep

DURATION Special, MAGNITUDE 3, RANGED, RESIST

Runes: *Spirit*

Sleep causes all who fail to resist its effects to fall immediately into a deep, but normal, sleep. Sleeping characters may be woken by loud noises, nudging and so forth.

STR	5D6	(17)	INT	2D6+6	(13)
CON	4D6	(14)	POW	4D6	(14)
DEX	3D6+6	(16)	CHA	2D6	(7)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	2/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	2/6

Weapon	Skill	Damage
Head Butt	45%	1D6+1D4
Club	35%	1D6+1D4

CA: 3
SR: +15
Move: 4m
Skills: Athletics 25%, Dance 85%, Dodge 50%, Play Instrument (pipes) 95%, Runecasting 50%, Stealth 55%

Armour: Tough Skin (AP 2, Legs Abdomen and Head), no Skill Penalty

Runes: All satyr's are considered to have one rune each of Chaos, Disorder, Fertility and Spirit integrated, and all know how to cast Demoralise, Fanaticism, Healing and Second Sight.

Scorpion, Giant

STR	4D6+12	(26)	INT	1	(1)
CON	2D6+12	(19)	POW	1D6+6	(9)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3D6+12	(22)			



D20	Hit Location	AP/HP
1	Right Fourth Leg	5/8
2	Left Fourth Leg	5/8
3	Right Third Leg	5/8
4	Left Third Leg	5/8
5-6	Tail	5/8
7-9	Abdomen	5/10
10	Right Second Leg	5/8
11	Left Second Leg	5/8
12	Right First Leg	5/8
13	Left First Leg	5/8
14-15	Right Pincer	5/9
16-17	Left Pincer	5/9
18-20	Thorax	5/11

Weapon	Skill	Damage	AP
Pincer	35%	2D10	
Sting	40%	1D8+1D10	

CA: 2
SR: +6
Move: 6m
Traits: Wall Walking
Skills: Athletics 65%, Dodge 30%, Perception 55%, Resilience 35%, Stealth 45%
Armour: Chitin (AP 5, no Skill Penalty)

Scorpion Man

A scorpion man can lose one of his legs with no loss to mobility. If he loses two legs on the same side, his Movement is reduced to half (3m) and he suffers a -20% penalty on Athletics skill tests. A scorpion man must lose all the legs on one side of his body to become immobilised.

A scorpion man has a chance equal to his POW × 5 of having a Chaotic Feature.

STR	2D6+12	(19)	INT	2D6	(7)
CON	3D6	(10)	POW	2D6	(7)
DEX	3D6+3	(13)	CHA	3D6	(10)
SIZ	2D6+12	(19)			

D20	Hit Location	AP/HP
1	Right Hind Leg	3/6
2	Right Centre Leg	3/6
3-4	Right Front Leg	3/6
5	Left Hind Leg	3/6
6	Left Centre Leg	3/6
7-8	Left Front Leg	3/6
9-10	Tail	3/6
11-12	Thorax	3/7
13-14	Chest	3/8
15-16	Right Arm	3/6
17-18	Left Arm	3/6
19-20	Head	3/6

Weapon	Skill	Damage
Club	35%	2D6
Sling	30%	2D6
Sting	50%	2D6+poison

CA: 3
SR: +10
Move: 6m
Traits: Chaotic Feature (see below), Poison (sting, see below for details on Scorpion Man Venom), Wall Walking
Skills: Athletics 50%, Dodge 30%, Lore (all) 25%, Mechanisms 50%, Perception 35%, Resilience 35%, Stealth 40%
Armour: Tough Skin (AP 3, no Skill Penalty)

Scorpion Man Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 55
Full Effect: 1D3 hit point damage to location struck, applies -3 penalty to victim's CON
Duration: 6D10 minutes

Sea Serpent

Hatchling

STR	2D6+6	(13)	INT	3	(3)
CON	1D6+3	(6)	POW	2D6	(7)
DEX	6D6	(21)	CHA	3	(3)
SIZ	1D6+3	(6)			

D20	Hit Location	AP/HP
1-6	Tail	-/3
7-14	Body	-/5
15-20	Head	-/3

Weapon	Skill	Damage
Bite	30%	1D4-1D2

CA: 3
SR: +10
Move: 6m
Traits: Excellent Swimmer
Skills: Athletics 50%, Stealth 35%

Sea Serpent

STR	8D6+30	(58)	INT	3	(3)
CON	4D6+21	(35)	POW	6D6	(21)
DEX	2D6	(7)	CHA	3	(3)
SIZ	6D6+15	(36)			

D20	Hit Location	AP/HP
1-5	Tail	5/15
6-10	Hindbody	5/16
11-15	Forebody	5/17
16-20	Head	5/15



Weapon	Skill	Damage
Bite	60%	1D6+2D10

CA: 2
SR: +5
Move: 6m
Traits: Excellent Swimmer
Skills: Athletics 60%, Stealth 25%
Armour: Scales (AP 5, no Skill Penalty)

Leviathan

STR	12D6+50	(92)	INT	3	(3)
CON	6D6+36	(57)	POW	6D6	(21)
DEX	2D6	(7)	CHA	3	(3)
SIZ	10D6+39	(74)			

D20	Hit Location	AP/HP
1-5	Tail	8/21
5-10	Hindbody	8/22
11-15	Forebody	8/23
16-20	Head	8/21

Weapon	Skill	Damage
Bite	60%	1D6+3D12

CA: 2
SR: +5
Move: 6m swimming
Traits: Excellent Swimmer
Skills: Athletics 65%, Stealth 15%
Armour: Scales (AP 8, no Skill Penalty)

Shadow Cat

A shadow cat is difficult to see clearly. In game terms, the shadow cat is constantly under the effects of a Magnitude 4 Shimmer spell.

STR	2D6	(7)	INT	5	(5)
CON	2D6+6	(13)	POW	2D6+12	(19)
DEX	2D6+12	(19)	CHA	5	(5)
SIZ	1D6	(3)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	-/4
3-4	Left Hind Leg	-/4
5-7	Hindquarters	-/5
8-10	Forequarters	-/6
11-13	Right Front Leg	-/4
14-16	Left Front Leg	-/4
17-20	Head	-/4

Weapon	Skill	Damage
Claw	40%	1D6-1D6
Bite	40%	1D8-1D6

CA: 4

SR: +12
Move: 6m
Skills: Athletics 60%, Dodge 50%, Resilience 40%, Perception 60%, Stealth 110%, Survival 45%, Tracking 35%

Shark

Medium Shark

STR	3D6+12	(22)	INT	2	(2)
CON	2D6+9	(16)	POW	3D6	(10)
DEX	2D6+3	(10)	CHA	3	(3)
SIZ	3D6+12	(22)			

D20	Hit Location	AP/HP
1-3	Tail	4/8
4-8	Hindbody	4/9
9-13	Forebody	4/10
14	Right Fin	4/5
15	Left Fin	4/5
16-20	Head	4/8

Weapon	Skill	Damage
Bite	70%	2D10

CA: 2
SR: +6
Move: 7m
Traits: Excellent Swimmer
Skills: Perception (scent) 80%, Stealth 50%
Armour: Tough Skin (AP 4, no Skill Penalty)

Large Shark

STR	6D6+24	(45)	INT	2	(2)
CON	4D6+18	(32)	POW	4D6	(14)
DEX	2D6+3	(10)	CHA	3	(3)
SIZ	6D6+24	(45)			

D20	Hit Location	AP/HP
1-3	Tail	6/15
4-8	Hindbody	6/16
9-13	Forebody	6/17
14	Right Fin	6/10
15	Left Fin	6/10
16-20	Head	6/15

Weapon	Skill	Damage
Bite	75%	3D10

CA: 2
SR: +6
Move: 8m
Traits: Excellent Swimmer
Skills: Perception (scent) 85%, Stealth 50%
Armour: Tough Skin (AP 6, no Skill Penalty)



Skeleton

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue and poisons.

Skeletons are immune to damage from weapons that cause impaling Critical Hits, though an attacker's Damage Modifier will still cause damage on a successful hit.

A skeleton has the same Movement the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.

STR	2D6+6	(13)	INT	0	(0)
CON	1D6	(3)	POW	0	(0)
DEX	3D6	(10)	CHA	0	(0)
SIZ	3D6	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	5/3
4-6	Left Leg	5/3
7-9	Abdomen	5/4
10-12	Chest	5/5
13-15	Right Arm	5/2
16-18	Left Arm	5/2
19-20	Head	5/3

Weapon	Skill	Damage	AP
Longspear	36%	1D10	2
Shortsword	36%	1D6	3

CA: 2
SR: +5
Move: 4m
Traits: Dark Sight, Night Sight
Armour: Skeletal (AP 5, no Skill Penalty)

Sky Bull

STR	4D6+12	(26)	INT	4	(4)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	2D6	(7)	CHA	4	(4)
SIZ	8D6+12	(40)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/11
3-4	Left Hind Leg	3/11
5-7	Hindquarters	3/12
8-10	Forequarters	3/13
11-12	Right Wing	3/10
13-14	Left Wing	3/10
15-16	Right Front Leg	3/11
17-18	Left Front Leg	3/11
19-20	Head	3/11

Weapon	Skill	Damage
Ram	35%	1D8+2D6
Stomp	40%	3D6

CA: 2
SR: +5
Move: 4m, 6m when flying
Skills: Athletics 55%, Perception 30% Resilience 50%, Stealth 40%, Survival 20%
Armour: Thick Hide (AP 3, no Skill Penalty)

Slarge

Lesser Slarge

STR	3D6+6	(16)	INT	2D6+3	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	2D6+3	(10)	CHA	2D6	(7)
SIZ	3D6	(10)			

D20	Hit Location	AP/HP
1-2	Tail	4/5
3-4	Right Leg	4/5
5-6	Left Leg	4/5
7-9	Abdomen	4/6
10-12	Chest	4/7
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

Weapon	Skill	Damage
Battleaxe	30%	1D6+2+1D2
Bite	25%	1D6+1D2
Claw	25%	1D4+1D2

CA: 2
SR: +10
Move: 3m
Skills: Athletics 35%, Dodge 35%, Perception 30%, Sleight 25%, Stealth 35%
Armour: Scales (AP 2, no Skill Penalty) , Leather Armour (AP 2, Skill Penalty -16%)

Giant Slarge

STR	6D6+12	(16)	INT	2D6+3	(10)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2D6	(7)
SIZ	6D6+12	(10)			

D20	Hit Location	AP/HP
1-2	Tail	5/11
3-4	Right Leg	5/11
5-6	Left Leg	5/11
7-9	Abdomen	5/12
10-12	Chest	5/13
13-15	Right Arm	5/10
16-18	Left Arm	5/10
19-20	Head	5/11



Weapon	Skill	Damage
Great Axe	35%	4D6+2
Bite	30%	3D6
Claw	30%	1D4+2D6

CA: 2
SR: +8
Move: 4m
Skills: Athletics 45%, Dodge 25%, Perception 40%, Sleight 25%, Stealth 25%
Armour: Scales (AP 3, no Skill Penalty) , Leather Armour (AP 2, Skill Penalty -16%)

Snake

Python

If the python's constriction attack hits, the victim is caught up in the serpent's coils. Each round, the python inflicts damage to the victim's chest location. Chest armour protects against this damage. In addition to the hit point damage caused by the constriction, the victim is unable to breathe and begins to suffocate (see the *RuneQuest* rulebook). Being constricted by a python counts as 'heavy' activity in determining how long the victim can hold its breath. The victim may make an opposed Athletics test each round to escape.

STR	3D6+24	(34)	INT	3	(3)
CON	3D6	(10)	POW	2D6+6	(13)
DEX	2D6+6	(13)	CHA	3	(3)
SIZ	3D6	(10)			

D20	Hit Location	AP/HP
1-6	Tail	2/4
7-14	Body	2/6
15-20	Head	2/4

Weapon	Skill	Damage
Bite	60%	1D4+1D8
Constrict	45%	2D8

CA: 3
SR: +8
Move: 3m
Traits: Excellent Swimmer
Skills: Athletics 85%, Dodge 65%, Stealth 75%
Armour: Scales (AP 2, no Skill Penalty)

Viper

STR	2D6+6	(34)	INT	3	(3)
CON	2D6	(7)	POW	2D6+6	(13)
DEX	3D6+18	(28)	CHA	3	(3)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1-6	Tail	1/3
7-14	Body	1/5
15-20	Head	1/3

Weapon	Skill	Damage
Bite	60%	1D2-1D2+poison

CA: 4
SR: +15
Move: 4m
Traits: Excellent Swimmer, Poison (bite, see below for details on Viper Venom)
Skills: Athletics 35%, Dodge 75%, Stealth 95%
Armour: Scales (AP 1, no Skill Penalty)

Viper Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 48
Full Effect: 1 hit point damage to all locations for each round of Duration, -6 penalty to victim's CON
Duration: 6D10 minutes

Solpugid, Giant

The solpugid's palps are tipped with suckers, allowing the creature to climb sheer walls – the beast could even move along a vertical plane of glass. An adventurer that presents a bright light to a solpugid may cause it to make a Resilience test or flee, so long as the creature is not feeding, guarding young or cornered. If the solpugid makes its Resilience test, it will not flee from any bright light for the remainder of the combat.

STR	3D6+24	(34)	INT	2	(2)
CON	3D6+9	(19)	POW	2D6+3	(10)
DEX	2D6+18	(25)	CHA	2	(2)
SIZ	2D6+18	(25)			

D20	Hit Location	AP/HP
1	Right Fourth Leg	6/5
2	Left Fourth Leg	6/5
3	Right Third Leg	6/5
4	Left Third Leg	6/5
5	Right Second Leg	6/5
6	Left Second Leg	6/5
7-10	Abdomen	6/11
11	Right First Leg	6/5
12	Left First Leg	6/5
13-14	Right Palp	6/4
15-16	Left Palp	6/4
17-20	Head	6/9

Weapon	Skill	Damage
Palp	85%	1D6+1D12
Bite	65%	1D10+1D12

CA: 4
SR: +13
Move: 8m
Traits: Earth Sense, Wall Walking



Skills: Athletics (climbing only) 100%, Perception 65%, Resilience 50%
Armour: Chitin (AP 6, no Skill Penalty)

Spider, Giant

The webbing of a giant spider will hold fast anyone who touches it unless they can succeed on an opposed Athletics test. The spider web's Athletics value is equal to that of the spider that wove it. The web's hit points are double the spider's STR. Any weapon striking a strand of webbing will do damage, but it also may become stuck. Flaming weapons never become stuck, and always inflict double damage on webbing. However, webbing will not ignite.

The web spun in a round covers an area two metres by two metres, entangling the creature within that space. Those stuck in this manner are effectively immobilised and cannot attack, parry, dodge or dive for cover until they break free of the web by successfully. The trapped character may be aided by his companions. If the spider throws multiple webs on the same individual, each layer of webbing must be broken through individually. An incoming webbing attack may not be parried.

Giant spiders are extremely intelligent creatures, though they are still just animals and their INT is fixed.

'Small' Giant Spider

STR	1D6+6	(9)	INT	8	(8)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1	Right Fourth Leg	3/3
2	Left Fourth Leg	3/3
3	Right Third Leg	3/3
4	Left Third Leg	3/3
5-11	Abdomen	3/6
12	Right Second Leg	3/3
13	Left Second Leg	3/3
14	Right First Leg	3/3
15	Left First Leg	3/3
16-20	Thorax	3/5

Weapon	Skill	Damage
Bite	50%	1D6+poison
Webbing	60%	Entangles

CA: 3
SR: +12
Move: 3m, 6m in own web
Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking
Skills: Athletics 75%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%
Armour: Chitin (AP 3, no Skill Penalty)

'Medium' Giant Spider

STR	2D6+12	(19)	INT	8	(8)
CON	3D6+6	(16)	POW	3D6	(10)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1	Right Fourth Leg	4/5
2	Left Fourth Leg	4/5
3	Right Third Leg	4/5
4	Left Third Leg	4/5
5-11	Abdomen	4/11
12	Right Second Leg	4/5
13	Left Second Leg	4/5
14	Right First Leg	4/5
15	Left First Leg	4/5
16-20	Thorax	4/10

Weapon	Skill	Damage
Bite	55%	1D6+1D8+poison
Webbing	60%	Entangles

CA: 3
SR: +12
Move: 3m, 6m in own web
Traits: Poison (bite, see below for details on Spider Venom), Wall Walking
Skills: Athletics 100%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%
Armour: Chitin (AP 4, no Skill Penalty)

'Large' Giant Spider

STR	3D6+18	(28)	INT	8	(8)
CON	3D6+12	(22)	POW	4D6	(14)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	6D6+18	(39)			

D20	Hit Location	AP/HP
1	Right Fourth Leg	6/7
2	Left Fourth Leg	6/7
3	Right Third Leg	6/7
4	Left Third Leg	6/7
5-11	Abdomen	6/15
12	Right Second Leg	6/7
13	Left Second Leg	6/7
14	Right First Leg	6/7
15	Left First Leg	6/7
16-20	Thorax	6/14

Weapon	Skill	Damage
Bite	65%	3D6+poison
Webbing	65%	Entangles

CA: 3
SR: +12
Move: 3m, 6m in own web



Traits: Poison (bite, see below for details on Spider Venom), Wall Walking
Skills: Athletics 110%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%
Armour: Chitin (AP 6, no Skill Penalty)

Spider Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: Spider's CON × 3
Full Effect: 1D3 hit point damage to location struck, applies -6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)
Duration: 6D10 minutes

Spirit

Disease Spirit

As long as the disease spirit is possessing a creature, the possessed will be forced to make Resilience tests to resist the effects of the disease. However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests.

If the possessed dies while being possessed by a disease spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

STR	—	(—)	INT	2D6	(7)
CON	—	(—)	POW	3D6+6	(16)
DEX	—	(—)	CHA	3D6	(10)
SIZ	—	(—)			
HP	16		MP	16	

Weapon	Skill	Damage
Spectral Claw	50%	1D2

CA: 2
SR: +17
Move: 16m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Healing Spirit

The natural enemy of a disease spirit, a healing spirit is only capable of entering spirit combat with a disease spirit already covertly possessing a creature. If the healing spirit can bring the disease spirit to zero hit points, it will force it to leave its host. The healing spirit will then depart as well, for it cannot permanently possess any creature.

If a healing spirit is used on an individual who is sick from a mundane illness (rather than from a disease spirit), it will add its POW as a percentage bonus to the individual's chance of success on his next Resilience test to throw off the effects of the disease.

STR	—	(—)	INT	2D6	(7)
CON	—	(—)	POW	4D6	(14)
DEX	—	(—)	CHA	3D6	(10)
SIZ	—	(—)			
HP	14		MP	14	

Weapon	Skill	Damage
Spectral Claw	50%	1D2

CA: 2
SR: +9
Move: 14m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 30%, Lore (Spirit World) 50%, Persistence 50%, Stealth 40%

Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. If bound into a Binding Enchantment, the holder of the enchantment may use the spirit's Magic Points for casting spells.

Magic spirits may not initiate spirit combat.

STR	—	(—)	INT	3D6	(10)
CON	—	(—)	POW	3D6+3	(13)
DEX	—	(—)	CHA	1D6	(3)
SIZ	—	(—)			
HP	14		MP	14	

Weapon	Skill	Damage
None	—	—

CA: 2
SR: 7
Move: 14m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%

Magic: A magic spirit knows 1D6 rune, divine or sorcery spells. These spirits will only know one spell type – for example, a magic spirit will not have both divine and sorcery spells, nor may it ever learn spells of another type. If the spirit knows rune spells, it will have the appropriate runes integrated, but may not give up the rune. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a priest does.

Passion Spirit

If they successfully defeat a living creature in spirit combat, they will covertly possess that creature. The results of this possession depend upon the particular passion spirit. They are normally invisible.



Fear Spirit

If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the spell), until the spirit is cast out.

Madness Spirit

If a madness spirit succeeds in covertly possessing a victim, it will manifest itself in daily bouts of insanity. At least once per day, the madness spirit will attempt to cause an insane fit in its host. It matches its Persistence against the host's Resilience in a standard opposed test. If the host succeeds, the madness spirit will be quiescent for at least a number of hours equal to the host's POW. If the host fails, he becomes incapacitated for 1D20 hours – screaming madly, giggling incoherently or simply becoming catatonic for the duration of the effect. The madness spirit chooses the manner of madness, though most are partial to a single effect. The madness spirit will also attempt to assert itself whenever its host is in a stressful situation. Combat is an obvious example, but these spirits also delight in affecting their hosts in a variety of other stressful, important situations – collapsing into a fit of mad giggling while petitioning an unfriendly king for a boon is exactly the kind of thing madness spirits enjoy. Note that if the stressful situation occurs during a period of forced quiescence on the part of the spirit, it will be unable to manifest itself.

Pain Spirit

If a pain spirit manages to covertly possess its target, the victim will be overcome with a sudden burst of pain. From that point on, until the spirit is cast out, the victim will always be conscious of a dull ache in his joints or a twinge in his muscles. Whenever the host acts quickly (as in combat) or concentrates (as in spell casting), and sometimes purely at random intervals, he is struck by a sudden spasm of pain. This pain reduces all the host's skill tests by a penalty equal to the spirit's POW.

For example, if a pain spirit with a POW of 17 possesses a victim, that victim loses 17% from all skill tests so long as the spirit is possessing him. If he had an Athletics skill of 90%, was attempting to climb a cliff and rolled an 80, the test would be a failure as the pain spirit effectively reduces his skill to 73%.

STR	–	(–)	INT	2D6+3	(10)
CON	–	(–)	POW	3D6+6	(16)
DEX	–	(–)	CHA	4D6	(14)
SIZ	–	(–)			
HP	17		MP	17	

Weapon	Skill	Damage
Spectral Claw	55%	1D2

CA: 2
SR: +12
Move: 17m

Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Stingworm

STR	2D6+12	(19)	INT	2	(2)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+3	(10)	CHA	2	(2)
SIZ	3D6+12	(22)			

D20	Hit Location	AP/HP
1-6	Abdomen	2/6
7	Right Hind Leg	2/4
8	Left Hind Leg	2/4
9	Right Centre Leg	2/4
10	Left Centre Leg	2/4
11	Right Front Leg	2/4
12	Left Front Leg	2/4
13-16	Thorax	2/7
17-20	Head	2/5

Weapon	Skill	Damage
Bite	40%	2D6+poison

CA: 2
SR: +6
Move: 3m
Traits: Poison (bite, see below for details on Stingworm Venom)
Skills: Stealth 65%
Armour: Chitin (AP 2, no Skill Penalty)

Stingworm Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 55
Full Effect: 1D6 hit point damage to location struck
Duration: 3D10 minutes

Stoorworm

The stoorworm can emit a cloud of poisonous gas once per round. The stoorworm's poison cloud remains for one round before losing its effectiveness.

A stoorworm regenerates two hit points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.

STR	12D6	(42)	INT	9	(9)
CON	3D6+12	(22)	POW	1D6+12	(15)
DEX	2D6	(7)	CHA	5	(5)
SIZ	12D6	(42)			

D20	Hit Location	AP/HP
1-6	Tail	8/12
7-14	Body	8/14
15-20	Head	8/12



Weapon	Skill	Damage
Bite	55%	1D10+4D6
Breath	100%	Poison

CA: 2
SR: +8
Move: 3m
Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration
Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%
Armour: Tough Hide (AP 8, no Skill Penalty)

Stoorworm Breath

Type: Inhaled
Delay: Immediate
Potency: 72
Full Effect: 1 hit point damage to all locations, -1 penalty to victim's CON
Duration: 1 Combat Round

Termite, Giant

These insects are nocturnal, and exposure to direct sunlight (or equivalent bright light) affects them as if they had been hit with a Demoralise spell.

Giant termites have a communal mind. Although an individual termite has an INT of two, the termite colony as a whole also has its own INT, which varies with the size of the colony. Though determined randomly according to the table below, this INT is considered to be fixed INT.

Colony Size	Communal INT
Fewer than 100	1D6
100-300	2D6
300-1,000	3D6
1,000-3,000	4D6
3,000-10,000	5D6
Each additional 20,000	+1D6

STR	3D6	(10)	INT	2	(2)
CON	3D6	(10)	POW	1D6+6	(9)
DEX	3D6	(10)	CHA	2	(2)
SIZ	2D6	(7)			

D20	Hit Location	AP/HP
1	Right Rear Leg	-/2
2	Left Rear Leg	-/2
3	Right Middle Leg	-/2
4	Left Middle Leg	-/2
5-9	Abdomen	-/5
10-13	Thorax	-/6
14	Right Front Leg	-/2
15	Left Front Leg	-/2
16-20	Head	4/4

Weapon	Skill	Damage
Worker Bite	20%	1D4-1D2
Warrior Bite	40%	1D8-1D2

CA: 2
SR: +6
Move: 4m
Traits: Communal Mind, Wall Walking
Skills: Athletics 45%, Dodge 30%, Perception 55%, Stealth 50%
Armour: Chitin (AP 4, Head only), no Skill Penalty

Tick, Giant

A giant tick has a 50% chance of carrying a disease, which they will impart to anyone they bite (see *RuneQuest* main rulebook for example diseases). Ticks carry a variety of diseases; the Games Master should randomly determine which Characteristic a given tick's disease will affect.

If the tick's bite penetrates armour, the tick stays attached and begins to drain blood every round. The blood drain of a tick robs the victim of 1D2 hit points from the original location per round.

The tick can be pulled off with a successful opposed Athletics test, but this causes an additional 1D2 damage to the hit location on the victim where the tick is attached. Alternatively, the tick can be coaxied into removing itself by applying fire to the portion of its body sticking out of the victim. Fire damage equal to 1D6 will cause the tick to pull out on its own. This tactic is less damaging to the victim the tick is biting; the tick will not cause damage to the hit location where it is attached if it pulls itself out.

STR	1D6+6	(9)	INT	1	(1)
CON	2D6+12	(19)	POW	2D6+3	(10)
DEX	1D6+3	(6)	CHA	1	(1)
SIZ	1D6+1	(4)			

D20	Hit Location	AP/HP
1	Right Rear Leg	5/2
2	Left Rear Leg	5/2
3	Right Hind Leg	5/2
4	Left Hind Leg	5/2
5-12	Body	5/9
13-14	Right Centre Leg	5/2
15-16	Left Centre Leg	5/2
17-18	Right Front Leg	5/2
19-20	Left Front Leg	5/2

Weapon	Skill	Damage
Bite	80%	1D4-1D4+poison +blood drain

CA: 2
SR: +4
Move: 3m
Traits: Blood Drain, Poison (for details on Giant Tick Venom see below)
Skills: Athletics 85%, Dodge 40%, Perception 55%, Stealth 50%
Armour: Thick Hide (AP 5, no Skill Penalty)



Giant Tick Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 42
Full Effect: Paralysis
Duration: 6D10 minutes

Tiger

STR	5D6+12	(29)	INT	5	(5)
CON	3D6+3	(13)	POW	2D6+6	(13)
DEX	3D6+6	(16)	CHA	5	(5)
SIZ	5D6+12	(29)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/9
3-4	Left Hind Leg	2/9
5-7	Hindquarters	2/10
8-10	Forequarters	2/11
11-13	Right Front Leg	2/9
14-16	Left Front Leg	2/9
17-20	Head	2/9

Weapon	Skill	Damage
Claw	65%	1D8+1D12
Bite	55%	1D10+1D12

CA: 3
SR: +11
Move: 6m
Skills: Athletics 70%, Dodge 40%, Resilience 40%, Perception 60%, Stealth 80%, Survival 40%
Armour: Hide (AP 2, no Skill Penalty)

Timinit

Arachan

STR	2D6+6	(13)	INT	2D6+6	(13)
CON	2D6+3	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2D6+3	(10)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-2	Right Leg	2/5
3-4	Left Leg	2/5
5-7	Abdomen	2/6
8-11	Chest	2/7
12-13	Upper Right Arm	2/4
14-15	Upper Left Arm	2/4
16-17	Lower Right Arm	2/4
18-19	Lower Left Arm	2/4
20	Head	2/5

Weapon	Skill	Damage
Bite	25%	1D4+1D2+poison
Rapier	25%	1D8+1D2

CA: 2
SR: +12
Move: 4m
Traits: Poison (bite, see below for details on Arachan Venom)
Skills: Athletics 60%, Dodge 30%, Resilience 40%, Perception 55%, Stealth 45%, Survival 30%
Armour: Chitin (AP 2, no Skill Penalty)

Arachan Venom

Type: Ingested or smeared
Delay: 2 Combat Rounds
Potency: Arachan CON × 3
Full Effect: 1D3 hit point damage to location struck
Duration: 6D10 minutes

Cerebresite

When a cerebresite takes a new host, it gains that host's STR, CON, SIZ and DEX, while the cerebresite's INT and POW remain intact. The creature's CHA is an entirely new score – the average of the scores of the cerebresite and the host. This accounts for both the physical appearance of the host and the personality strength of the cerebresite.

STR	1D3	(2)	INT	3D6+3	(13)
CON	2D6	(7)	POW	2D6+6	(13)
DEX	1D6	(3)	CHA	2D6+6	(13)
SIZ	1D3	(2)			

D20	Hit Location	AP/HP
1-20	Body	1/4

Weapon	Skill	Damage
Pedipalp	20%	1D6–1D8

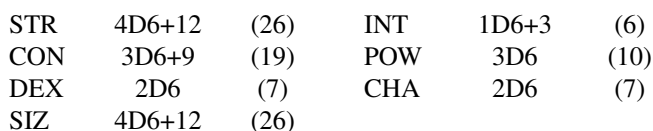
CA: 1
SR: +8
Move: 3m
Armour: Chitin (AP 1, no Skill Penalty)

Ephemerae

STR	2D6	(7)	INT	3D6	(10)
CON	2D6	(7)	POW	3D6	(10)
DEX	3D6+3	(13)	CHA	2D6+6	(13)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-2	Right Leg	1/4
3-4	Left Leg	1/4
5-7	Abdomen	1/5
8-11	Chest	1/6
12-13	Right Arm	1/3
14-15	Left Arm	1/3
16	Upper Right Wing	1/3
17	Lower Right Wing	1/3
18	Lower Right Wing	1/3
19	Lower Left Wing	1/3
20	Head	1/4







SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 60%, Perception 40%, Resilience 50%, Stealth 60%, Survival 60%
Armour: Hide (AP 2, no Skill Penalty)

Trollkin

STR 2D6 (7) INT 2D6+3 (10)
CON 3D6 (10) POW 3D6 (10)
DEX 3D6+3 (13) CHA 2D6 (7)
SIZ 1D6+6 (9)

D20	Hit Location	AP/HP
1-3	Right Leg	1/4
4-6	Left Leg	1/4
7-9	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4

Weapon	Skill	Damage	AP
Club	35%	1D6-1D2	2

CA: 3
SR: +11
Move: 4m
Traits: Dark Sight, Earth Sense
Skills: Perception 30%, Stealth 40%, Survival 35%
Armour: Troll Skin (AP 1, no Skill Penalty)

Tusk Riders

STR 2D6+6 (13) INT 3D6 (10)
CON 2D6+6 (13) POW 3D6 (10)
DEX 3D6 (10) CHA 1D6 (3)
SIZ 3D6 (10)

D20	Hit Location	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	2/5

Weapon	Skill	Damage	AP
Lance	30%	1D10+2	2
Longspear	30%	1D10	2
Shortspear	25%	1D8	2

CA: 2
SR: +11
Move: 4m

Traits: Night Sight
Skills: Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Riding 90%, Stealth 40%, Tracking 50%
Armour: Leather Armour (AP 2, all locations), Skill Penalty -14%

Tusker

STR 3D6+12 (22) INT 5 (5)
CON 2D6+12 (19) POW 3D6 (10)
DEX 2D6 (7) CHA 5 (5)
SIZ 4D6+12 (26)

D20	Hit Location	AP/HP
1-2	Right Rear Leg	4/11
3-4	Left Rear Leg	4/11
5-7	Hindquarters	4/12
8-10	Forequarters	4/13
11-13	Right Front Leg	4/11
14-16	Left Front Leg	4/11
17-20	Head	4/11

Weapon	Skill	Damage	AP
Tusk	50%	1D8+2D6	3
Trample	55%	4D6 to prone foe	

CA: 2
SR: +6
Move: 6m
Traits: Formidable Natural Weapons, Trample
Skills: Athletics 45%, Dodge 35%, Resilience 40%, Perception 50%, Stealth 35%, Survival 50%, Tracking 25%
Armour: Thick Hide (AP 4, no Skill Penalty)

Unicorn

A unicorn can heal wounds by touching the wound, exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting tests automatically succeed.

STR 2D6+12 (19) INT 2D6+6 (13)
CON 3D6+12 (22) POW 2D6+12 (19)
DEX 3D6+3 (13) CHA 3D6+6 (16)
SIZ 2D6+12 (19)

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/9
3-4	Left Hind Leg	3/9
5-7	Hindquarters	3/10
8-10	Forequarters	3/10
11-13	Right Front Leg	3/9
14-16	Left Front Leg	3/9
17-20	Head	3/9





Waertagi

STR	3D6	(10)	INT	2D6+6	(13)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	2D6+6	(13)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage	AP
Shortspear	25%	1D8	2
War Sword	25%	1D8	4
Buckler	20%	1D4	5

CA: 2
SR: +12
Move: 3m, 5m when swimming
Traits: Excellent Swimmer
Skills: Athletics 50%, Boating 70%, Dodge 40%, Lore (all) 35%, Perception 30%, Shiphandling 70%

Walktapus

The walktapus can squirt out a poisonous gas cloud, similar to the ink clouds created by normal octopi, which has a radius of 3 metres.

A walktapus regenerates 1D4 hit points in every location every round. Not only will its wounds heal, but even severed body parts will eventually creep back together to reform the creature. Fire cannot stop this process, but it can slow it to one hit point every ten rounds (the fire must be of at least 1D6 damage intensity). Walktapi can only be destroyed by powerful magic, such as spells that cause death, or by the utter destruction of its body.

Though they are certainly creatures of Chaos, walktapi have only a 5% chance of possessing any additional Chaotic features.

STR	2D6+18	(25)	INT	2	(2)
CON	2D6+9	(16)	POW	3D6	(10)
DEX	3D6	(10)	CHA	3	(3)
SIZ	2D6+9	(16)			

D20	Hit Location	AP/HP
1-2	Right Leg	4/7
3-4	Left Leg	4/7
5	Abdomen	4/8
6	Chest	4/9
7-8	Right Arm	4/6
9-10	Left Arm	4/6
11	Tentacle 1	4/6
12	Tentacle 2	4/6
13	Tentacle 3	4/6
14	Tentacle 4	4/6
15	Tentacle 5	4/6
16	Tentacle 6	4/6
17	Tentacle 7	4/6
18	Tentacle 8	4/6
19-20	Head	4/7

Weapon	Skill	Damage
Tentacle	40%	2D6
Poison Cloud	Automatic	Poison

CA: 2
SR: +6
Move: 4m
Traits: Chaotic Feature (5% chance), Poison (see below for details on the walktapi's Gas Cloud)
Skills: Athletics 40%, Dodge 35%, Perception 20%, Persistence 45%, Survival 40%, Tracking 30%
Armour: Hide (AP 4, no Skill Penalty)

Gas Cloud

Type: Inhaled
Delay: 2 Combat Rounds
Potency: 56
Full Effect: -6 penalty to victim's CON
Duration: 1D10 Combat Rounds

Wasp, Giant

STR	5D6	(17)	INT	2	(2)
CON	3D6+6	(16)	POW	1D6+6	(9)
DEX	3D6+6	(16)	CHA	5	(5)
SIZ	2D6+6	(16)			

D20	Hit Location	AP/HP
1	Right Rear Leg	4/2
2	Left Rear Leg	4/2
3	Right Middle Leg	4/2
4	Left Middle Leg	4/2
5-7	Stinger	4/5
8-9	Abdomen	4/7
10-13	Thorax	4/8
14	Left Wing	3/2
15	Right Wing	3/2
16	Right Front Leg	4/2
17	Left Front Leg	4/2
18-20	Head	4/5



Weapon	Skill	Damage
Bite	35%	1D6+1D2
Sting	45%	1D8+1D2+poison

CA: 4
SR: +10
Move: 6m, 5m when flying
Traits: Poison (see below for details on Giant Wasp Venom), Wall Walking
Skills: Athletics 45%, Dodge 40%, Perception 55%
Armour: Chitin (AP 4, no Skill Penalty)

Giant Wasp Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 62
Full Effect: 1D3 hit point damage to location struck, applies -8 penalty to victim's CON
Duration: 6D10 minutes

Werewolf

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf, to the contrary of much popular belief.

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Bladesharp 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Bladesharp spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

The Characteristic numbers given in parentheses below represent the werewolf's Characteristics when the beast is in animal form. There are two hit location tables given for the werewolf, one for its human form, one for its wolf form.

STR	3D6 (×2)	(10/21)
CON	3D6	(10)
DEX	3D6	(10)
SIZ	2D6+6	(13)
INT	2D6+6 (×0.5)	(13/6)
POW	3D6	(10)
CHA	3D6	(10)

Human Form

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapon	Skill	Damage
Any Close	35%	As weapon
Any Missile	25%	As weapon

CA: 2
SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 40%, Persistence 20%, Lore (all) 30%, Resilience 35%, Stealth 25%

Wolf Form

D20	Hit Location	AP/HP
1-2	Right Hind Leg	1/5
3-4	Left Hind Leg	1/5
5-7	Hindquarters	1/6
8-10	Forequarters	1/7
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/5

Weapon	Skill	Damage
Bite	55%	1D8+1D4
Claw	60%	1D6+1D4

CA: 2
SR: +8
Move: 6m
Traits: Night Sight
Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 40%, Tracking 50%
Armour: Hide (AP 1, no Skill Penalty)

Wind Child

STR	2D6	(7)	INT	2D6+6	(13)
CON	3D6	(10)	POW	2D6+6	(13)
DEX	2D6+6	(13)	CHA	3D6	(10)
SIZ	2D6	(7)			



D20	Hit Location	AP/HP
1-2	Right Leg	-/5
3-4	Left Leg	-/5
5-6	Abdomen	-/6
7-9	Chest	-/7
10-12	Right Arm	-/4
13-14	Left Arm	-/4
15-16	Right Wing	2/4
17-18	Left Wing	2/4
19-20	Head	-/5

Weapon	Skill	Damage	AP
Longspear	25%	1D10-1D2	2
Sling	25%	1D6-1D2	

CA: 3
SR: +13
Move: 3m, 6m when flying
Skills: Athletics 80%, Perception 90%, Stealth 55%
Armour: Tough Skin (AP 2, Wings only), no Skill Penalty

Wolf

STR	3D6	(10)	INT	5	(5)
CON	3D6+3	(13)	POW	3D6	(10)
DEX	3D6+3	(13)	CHA	5	(5)
SIZ	2D6+3	(10)			

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/5
3-4	Left Hind Leg	2/5
5-7	Hindquarters	2/6
8-10	Forequarters	2/6
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/5

Weapon	Skill	Damage
Bite	60%	1D8-1D2
Claw	30%	1D6-1D2

CA: 3
SR: +9
Move: 5m
Traits: Night Sight
Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 60%, Stealth 55%, Survival 40%, Tracking 60%
Armour: Hide (AP 2, no Skill Penalty)

Wraith

STR	-	(-)	INT	3D6+6	(16)
CON	-	(-)	POW	4D6+12	(26)
DEX	-	(-)	CHA	4D6	(14)
SIZ	-	(-)			
HP	26		MP	26	

Weapon	Skill	Damage
Spectral Sword	75%	1D6

CA: 3
SR: +30
Move: 26m
Traits: Dark Sight, Night Sight
Skills: Dodge 80%, Lore (Spirit World) 60%, Persistence 80%, Stealth 60%

Wyrm

STR	11D6	(38)	INT	3D6	(10)
CON	4D6	(14)	POW	3D6+6	(16)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	10D6	(35)			

D20	Hit Location	AP/HP
1-4	Tail	8/11
5-8	Abdomen	8/12
9-12	Chest	8/13
13-14	Right Wing	8/10
15-16	Left Wing	8/10
17-20	Head	8/11

Weapon	Skill	Damage	AP
Bite	85%	1D10+2D6	4
Tail	60%	1D20+2D6	8

CA: 2
SR: +10
Move: 3m, 6m when flying
Traits: Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Influence 60%, Persistence 70%, Resilience 70%
Armour: Wyrm Scale (AP 8, no Skill Penalty)

Wyvern

STR	4D6+12	(26)	INT	7	(7)
CON	2D6+12	(19)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	6	(6)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-3	Right Leg	5/9
4-6	Left Leg	5/9
7-8	Abdomen	5/10
9-11	Chest	5/11
12	Tail	5/9
13-14	Right Wing	5/8
15-16	Left Wing	5/8
17-20	Head	5/9

Weapon	Skill	Damage
Bite	55%	1D10+1D12
Sting	70%	1D6+1D12+poison



CA: 3
SR: +10
Move: 4m, 6m when flying
Traits: Dark Sight, Night Sight, Poison Sting (see *RuneQuest* rulebook for details on Wyvern Venom)
Skills: Athletics 60%, Resilience 70%, Survival 40%
Armour: Wyvern Scale (AP 5, no Skill Penalty)

Zombie

Zombies have very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own. As such attempts to control a zombie's mind or influence its personality will suffer a -50% penalty. Zombies are also immune to fatigue, disease and poisons.

STR	3D6+12	(22)	INT	1D3	(2)
CON	1D6	(3)	POW	1D3	(2)
DEX	1D6+3	(6)	CHA	1D3	(2)
SIZ	3D6	(10)			

D20	Hit Location	AP/HP
1-3	Right Leg	-/3
4-6	Left Leg	-/3
7-9	Abdomen	-/4
10-12	Chest	-/5
13-15	Right Arm	-/2
16-18	Left Arm	-/2
19-20	Head	-/3

Weapon	Skill	Damage
Unarmed	50%	1D3+1D4

CA: 2
SR: +4
Move: 2m
Traits: Dark Sight, Night Sight
Skills: Athletics 35%, Resilience 35%



Great Beasts & Terrors

Bastok, the Chaos Wyvern

A bastok can spit acid at its foes. This acid spit has a range of 20m and strikes one hit location.

STR	CON	DEX	SIZ	INT	POW	CHA
40	29	13	47	5*	11	1

D20	Hit Location	AP/HP
1-3	Right Leg	11/13
4-6	Left Leg	11/13
7-8	Abdomen	11/13
9-11	Chest	11/16
12	Right Tail	11/13
13	Left Tail	11/13
14-15	Right Wing	11/10
16-17	Left Wing	11/10
18-20	Head	11/13

Weapon	Skill	Damage
Bite	150%	3D10
Sting	210%	1D6+2D10+poison
Spit	100%	1D10 acid

CA: 3
SR: +9
Move: 4m, 6m when flying
Traits: Poison (see below for details on Bastok Venom)
Skills: Athletics 75%, Resilience 75%, Survival 60%
Armour: Scale (AP 11, no Skill Penalty)

Bastok Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 29
Full Effect: 2D10 hit point damage to location struck
Duration: 1D10 minutes

Brindithum, the Chaos Goat

Each round, as a Combat Action, the goat may breathe out a cloud of vapour which surrounds the creature and moves along with it. For each breath of fumes, 5% is subtracted from all attack rolls made against the Chaos goat. A cloud of fumes remains for 10 minutes before dispersing. Aside from a foul odour and a tendency to spoil the attacks of its enemies, the Chaos goat's fumes cause no other ill effects on its foes.

STR	CON	DEX	SIZ	INT	POW	CHA
45	27	11	46	5*	13	1

D20	Hit Location	AP/HP
1-2	Right Leg	8/10
3-4	Left Leg	8/10
5-6	Hindquarters	8/15
7-11	Forequarters	8/15
12-14	Right Front Leg	8/10
15-17	Left Front Leg	8/10
18-20	Head	8/13

Weapon	Skill	Damage
Head Butt	155%	1D8+2D12
Kick	115%	1D8+2D12
Trample	75%	4D12
Fumes	Automatic	Special

CA: 2
SR: +8
Move: 6m
Traits: Trample
Skills: Athletics 65%, Dodge 50%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 60 %, Survival 60%, Tracking 50%
Armour: Hide (AP 8, no Skill Penalty)



Urgan, the Slime Snake

STR	CON	DEX	SIZ	INT	POW	CHA
97	80	13	80	5*	13	1

D20	Hit Location	AP/HP
1-6	Tail	10/27
7-14	Body	10/32
15-20	Head	10/27

Weapon	Skill	Damage
Bite	365%	1D10+3D12
Tail	250%	1D8+3D12

CA: 3
SR: +9
Move: 5m
Skills: Athletics 80%, Influence 60%, Perception 60%, Persistence 70%, Resilience 70%, Stealth 70%
Armour: Scales (AP 10, no Skill Penalty)

Zeech, the Slithering Whale

Every creature within 50 metres of the slithering whale is inevitably struck every round by one or more sparks, and must roll on the following table every round to determine their effects.

D12	Spark Effect
2	Nothing
3	Slow
4	Befuddle
5	Demoralise
6	Disruption
7	Frostbite
8	Fanaticism
9	Dullblade on random weapon
10	Dragon Breath
11	Firearrow
12	Reroll twice

Each spell that affects the target does so with a Magnitude of 1D20.

Each round a creature is struck by a Chaos spark, it must make Resilience test against Persistence 50% or gain the Chaotic Aura trait. Once the character has gained a Chaotic Aura (or if it already had it), the character must then make a further Resilience test every time it is struck by a Chaos spark or gain a Chaos Feature (see page 10).

Every slithering whale has the following Characteristics:

STR	CON	DEX	SIZ	INT	POW	CHA
100	50	10	114	5*	14	1

D20	Hit Location	AP/HP
1-3	Tail	22/28
4-8	Hindbody	22/33
9-13	Forebody	22/33
14	Right Fin	22/21
15	Left Fin	22/21
16-20	Head	22/28

Weapon	Skill	Damage
Ram	180%	1D6+12D10
Bite	120%	6D10
Tail Slap	85%	1D6+12D10

CA: 2
SR: +7
Move: 4m, 6m when swimming
Skills: Athletics 60%, Perception 55%
Armour: Hide (AP 22, no Skill Penalty)

The Crimson Bat

On any given day, the Crimson Bat has approximately 2,500 Magic Points at its disposal.

The Crimson Bat's breath cloud attack has a range of 750 metres and blankets an area 50 metres across. Damage is applied against every hit location of every creature inside the cloud. The Crimson Bat may use this attack at the beginning of every round.

STR	CON	DEX	SIZ	INT	POW	CHA
340	1,200	204	114	13	50	13

D20	Hit Location	AP/HP
1-2	Right Leg	85/176
3-4	Left Leg	85/176
5-6	Abdomen	85/281
7-11	Chest	85/281
12-14	Right Wing	85/234
15-17	Left Wing	85/234
18-20	Head	85/234

Weapon	Skill	Damage
Breath Cloud	Automatic	3D6 acid cloud
Tongue	250%	10D12+40 acid
Bite	100%	15D12+50 acid

CA: 3
SR: +16
Move: 10m flying
Skills: Athletics 120%, Influence 150%, Lore (all) 100%, Perception 200%, Persistence 180%, Resilience 120%
Armour: Hide (AP 85, no Skill Penalty)



The Crimson Bat's Ticks

Giant Chaotic Tick

STR	CON	DEX	SIZ	INT	POW	CHA
5	56	15	4	1	20	1

D20	Hit Location	AP/HP
1-20	Body	12/30

Weapon	Skill	Damage
Bite	80%	1D8-1D6

CA: 3
SR: +8
Move: 5m
Armour: Shell (AP 12, no Skill Penalty)

The Mother of Monsters

The Mother of Monsters may use every one of its attacks every round, on the listed Strike Rank.

STR	CON	DEX	SIZ	INT	POW	CHA
1,703	3,833	6	2,555	2*	2,500	1

D20	Hit Location	AP/HP
1-2	Right Hind Leg	530/1,065
3-4	Left Hind Leg	530/1,065
5-6	Hind Body	530/1,278
7-11	Right Front Leg	530/1,065
12-14	Left Front Leg	530/1,065
15-17	Forebody	530/1,278

Weapon	Skill	Damage
Stomp (× 4)	Automatic	18D12
Gulp	Automatic	Special

CA: 1 (see above)
SR: +4
Move: 8m
Skills: Perception 40%
Armour: Hide (AP 530, no Skill Penalty)

Each stomp of the creature's massive legs covers an area with a radius of ten metres.

When the creature uses her Bite attack, she simply sweeps up an area in front of her, roughly 70m wide and 30m long.

Perhaps the most terrible aspect of the Mother of Monsters is her brood. Every day, the beast lays 1D6 eggs. If the eggs are covered with water, the hatchlings become swimmers. If they are damp, they become hoppers. If they are dry, they become flyers. Each offspring will have individual Characteristics, but each conforms to its hatchling type, as detailed below.

Flyer: A flyer is a wyrm (see page 150) with a fixed INT of 2 and a SIZ of 10D6. It possesses 1D6 Chaotic Features.

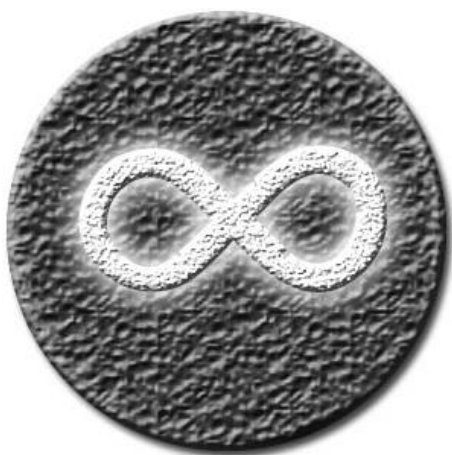
Hopper: A hopper is a cliff toad (see page 136) SIZ 10D6, with 1D6 Chaotic Features.

Swimmer: A swimmer is a plesiosaur (see page 35) with 1D6 Chaotic Features.



Part III: Appendix





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Version 1.0a

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Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm ²	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/	1	2/4	5 SP
Dagger	Dagger ⁴	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm ²	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
Halberd	2H Axe	1D8+2	13/7	4	3/10	250 SP
	Polearm ²	1D8+1	9/9			
	Spear ^{1,2}	1D8	7/7			
Hatchet	1H Axe ⁴	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6–1	—/—	—	—/—	—
Kite shield	Shield ³	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear ^{1,2}	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear ^{1,2}	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier ¹	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shortspear	Spear ^{1,2,4}	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword ¹	1D6	5/7	1	3/8	100 SP
Target shield	Shield ³	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Atlatl ¹	Spear or Throwing	+2	+10m	2	5/11	1	2/4	20 SP
Blowgun	Blowgun	1D2	15m	1	—/9	—	1/4	30 SP
Dagger ⁵	Dagger or Throwing	1D6	10m	—	—/9	—	4/6	30 SP
Dart ¹	Throwing	1D4	20m	—	—/9	—	1/1	10 SP
Hatchet ⁵	1H Axe or Throwing	1D8	10m	—	7/11	1	3/6	25 SP
Heavy crossbow ¹	Crossbow	2D8	150m	3	7/9	2	2/8	350 SP
Javelin ¹	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Light crossbow ¹	Crossbow	2D6	100m	2	5/9	1	2/5	150 SP
Long bow ¹	Bow	2D8	175m	1	13/11	1	2/7	200 SP
Nomad bow ¹	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Rock/improvised	Throwing	1D4	10m	—	5/9	1	3/5	—
Short bow ¹	Bow	1D8	60m	1	9/11	1	2/4	75 SP
Shortspear ^{1,5}	Spear or Throwing	1D8	25m	—	5/9	2	2/5	20 SP
Sling	Sling	1D6	50m	1	—/11	—	1/2	5 SP
Staff sling	Sling	1D8	60m	2	—/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	—/13	—	4/1	15 SP

¹ This weapon will impale an opponent upon a critical hit.

² This weapon may be set against a charge.

³ This weapon may parry ranged weapons.

⁴ This weapon suffers no penalty when thrown.

⁵ This weapon suffers no penalty when used in close combat.

ARMOUR

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Chainmail coif	5	1	Head	500 SP	-5%
Chainmail shirt	5	4	Abdomen, Arms, Chest	1,250 SP	-20%
Chainmail skirt	5	2	Legs	800 SP	-10%
Chainmail trews	5	3	Legs	1,000 SP	-10%
Full helm	6	1	Head	1,000 SP	-6%
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP	-4%
Heavy leather cap	2	1	Head	75 SP	-2%
Helmet	5	1	Head	300 SP	-4%
Leather hauberk	2	1	Abdomen, Chest	150 SP	-4%
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP	-4%
Leather trews	1	1	Legs	100 SP	-2%
Plate (breast and back)	6	4	Abdomen, Chest	4,500 SP	-12%
Plate leggings	6	4	Legs	3,000 SP	-12%
Plate (suit)	6	12	All	9,000 SP	-42%
Plate vambraces	6	3	Arms	2,000 SP	-12%
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP	-12%
Ringmail skirt	3	2	Legs	600 SP	-6%
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP	-16%
Scalemail skirt	4	3	Legs	800 SP	-8%

Combat Actions

Action	Description
Aim	Ranged Weapon skill bonus +10% for each Combat Action spent aiming for one shot (max. +30%). No other Combat Action or Reaction is possible while aiming.
Cast Spell	–
Charge	Minimum 5 metres, maximum twice his movement; Straight line; One Close Combat Attack with +1D4 damage.
Close Combat Attack	–
Defend	Dodge or parrying Weapon skill +20% until the beginning of his next Combat Action.
Delay	If interrupting another action or act on trigger: make opposing test; modify Strike Rank to delayed position.
Fighting Retreat	Move up to half his Movement directly away from an enemy he is fighting.
Sprint	Move a distance up to twice his Movement score. <i>AEA</i> with a +20% bonus.
Flurry	Use all of his remaining Combat Actions at once; Weapon skill -20%.
Move	Move a distance up to Movement score. <i>AEA</i>
Ranged Attack	–
Ready Weapon	Sheathing, drawing or reloading a weapon. Dropping a weapon to the floor is free.
Skill Use	–
Change Stance	Shift from one of the following stances to another: standing, prone, kneeling or sitting. <i>AEA</i>

AEA: Any adjacent enemy may make a Reaction free attack in response to this action.

Dodge Table

Defender's Result	Attacker's Result			
	<i>Critical</i>	<i>Success</i>	<i>Fail</i>	<i>Fumble</i>
<i>Critical</i>	Attack succeeds but causes minimum weapon damage.	Attack fails.	Attack fails. Attacker is Overextended.	Attack fails. Attacker is Overextended. Attacker must roll on the appropriate Fumble Table.
<i>Success</i>	Attack succeeds.	Attack succeeds but causes minimum weapon damage.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
<i>Fail</i>	Attack succeeds and causes maximum damage. Defender forced to Give Ground.	Attack succeeds. Defender forced to Give Ground.	Attack fails. Defender forced to Give Ground.	Attack fails. Attacker must roll on the appropriate Fumble Table.
<i>Fumble</i>	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble table.	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack fails. Defender must roll on the appropriate Fumble Table.	Attack fails. Both sides roll on the appropriate Fumble Table.

Parry Table

Defender's Result	Attacker's Result			
	<i>Critical</i>	<i>Success</i>	<i>Fail</i>	<i>Fumble</i>
<i>Critical</i>	Attack succeeds and causes maximum damage, reduced by twice the AP of the parrying weapon.	Attack succeeds, damage is reduced by twice the AP of the parrying weapon.	Attack fails. Defender may Riposte.	Attack fails. Defender may Riposte. Attacker must roll on the appropriate Fumble Table.
<i>Success</i>	Attack succeeds and causes maximum damage, reduced by the AP of the parrying weapon.	Attack succeeds, damage is reduced by the AP of the parrying weapon.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
<i>Fail</i>	Attack succeeds and causes maximum damage.	Attack succeeds.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
<i>Fumble</i>	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack fails. Defender must roll on the appropriate Fumble Table.	Attack fails. Both sides roll on the appropriate Fumble Table.

Grapple Table

Defender's Result	Attacker's Result			
	<i>Critical</i>	<i>Success</i>	<i>Fail</i>	<i>Fumble</i>
<i>Critical</i>	Impasse.	Grapple fails.	Grapple fails. Defender may Riposte	Grapple fails. Defender may Riposte. Attacker rolls on Natural Weapons Fumble Table.
<i>Success</i>	Grapple succeeds.	Impasse.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
<i>Fail</i>	Grapple succeeds. Attacker may Immobilise or Throw defender.	Grapple succeeds.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
<i>Fumble</i>	Grapple succeeds. Attacker may Immobilise or Throw defender. Defender rolls on appropriate Fumble Table.	Grapple succeeds. Defender rolls on appropriate Fumble Table.	Grapple fails. Defender rolls on appropriate Fumble Table.	Both combatants roll on Appropriate Fumble Table.

Close Combat Fumble Table

1D20	Result	Effect
1-3	Falter	Lose next Combat Action.
4-6	Drop Weapon	Weapon falls 1D4 metres away.
7-9	Lose Balance	Lose next 1D3 Combat Actions.
10-12	Damage Weapon	Weapon takes damage from opponent's parrying weapon. Else weapon strikes an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Stumble	Trip and fall prone. Forfeit next 1D3 Combat Actions. All defensive actions at a –20% penalty.
15-16	Lose Armour	Roll for hit location to determine where the armour fell from. If not armoured, roll again.
17	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, hit self instead.
18	Unlucky	Roll twice on this table.
19	Break Weapon	The weapon strikes the ground, a wall, or a similar surface capable of causing damaging. The weapon takes 1D10 points of damage, plus the user's Damage Modifier, but reduced by the AP of the weapon. Roll three times.
20	Hit Self	Inadvertently hit own hit location for normal rolled damage, plus Damage Modifier.

Natural Weapon Fumbles Table

1D20	Result	Effect
01-03	Hesitate	Lose next Combat Action.
04-06	Numb Limb	Limb is temporarily paralysed until a successful Resilience roll is made, starting next Combat Action.
07-09	Entangle Self	Lose next 1D3 Combat Actions.
10-12	Damage Limb	Limb is injured from striking opponent's parrying weapon, armour or an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Sprawl	Trip and fall prone. Forfeit next 1d3 Combat Actions. All defensive actions at a –20% penalty.
15-16	Break Limb	Limb is reduced to –1 hit points (a Serious Wound).
17-18	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, damage is done to self instead from wrenching a random location.
19	Fated	Roll twice on this table.
20	Cursed	Roll three times on this table.

Ranged Weapon Fumbles Table

1D20	Result	Effect
1-2	Disoriented	Attacker loses next Combat Action.
4-6	Drop Weapon	Weapon falls 1D2 metres away.
7-9	Snare Weapon	Lose next 1D3 Combat Actions.
10-12	Lose Weapon	Weapon string either snaps or weapon is lost when thrown.
13-14	Damage Weapon	Weapon when fired or thrown suffers rolled damage to itself.
15-16	Hit Ally	Accidentally strike a nearby companion for normal rolled damage.
17-18	Misfire	Inflict normal damage on self.
19	Bedevelled	Roll twice on this table.
20	Damned	Roll three times on this table.

Close Combat Situational Modifiers

Situation	Skill Modifier ¹
Target is helpless	Automatic Critical Hit
Target surprised ²	+20%
Target prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+20%
Attacking or defending while prone	-30%
Attacking or defending while on unstable ground	-20%
Free motion of weapon arm obstructed (e.g. a wall on the right side of a right-handed swordsman)	-10%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe	-20%
Fighting in partial darkness	-20%
Fighting in darkness	-40%
Fighting while blind or in pitch black	-60%

¹ These modifiers are cumulative – attacking a character attacking a surprised target which is on lower ground increases their Weapon skill by 40%.

² A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

Ranged Attack Situational Modifiers

Type	Situation	Skill Modifier
Wind¹	Strong wind	-10%
	High wind	-20%
	Fierce wind	-40%
	Hurricane	Attack automatically fails
Target Movement¹	Target has moved 10m or more since attacker's last Combat Action	-10%
	Target has moved 30m or more since attacker's last Combat Action	-20%
Target Visibility¹	Target obscured by smoke, mist or is in partial darkness	-20%
	Target obscured by thick smoke, fog or is in darkness	-40%
Target Size¹	Per 1 SIZ target is under SIZ 5	-10%
	Per 10 SIZ target is above SIZ 20	-10%
Target Condition¹	Target is helpless	+10%
	Target surprised ²	+10%
	Target prone	-20%
Attacker Condition³	Attacker is prone	-20%
	Attacker is underwater ⁴	-20%
	Attacker is on unstable ground	-20%
	Attacker is blinded	-40%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -20% penalty.

² A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

³ Attacker condition modifiers are cumulative.

⁴ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Casting Situational Modifiers

Situation	Skill Modifier ¹
Spellcaster is unable to hold runes	Automatic Failure
Spellcaster is gagged or silenced	Automatic Failure
Spellcaster is restrained (but still able to hold runes)	-30%
Spellcaster is prone	-20%
Spellcaster is on unstable ground	-20%
Partially obscured target	-20% ²
Heavily obscured target	-40% ²
Totally obscured target	Automatic Failure

¹ These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by -40%.

² These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.