

What's In This Box

Welcome to the worlds of *RuneQuest*. Using these rules and procedures you can take your adventurers on amazing fantasy journeys, and you can watch him or her grow in skill and fortune.

This deluxe *RuneQuest* box contains several separate items. This sheet briefly describes them and how they work together. If this is your first exposure to fantasy roleplaying, we suggest that you examine the items in the following order of presentation.

Both players and gamemaster use the red-covered books. The gray-covered books are intended mainly for gamemaster reference. Players should refer to them only with gamemaster approval.

PLAYERS BOOK (red cover)—this book contains the core of the *RuneQuest* rules and, on the last page, a blank adventurer sheet. Photocopy this master to make more adventurer sheets. The chapters Creating an Adventurer and Skills are the most important for players. The Game System chapter discusses general procedures, and the Combat chapter applies these guides to specific combat situations; read the Game System chapter first. The World chapter explains how to deal with natural forces and events.

MAGIC BOOK (red cover)—the introductory chapter discusses the basics of *RuneQuest* magic. Carefully read the Three Perspectives section describing the relationship between shamans, priests and sorcerers. The next chapters detail three approaches to magic. The Ritual Magic chapter concerns common magical procedures.

GAMEMASTER BOOK (gray cover)—the initial chapter examines gamemaster duties, activities, and responsibilities. Following chapters provide encounter tables, treasure suggestions, standards of living, price lists, ship and sailing rules, and other scenario construction aids. The final chapter is The Money Tree, a complete and ready-to-play scenario.

CREATURES BOOK (gray cover)—the introduction contains important notes on creature limitations. The bulk of the book presents alphabetized creature entries, including habitat, appearance and combat information.

GLORANTHA BOOK (gray cover)—an example of a 'closed' adventuring world. Use Glorantha as the world for your *RuneQuest* games, or use fantasy Europe as described in the rules examples and the color map, or create an original world of your own.

PLAYERS NOTES (no cover)—you are reading the front cover of the Players Notes. Three ready-to-use adventurer sheets appear. Separate these eight pages which have page letters from the eight which have page numbers.

Retain all the numbered pages as an independent booklet. It contains hints for characterizing your adventurer, advice about adventurer teamwork, and summarizes the creation of adventurers. For players of 2nd-edition *RuneQuest*, we've included instructions for converting old characters into 3rd-edition *RuneQuest* adventurers. There is also an example showing how an actual game proceeds.

GAME AIDS (no cover)—excerpts the most useful tables and rules. You must be familiar with the *RuneQuest* rules to make the best use of this item. The gamemaster master forms stapled in the center are intended to be photocopied.

FANTASY EUROPE MAP (full-color)—It is easiest to present scenarios when you have a lot of background material, and there is no more plentiful source than actual history. With Fantasy Europe the gamemaster can choose those historical moments of greatest interest to him and mold them into an original story. Use this map during Fantasy Europe-based adventures.

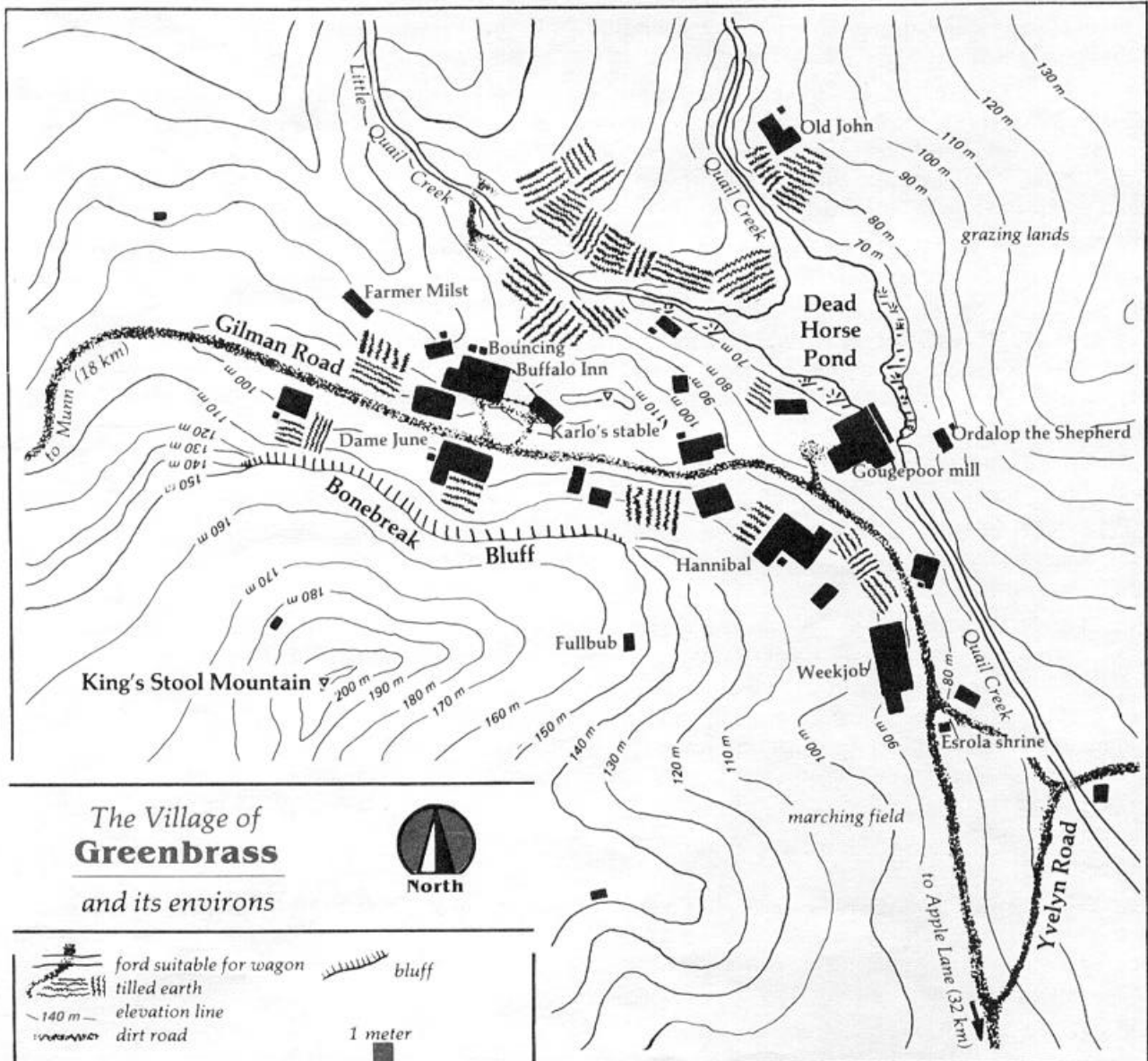
DICE (2D20, 1D8, 3D6)—all the dice needed to play *RuneQuest* are included. If you are unfamiliar with these interesting shapes and how they are used, please refer to the introductory chapter of the Players Book.

B

Maps

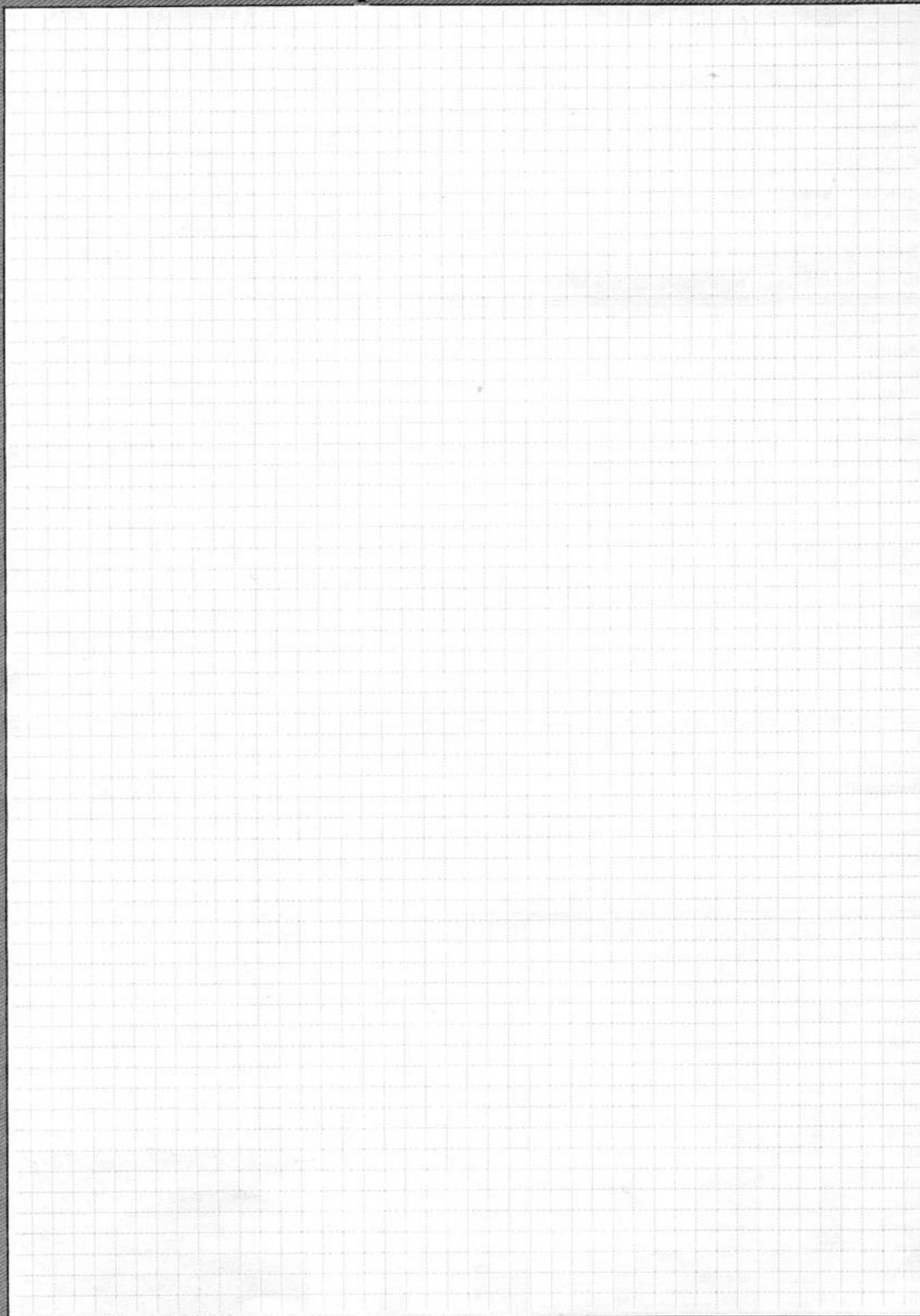


This is the map that Henere Hannibal gives to the adventurers.



This is a sketch of the village of Greenbrass.

Other notes, skills, spells, and treasure



Players Notes

These notes provide advice on characterizing your adventurers and hints at how several adventurers should work as a group. A character generation summary, RQ2-to-RQ3 adventurer conversion rules, and a sample of play are also included.

Roleplayer's Worklist

Describe Your Adventurer: How does he usually behave? What are his important drives and motivations? What important possessions does he cherish? What was his education? What are his basic attitudes?

Your Adventurer's Family: What are their important values and principles? What are his personal ties to them? Does he like them, emulate them, worship them, hate them, miss them, seek them, etc.?

Your Adventurer's Religion: Does he belong to an established cult or religion? Is he pious and sincere? How important to him are the codes and teachings of his religion? (Remember that magic is certain to be a part of his life.)

Your Adventurer's Attitude Towards the State, the Folk, the Tribe: What are its important values and traditions? Is he proud, ashamed, or indifferent of his culture? Does he consciously or unconsciously reflect his culture's prejudices and principles?

Influential People: Who are his heroes and enemies? Who are his role models? What grudges, debts, and obligations does he recognize? Who are his most valued friends?

Tactician's Worklist

Listen to the Gamemaster: He is your primary source of information about your adventurer's universe. You cannot afford to miss what the gamemaster says if you want your adventurers to prevail. Remember that the gamemaster only can speak with one person at a time. If he is busy, write down your question. Don't interrupt others.

Avoid Play Domination by a Few Players: Draw inexperienced or reticent players into action and problem solving; the group will be stronger for every mind actively participating in it.

Communicate with Other Players: Discuss, plan, and share information and strategies, but avoid distracting noisy chaos.

Plan Ahead: Even a bad plan is better than no plan. Spirit and persistence can make up for deficiencies in planning. Try to have an alternative scheme in mind if the first plan fails.

Organize First: Don't wait for an attack to start to figure out who are archers, magic casters, or melee fighters. Make up a chain of command or set up cooperative teams.

Don't Divide the Group: Doing this weakens the defenses of the group. Worse, it is hard for the gamemaster to handle two or three small games when he was prepared for one large one. Splitting up always means that some players must sit and wait while the gamemaster handles the rest.

Don't Do Something Without Reason: Don't yank on levers, or pick up marvelous objects, or attack newly-met creatures unless you know what your adventurers have in mind. Impulsive and pointless acts are common ways to die. Why should your adventurers die for nothing?

Avoid Unnecessary Encounters: Your group can clobber that small patrol, of course, but it is better to conserve adventurer magic points and freshness for those desperate times when they cannot evade lurking evil.

Always Watch the Rear: Avoid the temptation to be in the fight when your adventurer's job is to guard the other directions.

Provide Relief for the Front Line: Don't let a few adventurers do all the fighting. When the tough guys are worn down, the less-talented fighters must take to the fore.

Take Action: Do something, even if it's wrong. Too much deliberation and debate destroy pacing and fun. If you wait, the opposition will only get stronger.

Ignore Loot Until the Objective is Achieved: Coins and gems have no value in combat, and will encumber. Magical items are troublesome, and often are cursed or otherwise protected.

Don't Despair When Hit Points and Magic Points are Low: Use your wits. Be like your adventurers. Desperate straits prompt the greatest ingenuity and heroism.

Maintain Faith: Even if betrayal is in character for your adventurer, it seldom will be fun for you to play it out. Other players remember treacherous acts, and may hesitate to play with you in the future. Other adventurers will remember your adventurer's treachery to their graves, and either ostracize him or seek vengeance upon him.

When all Else Fails, Play Dead: This cheap trick is terribly unheroic, but may be the last resort for an otherwise-doomed adventurer. In great peril, true adventurers take great chances.

Character Generation Summary

Use this summary only after you are familiar with the general character-generation procedure.

You need a copy of the *RuneQuest* adventurer sheet, the dice that come in the box (3D6, 1D8, 2D20), and a pencil.

(1) **Fill in Personal Data:** Include the adventurer's name (choose it), your name, the adventurer's sex (choose it), the species of your adventurer ("human" for beginners), and Homeland/Clan of origin (ask your gamemaster).

(2) **Determine Culture:** For your first adventurer, pick a barbarian. Otherwise roll 1D8 for the social culture of your adventurer. Write the result in the space provided.

- 1 = Primitive
- 2,3 = Nomad
- 4,5,6 = Barbarian
- 7,8 = Civilized

(3) **Determine Characteristics:** Use one of the three methods below. Fill in the characteristics spaces on the sheet as you go.

Random Method: Roll 3D6 for STR, CON, POW, DEX, and APP. Roll 2D6 + 6 for SIZ and INT.

Deliberate Method (usable only for human adventurers): Divide a total of 77 points among your adventurer's characteristics. INT and SIZ must be at least 8 each, and all others must be at least 6. No characteristic may be greater than 18.

Combined Method: Roll the dice by the random method. Then distribute up to 6 points, total, to one or more characteristics. The total of all the points cannot exceed 91 and no characteristic can be raised above 18.

(4) **Determine Attributes:**

Magic Points (MP): Magic points are equal to the adventurer's POW.

Fatigue (FP): Total the adventurer's STR plus CON.

Hit Points (HP): Hit points equal the average of the adventurer's SIZ and CON.

Humanoid Hit Points per Location

Location	Total Hit Points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
Each Leg	1	2	3	4	5	6	7
Abdomen	1	2	3	4	5	6	7
Chest	2	3	4	5	6	8	9
Each Arm	1	2	3	3	4	5	6
Head	1	2	3	4	5	6	7

Damage Modifier: Total your adventurer's STR plus SIZ, then consult the table below.

Total	Bonus
01-12	-1D4
13-24	0
25-32	+1D4
33-40	+1D6
41-56	+2D6
ea + 16	+1D6 additional

DEX Strike Rank: Find your adventurer's DEX on the table below and read across to find his DEX strike rank.

SIZ Strike Rank Modifier (SIZ SRM): Find it on the table below.

Strike Ranks Summary

DEX strike rank	SIZ Modifier	Weapon Modifier	(example)
1-9 = 4	1-9 = 3	0-.3m = 3	(fist/knife)
10-15 = 3	10-15 = 2	.4m-1.1m = 2	(1H weapon)
16-19 = 2	16-19 = 1	1.2-2.1m = 1	(2H weapon)
20+ = 1	20+ = 0	2.2m+ = 0	(pike/tree)

Melee Strike Rank Modifier: The sum of the DEX strike rank and the SIZ SRM.

Weapons Strike Rank Modifier: Find this number by individual weapon in the weapons tables of the combat chapter.

Movement Rate (Move): All humans move at 3 meters per melee round strike rank.

(5) **Determine Skills Category Modifiers:**

Total the values of the influences for each characteristic.

Skills Category Modifiers

Primary	Secondary	Negative
+1 per 1 over 10 -1 per 1 under 10	+1 per 2 over 10 -1 per 2 under 10 (max. +10 points)	Converse of Primary
AGILITY SKILL DEX = Primary STR = Secondary SIZ = Negative	COMMUNICATION SKILL INT = Primary POW, APP = Secondary	
KNOWLEDGE SKILL INT = Primary	MAGICAL SKILL INT, POW = Primary DEX = Secondary	
MANIPULATION SKILL INT, DEX = Primary STR = Secondary	PERCEPTION SKILL INT = Primary POW, CON = Secondary	
STEALTH SKILL DEX = Primary SIZ, POW = Negative	WEAPONS SKILL Attack % = Manipulation Modifier Parry % = Agility Modifier	

(6) **Establish Previous Experience:**

- (a) Roll 2D6. Add the result to your character's age of 15 to find his or her present age.
- (b) Use either the Quick Experience System or consult the occupation table in the appropriate culture to learn the occupation of your adventurer's parents.

(7) **Write Down Weapons and Other Equipment.**

Quick Experience System

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

Magic: The type of magic depends on the culture of the adventurer.

Primitive and Nomadic culture adventurers gain 1D3-1 points of spirit magic at 15 years of age, plus 1 point per additional 10 years of age, plus 1 point per additional 10 years or fraction thereof.

Barbarian culture adventurer players must roll D100. A result of 01-50 means that your adventurer gains spirit magic as if a primitive/nomad adventurer (given above). A result of 51-00 indicates that the adventurer can automatically become an initiate of his or her parent's religion. If the adventurer does not become an initiate he or she gains no magic. Initiates gain a 1 point increase in characteristic POW per three years or fraction, which can be sacrificed for divine spells. POW may be increased only to the limits given in the Game System chapter. Initiates also gain 1 point of cult spirit magic per five years or fraction.

Civilized culture adventurer players must roll D100. A result of 01-75 means that your adventurer gains divine magic as if a barbarian adventurer (given above). A result of 76-00 indicates that the adventurer gains 1D3-1 sorcery spells at age 15 plus 1 additional spell per five years or fraction.

Skills: The player tallies 30 percentiles for every year that the adventurer is older than age 15. He or she then divides up the sum of the percentiles among the various skills. Skills accompanied by experience-check boxes can be increased only to 75%. Skills lacking experience-check boxes can be increased to 100%. No skill can be increased beyond 100%.

Magic skills can be increased as follows: only those adventurers who know sorcery spells can gain percentiles in Intensity, and sorcery-using adventurers should gain percentiles in their spells as well. Further, these skills can be increased only to 75%. No adventurer can gain percentiles in Duration, Multispell, or Range with this system. Any practitioner of magic can gain percentiles in Ceremony, Enchant, or Summon.

Equipment: 1H weapon + shield or 2H weapon, self bow or javelin or sling, hard leather armor and helm (2 points or protection), one scar, tattoo or birthmark, odd goods worth 100 pennies, Standard Traveler's Pack (50p 14 ENC): 4-liter waterskin, 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket.

Cultural Weapons

Primitive

attack and parry—
1H Spear or 2H Spear (25)
1H Axe or Mace (25)
attack only—
Javelin or Boomerang (20)
Sling or Self Bow (25)
parry only—
Buckler or Target Shield (25)

Barbarian

attack and parry—
1H or 2H Spear (25)
1H Axe, Mace, or Sword (25)
2H Axe or 2H Sword (15)
attack only—
Bow or Javelin (25)
parry only—
Buckler, Tar, Kite, or Viking Round Shield (25)

Nomad

attack and parry—
1H Axe, Mace, 1H Spear, or Sword (20)
attack only—
Lance (30)
Bow or Javelin (20)
parry only—
Buckler or Target Shield (20)

Civilized

attack and parry—
Broadsword, Rapier, Scimitar, or Shortsword (25)
1H or 2H Spear (20)
2H Axe or 2H Sword (15)
attack only—
Crossbow or Sling (25)
parry only—
Main Gauche, Buckler, Heater, Kite, or Hoplite Shield (25)

Common Divine Spells

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

Special Divine Spells

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

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment—(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominant (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form/Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment—(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)
Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment—(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment—(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

Spirit Magic Spells

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

Character Conversion

Players familiar with previous editions of *RuneQuest* may wish to integrate the new elements of the system into their adventurers. Put a blank *RuneQuest* adventurer sheet beside your old character sheet. Follow the instructions in order.

These procedures are for human characters. Extrapolate non-human conversions from the information given.

Personal Information

Your adventurer's Name, Player, Species, Gender, Age, Homeland/Clan and Religion do not change.

To determine Culture, use the character's original social class: if he was a farmer, townspeople, or noble, he is still Civilized; if he was a "foot barbarian", he is still a Barbarian; but if he was a "mounted barbarian", his culture is Nomad. Unless an adventurer was created as a native of Balazar using the Chaosium publication *Griffin Mountain*, he will not be a Primitive.

Occupation consists of whatever the adventurer currently does for a living — probably mercenary or adventurer.

Characteristics

Adventurer STR, CON, and POW do not change.

Dexterity: if the original DEX has been forgotten, or if it is already trained beyond the new maximum (1.5 times original DEX), then freeze it at its current value.

Appearance: at your gamemaster's option, enter APP if already rolled, or roll it, or enter your adventurer's original CHA. If the chosen procedure seems to warp the adventurer's personality, your GM probably will negotiate.

Intelligence: human INT is now 2D6+6, rather than 3D6. Modify your adventurer's INT according to the accompanying Intelligence/Size conversion table. Example: a previous-edition human with INT 9 now has INT 12.

Size: Human SIZ is based on differing die rolls, 2D6+6 for males and selected females, and 2D6+3 for remaining females. You select the die roll for your female adventurers.

Intelligence / Size Conversion Table

old score	new score
3-4	8
5-6	9
7	10
8	11
9	12
10-11	13
12	14
13	15
14	16
15-16	17
17-18	18

Modify SIZ according to the accompanying Intelligence/Size conversion table. Example: an adventurer of SIZ 4 under old *RuneQuest* now is of SIZ 8.

Damage Modifier: figure the damage modifier from your adventurer's STR and new SIZ, using the 3rd edition *RuneQuest* table.

Movement: for all humans, the movement rate is 3 meters per strike rank.

DEX SR, base SR, magic points, fatigue points, and hit points (as well as hit points per location) are figured according to 3rd edition rules. There is no longer any Defense; use the Dodge skill as the equivalent function.

Skills

Figure new skills category modifiers for all skills categories.

Your adventurer's skills category modifiers are ruled to be individually subsumed within each skill which he presently has. Do not subtract the adventurer's old skill bonuses from nor add his new skills category modifiers to his current skills percentages.

If a skills percentage is lower than the sum of the 3rd edition *RuneQuest* base chance plus category modifier, raise it to that amount.

If a skills category modifier is zero or is a negative value, then in that category a skill may be no higher than 100% minus the percentiles of the modifier. If a skills category modifier is positive (that is, +1 or more), the adventurer's skills in that category may reach any percentage.

Some skills have been renamed or dropped; others have remained the same in name and function. The accompanying list and its order is taken directly from the 2nd edition *RuneQuest* character sheet; it shows old skill names as they appear on that sheet and indicates the 3rd edition equivalents which appear on the new adventurer sheet.

Skills

skill name on 2nd edition <i>RuneQuest</i> character sheet	skill name on 3rd edition <i>RuneQuest</i> adventurer sheet
Evaluate Treas.	Evaluate
Read Own Lang.	Read / Write Own
Climbing	Climb
Defense	Dodge
Hide Item	Sleight*
Jumping	Jump
Lock Picking	Devise**
Map Making	***
Riding	Ride
Swimming	Swim
Trap Set / Disarm	Devise**
Listen	Listen
Spot Hidden Item	Scan
Spot Trap	Search
Tracking	Track
Camouflage	Conceal
Hide in Cover	Hide
Move Silently	Sneak
Pick Pockets	Sleight*
Oratory	Orate

*If an adventurer is skilled both in Pick Pockets and in Hide Item, choose the higher percentage of the two and enter it as his Sleight skill.

**If an adventurer is skilled both in Lock Picking and in Trap Set / Disarm, choose the higher percentage of the two and enter it as his Devise skill.

***Map Making has been eliminated as a generally-available skill. If your gamemaster allows it, treat Map Making as a Craft.

A skill also may have been shifted to a different skills category. In any conflict of function or definition, accept 3rd edition rules. New skills, such as Craft, are not listed here.

Skills not printed on the 2nd edition character sheet (such as Shield Making or First Aid) can be fitted into the 3rd edition by finding the skill most similar to it or by making up a new skill with the help of your gamemaster. Other frequently-used skills, such as Speak Other Language, do not appear on either sheet, since the actual skill is functional to a specific environment, such as Speak Esrolian.

Magic

RuneQuest magic terminology has changed considerably, and the whole concept has been greatly broadened.

Spirit Magic: the equivalent of battle magic.

Divine Magic: the equivalent of Rune magic.

Sorcery: *RuneQuest's* 2nd edition has no Sorcery. No adventurer has any Sorcery skill or spell.

Converting Battle Magic

If the character has more than his INT in spirit spells, choose those you most wish to keep, up to the adventurer's INT limit. Enter those on the adventurer sheet. The excess spells are lost. But record the total amount of the excess spell points; that number will be useful later.

Many spirit magic spells have undergone name changes or become variable. If a spell has gone variable for the 3rd edition, your adventurer may have as many points of the spell as is desired. The following table lists the 3rd edition equivalents to certain battle magic spells. Spells not listed retain their former name (but may act slightly differently—consult the spell descriptions).

If a spell is indicated as "add spell points to running total," your character automatically loses the spell, but should record the number of spell points lost. These will be used as later described in this section.

Battle Magic

old spell name	new equivalent
Binding	Slow
Detect Detection	add spell points to running total
Detect Enemies	Detect Enemy
Detect Gems	Detect [choose a specific gem]
Detect Life	Second Sight*
Detect Spirit	Second Sight*
Detect Traps	add spell points to running total
Detect Undead	Second Sight*
Detection Blank	add spell points to running total
Harmonize	add spell points to running total
Healing	Heal
Invisibility	add spell points to running total
Spirit Binding	Binding Enchantment
Spirit Shield	Spirit Screen
Xenohealing	add spell points to running total

*If an adventurer knows Detect Life, Detect Spirit, or Detect Undead, he is considered to know Second Sight. If he knows more than one of these spells, the excess spell points are added to the running total.

Converting Rune Magic

The Rune magic spells of Dismiss Elemental, Multispell, Discorporation, Divine Intervention, Concealment, and Vision no longer exist. Add any unused spell points to the running total begun with battle magic conversion.

Matrix Creation is now the ritual spell of Enchant Spell Matrix.

The number of points an adventurer has in Extension is totaled and added together, as this spell is now stackable.

Shield, Absorption, Warding, and Reflection, are no longer generally available. If the cult your adventurer belongs to does not possess these spells, he has them no longer—add them to the running spell points total.

Converting the Excess Spell Points Total

Take sum of all the excess spell points and multiply that amount by 5. The product is the raw amount of percentiles which may be allotted among the magic skills of Ceremony, Enchant, and Summon. Be sure to add the adventurer's magic skills category modifier to the value for each skill as well.

Shamans

A shaman under the old rules is still a shaman. If he has not already received at least a score of 1% plus his magic category bonus in the skills of Enchant and Summon, raise his score to that level and assume that he somehow managed to survive entry into shamanhood. (Surely a great entity became his protector!)

His fetch is considered to have the same INT and POW as it had before; it becomes a 3rd edition fetch. All spirits under his control which have POW in excess of his fetch's POW must be released. Any POW expended by the shaman in gaining such spirits is not returned. All spirits controlled by the shaman's fetch are considered to be ghosts, unless the gamemaster permits otherwise.

Priests

An adventurer-priest under the old rules remains a priest only if he so qualifies under the new rules (i.e., 50% + level in appropriate cult skills). Otherwise, he retains his magic and becomes an initiate—a favored initiate. His spells become one-use until he can qualify for priesthood under the new rules.

Weapons and Armor

Most weapon values have been changed in the new rules. Adopt the 3rd edition equivalents for your adventurer's old weapons.

Adopt as well the *RuneQuest* 3 equivalents for the adventurer's old armor as well. The point value of the adventurer's new armor should equal that of his old armor. Your gamemaster is the final arbitrator.

Magic Items

Many previous *RuneQuest* magic items can be reproduced by using 3rd edition enchantments.

Scrolls

Scrolls enabling a character to increase ability in a characteristic or weapon (rolls of 02-15 and 31-50 on the *RuneQuest* 2 scroll table) are considered to be well-written treatises on the subject. An adventurer researching that characteristic or weapon can use the scroll as if it were a teacher, eliminating need for an experience gain roll. Give such scrolls an experience rating, usually 75% for weapons. A scroll cannot increase a researcher's skill past its experience rating, even if the skill roll result seems to indicate it.

Secrets of general abilities scrolls (roll of 51-65 on the *RuneQuest* 2 scroll table) are considered to be lengthy treatises covering all normal skills in the appropriate category. Thus, a scroll giving increase to all Perception skills is considered to be a treatise on Listen, Scan, Search, and Track. An adventurer researching in those skills can use such a scroll as a teacher, eliminating the need for an ex-

perience gain roll. Consider the skill level of such scrolls to be three times the old percentage increase in the ability, as listed in the scroll table. Such scrolls no longer increase the skills modifier.

Other scrolls need not be changed.

Potions

Poison and poison antidote potions (rolls of 26-55 and 66-80 on the *RuneQuest 2* potion table) are unchanged.

Blade Venom potions are considered to be ordinary poison.

Healing potions are considered to be potions containing a Healing spell. Battle magic spell potions are considered to be potions containing the appropriate spirit magic, and act just as they did before.

Spell Matrices

These are magic items created using the Enchant spell matrix magic. If the spell contained in the matrix no longer exists, trade it in for another, or (optionally) keep it as a "special" or "flawed" matrix.

Magic Crystals

Power-Storage Crystals: these now store magic points. They lose their spirit-trapping ability.

Power Crystals: these must be treated individually. In general, they are "special" magic items and function as they did before, or differently, at the gamemaster's option. Some of them are reproducible with creative use of *RuneQuest 3* Enchant rituals and new spirit types, and should be considered to be such enchantments. The gamemaster should rule whether or not he wishes to permit a particular crystal to continue in his campaign.

Bound Spirits

Remove spirits bound into crystals and place them into Binding enchantments. The Binding object may be anything possessed by the adventurer. Such spirits are considered to be magic spirits, and no longer freely supply their INT and POW to their user, though they will cast spells for him.

Spirits bound into animals should also be replaced with magic-spirit Binding enchantments into material objects. At the option of the gamemaster, they may be replaced with *RuneQuest 3*-type familiars.

Spells known by such magic spirits are the same as known by the spirit before the conversion.

Cults of Prax

Many 2nd edition characters worshipped gods described in the Chaosium volume, Cults of Prax, and learned new skills

and spells contained therein. Convert these abilities and powers to *RuneQuest 3* just as *RuneQuest 2* skills and spells have been handled earlier in this article. In later supplements the religions and relations of Cults of Prax will be realigned to conform with the 3rd edition rules.

Skills

Some skills from Cults of Prax have 3rd edition *RuneQuest* equivalents on the list below. Other spells on this list have not changed at all and, while not included in the 3rd edition, are sanctioned as options which adventurers may adopt.

Sample of Play

Charlie, Steve, Gigi, and Greg gather for their regular Thursday-night *RuneQuest* game. It's at Steve's house. Charlie brings some drinks, Gigi brings munchies, and Greg acts as gamemaster.

The kitchen table is cleared for play. A battle mat, like an uncolored checkerboard, fills the center of the table. A box of figures is on one corner.

Everyone dumps their books and papers onto the table. Steve seems to have every *RuneQuest* item and reference in print, and his half-meter-high stack teeters on a fifth chair. Gigi's purse contains dice and personal figures, plus a folder of her adventurer sheets. Charlie carries his adventurer sheets and dice in his *RuneQuest* box. Greg, the GM, has several books and a fat notebook to which he frequently refers.

GM: Clear the table now. The adventure starts someplace in the Sea of Mists aboard a ship.

Steve: Sea of Mists! I thought we were in Norway.

GM: [spreads out the plan of a longship] We were, but you said your adventurers wanted to get home. Well, they took passage on this boat and it was blown off course. The sun hasn't been seen for five days.

Steve: Great. We haven't even introduced our adventurers yet.

GM: All right, then, let's do the introductions.

Steve: [brings out a beautifully-painted figure of a warrior maid] This is Signy the Brave, damage modifier of +1D6 with this poleax, 95% to hit, and unafraid of any man alive.

GM: What is she wearing?

Steve: Her usual, 8-point plate.

GM: At sea?

Cults of Prax Skills

old skill name	<i>RuneQuest 3</i> equivalent
Bargaining	@
Find Cattle Fodder	Plant Lore*
Find Healing Plants	Plant Lore*
Find Water	World Lore
First Aid	First Aid@
General Knowledge	**
Identify Plants	Plant Lore
Masonry	Craft: Masonry@
Peaceful Cut	Craft: Butchery#
Sense Chaos	@
Sense Assassin	@
Treat Disease	@
Treat Poison	@
Understand Beast Speech	Animal Lore

@In name and function, this skill remains as it is in Cults of Prax. A new description of First Aid exists in the 3rd edition rules.

*The higher of the two skills Find Cattle Fodder or Find Healing Plants becomes the adventurer's Plant Lore skill.

**General Knowledge: an adventurer with a skill in General Knowledge gets a skills percentage equal to his General Knowledge level in each of the following skills: Animal Lore, Human Lore, Mineral Lore, Plant Lore, and World Lore. Example: an adventurer formerly with 30% General Knowledge now has 30% in each of the five Lores.

#Peaceful Cut is now a 1-point spirit magic spell. In order for it to take effect, it must be cast in conjunction with a successful Butchery skill roll. Peaceful Cut insures that the spirit of the slain animal reaches Eiritha.

Steve: [figures quickly] Well, just her helmet, greaves, and vambraces then, and . . . her shortsword.

Gigi: Here is Cormac mac Bran, who has a distinctive and melodic Pictish accent. [gasps and snickers at this bold lie] Cormac is wearing the wolfskin cloak that the jarl gave him, and the gold torque.

GM: It's pretty cold out. That metal is chill on his skin.

Gigi: He doesn't care. The cloak is warm, and he never had so much gold.

GM: He's often seen the viking crew eyeing it.

Gigi: Do they know where he got it?

GM: Did Cormac tell them?

Charlie: Nikolos did.

Gigi: So did Signy. If they know, then they won't try to mess with us and steal it.

GM: Okay. Charlie?

Charlie: This is Nikolos the Sorcerer, lately of Byzantium, far-traveled visitor to Iceland, to the ruins of Atlantis, and even to hell-holes like Pictland.

Gigi: [flaring] Nikolos got better treatment in Pictland than Cormac got in Greece!

GM: Enough. Here is Thorgrim, owner and captain of this ship. There are 30 other crewmen aboard, most of whom are from Thorgrim's neighborhood. Your three adventurers are the only passengers, but there is a large cargo of hides and furs. Thorgrim's ship is headed for Britain, but winds from the southeast drove it off course.

Charlie: [groans] Southeast! No wind blows from that direction here. It must be Clovis again.

Gigi: Clovis is dead!

Steve: [eyeing the GM] We don't know that for sure. The body was never found.

GM: [smiling] It is morning, and the rising sun clears the air of the mist. Thorgrim approaches, and waits to be noticed.

Steve: Where are our adventurers?

GM: The adventurers are in a kind of lean-to tent rigged here [indicates a rectangle on the ship plan]. The crew are at their oars, warming up for rowing. They seem happy the mist is gone. Thorgrim waits patiently. Will you ignore him?

Charlie: Nikolos will.

Gigi: Cormac will ask him what he wants.

Steve: Signy stands by with her sword ready.

GM: Thorgrim says to Signy, "I wish to speak with your lord, the sorcerer."

Gigi: Cormac says, "Speak to me. He can hear. Don't make him angry by insisting on his presence."

Charlie: [appalled] Don't say that!

GM: Does Nikolos say that?

Charlie: No.

GM: Then don't you say it.

Gigi: I just want to maintain the illusion of your power [Charlie snorts]

GM: Don't interrupt the game, Gigi. From now on if I hear it, your adventurer said it. [Gigi pouts briefly, then acquiesces] Well, Thorgrim says, "The men are complaining that a devil's wind blew us here, and that we near the land of giants. Is that so?"

Charlie: Is it?

GM: Make a World Lore roll.

Steve: Us too?

GM: Yes.

Charlie: Success — Nikolos knows all about it. Remember, he went to Atlantis and knows the world is round.

GM: Sure enough: Nikolos' knowledge indicates he is probably north of Iceland, perhaps near the arctic circle.

Charlie: Is that near the viking land of giants?

GM: Yes.

Charlie: Hmmm.

.....(time passes).....

GM: Okay, make a Listen roll for Cormac; I'll make one for Thorgrim. [rolls dice] Thorgrim failed. Didn't hear a thing.

Gigi: Cormac failed too.

Steve: Signy heard something.

GM: No, she didn't. You can't try for Signy or Nikolos — they're arguing in the tent.

Charlie: How about the crew? Did they all fail?

GM: Some made it, but everyone is surprised.

Gigi: By what?

GM: The stern of Thorgrim's ship is facing east. The rowers are looking into the rising sun. Everyone notices a flitting shadow. Suddenly Cormac is struck from behind by something slamming into him hard. Make a DEX ×2 roll for Cormac.

Gigi: [rolls D100] Ooops, missed.

Steve: Signy attacks with her broadsword!

GM: Calm down. Signy and Nikolos just heard a couple big thumps outside on the deck, and that's all they know. [to everyone] We're going to go into melee rounds. Nikolos knows the least of what's going on. Make a statement of intent for him, Charlie.

Charlie: [playing for time] Did the thumps sound threatening?

GM: Well, okay. Nikolos hears Thorgrim go down with a crash and a yell.

Charlie: Nikolos casts Resist Damage 7 on himself and grabs his staff.

Steve: Signy draws her sword and goes outside, casting Protection 4 on herself.

Gigi: Cormac gets up.

GM: No, he doesn't — two things are holding him down from behind. Make a Strength roll on the resistance table to get him free: the combined attacker Strength is 21.

Gigi: They're pretty scrawny! Well, poor old Cormac's Strength is still 13. He has a 10% chance to succeed. [rolls D100]. He succeeds.

GM: [rolls D100 twice] Yes, Cormac got up, but they are still holding on. He can look around now, and he sees this. [GM places four winged figures on the ship layout, and knocks over the Thorgrim figure] Cormac is here. Behind him are two tall, thin, winged figures, totally naked but for belts with knives.

Steve: Are the winged guys standing with their backs to Signy?

GM: Yes. They're between Signy and Cormac.

Steve: [gesturing] Signy will kill that one! [rolls D100]

GM: Calm down. It isn't even statement of intent yet.

Steve: Grrrr. Well, that's Signy's statement.

GM: Done — you can't change it after this. Over here Signy sees Thorgrim, sprawled on the deck with two of these things holding his arms and flapping like crazy. Everyone make a Scan roll. No, not everyone — Nikolos can't see anything yet.

Gigi: Made it.

Steve: Me too.

GM: Your adventurers see several shadows in this area, sort of hovering about. Gigi, your statement?

Steve: I want to change Signy's.

GM: Too late. Gigi?

Gigi: Cormac struggles to break free. What are the things doing?

GM: They are holding on, and flapping to get Cormac into the air.

Charlie: Nikolos is going to prepare another spell. It is Venom 12.

GM: That will take more than one round. What is his DEX?

Charlie: Eleven. That spell will go off next round, strike rank 5.

GM: Right. [scribbles a note] We will play by strike rank now. The flying things are tugging at Cormac's cloak now. He sees several more winged things hovering about here. [indicates the ship plan] Most have bows drawn and are ready to shoot. One is pointing at Thorgrim and chanting.

Five fire at Signy, and two fire at Cormac. Others are shooting at the crew, too.

Steve: Ah, rolled a 27. She hits.

GM: Wait until Signy's strike rank! Now, the flying things are all shooting on strike rank 2. First, two go at Cormac. [rolls D100 twice] A miss, and a hit. Self bow damage is D6+1, so Cormac takes [rolls D6] 7 points.

Gigi: You only rolled a 3!

GM: They have Speedart on their arrows.

Gigi: Is his cloak good for any armor?

GM: Oh, that's right — 2 points. [rolls D20] But Cormac was hit in the head. No armor there.

Gigi: He's below zero in the head! Is he dead?

GM: Not yet. Just knocked out.

Gigi: (sarcastically) Great.

GM: Now five arrows at Signy: [rolls D100 five times] a miss, a hit, a miss, a miss, and an impale.

Steve: (groaning) Well, at least she has on all her armor.

GM: Some armor on. Helmet, greaves, and vambraces, to quote what you said.

Steve: [sighs] She has leather padding, anyway. Signy would never take that off.

GM: Okay, okay. Signy has 1 point. [rolls D20 and D6 each twice] The regular hit does 5 to the chest; the impale does 15 to the left arm.

Steve: [groans] Well, she still hit him.

GM: Roll again in your correct strike rank.

Steve: Strike rank 4: I rolled 94, a hit!

GM: They're flying. Did you subtract 10 percentiles?

Steve: [groans again] Well, next round . . .

GM: [with an evil chuckle] Not next round. They can still shoot again this round! Same targets: at Cormac [rolling dice], one arrow thunks to the deck, another hits him in the [rolls D20 and D6] chest for 3 points.

Gigi: With the cloak, he takes 1 point.

GM: And at Signy [rolls D100 each time], a hit, a hit, a miss, a miss, and a fumble [the players cheer].

Well, let's check the damage. [D20 and D6 again] Chest for 3 points, left arm for 7, and the fumble is 91. Would you mind finding that, Gigi? How is Signy, Steve?

Steve: Still going.

Gigi: Missile Fumble 91: "Hit nearest friend, do impaling damage."

GM: [rolls D20 and D6] Hmm, nine points to his wing.

Gigi: One carrying Cormac?

GM: Yes. So, everyone done with bookkeeping? Next round. Statements for everyone, Signy first.

Steve: Are these guys in reach of her sword? [GM nods affirmatively] And the bowmen are still flying around? [another GM nod] Well, Signy dives under cover into the tent to heal herself.

GM: Get the arrow out?

Steve: Umm, her chance is STR + CON $\times 2$, or 72. Can she heal this round too?

GM: Sure

Gigi: Thanks a lot, pals. Cormac's still unconscious.

GM: Yes. How about Nikolos?

Charlie: His spell goes off on strike rank 5. He'll target anything in his sight.

GM: [pointing to a figure] Then this one is his target. Meantime, the flying guy who was hit in the wing is incapacitated. He can't keep aloft. He quivers and screams, and falls to the deck. Cormac thuds down, too. Gigi, Cormac takes 1D6 damage from the fall.

Gigi: Does he get a luck roll?

GM: Sure. [Gigi frowns as her roll misses] Now, is anyone watching the rest of the crew?

Steve: Signy is.

GM: No, she isn't. She's hiding in that tent. Even Nikolos is more exposed.

Charlie: He is? I didn't want him to be.

GM: He is if you want that spell to go off on strike rank 5. [Charlie indicates that he does want Nikolos' spell to go as stated]

GM: Thank you. Let's see, [rolls D8] four can see you and will shoot. Your spell will work first.

Charlie: It will? Uh oh, they must be using Speedart again [gamemaster leers]. Oh well, here goes [rolls D100] Hmm, 32. That is below Nikolos' Intensity, and below his Venom spell skill, too: it worked. What are its magic points?

GM: Average for these monsters — but I'm not telling. Just roll. [Charlie's roll succeeds] Let's see, now I'll roll his CON resistance to the venom [rolls D100 in secret]. The target suddenly gasps, screams once, and drops to the deck.

Charlie: Nikolos ducks back under the tent.

GM: Maybe next round, if he survives the arrow fire.

Charlie: On, yeah.

GM: The whole crew is staring over the port side into the air, where

the flyers flap away with Thorgrim in their grasp. All of the flying-guy archers have departed, also.

Charlie: Nikolos begins a Venom 5 spell. At what range will Thorgrim be then? [the GM suggests a Scan roll to find out, at which Charlie succeeds]

GM: Hmm. The targets have been flying for two rounds, at about half speed, so they are about 100 meters away.

Charlie: About 100 meters is range intensity 5. Nikolos is already weak from loss of magic points, but he'll try it anyway.

GM: That spell will be ready next round.

Charlie: On strike rank 1.

GM: How about Signy?

Steve: Kill! Kill! Is she first?

GM: Yes, against both.

Steve: Both?

GM: Sure. Remember the one with the venom damage? They both attack on strike rank 8.

Steve: Oh. Well, she'll kill the one on the right, and parry the one on the left. [D100 roll] Got him good, for [2D6 roll] 9 points in the [D20 roll] left leg.

GM: Does he parry? [D100 roll] Nope, poor sap. He takes it in the leg, grunts a little, then falls down. Second guy cuts at Signy, [D100 roll] and hits for —

Steve: [D100 roll] Never mind, no damage. She parried.

GM: That's it, then. Check your bookkeeping.

Steve: Is the guy that Signy hit dead?

GM: Does Signy want to cast Soul Sight?

Steve: Give me a break! Is he moving, is his leg cut off, is he bleeding?

GM: Well, he looks like he ought to be dead.

Steve: Signy'll just kill the other guy.

GM: How about Nikolos?

Charlie: Add another strike rank for the extra movement. Nikolos' spell should go off during strike rank 4.

GM: Big action round coming up: roll your dice, friends.

(Many adventures follow.)

Complete Playtester Credits

Special Thanks

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Vickie Camgros	Bill Herdle	Alan LaVergne
Morgan Conrad	John Holmes	Mark Leymaster
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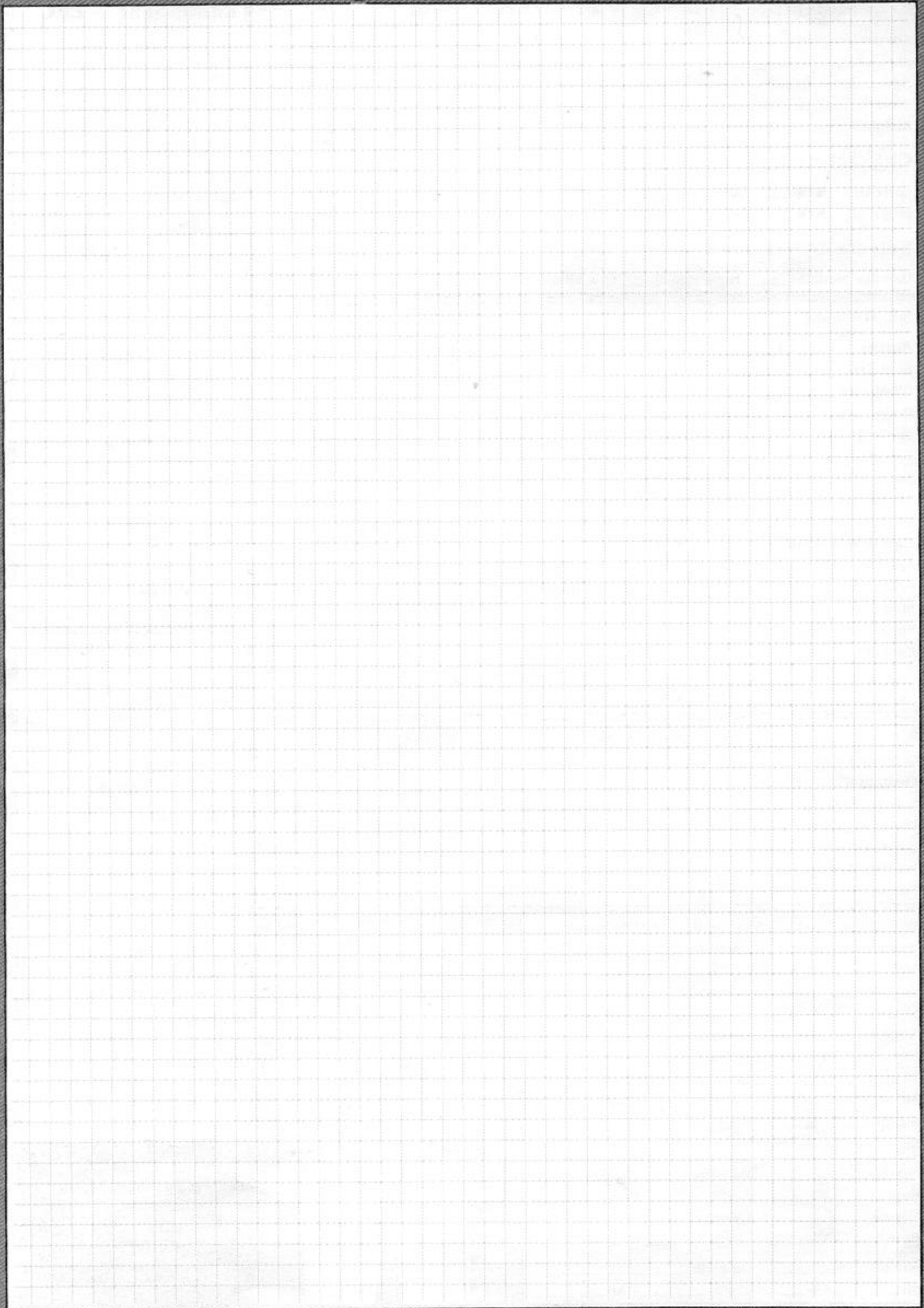
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Mark Chilenskas	Debra LaVergne	Wayne Shaw
Don Dupont	Jody Lee	Art Turney
Tadashi Ehara	Les Lugar	Bill Voorhees
David Forthoffer	Steve Marsh	Warren Walton

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

Other notes, skills, spells, and treasure



Other notes, skills, spells, and treasure

