

The World of Glorantha...

...is a lozenge-shaped bubble of stability floating in an endless sea of hostile, unthinking Chaos. Magic is common, and gods are everywhere; almost everyone gains magic by following the cult of a particular god.

The Gods...are highly specialized. All are bound by the Great Compromise (which saved the world from Chaos long ago) not to directly interfere in mortal affairs. They can act only by giving magic to their followers. Casual worshippers are called *Lay Members*, and have access to weaker (Spirit) magic only. *Initiates* devote their lives to their cult, and may sacrifice for more powerful magic as well. They have other roles and duties in society, too (for example, they can be farmers, hunters, etc.). *Priests* are the magical arm of the cult, leading services and tending to followers. Exemplars of Faith are the *Rune Lords*, physical representatives of the ideals of their cult in the world. Priests and Rune Lords receive many benefits, including allied spirits and Divine Intervention; the chance to call for the direct aid of their god.

Among the gods of Glorantha are: *Orlanth*, self-titled King of the Gods; *Humakt*, warrior god of Honor and Death; *Chalana Arroy*, the Healer whose followers are sworn to non-violence; *Issaries*, god of traders; *Aldrya*, goddess of plants and elves; *Eurmal* the Trickster; *Yelmali*, son of the Sun, god of soldiers; the *Storm Bull*, god of frenzied anti-Chaos berserkers; *Kygor Lytor*, the Troll mother-goddess; and *Lhankor Mhy*, god of Knowledge. There are many others.

The Races...of Glorantha are highly diverse. They include *Humans*, whom we all know and love; *Trolls* (Uz), violent Darkness-men who hate Chaos and can eat anything; *Elves* (Aldryami), plant-men who are the mobile part of the vegetable kingdom; *Dwarves* (Mostali), secretive atheistic sorcerers who live underground and worship the World Machine; *Ducks*, the short, squat, waddling comic relief of Glorantha; and *Dragonewts*, incomprehensible creatures who are reborn upon dying and eventually evolve into godlike dragons.

Chaos...threatens the entire universe. All right-thinking folk hate and fear it. Some gods and evil races embrace Chaos, however. These include *Scorpion Men*, hideous giant insect-centaurs with poisonous stings; *Broo*, horribly diseased goat-men who are the epitome of Chaotic evil; and *Ogres*, handsome sharp-toothed cannibals who walk among men and try to breed with unsuspecting human women.

Magic...exists in many forms. Most common is *Spirit Magic*, which is either instant or lasts for five minutes; useful, but not very strong. They are cast using magic points, which regenerate over the course of a day. *Rune* (Divine) *Magic* comes from the gods, and is very powerful but expensive; a permanent part of the worshiper's soul is sacrificed to get it. For Initiates it is one-use. Priests and Rune Lords must pray in a temple to renew their Rune spells.

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To Kill A Monster

A brave heart, a strong arm, and a keen mind can make the difference between life and death when a chance-met stranger leads heroes into danger...

A RuneQuest/Glorantha scenario

The Sage

A broad variety of useful magic, powerful Rune magic, a keen mind, a fountain of lore, and not a bad hand with a staff in the crunch. Knowledge is your power.



How to Play

These are simplified RuneQuest 3 rules.

Skills: Skills are represented by numbers ranging from 1 to 100. To use a skill in a stress situation, you must roll percentile dice equal to or less than your skill. Example: Your Jump skill is 45%. When chasing a thief across the roofs of a big city, you find that he has jumped over a large gap ahead of you. In order to continue pursuit, you must roll percentile dice and get a result of 45 or less. If you roll 05% or less, the result is a *critical*; you automatically succeed and may get an extra benefit (for example, in combat a critical blow does more damage. If Jumping, you might catch up with the thief in a single bound or at least gain on him). If you roll higher than your skill, you fail; in the case of the Jump, a 46 or higher would mean that you would not make the jump successfully. Whether or not you'd fall on the roof or down to the ground depends on luck. If you roll a 96 or higher, you may have fumbled. The result of a fumble is usually disastrous.

Skills can increase from use, training, or research. If you successfully use a skill in a meaningful situation, it has a chance to go up later.

Combat: Combat takes place in *strike ranks*; there are ten in each combat round. The lower your strike rank, the sooner you can attack. An attacker rolls against their weapon attack skill; if they succeed, they hit. The defender rolls against their weapon parry skill or their Dodge skill, in order to either block the blow or get out of the way.

If a defender is struck without a successful parry or dodge, they are damaged. The attacker rolls damage (your specific dice are indicated on the next page). The armor worn by the defender is subtracted from the damage. Thus if Ruric the Attacker does 7 points of damage, and Signy the Defender is wearing 5-point chainmail, Signy takes 2 points of damage. Once your total hit points are down to zero, you are unconscious.

Characteristics: These are the basic qualities of a character. They are: *Strength, Constitution, Size, Intelligence, Power* (your spiritual strength, reflecting your ability with magic and your luck in general), *Dexterity*, and *Appearance*. All range from 3 - 18 (3d6) for humans, except for Size and Intelligence which range from 8 - 18 (2d6 + 6). Power is unique in that it can increase from normal use. If you cast a spell and overcome a powerful enemy, your Power may increase.

Magic: Spirit Magic is powered by *Magic Points* (MPs). These are equal to your Power characteristic. You regenerate your Power's worth of magic points over 24 hours. Example: Bob has a Power of 12. He therefore has 12 magic points. He casts a 4-point spell, temporarily reducing his MPs to 8. This decreases his chance to resist hostile magic, and to overcome others. Over the next 2 hours, though, his magic points will regenerate back to his maximum of 12. If your magic points reach zero, you are unconscious. Spirit Magic can be cast repeatedly if you have sufficient magic points. If the cost is in parentheses it is invariable; it always costs exactly that many magic points to cast the spell. If not, the spell is variable and can be cast at any level of power up to the maximum, with MP cost and effect corresponding. Example: Bob knows the Heal 4 spell. He may cast it at 1, 2, 3, or 4 points, healing 1 point of damage per point and spending 1MP per point. Spirit magic spells with a non-permanent effect last 5 minutes.

Magic points are used for overcoming and resisting enemies with magic. When you cast a spell on an enemy or must resist a spell cast on you, consult the GM to determine the result.

Rune Magic is acquired by sacrificing permanent points of your Power *characteristic* (expensive!). It is gained from the gods. It can be cast quickly, is very powerful, and (mostly) doesn't require magic points, but it is one-use only for Initiates. Rune Lords and Priests must pray for a full day in their temple for each point of Rune Magic they wish to renew. Temporal (non-permanent) Rune spells last 15 minutes.

Sorcery and other strange magics exist in the world, but they are very disreputable in this area.

The Sage

Character:_____ Player:_____

Characteristics: Strength: 11 Constitution: 12 Size: 13 Intelligence: 18
Power: 15 Dexterity: 11 Appearance: 13

Personal Magic Points: 18

Hit Points: 13

Skills: Climb 30, Craft Leather 25, Craft Parchment 99, Devise 55, Dodge 70, Evaluate 99, First Aid 45, Hide 35, Jump 40, Listen 65, Scan 65, Search 70, Sneak 35, Speak (Any) language 90, World Lore 95, All Other Lores 90

Spells: Spirit Magic: Spirit Magic: Bludgeon 2, Countermagic 4, Demoralize (2), Detect Enemy (1), Detect Gems (1), Detect Parchment (1), Dispel Magic 4, Disrupt (1), Extinguish 2

Rune Magic (reusable): Analyze Magic (x2), Armoring Enchantment (x2), Binding Enchantment (x1), Create Market (x1), Divination (x4), Knowledge (x1), Mindread (x1), Truespeak (x1), Warding (x2)

Weapons:

Iron-shod staff: Attack 55, Parry 65, Damage 1D8, Armor Points 12, SR 7

Armor: Enchanted robe with hood — 6 points.

Possessions: dagger, 2 watertight boxes for books and scrolls, 3 books of poetry and natural history, amulet containing bound Knowledge spirit (Intelligence 16), iron pen containing allied spirit, burning glass to start fires, ink, 1 Heal 6 potion, 1 scroll of Strength lore (+2, takes 2 weeks to read), magic point matrix in silver ring (can contain 16 magic points), 12 gold wheels, 23 silver coins, 5 coppers, horse, backpack, food.

Description: You are one of the Grey Sages of Lhankhor Mhy, god of Knowledge. Your learning is great, and your hunger for knowledge is greater. In your magical armory is a vast repertory of information-gathering spells, as well as other useful magics. You enchanted your robe yourself, making it as strong as scale mail. Knowledge should never be treated casually, and your temple (and you) always need money—your services are available for a price. Of course, you have to provide help to your travelling companions. They've helped you to recover some highly useful scrolls and books. Still, you prefer not to use your mighty Rune magics carelessly.

Captured in your Knowledge amulet is *Dustfinger*, a Knowledge spirit (INT 16) who holds spirit spells that you can use: Farsee 1, Fireblade (4), Glamour 3, Glue 3, Heal 4, and Light (1). It is otherwise mindless.

In your iron pen is your allied spirit *Grey Scribe* (Power 14, INT 18), who knows the spirit spells Mindspeech 5, Mobility 4, Protection 4, Slow 2, and Spirit Screen 4. It can cast any of your spells, and you can cast any of his. If you are injured, he will heal you and try to protect you. You can draw on its magic points to cast your spells, and it can draw on yours. It can see through your eyes if they are open; even if they aren't, it can sense your well-being and cast spells on you if needed.