

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.

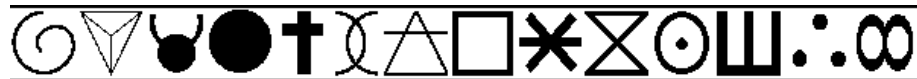
Among the gods of Glorantha are: *Orlanth*, self-titled King of the Gods; *Humakt*, warrior god of Honor and Death; *Chalana Arroy*, the Healer whose followers are sworn to non-violence; *Issaries*, god of traders; *Aldrya*, goddess of plants and elves; *Eurmal* the Trickster; *Yelmali*, son of the Sun, 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 Thane

A sharp sword, a skilled diplomat, a natural-born leader, and a hell of a dancer. Every maiden's hero, and every man's best friend.



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 Thane

Character: _____ Player: _____

Characteristics: Strength: 16 Constitution: 16 Size: 16 Intelligence: 14
Power: 16 Dexterity: 16 Appearance: 17

Personal Magic Points: 16, Hit Points: 16

Skills: Climb 65, Craft Bronze 35, Dance 80, Dodge 70, Fast Talk 65, First Aid 40, Hide 45, Human Lore 80, Jump 70, Listen 70, Orate 99, Ride 99, Scan 80, Search 40, Sing 80, Sneak 45, Speak Own 90, World Lore 50

Spells: Spirit Magic: Bladesharp 4, Demoralize (2), Detect Enemies (1), Disrupt (1), Heal 2, Strength 4

Rune Magic (reusable): Bless Thunderstone (x1), Cloud Call (x2), Cloud Clear (x1), Mindlink (x1), Shield (x2), Thunderbolt (x2)

Weapons:

Iron broadsword: Attack 90, Parry 90, Dam. 1D8+1+1D6, AP 15, SR 5

Iron-bound target shield: Parry 90, Armor Points 18

Longbow: Attack 90, Damage 1D8+1, Range 90/275 meters

Armor: Chainmail + leather (8 points)

Possessions: dagger, 2 wineskins, gold ring, fine clothes, magic dog-calling whistle, magic copper arm-ring, 29 gold wheels, 30 silver coins, 21 coppers, fine horse, backpack, food.

Description: You are a Storm Voice, a priest of the King of the Gods: Orlanth. Your father is a chieftan in your tribe. You have chosen to follow the path of Orlanth Adventurous, walking the world, fighting Chaos, and righting wrongs. In this noble quest your companions have been a great boon to you.

You understand people; it's easy to get them to like you. You can sing and dance beautifully, and have won the heart of many a fair maiden—but you have always treated them well. You enjoy life. Yet when trouble looms, you are glad to face the prospect of Orlanth's grim cousin, Humakt (who is Death), in order to protect the people and serve Justice.

Orlanth has given you a boon, the shadowcat *Night Breeze*: Size 5, INT 13, Power 16. He is your allied spirit, and your true friend. You can see through his eyes at need by simply concentrating. He knows many spells, and the two of you share a permanent Mindlink: you can use his spell knowledge and magic points, and he can use yours. He knows the spirit spells of Mindspeech 2, Mobility 6, and Multimissile 5. If you are injured, he will heal you and try to protect you. His Dodge skill is 90, his two claw attacks are at strike ranks 3 and 9; his attack skill is 80, and he does 1d6+1d4 damage. His Hide and Sneak skills are both 99.

You have a gift from your father: a copper arm-ring which stops bleeding. You can still be hurt, but you will not bleed to death.