

RuneQuest

Arms & Equipment





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INTRODUCTION

The multitudes of career paths and adventurous lives the people of *RuneQuest* can lead require a vast array of tools, equipment, weapons and other gear. These items are not always easily available, nor are they simple to explain to those unschooled in their use. A rapier duellist will have a difficult time explaining the nature of axe-combat, while an axe-wielding barbarian is unlikely to know even what the word ‘riposte’ means. A butcher can walk someone through stuffing sausage casings, but will be useless if asked about setting grommets in a leather skirt.

Thus, the *RuneQuest Arms & Equipment Guide* is born. We have collected well over a hundred pieces of equipment from the array of weapons used to dispatch foes to the breed of pack animal used to carry them. This is where adventurers looking for that ‘special something’ will hopefully be able to find it. If they have a rare and unique career that requires some rather unique tools of the trade, they might just be able to find it within these pages.

How to Use This Book

We hope that this guide will become the one-stop shopping catalogue. It is a book filled with ideas and their corresponding game rules. As with any other sourcebook, we know that Games Masters will sift through these pages and find that neat new item or weapon that their game just cannot do without.

The Questing Gear & Basics chapter is a look at the everyday items that a common person or adventurer might require on any given day to perform their duties. Career kits (blacksmith’s kit, tailor’s kit and so on) are included in this section, as well as camping and travelling gear. It is a large collection of the ‘normal’ equipment needed to get by in the wilds and cities of *RuneQuest*. Also included is a large collection of clothing and accessories.

Both the Weaponry and Armour chapters are rather self-explanatory. They offer a host of different weapons, armour and unsurprisingly – shields, for *RuneQuest* players. Some of these martial items are very simple and their proper uses are difficult to confuse, but there are a few examples here and there that require further explanation (crab claw gauntlets, for instance). There are several different genres and styles represented, from true medieval to oriental and mythic, amongst these items – it is up to the Games Master to decide what does and does not suit his own game and setting.

The items found in Transport & Buildings are mainly larger items like chariots, wagons, collapsible habitats and so forth. Many of them are useful to only a select few, but might be worthless to others. Some of the items are quite large and not easily considered personal equipment in any way, and therefore tend to be assets to be left at ‘home’ – meaning that a nomadic adventurer is unlikely to consider them assets at all.

In Beasts & Cohorts there are details of living creatures to be bought or hired to help in some way. Steeds, work animals, labourers and guards are just some of the ‘items’ to be found in this chapter. The chapter also includes how managing these living assets can be accomplished, especially when dealing with sentient hirelings.

The final chapter, The Rare & Wondrous, covers a variety of mystical or scientific items that most *RuneQuest* settings would view as something quite special. It includes true magical items like wands or runes, as well as anything using black powder or mechanical enhancement.

Overall this book should serve as a guideline and shopping list for *RuneQuest* players and Games Masters. It is entirely up to each individual to decide what and how much of this guide is usable.

Buying & Selling



Getting the Most for your Silvers

There are a massive variety of items to be found in this book, some common and some extremely rare. So, while we have placed all of these fantastic items together into one collection, it is the Player Characters' duty to try and acquire them in the games in which they exist.

Adventurers rarely have a limitless supply of money to throw away, so the amount they spend on new tools and fancy weaponry is often curbed by each character's idea of value. For frugal spenders, it is far better to get a good deal on an average item than it is to spend

too much on a perfect one. We understand a player's wish to pinch silvers whenever possible – a player never knows when he might need to bribe a guard, buy healing or learn from an expensive trainer.

Always Buy Direct

Basically, one of the easiest ways to get a decent price on anything is to go directly to the artisan who crafts it. Every time an item changes hands (artisan to owner, owner to courier, courier to shopkeeper and so on), the price of the item is likely to increase by 10-15%.

The Artisans table is a list of likely artisans and their products in a common *RuneQuest* setting:

Artisans

Title of Artisan	Type of Items
Armourer	Metal armour, horse barding
Baker	Grain goods, pastries
Basket Weaver	Wicker goods
Blacksmith	Horseshoes, nails, other hard-ore items
Bowyer	Bows, crossbows, bowstrings
Brewer	Ale, beers, some spirits
Butcher	Meat, animal products
Candle Maker	Wax, ritual candles
Carpenter	Wooden items, furniture
Cartographer	Maps, books of area lore
Cobbler	Shoes, boots
Cooper	Barrels, casks, buckets
Fletcher	Arrows, quarrels
Jeweller	Fanciful items, jewellery
Joiner	Homes, flooring, wooden construction
Leatherworker	Leather armour, other leather items
Mason	Brickwork, stonework
Painter	Art, ink, dyes
Potter	Pots, vases, jugs, other clay work
Scribe	Ink, quills, written literature
Sculptor	Art, other marble or clay work
Smith	Metal or alloy work
Tailor	Clothing, other textile items
Tanner	Furs, leather
Weaponsmith	Weaponry, weapon maintenance items
Weaver	Rugs, tapestries, woollen items

Haggling

The fastest way to drive up the price from any specific vendor is to get aggressive with him. Anyone who accepts coin for goods or services expects a bit of haggling over the final price – but raised voices and threats do nothing but hurt any chances at further fair business. In fact, such behaviour could hurt the character even more in the grand scheme of things.

Even if a character believes he can beat a good price out of a merchant or artisan, it will likely be the last time that merchant will ever do business with the character again. If a merchant feels as if he bent on a price because he had to save his own skin, he will always remember the bully and avoid him at every possible opportunity. Most will even go so far as spreading word to other merchants and artisans in the local area about the improper behaviour, and from then on the character will be unlikely to ever get a fair price in that market, or even town, ever again.

A good tip to keep in mind is that haggling is an actual art form for most merchants and shopkeepers. They have been doing their job for so long that the best thrill in a merchant's career is bargaining with his customers. A character who uses this to his advantage can expect to get more reasonable prices, and is more likely to earn the respect of the merchant and his peers.

In game terms, a good haggle can be summed up by an opposed Influence skill test that should check the results against the following table (unless the Games Master wants to simply handle this through roleplaying):

Haggle

Vendor's Roll (Influence Skill)			
Buyer's Roll (Influence Skill)	Failure	Success	Critical Result
Failure	Price remains the same	Price adjusted +5%	Price adjusted +10%
Success	Price adjusted -5%	Price remains the same	Price adjusted +5%
Critical Result	Price adjusted -10%	Price adjusted -5%	Price remains the same

QUESTING GEAR & BASICS

This chapter covers a vast array of items that could be considered the core equipment for many walks of life, but is primarily focused on the life of a questing adventurer. The items themselves might be mundane and simple, but when used in specific ways they become masterful tools.

Also included in this chapter are extended descriptions and uses for the General Equipment found in *RuneQuest*, placed and elaborated on here to make this book a ‘one-stop’ collection of *RuneQuest* items currently published.

Animal Call/Whistle: This is a small wooden, bone or even metallic whistle or instrument used to make attractive sounds in the particular style of animal. Commonly used by hunters to attract prey, or by scouts to communicate signals to one another in non-verbal ways, animal calls are seldom larger than a hand’s span in size. Any character using an animal call to hunt can add +10% to his Survival skill for hunting purposes.

Animal Snare/Trap: Using a coiled spring or a weight and pulley, the animal snare/trap is designed to snatch small game animals like hares or pheasant with remarkable force – possibly killing the animal with the rapidly yanking noose. Placing the trap requires a successful Survival skill test, which will be the opposed number for the Perception tests of the animal (or anything SIZ 3 or less) that might trigger it. If failed, the snap will spring with an attack skill of 75%, which the animal must Dodge or be held fast. The hit location snared will suffer 1D4 damage immediately, and then be held two metres above the ground until released somehow.

Backpack: This standard piece of adventuring equipment, held to the back with two shoulder straps, can hold 20 ENC of equipment. There is a more expensive version that has a reinforced frame, allowing for an additional 5 ENC of equipment to be strapped to the sides of the backpack as well, costing an additional 2 SP.

Bedroll: This includes a blanket and cushioned pad, usually carried tightly rolled and tied with a metre of leather cord. Without a bedroll, sleeping on the open ground does not count as complete rest for the purposes of healing or recovering from Fatigue. With 1D6 minutes to unroll and lash properly, a bedroll can also be used as a stretcher in an emergency. More expensive bedrolls made of silks and furs are available for a premium but offer no special bonuses other than overall comfort and luxury.

Blade Sharpener: This V-shaped wooden handle is inset with abrasive stones angled specifically to give a blade an extremely sharp edge with practically no training on how to use it, but repeated uses can make the temper on the blade brittle and easily blunted. Using the blade sharpener on any sort of non-iron bladed weapon (it has no effect on iron weaponry) for one hour restores 1 hit point to the weapon.

Block & Tackle: This is a mechanism of pulleys and counterweights useful for constructing traps, hauling up heavy items and so forth. It adds a +10% bonus to Mechanisms tests to make or disarm large traps and is required for some Engineering tests. If used in conjunction with a looped bottom for a climber’s foot, Athletics tests for climbing are also at +10%. A Block & Tackle requires at least 10 metres of rope to function and 10 minutes to set up and take down properly.

Candle, X Hour: From the small, stubby candle that will burn for one hour to the metre long illumination votive used in cathedrals and temples, candles are a useful source of light that can be used nearly anywhere. Originally used by miners to mark the passage of time while underground, many adventurers have adopted them for the same purpose. They are inexpensive and useful, as a candle illuminates a one metre radius when lit. Any wind stronger than a slight breeze will undoubtedly extinguish any candle.

Questing Gear & Basic Items

Item	ENC	Cost	Item	ENC	Cost
Animal call/whistle	—	1 SP	Magnifying Lens	—	10 SP
Animal snare/trap	2	7 SP	Milling Stone	2	8 SP
Backpack	1	5/7 SP	Mining pick	1	35 SP
Bedroll	1	1 SP	Musical instrument	2	70 SP
Blade sharpener	2	10 SP	Net, fishing	4	10 SP
Block & tackle	1	15 SP	Noble seal	—	100 SP
Bottle, glass	—	2 SP	Oar, collapsible	2	5 SP
Candle, 1 hour	—	1 CP	Oil, flask	1	1 SP
Candle, 2 hour	—	3 CP	Oil, Jellied	2	10 SP
Candle, 6 hour	1	1 SP	Oil, weapon	1	2 SP
Candle, religious	—	10 SP	Papyrus, sheet	—	5 CP
Chain, 2m	2	40 SP	Pole, 3m	1	1 SP
Climbing kit	1	25 SP	Pottery wheel	25	25 SP
Codex	1	60 SP	Quenching blanket	5	6 SP
Craft tools	2	75 SP	Quick sheath	1	20 SP
Crowbar	1	25 SP	Quick sheath, wrist	—	15 SP
Crutches	2	8 SP	Quiver	—	2 SP
Doorjamb	2	5 SP	Razor, folding	—	3 SP
Dye, coloured	1	13 SP	Retracing tool	—	2 SP
Elfen bowstring	—	150 SP	Ring, bladed	—	15 SP
Everyday tonic	1	10 SP	Rope, 10m	2	10 SP
First aid kit	—	25 SP	Rope, silken	1	75 SP
Fish hook	—	2 LB	Sack, large	1	5 CP
Fishing kit	1	15 SP	Sack, secure	—	1 SP
Flint & tinder	—	5 CP	Sack, small	—	2 CP
Footpads	1	12 SP	Saw, hand	1	1 SP
Glass, reflecting	1	20 SP	Scythe	2	30 SP
Grappling hook	—	5 SP	Slingbag	1	5 CP
Grappling hook, assassin's	—	20 SP	Spade	1	25 SP
Hammer	1	1 SP	Tent, 4 person	2	10 SP
Hand-striker	—	3 SP	Tent, 8 person	5	50 SP
Handpouch	—	5 SP	Torch, 1 hour	—	4 CP
Healer's kit	1	150 SP	Torch, 6 hour	1	8 CP
Hourglass	1	20 SP	Torch, waterproof	—	2 SP
Howler	—	6 SP	Underwater goggles	—	15 SP
Ladder, 3m	4	2 SP	Waterskin	1	5 CP
Ladder, grappling	3	8 SP	Wax, block	1	2 CP
Lantern, basic	1	10 SP	Weatherproofing kit	1	10 SP
Lantern, cowled	1	12 SP	Writing kit	1	45 SP
Lantern, hanging	1	14 SP	Yarn, 50m	1	7 CP
Lock picks	—	75 SP			

Candle, Religious: A powerfully scented incense candle used in rituals and religious services all over civilisation, the powerful calming odour of the white smoke it gives off is said to help religious types find their centres and commune with their spiritual sides. Anyone of a specific religion who sits within one metre of a burning religious candle bought specifically for their faith regains one Magic Point every hour. The religious candle burns for six hours effectively, but due to the concentration of the scented oils in its creation, only 1D6 of them will possibly benefit the nearby faithful.

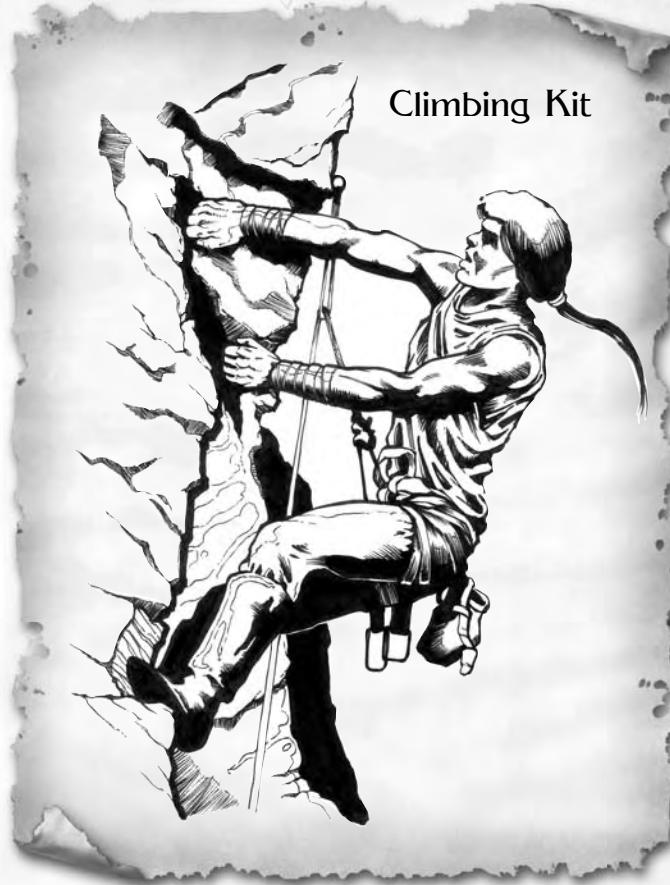
Chain: This is stout metal chain made of finger-wide links that can be used for countless different activities. It has an 4 AP and 8 HP per link, applying a -30% penalty to any Athletics tests to use brute force to break. If used as a weapon, it inflicts 1D6 damage.

Climbing Kit: This sack of tools consists of a leather harness, several short lengths of rope, pitons and a variety of other specific utensils. The climbing kit provides a bonus of +20% to any Athletics skill tests made to climb, but requires 2D6 minutes to don properly.

Codex: This is a bound volume of 100 papyrus or parchment sheets. The price is for a blank codex; codices containing sage lore or runic spells are considerably pricier. Any sort of codex that contains enough information to be considered 'Research' for a skill's Improvement Roll will easily cost five times the listed amount.

Craft Tools: This is a catch-all category for small satchels or cases containing portable tools appropriate to a particular Craft skill. These tools are often the bare minimum required to practise a craft without a skill penalty. A set of craft tools is useful for only one craft, which is specified upon purchase. A character must buy more sets of tools for any additional crafts he may wish to perform.

Crowbar: This forged piece of angled metal adds +10% to brute force Athletics tests to lever open doors, casket lids and the like. Objects not meant to be forcibly opened in this manner will suffer 1D6 damage.



Climbing Kit

Also usable as a weapon, a crowbar is considered a club (wielded with a -10% penalty) with the ability to impale upon a critical hit.

Crutches: Basically wooden poles with padded cups to go under the arms, crutches are designed to allow those with hurt or missing legs to keep a semblance of mobility. Using crutches requires a single Athletics skill test (+25%), but allows a character to move at up to half his normal rate with any amount of injury to one of his legs.

Doorjamb: This wedge of serrated metal is roughly the length of a man's hand, with very rough rasps up and down two of its sides. It is used under a wooden door to keep it from opening. It takes two Combat Actions to place and hammer a doorjamb into place, but when it has bitten into the door and gripped the floor, it makes the door immobile without an Athletics roll pull the door open (with a -10% penalty).

Dye, Coloured: Used for colouring clothing, hair or even skin, dye comes in a thick paste that must be spooned into a water-vinegar mix to dilute properly. Any object allowed to dry for twelve hours or so after soaking will take on the colour of the dye. If used on skin or hair, dye takes 1D6 weeks to lighten and eventually fade. Although dyes are available in an array of colours, the most common varieties are indigo blue, grape red and ivory yellow.

Elfen Bowstring: Made from the woven silk of treetop moths mixed with the sap resins of a dozen different trees found in many elfen forests, these especially strong bowstrings are uncommonly quiet when released and remain slightly tacky to better hold an arrow in place while firing. Elfen bowstring has a 75% chance of ignoring any form of physical damage from mundane sources, and adds +10 metres to the range of any Bow attacks.

Everyday Tonic: This mixture of vitamins, minerals and other substances tastes foul but is said to add years to one's life and keep the body fit and vigorous through the wonders of its unique blend of health-inducing sources. So long as the character wakes up to a spoonful of Everyday Tonic he actually only needs six hours of rest to be considered to have had a full night's sleep. Also, he can add +10% to his Resilience skill to avoid catching any sort of mundane illnesses. These effects are only good for twenty-four hours. Each bottle contains roughly thirty spoonfuls of tonic.

First Aid Kit: Some first aid kits are made up primarily of bandages, tourniquets and herbal compresses. Others contain jars of leeches and maggots. Many contain salt sticks and fish oils for cleaning and sanitising. Whatever the composition, a first aid kit allows the owner to use the First Aid skill without penalty. A first aid kit is good for five uses (whether the skill test succeeds or fails) before it is used up. In some instances, first aid kits can be replenished after each use for 4 SP.

Fish Hook: This is a small metal hook, sometimes barbed, which is used to catch fish. This item allows a character to use his Survival skill to catch a fish without suffering a penalty on the test. It does require some form of string, twine or rope to function.

Fishing Kit: A boxed container consisting of twelve hooks, 10 metres of thin but strong line, a segmented rod and six corks, the fishing kit grants a character a +20% bonus to his Survival test to catch fish. The fishing kit is equipped to catch smaller fish of SIZ 2 or less, but for every extra 10 SP spent adds 1 ENC to the kit but doubles the SIZ of fish that it can effectively handle.

Flint & Tinder: The fastest and easiest way to start a fire without a hand-striker, a character with flint and tinder can build a fire in one minute under common conditions without having to roll his Survival skill. Games Masters may wish to impose penalties if the character is attempting to start a fire in a high wind, driving rain or without the best fire-making kindling/wood.

Footpads: Small sheets of layered fur and silk lashed under the user's existing shoes or boots, footpads reduce the noise footfalls make by a remarkable margin. Although the items are heavier than they look, reducing the wearer's movement by 1 metre per movement, they are exceptionally quiet and add +10% to Stealth for silent movement purposes.

Glass, Reflecting: A small mirrored piece of glass roughly the size of a man's fist attached to a small handle, the reflecting glass can be used as a normal mirror in all ways but is designed to reflect around corners or over ledges. Using the glass requires a Perception skill test at -5%, but allows the character to see in places he otherwise would not without risking his own head by looking.

Grappling Hook: When tied to a rope, this angled piece of wrought metal can be lofted onto a battlement or similar ledge with a Throwing test. It will support the weight of 50 ENC or 50 SIZ, or any combination thereof at any given time, and requires an Athletics test for brute force (with a penalty equal to the ENC or SIZ on the rope at the time) to dislodge while in use. If used as a weapon, the grappling hook should be considered a club (with a -15% penalty).

Grappling Hook, Assassin's: Designed for quiet use by a single person, this small angled piece of strong metal can be lofted onto a battlement or similar ledge with either a Throwing or Ranged Combat Weapon

(if fired from a bow or crossbow) test. It will support the weight of 20 ENC or 20 SIZ, or any combination thereof at any given time, and requires an Athletics test for brute force (with a penalty equal to the ENC or SIZ on the rope at the time) to dislodge while in use.

Hammer: Useful in a variety of capacities, a hammer is a tool no adventurer should be without. If used as a weapon, it is treated as a club (wielded with a -10% penalty). Hammers may be used on inanimate objects without suffering damage in return, as they are designed to be used this way. Some hammers also have a sharp or wedge-like end to their heads, allowing them to be used as wedges or picks as well, but cost an additional 1 SP.

Hand-striker: A curled handle of metal with a tiny inset piece of flint attached by a spring, the hand-striker is a fancy version of the flint & tinder (see above) wrapped up into a one-handed mechanism. It takes only 1D3 Combat Actions to make a sufficient spark with a hand-striker, but the pieces of flint must be replaced periodically or they become too ground and flat to spark. Replacement flints are 4 CP each.

Handpouch: The best friend of pickpockets and shoplifters, a handpouch is a deep leather sleeve lashed to the underside of a thief's wrist with an opening at the heel of the hand. With practice a thief can become very adept at tucking small items into the opening and then moving the arm to deposit the item deep within the sleeve. Although this item does grant a +10% to all Sleight skill rolls dealing with that hand and small enough items (coins, gems and so on), it does not silence them – so coin-nabbing thieves should be aware they will jingle if the handpouch gets too full.

Healer's Kit: A leather satchel stocked with bandages, mortar and pestle, poultices, barber's tools, basic surgical equipment and everything else a healer might need to practise his trade on the road, a healer's kit is necessary for a character to use the Healing skill. Unlike first aid kits, which have a set number of uses,



Howler

a healer's kit is more or less inexhaustible unless a Games Master believes it is time to replace it.

Hourglass: This specially blown tube of curved glass set into a wooden or brass frame is filled with fine sand that takes exactly an hour's time to pass through. Fragile and easily disturbed, the hourglass is an important piece of equipment for alchemists and mages, who need to keep track of reaction and application times for future notation and possible adjustments.

Howler: A specially carved sphere of bone or wood tied to a length of rope or light chain, the howler makes a terribly loud and haunting wail like that of a great beast when twirled rapidly around the head. Used as a long-distance signal to groups of allied

soldiers or scouts, the sound can be heard for five kilometres on a clear day. Also, the howling sound a howler emits will often keep most small predators and primitive humanoids from approaching the area without sufficient Persistence tests. Larger and more territorial predators, however, might believe a rival has challenged them and come to investigate.

Ladder, 3 metre: A lashed or bolted wooden ladder used to climb flat surfaces can be used to ignore any penalties to Athletics climbing tests due to the nature of the surface. It can hold up to 60 ENC at any given time.

Ladder, Grappling: This is a five metre rope ladder tipped with a pair of small bronze grappling hooks. A small tension wire allows for the hooks to be thrown as if they were grappling hooks (see above) using the Throwing skill. The rope ladder can hold up to 25 ENC of weight before slipping its grip or rungs.

Lantern, Basic: Most lanterns are made of brass or bone and use a leather or metal flap to shield the oiled or waxen mantle inside. A basic lantern provides clear illumination for a three metre radius. It will burn for two hours on a flask of oil.

Lantern, Cowled: A cowled lantern is a smaller lantern that is always made from bronze and brass with a stiff leather hood that pulls back from its one main opening. Inside the cowled lantern is a ring of polished mirrors that reflect the light of the burning oil into a focused beam that comes out of the opening when the hood is pulled back. The beam of light from a cowled lantern extends 10 metres, but is only 1 metre wide. It will burn for one hour on a flask of oil.

Lantern, Hanging: An extremely delicate and decorative lantern made of coloured paper and thin wood, a hanging lantern is used to cast a dim but pleasing glow to a large area. The coloured light from a hanging lantern provides hazy illumination up to a four metre radius. It will burn for three hours on a flask of oil.

Lock Picks: An item no self-respecting thief would ever be without, a set of lock picks allows a character to use his Mechanical skill to pick a lock. The Games Master may assign penalties or bonuses to this test based upon the specific circumstances.

Magnifying Lens: Whether mounted on a handle or in a pair of wire frames to be worn as spectacles, this specifically shaped piece of ground glass is used to magnify writing, symbols or other tiny clues. While looking through the lens at anything within a distance of one metre, the character gets a +25% bonus to Perception. However, he suffers a -15% penalty to Perception tests concerning everywhere else. Also, a magnifying lens held still and fed sufficient light from the sun or other remarkable source can create a heat source that will ignite flammable objects.

Milling Stones: This is a handheld pair of grinding stones that can be loaded with spices, grains and minerals to be turned to powder. Milling stones are helpful for alchemists, healers, shamans and magicians to have a source for their various and sundry ingredients while on the road. The grinding process takes less than a few minutes for most substances, but could take hours for gemstones or other extremely dense materials.

Mining Pick: A cross between a spade and a mattock, a mining pick allows its user to chip his way through rock (albeit quite slowly). 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.

Net, Fishing: This a two metre by two metre weighted net of woven fibres designed to be dropped into standing or running water to catch fish, crustaceans and the like, for food. It takes 3D10 minutes to use the net properly, but adds a +25% bonus to the character's Survival skill for the purposes of catching food in this way.

Noble Seal: Often built into a fine piece of jewellery, an expensive handle or chain necklace, every noble line has some form of crest that can be carved in reverse into a signet seal. These seals can be used to press waxen drops to close letters, scrolls or other similar objects. Recognising a specific noble family or bloodline by its seal requires a Lore (World) skill test (modified as the Games Master sees fit). Also, anything that has been sealed in this way can only be opened by breaking the seal unless arcane methods are used.

Oar, Collapsible: A hinged piece of metal with a wide wooden end that snaps open to a half-metre length,

the collapsible oar gives a +5% to Boating due to its lightweight and expertly crafted design. When used in combat, the collapsible oar acts as a club (with a -10% penalty).

Oil, Flask: A single flask of oil is enough to fuel a basic lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute. Oil is packaged in a small pottery or glass bottles, but can also occasionally be found in waxed leather skins. A skin cannot be ‘broken’ as mentioned above – either on purpose or accidentally.

Oil, Jellied: Mixing sawdust, chalk or hoof shavings into common lamp oil slowly over a period of time can eventually create a combustible jelly that is very useful for smearing on torches and other objects that are to be set alight at a later time. A single spark will light jellied oil on fire, and it will then burn as if it were a common flask of oil. After it has been smeared onto something, jellied oil stays combustible for up to a week before it begins to lose its potency.

Oil, Weapon: Used to keep rust and tarnish off the precious edges of bladed weapons, weapon oil is extremely thin and is made primarily from the rendered fat and oils from fish or whales. It is relatively odourless and carries with it only a very slight yellowish tint. It is only slightly more flammable than cooking oils, and a single bottle of it can upkeep dozens of weapons for weeks at a time. Any blade treated with weapon oil after it has been used in combat will not suffer from mundane rust or tarnish for a week or so.

Papyrus Sheet: A papyrus sheet is a sheet of thin, brittle paper useful for taking notes, drawing maps or even making a rubbing of a raised surface. It is painstakingly made from papyrus reeds and is considered a luxury item by most common people. A sheet of papyrus is square, half a metre by half a metre. Once written on, a papyrus sheet can be ‘waxed’ to make the ink water resistant and smear-proof, though this also makes the sheet more flammable should it ever be exposed to an open flame.

Pole, 3 Metre: This item serves many useful purposes, from testing the stability of the ground ahead, knocking unreachable objects down to awaiting hands, to functioning as a crude yoke over an adventurer’s

shoulders. The pole is not built for combat, but could be used as an unwieldy staff (with a -10% penalty) if necessary.

Pottery Wheel: A large wooden device with a swinging plank tethered to a spinning table surface, the pottery wheel not only allows for faster uses of the Craft (Pottery) skill, but grants a +10% bonus as well. A pottery wheel is unlikely to be very mobile, and is often placed in a potter’s workshop or artisan’s room.

Quenching Blanket: This is a thick, twin-layered woollen blanket interwoven with pockets of bone-chips and other fire resistant materials, sewn in with weighted edges. It can be tossed with a Throwing action onto any non-magical fire up to two metres in diameter, which it will smother in 2D3 combat rounds. If the blanket has not put the fire out in that time, it is more likely that the blanket has caught fire.

Quick Sheath: This is a common sword or other straight-bladed weapon’s sheath with an additional clasp and brass mechanism at the top. Using spring tension, the quick sheath partially ejects a weapon for faster drawing. Held in place by a small metal clasp that can be thumbed open, the character that uses a quick sheath adds +1 to his Strike Rank at the beginning of any combat in which his weapon is already sheathed. Because of the spring and clasp, it takes two Combat Actions to replace a weapon in the quick sheath.

Quick Sheath, Wrist: Basically a smaller version of the normal quick sheath, but strapped to the forearm of the user, the wrist quick sheath can only hold straight-bladed items of less than one ENC. In addition to the bonuses of a normal quick sheath, this version allows the wearer to draw this weapon with the flick of his wrist – which is considered automatic, does not cost an action and does not provoke Combat Reactions. Also, it offers +10% to any Sleight skill tests to hide the sheath’s weapon.

Quiver: A very basic item used to carry ammunition for bows and crossbows, a quiver can generally hold up to 30 arrows or crossbow bolts. Quivers are commonly cylindrical in shape with some kind of shoulder or belt strap to hold them fast to the wearer. Some come with detachable lids or covers in order to keep fletching dry in bad weather, but these versions take an extra Combat Action to open if the wearer is caught unawares.

Retracing Tool



Razor, Folding: The mainstay of any barber's tools, the folding razor is the best implement to painstakingly remove three-day old stubble before a noble's ball or shear through a piece of cloth or rope in a hurry. Useful for a variety of reasons, the razor can also be used to inflict rather nasty wounds on bare flesh – inflicting 1D3 damage upon scoring a hit on an unarmoured hit location. Armour of any kind stops this damage completely and dulls the blade considerably. Apart from the damage, a folding razor has the same statistics as a dagger.

Retracing Tool: Designed by an ingenious miner who discovered how easy it is to get turned around in a tunnel network, the retracing tool is basically a very hard metal spike with an angular tip similar to a chisel and a leather-wrapped handle. By dragging

the edge of the tool back and forth across the wall of a cavern or similarly confusing enclosed structure, an easily recognised line can be made. A few more scratches and the line becomes an arrow. Following these arrows back the way they point from should get a character back to his original point of entry. A character who uses the retracing tool on every corner or turn, or every ten metres will gain a +25% bonus to any skills he uses to find his way out of the structure/network. Unfortunately, it also grants the same bonus to any Tracking skill tests used to follow the character's progress.

Ring, Bladed: This small, nondescript band of gold- or silver-coated bronze hides a cleverly disguised razor edge. The edge is too small to inflict serious damage on flesh, but sloppy use could open several small and painful cuts on the user's hand. The wearer of the bladed ring can add a +15% bonus to his Sleight skill for the purposes of escaping bonds that may possibly be cut through.

Rope, 10 Metres: Essential equipment for any adventurer worth his salt, standard hemp rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof. If knotted properly, hemp rope loses three metres of length but can add 10% to the user's Athletics skill test for the purposes of climbing.

Rope, Silken: Lighter, stronger and less abrasive to the skin, silken rope is superior to braided hemp in nearly every way. Like its more common cousin it comes in 10 metre lengths, but can support 60 ENC or 60 SIZ, or any combination thereof. Silken rope requires more knots to make it usable for climbing purposes, shortening it by four metres.

Sack, Large: This is a wide sack of leather or canvas with one or two openings that buckle or tie, able to hold 10 ENC of equipment. Large sacks are almost always sewn with shoulder straps or loops to be tied to a saddle.

Sack, Secure: A wide and flat version of the small sack that is made to strap to a person's stomach in the same fashion that a girdle would. It has the same capacity as a small sack, but requires much more work to get to, as it is worn under clothing. It grants a +10% bonus to Sleight skill tests in order to remain hidden while worn.

Sack, Small: A small sack is an over-the-shoulder bag made of leather or sometimes canvas, similar in design to a large sack. It can hold 5 ENC of equipment, and rarely has more than one opening, which may be buttoned.

Saw, Hand: This long piece of hammered metal has been sharpened to have a jagged and serrated edge perfect for ripping through wood, which is attached to a leather-wrapped handle. With enough strokes back and forth, the hand saw can cut through wood at a rate of 1D4 hit points per round – ignoring AP from the wooden object. If used as a makeshift weapon it can be used as a crude short sword (with a -15% penalty), but will likely never be usable as a saw again.

Scythe: Primarily a tool for harvesting grain, a scythe can be put to work as a weapon when necessary. If used as a weapon, it is considered a bill (wielded with a -10% penalty). The image of the scythe has been tied to various dark ideas such as death, the apocalypse and so forth. Wielding a scythe openly adds a +10% bonus to the user's Influence skill for the purposes of intimidation only.

Slingbag: Also called a ‘shoulder satchel,’ this is a simple leather carryall with a long strap to go over one shoulder. It can carry 15 ENC of equipment. It rarely has any type of buttoning flap, merely a leather cord to tie it closed if necessary.

Spade: This is a small shovel, sometimes with a detachable wooden handle. It can be used to dig large amounts of soil or sand in relatively short order, but is all but useless on stone or very dense earth. If used as a weapon, it is considered a club (wielded with a -10% penalty).

Tent, 4 Person: This folding canvas tent can be set up in just a few minutes, and will keep up to four human-sized people dry. It is not exceptionally comfortable,

which is why so many adventurers invest in good bedrolls and warm clothing for long journeys.

Tent, 8 Person: Held up by five poles that must be securely driven into the ground, this tent can be set up in just under an hour by two men. Once erected properly, up to eight human-sized individuals can sleep inside without fear for most normal weather conditions. Some eight person tents have waxed awnings to run off rain and snow, but most just use the inherent angle of the canvas flaps to ward off wet weather.

Torch, 1 Hour: A torch has one end wrapped in cloth and dipped in pitch, oil or other similar flammable substance. It can be lit with flint and tinder in one round, or in one Combat Action with a hand-striker, and will burn for one hour. A lit 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.

Torch, 6 Hour: This is a large metal-capped wooden pole that actually contains a supply of oil (two flasks) in its decanted end. Other than functioning as a staff instead of a club, and burning for six hours instead of one, this item is no different than the one-hour variety.

Torch, Waterproof: Using alchemical additives soaked into the torch, then sealed in with pitch and wax, the waterproof torch burns with a strange sparkling flame that is extremely hot and hard to look directly into. However, as the name implies, there is only a 15% chance that any source of water will be able to extinguish the chemical flame per round of exposure. The sparkling and sizzling flame lasts for 30 minutes, and subtracts 10% from the holder's Perception skill. Also, should the waterproof torch ever be used as a club, it inflicts 1D6 fire damage instead of the regular 1D4.

Underwater Goggles: A pair of leather-rimmed cups with polished glass lenses fitted to a leather strap, underwater goggles allow the wearer to see easily in the murky depths. This reduces any Perception penalties to the wearer by -10% while underwater.

Waterskin: A waterskin is basically a lined bladder or sewn leather pouch designed to contain liquids, with a wooden or bone spout at one end for pouring. A typical waterskin can hold enough water to sustain an adventurer for two days, but can also be used to hold wine, poison or other liquids equally well.

Wax, Block of: Used for a variety of reasons in several professions, beeswax is much like rope in that many adventurers find ways to put it to inventive use. Thieves will press keys into it in order to make effective forgeries, mages might need it to seal up potions or component bottles, and archers might want to wax the fletching on their arrows for faster flight.

Weatherproofing Kit: Containing oils, waxes, resins and buffering pads, this kit can be used to keep the rigours of common weather from harming any wooden or leather objects for weeks at a time. By applying the specific components to the goods in question, the items will not suffer damage from commonplace weather for seven days. Each kit can weatherproof 100 ENC worth of items before it is used up.

Writing Kit: The basic writing kit contains several vials of black ink, as well as brushes, quills and pens used for calligraphy and scribing. The largest part of the kit is a thin sheet of wood, the same dimensions as a piece of papyrus. For an additional cost writing kits can also contain coloured inks, but these are often saved for tattoo artistes or noble scribes.

Yarn, 50 meters: Spun from goat, lamb or yak's wool, yarn is the primary component in knitting and many of the tailoring trades. Although not as strong as twine or leather cord, yarn can be used in a pinch to tie objects or reinforce clothing tears, but is also known to be useful as a trail to follow in extremely dark settings such as caverns or labyrinths.

Riding & Animal Supplies

When dealing with animal companions, drawing mounts and steeds, there are several special items that must be taken into consideration. In order to train, ride or command animals properly, the following items may be necessities.

Riding & Animal Supplies

Item	ENC	Cost
Barding	Varies	See Description
Bit & Bridle	1	15 SP
Cage, 2m x 2m	10	100 SP
Crop	—	15 SP
Driver's whip	—	25 SP
Falconer's Kit	1	30 SP
Feed/mount rations (per day)	1	5 CP
Goad	1	25 SP
Leash & Muzzle	—	15 SP
Resting Hood	—	8 SP
Saddle, flight	3	100 SP
Saddle, pack	5	65 SP
Saddle, riding	3	60 SP
Saddle, war	4	90 SP
Saddlebag	2	20 SP
Shoes, horse	1	10 SP
Shoes, war	2	14 SP
Tarp, wintered	3	6 SP

The Riding & Animal Supplies table shows a number of items and supplies that characters could find very useful when dealing with animals (like those found in the Beasts & Cohorts chapter of this book), how much they weigh in ENC, and their general market cost.

Barding: This is a category of any type of armour that has been forged or made specifically for a mount of some kind. From plate leggings on a knightly stallion to the spiked leather found on a gladiator's tiger, barding can be created in all of the same ways as armour for a regular humanoid. In order to create barding, the buyer must multiply the cost of the armour segment by two for leg locations, three for the head section, and five for any sort of body coverings. Tails and wings are equivalent to leg sections and multiplied by two. If wings have barding they are useless for flying. The ENC of the barding will be roughly equal to 2.5 times the current ENC of an equivalent standard armour segment depending on the size of the animal, and will follow all of the same rules for the material it is made of (see the Armour chapter of this book for types of armour).

Bit & Bridle: This is a short piece of leather or metal that is placed in the mouth of a mount and attached

to a set of leather or chain reins to allow the rider or driver to steer the beast. Although it does not offer any sort of bonus to Riding or Driving tests, *not* having a bit and bridle on a mount when a character Critically Fumbles one of the above tests can be catastrophic (at the Games Master's discretion).

Cage, 2m x 2m: Useful for holding unruly animals that are either untrained or just too savage to be left to their own devices, cages can be of many sizes but the 2m x 2m seems to be the most useful for most great cats, dogs and other younger animals. With the proper locking mechanism and a good night time covering to help the animal stay calm, a cage could be a perfect home for a dangerous beast.

Crop: The crop is a piece of wood, bone or metal with a folded leather strap at the end. It is used to force a mount to push harder. Spurring movement with the stinging and noisy 'pop' of a crop on the hindquarters of a ridden mount can sometimes bring higher speeds. In game terms this allows a rider to make an additional Riding skill test to increase speed, though he can only do so three turns in a row before the mount becomes numb and no longer cares – or worse, gets angry at the sensation! Anyone struck repeatedly with a riding crop on bare flesh will eventually suffer a level of Fatigue (typically after four to five minutes of constant abuse).

Driver's Whip: A length of thin and flexible wood tipped with a long, thin piece of resin-coated cord or braided leather, a driver's whip is used to sting the flanks of drawing mounts from the driver's bench of a wagon, coach or cart. Similar to how a riding crop affects a ridden mount, the stinging 'crack' of a driver's whip on the hindquarters or backs of drawing mounts can bring higher speeds out of the entire team. In game terms this allows a driver to make an additional Driving skill test to increase speed, but he can only do so a number of turns in a row equal to the number of drawing mounts attached to the vehicle before the team no longer cares.

Falconer's Kit: This kit includes a thick leather glove or gauntlet with cord sewn to it in order to tether a falcon or hunting hawk when at rest. It also includes a leather or wooden hood that fits over the eyes and ears of the bird in an effort to keep the animal calm before

releasing it to perform its duties. Anyone attempting to perform Craft (Falconry) skill tests without a full falconer's kit suffers a -5% penalty to his skill test.

Feed/Mount Rations: Whether it is a supply of corn mash and oats for a stallion, sardines for a sea lion or osprey, or chunks of raw horsemeat for a griffon, this category covers the road rations needed to keep a mount healthy and strong. If they do not pack additional feed, characters will need to make additional Survival or Tracking rolls every week in order to keep their mounts from becoming sickly or unruly.

Goad: A thick-hafted piece of ivory, bone or wood tipped with a rounded hook and jabbing pinion, a goad is like a riding crop for thicker-skinned beasts. Reptiles, pachyderms, rhinos and the like will ignore the barely-felt slap of a crop, but will notice the irritating jab or tug of a goad. Users of a goad must be careful not to use it too often or too forcefully, as most of the thicker-skinned mounts can quite easily become dangerously hostile at a moment's notice. All of the normal rules for a crop apply to a goad, except that a goad can be wielded in combat in the same way as a gaff (see page 24), but with a -10% penalty to hit.

Leash & Muzzle: Some animals, like dogs and great cats, are not able to use a bit and bridle. These animals have tearing teeth that are not safe to have exposed and free to bite handlers or passers by. The leash and muzzle is a set of external leather straps that keeps the animal from using its bite attack effectively. Otherwise, the leash and muzzle acts exactly as a bit and bridle for these animals (see above for details).

Resting Hood: Most animals are instinctively calmer and more accepting of outside stimuli when they cannot see it clearly. Placing a dark leather hood over the eyes and ears of the animal does not necessarily make it easier to train, but does make it far less likely to get stressed or attack randomly. In game terms this is translated to the ability to re-roll one failed Lore (Animal) test per day (per animal) when trying to calm or move an animal wearing a resting hood. Critical Fumbles may not be re-rolled.

Saddle, Flight: A specialised saddle designed for beasts with wings like griffons, vultriffs and sky bulls, this is a must for aerial cavalry. The flight saddle has



Flight Saddle

additional thigh stirrups that keep a rider leaning forward and tethered to the animal as it wings its way through the air. This can be a slight problem at times though, as the straps are decidedly difficult to unlatch when in motion – requiring a Mechanisms roll at +10% to do so in combat.

Saddle, Pack: This is basically a riding saddle with two sets of attached saddlebags and an additional wooden cage for goods where a rider would normally sit. A normal set of saddlebags can hold up to 30 ENC of gear. The pack saddle increases this to an impressive 40 ENC – but leaves no room for a rider at all.

Saddle, Riding: This is most common form of leather saddle, and is the style that most riders prefer for long trips. Even though it does not offer any sort of bonus to Riding skill tests, riding a horse at anything faster than a brisk walk without one imposes a -10% penalty to Riding.

Saddle, War: The heaviest of saddles, a war saddle has a raised front horn that has been riveted to protect the rider, a padded back portion that rises up a full hand's span from a common saddle in order to support an armoured rider and several additional buckles to attach to bardings. It is not the most comfortable of rides, as it inflicts one level of Fatigue per full eight hours of use, but it does add +10% to any Riding skill tests made during combat, or to any test for the rider to stay in the saddle after a particularly forceful hit or attack.

Saddlebag: This is a category of canvas, leather or sloth bags that are designed to be draped over the shoulders or flanks of a mount in order for it to carry more equipment or goods for the owner. Each saddlebag can carry 15 ENC worth of weight, and are often sewn in pairs of two for evenness on the back of a mount.

Shoes, Horse: Common metal shoes nailed to the bottom of hooved animals, ‘horse’ shoes are designed to keep sharp stones and gravel from chipping or getting impacted in the comparatively soft hoof. Although not the most comfortable of augmentations to a mount, they are far better than ever having to deal with a split or cracked hoof. Hoofed mounts that do not have shoes will need to be rested more frequently in order to remove detritus, imposing a -10% penalty to travel times through any type of rocky or stony terrain.

Shoes, War: These are specially crafted combat shoes made for hooved mounts. Not only do they have all of the same benefits of common horse shoes, but are forged with raised studs on the underside and two prongs that curve upward to give the animal a much deadlier kick. Any hooved animal wearing war shoes inflicts an additional 1D4 damage with a kick or trample attack, but suffers a -20% penalty to travel times due to cumbersome footwear.

Tarp, Wintered: Mounts and animal companions are sometimes taken for granted, especially in the winter months. Many breeds can suffer negative effects from the cold, snow and ice just as the characters can. Thoughtful or prepared animal handlers can use these thick leather tarps to keep the cold weather from harming their animals. Any animal wearing a wintered tarp can add +10% to its Survival or Resilience skill tests to avoid the effects of natural cold, but suffer a -1m to every Movement action due to its bulk and restrictiveness.

Clothing

Wearing armour all the time is not only impractical, but uncomfortable and downright unhealthy. Sores and abrasions appear where armour rubs against the

flesh, leather bindings wear away after days upon days of use and muscles ache after long trips of the crushing weight upon them. For the times where an adventurer needs to blend in, stand out or just relax in something that is not his plate mail, there are dozens upon dozens of types of clothing that characters may choose from.

This section is a collection of outfits and special clothing that are available from place to place. Unlike common goods, many of these items are very self-explanatory. Those marked with an '*' on the main pricing table below are described in detail after the table.

Apron, Industrial: This is a heavy leather apron worn by smiths, glass blowers and other professionals who must withstand direct and oppressive heat. Its special

Clothing

Article of Clothing	Cost		
Apron, industrial*	4 SP	Gloves, common	5 CP
Baldric	2 SP	Gloves, fancy	2 SP
Bandolier*	8 CP	Gloves, industrial*	4 SP
Belt, leather	6 CP	Gloves, thieves'*	5 SP
Belt, fancy	2 SP	Hat, brimmed	8 CP
Belt buckle, thieves'*	10 SP	Hat, cowled*	1 SP
Boots, Common	6 SP	Hat, winter*	4 SP
Boots, high	8 SP	Loincloth	1 CP
Boots, riding	10 SP	Robe, woollen	2 SP
Boots, thieves'*	25 SP	Robe, religious*	25 SP
Breeches, common	1 SP	Sash, common	3 CP
Breeches, fancy	3 SP	Sash, fancy	2 SP
Bustle	2 SP	Shirt, common	2 CP
Catsuit, intruder's*	35 SP	Shirt, fancy	2 SP
Cape	3 SP	Shirt, noble	75 SP
Coat, common	2 SP	Shoes, common	2 SP
Coat, fancy	8 SP	Shoes, fancy	6 SP
Coat, winter*	10 SP	Shoes, sandals	1 SP
Cloak, common	2 SP	Shoes, tabi	10 SP
Cloak, winter*	12 SP	Skirt, leather	5 SP
Collar, ornamental*	5 SP	Tabard, common	7 CP
Corset*	4 SP	Tabard, heralded*	10 SP
Doublet, common	8 CP	Toga, common	5 CP
Doublet, fancy	2 SP	Toga, fancy	2 SP
Dress, common	2 SP	Toga, noble	100 SP
Dress, fancy	5 SP	Tunic, common	6 CP
Dress, noble	150 SP	Tunic, fancy	2 SP
		Vest, assassin's*	25 SP

design makes it heavy (2 ENC), but it can shield the wearer's chest, abdomen and upper legs from up to 10 points of heat-based damage per minute. It is awkward to move around in, and imposes a -10% Dodge penalty because of its stiffness.

Bandolier: A leather belt worn from one shoulder to the opposite hip, a bandolier allows an adventurer to keep several small items at hand by tucking them in the half dozen or so loops it is sewn with. Often used to carry tools or small weapons, the bandolier can also be adjusted to hold two larger-sized weapons (such as a sword or an axe) in the back as well as small items in the front.

Belt Buckle, Thieves': This is a large ornamental belt buckle that can be slid to one side with a successful Sleight skill test, revealing a small compartment large enough to carry a set of lock picks, a handful of coins or jewellery, or a few gemstones. It is commonly used by thieves as the -50% penalty to Perception it imposes on anyone searching the wearer makes it perfect for hiding small objects.

Boots, Thieves': Although they look like a common pair of comfortable boots, thieves' boots have a hollow heel and a number of hidden pockets along the underside of the cuff. With access to the secret compartments, the wearer (or anyone who can make a Perception test at -50%) can find/hide up to twenty coins, five gemstones and a small knife or similar object in each boot.

Catsuit, Intruder's: Made from suede, stitched with silk and dyed the darkest black with grey undertones, the intruder's catsuit is a hooded full body suit that must be fitted to the wearer by a tailor using the Craft (Tailor) skill at -10%. Once fitted the suit is lightweight and durable, but also padded and smoothed at all the right points in order to be remarkably silent. Anyone wearing a fitted catsuit is granted a +10% to his Stealth skill, +25% if used at night or in darkness.

Coat, Winter: This woolly coat lined with rabbit or beaver fur is thick and warm, repelling the stiff and bitter winds of the high mountains or cold winters.



Corset

Anyone wearing a winter coat can add +10% to his Survival or Resilience skill tests to avoid the effects of natural cold.

Cloak, Winter: A large fur and leather cloak with an extra flap to close around the body completely, a winter cloak is too heavy and thick to wear all the time but does a great deal to ward off the wind and snow in such conditions. Anyone wearing a winter cloak can add +10% to his Survival or Resilience skill tests to avoid the effects of natural cold. A winter cloak may also be used as a warm blanket/bedroll combination.

Collar, Ornamental: This item represents a wide variety of ornamental collars that can alter an observer's view of the wearer. From the leather and spikes of a

gladiator, to the high-velvet of a noble, to the pearls and beads of a harlot – there are several versions of collars. Each one offers a +5% bonus to the Influence skill when used in a way befitting the type of collar (Games Master's discretion).

Corset: Made from a variety of materials stretched over thin whale bones and laced impossibly tight to squeeze a female (and sometimes a male) into an extremely enticing shape, the corset is often worn under a dress or fanciful costume in order to give the person that extra edge in social circles. A lady wearing a corset can be considered to have a +5% to her Influence skill when dealing with targets that could be theoretically seduced by her attractive shape. However, any activity other than regular paced walking or slow dancing requires a Resilience test or a level of Fatigue is taken by the wearer as the corset robs much mobility and breathing room.

Gloves, Industrial: These are heavy leather gloves worn by blacksmiths, armourers and other professionals who must withstand direct and oppressive heat. Their special design makes them rather heavy for gloves (1 ENC), but do well to shield the wearer's hands and forearms from up to 10 points of heat-based damage per minute. They are rather stiff and unyielding, imposing a -10% penalty to any skills requiring manual dexterity – including combat.

Gloves, Thieves': These fingerless suede gloves are lightweight and lashed to the wearer's wrists tightly. With a flip of the thumb, a small flap on the palm of the glove can be opened briefly to slide something (like a coin or ring) into the glove before closing once more with a roll of the little finger. This offers the wearer a +5% bonus to Sleight, which can only be performed once per hand before the object must be removed.

Hat, Cowled: Used by assassins and bandits, but also by vigilantes and anonymous heroes, the cowled hat – or just cowl – is a rolled piece of suede cut with eyeholes and breathing vents attached to a wide-brimmed hat. With just a quick flip the suede rolls down from beneath the brim to become a mask that can be laced or buckled quickly in the back of the head. The cowl hides all facial features other than eye colour, and can be decorated to look however the wearer wishes it to. The lack of facial features and

hidden hair and skin grants a +10% bonus to Disguise rolls to hide the wearer's true persona.

Hat, Winter: This is a heavy woollen cap with flaps of rabbit fur or lambs' fleece that can be tied down over the sides of the face and ears. Some winter hats even have a flap that might cover the face as well. Anyone wearing a winter hat can add +5% to his Survival and Resilience skill tests to withstand mundane cold and related weather effects.

Robe, Religious: This is another category of clothing that varies greatly from religion to religion. A dark faith of death-worship might have long black and purple robes of silk and taffeta, where a faith of dawn and sunshine might have bright yellow and white linens. A robe marks the wearer as a member of that faith's clergy, and may require onlookers to make specific Lore skill tests to figure out which faith that might be. Such robes give the wearer a +10% bonus to his Influence skill when dealing with any member of the faith represented by the robes.

Tabard, Heralded: Similar in make to a common tabard, but normally constructed of better quality linens and dyes, the heralded tabard bears a colourful and easily recognisable insignia or crest of a guild, noble house, or similar group. Wearing a heralded tabard automatically brings assumptions that the wearer is a member or employee of the group depicted. Depending on those he is dealing with, the Games Master should assign up to +/-25% to any Influence skill tests he has to make. After all, wearing the king's colours and crest can have a much different effect on loyal serfs than it does on cutthroat highwaymen!

Vest, Assassin's: A tight-fitting suede vest designed to fit to the wearer under a loose shirt or coat, the assassin's vest is so-named due to the nature of its most common users. The vest has five loops along the ribs for knives, holding such weapons tightly so as to keep them from notice. It has three small padded pockets that can carry vials of poison or other chemicals safely, and a space under the hem where a clever killer could place a garrote. All of these items should have a +15% Sleight skill bonus to avoid being noticed at a glance, and can be reached by either hand as a standard Combat Action.

WEAPONRY

This chapter covers the tools of the adventurer's trade – weapons. From the simple dart to the powerful no-dachi, the items discussed here are designed for conflict. Even pacifistic adventurers that abhor bloodshed will find useful tools to protect themselves and others – including nonlethal items they could use to end a battle before anyone gets hurt.

Also included in this chapter are extended descriptions and uses for the Weapons found in *RuneQuest*, placed and elaborated on here to make this book a ‘one-stop’ collection of *RuneQuest* items. Be careful to look at the descriptions of older weapons as well, as some have received new alternate rules to stay competitive with newer versions found in this book.

Following the collective list of the weapons in this chapter are narrative and game term descriptions of each weapon.

Close Combat Weapons

Each close combat weapon is characterised by the following qualities:

Skill: The skill used to wield the weapon. If multiple skills are listed, any of the listed skills may be used. However, some of the weapon’s characteristics may change, dependant on its style of use.

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. See page 83 for more details on Encumbrance and its effects on characters.

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 average cost in silver pieces to purchase this weapon.

Archer’s Blade: A long sword-like blade fitted to the outside edges of any bow, the archer’s blade allows a ranged combat specialist to have a potentially lethal weapon at his disposal to defend himself when unable to draw another weapon. It adds its 1 ENC to the bow, which also makes it slightly front heavy (-5% to Bow skill).

Awl Pike: Nearly two-metres of shaft topped by a simple armour-punching head and a body-catching crossbar, the awl pike is extremely useful for bringing armoured riders off their mounts. By sinking the metal-capped butt of the pike into the ground just before accepting a mounted charge, the target is impaled on the pike but held fast by the crossbar – his mount running out from beneath him. Any charging mounted target that is struck by the awl pike when set for a charge must make a Riding or Driving skill test at -25% or be thrown from the mount and Impaled.

Ball & Chain: This heavy metal ball attached to a short length of chain is a favourite amongst high-strength fighters. 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. Some ball & chain users will add extra length of chain to give them a longer reach at the expense of the weapon’s weight and unwieldiness. Every extra metre of chain adds 2 to the ENC of the weapon and imposes a -5% penalty to its attack rolls.

Bastard Sword: The bastard sword is a versatile sword with an elongated grip, which allows it to be used with either one hand or two. It is often erroneously called a ‘longsword,’ to distinguish it from the shorter war sword, even though the longsword is a different weapon altogether. Any bastard sword can be fitted with a widened set of pommel-guards, adding +5% to Parry skill tests with it, for an additional 10 SP.

Battleaxe: A single-bladed weapon with a sturdy haft, the battleaxe may be used with one or two hands, depending on the wielder’s preference. It is forged to

Weaponry

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Archer's Blade	1H Sword	1D4	7/9	1	4/6	75 SP
Awl Pike	Spear ^{1,2}	1D8+1	9/5	3	3/8	125 SP
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword 2H Sword	1D8 1D8+1	13/9 9/9	2	4/12	250 SP
Battleaxe	1H Axe 2H Axe	1D6+1 1D6+2	11/9 9/9	1	3/8	100 SP
Bill	Polearm ²	1D6+1	7/9	2	2/8	50 SP
Broadsword	1H Sword 2H Sword	1D8+1 1D10	14/9 11/9	2	4/14	275 SP
Buckler	Shield	1D4	-/5	1	5/8	50 SP
Cestus	Unarmed	1D3+1	9/9	1	5/6	65 SP
Chain	1H Flail	1D4	7/12	1	4/6	10 SP
Chakram	1H Axe ⁴	1D6+1	-/13	1	4/7	85 SP
Club	1H Hammer	1D6	7/-	1	2/4	5 SP
Cutlass	1H Sword	1D6+1	6/7	1	3/9	200 SP
Dagger	Dagger ⁴	1D4+1	-/-	—	4/6	30 SP
Dart Blade	Dagger ⁴	1D2	-/-	—	2/4	15 SP
Dirk	Dagger ¹	1D3+2	-/-	—	4/8	50 SP
Falchion	1H Sword	1D6+1	7/9	1	4/10	200 SP
Fang shield	Shield ³	1D8	10/9	2	8/12	175 SP
Flamberge	1H Sword ¹	1D8	9/9	2	4/10	300 SP
Gaff	Polearm ¹	1D6	7/9	2	2/8	25 SP
Gandas	2H Axe	2D6+1	12/9	4	3/12	155 SP
Garrotte	Unarmed	1D2	-/9	—	1/2	15 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 club	2H Hammer	1D8+1	12/9	3	3/10	50 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 Polearm ² Spear ^{1,2}	1D8+2 1D8+1 1D8	13/7 9/9 7/7	4	3/10	250 SP
Harpoon	Spear ^{1,2}	1D8+1	7/7	2	2/7	35 SP
Hatchet	1H Axe ⁴	1D6	-/9	1	3/6	25 SP
Heavy mace	1H Hammer 2H Hammer	1D8 1D8+1	11/7 9/7	3	3/10	200 SP
Iris	Dagger ¹	1D4	-/9	—	4/3	65 SP
Katana	1H Sword 2H Sword	1D10+1 1D10+2	11/10 9/9	2	5/10	525 SP
Khopesh	1H Sword	1D6+2	10/10	2	3/10	250 SP
Kite shield	Shield ³	1D6	13/-	3	10/18	300 SP
Knife	Dagger	1D3	-/-	—	4/4	10 SP
Knuckledusters	Unarmed	1D4	-/-	—	3/2	20 SP

Weaponry

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Kris	Dagger ¹	1D4+1	-/9	—	3/6	200 SP
Kukri	1H Sword	1D6	9/-	1	3/7	125 SP
Kunai	Dagger ⁴	1D3+1	-/7	—	4/4	25 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
Longsword	1H Sword	1D8	10/7	2	4/10	200 SP
Lucerne hammer	Polearm ¹	1D10	12/7	3	4/12	225 SP
Main Gauche	Dagger	1D4	-/11	—	3/7	180 SP
Mancatcher	Polearm ²	1D4	9/10	3	4/10	400 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
Moon Axe	2H Axe	2D6	11/9	3	3/12	250 SP
Morningstar	2H Hammer	2D4	9/9	2	3/10	150 SP
Naginata	2H Axe	2D8	11/7	3	4/12	300 SP
	Polearm ^{1, 2}	1D10	10/9			
Net	2H Flail ⁴	1D4	10/11	3	2/20	200 SP
Ninja-to	1H Sword	1D6+2	10/9	1	5/8	450 SP
	2H Sword	1D8+1	7/9			
No-Dachi	2H Sword ²	2D8+1	12/10	3	5/12	650 SP
Nunchaku	1H Flail	1D4+1	7/13	—	3/5	110 SP
Poniard	Dagger ¹	1D4	-/7	—	3/5	60 SP
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier ¹	1D8	7/13	1	3/8	100 SP
Rondel	Dagger	1D4+2	-/-	—	3/6	40 SP
Sabre	1H Sword	1D6+1	7/7	1	4/8	225 SP
Sai	Dagger ¹	1D4+1	-/9	1	3/8	125 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shillelagh	1H Hammer	1D6+1	6/-	1	2/6	40 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
Stavesword	Polearm ^{1, 2}	2D6+2	11/9	3	4/12	375 SP
Stiletto	Dagger ¹	1D3+2	-/-	—	4/3	75 SP
Tanto	Dagger ¹	1D6	-/-	—	5/5	250 SP
Target shield	Shield ³	1D6	9/-	2	8/12	150 SP
Tetsubo	2H Hammer	2D8	12/-	4	4/12	200 SP
Tonfa	1H Hammer	1D4+1	-/9	—	2/8	55 SP
Trident	Spear ^{1, 2, 4}	1D8	10/7	2	4/10	155 SP
Tulwar	2H Sword	2D6	9/7	3	4/14	300 SP
Wakazashi	1H Sword	1D8	-/9	1	5/8	425 SP
War gauntlet	Unarmed	1D6	10/9	1	6/8	125 SP
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
Zweihänder	2H Sword	2D6+1	12/11	3	4/12	475 SP

¹ This weapon will impale an opponent upon a critical hit. See page 48 in *RuneQuest* for details on impalement.

² This weapon may be set against a charge. See page 35 in *RuneQuest* for details on setting weapons against a charge.

³ This weapon may Parry ranged weapons.

⁴ This weapon suffers no penalty when thrown.

be used against armour and flesh, but can be used to bash through doors and obstacles rather quickly. It only suffers *half* the damage associated with attacking inanimate objects when it is used as a tool instead of a weapon.

Bill: A polearm with a hooked blade, the bill descended (and was often recycled) from a common agricultural implement. It is a very effective way of ‘hooking’ past defences, thus a mounted defender does not get the standard +20% Parry bonus against a bill.

Broadsword: Little more than a wide-bladed bastard sword, the broadsword is as much a cleaving weapon as it is a slashing one. Many find the weapon to be too heavy to wield properly in one hand, but physically powerful characters have been known to manage it.

Buckler: This small, round shield is designed to be worn on the forearm and is used to shield the wearer’s foremost weapon arm from harm. Bucklers are often designed with several studs or a single spike to batter at an opponent if necessary. Shields suffer a -10% penalty when used to attack.

Cestus: Primarily a gladiatorial weapon, the cestus is a leather gauntlet spiked, studded and reinforced to cause terrible wounds to a target that is punched with it. It makes the hand wielding it all but useless to carry out any task other than hitting or pushing, and cannot be used for Parry attempts. Few warriors choose a cestus over more traditional weaponry, but some brawlers and sadists prefer it.

Chain: This two-metre length of chain is one step above using an improvised weapon. It is notoriously difficult to parry, and imposes a -10% penalty on an opponent’s Parry roll. However, the wielder also suffers a -10% penalty to Parry with this weapon. If an opponent is caught by surprise, it can also be used as a garrote (see entry below).

Chakram: This is a wide ring of tempered metal that has been given a decent sharpening over its outermost edge. It often has a crossbar or handle built into the centre to be used as a combat weapon, or to enable the user to throw it without hurting an unprotected hand. The chakram is designed to be thrown with blinding speed and can inflict terrible wounds as it spins into bare flesh. Any Throwing-based attack with a Chakram may add an additional 1D4 damage if it strikes an unarmoured hit location.

Club: Perhaps the simplest of all weapons and almost certainly the oldest, the club is simply a long, stout piece of wood used to bludgeon others. However, there are several cultures that have carved and cast clubs made of stone, bone or even metal – all of which can be sculpted or decorated according to the wielder’s preference.

Cutlass: The infamous pirate’s cutlass is a slightly curved, single-edged, mid-sized sword with a basket hilt. It can inflict fast and flashing wounds, but is not designed for inflicting massive amounts of damage. Its basket hilt adds a +10% bonus to any Parry skill tests made with the weapon.

Dagger: Essentially a large knife attached to a short handle, the dagger is often carried as a backup or parrying weapon. Thieves, assassins and bandits often enjoy the use of daggers because they can be hidden and drawn with ease. Daggers are usually well-balanced enough to throw effectively.

Dart Blade: Either a wooden projectile tipped with a metal blade or a single-forged metal throwing blade about the size of a man’s thumb, a dart blades is normally used as a last ditch weapon. Dart blades are small enough to be hidden very simply and offer a +10% bonus to Sleight tests in order to conceal them. They can be used in melee combat if necessary, but are far more suited for throwing. Although unable to inflict much damage individually, up to three dart

blades can be thrown at a single target in one Combat Action. The attacker rolls one Throwing attack, with a cumulative -10% penalty for each additional dart thrown. Targets can Dodge all dart blades thrown in this way with one roll, but must Parry them individually.

Dirk: This is a short-handled, wide-bladed weapon about half again the size of a dagger. It is commonly used as a secondary weapon, even though it promises sufficient damage any time its blade bites flesh. Due to its awkwardly short hilt, a dirk used to Parry suffers a -10% penalty.

Falchion: A cleaver-like sword that delivers surprising force with short, fast strikes, the falchion is a weapon used commonly by mounted warriors. Its short hilt and quick strike allow a horseman to inflict terrible wounds upon opponents, adding +2 points of damage to any successful attacks while mounted.

Fang Shield: A middle-sized shield shaped like an oversized arrowhead or spear tip, the fang shield is so-named because it most commonly has two long spikes protruding from its bottom. Worn lengthwise rather than sideways on the arm, the fang shield is as much a stabbing weapon as it is a protective tool. Unlike other shields, it does not offer any penalty to attacking, but must be lashed to the arm tightly to be effective – meaning that it cannot be dropped or removed without 4 Combat Actions of tying or untying.

Flamberge: A painstakingly forged sword with a swept and caged hilt, the flamberge has an irregular and wavy edge to both sides of its blade. Not only able to deliver significant blows, but also designed to deal with other sword wielders, the flamberge is a favourite of duellists. The protective hilt adds a +10% bonus to the Parry skill tests of the wielder. The specially designed blade rings against other swords with a particularly odd vibration, making it difficult to hold a defence for long against a flamberge wielder. Every time a sword parries a flamberge, its Parry skill is reduced by -5% for the rest of the round.

Fang Shield



Gaff: Another useful weapon that sprang from the likes of a tool, the gaff is a two-metre long wooden pole with a curved metal hook and a spike at one end. It is often wrapped in leather at the centre and was originally used for drawing rope up from the surface of water onto the deck of a boat. Sailors quickly learned that the tool was just as useful in hooking pirate flesh as well!

Gandasa: An interesting variety of the great axe, a gandasa is a wooden shaft roughly as tall as the user. Nearly half of its length is dominated by a huge polished blade. Originally used as an executioner's beheading axe, the gandasa is very top heavy and inflicts horrible wounds against prone targets. Should the target of a gandasa strike be held in place or not able to Dodge or Parry, the weapon inflicts an additional 1D6 damage from the forward momentum of the attack.

Garrote: An assassin's weapon, the garrote is a piece of resin-soaked twine or thin braided metal wire used to loop around a target's throat and strangle him. Only usable during a grapple or from behind on an unsuspecting victim, the garrote inflicts very little damage by itself. Each Combat Action that the garrote is held in place after it has been successfully applied, however, the target must make Resilience skill tests at a cumulative -5% penalty or take 1D2 plus Damage Modifier directly to his Head hit location. A garrote can only be used against targets that are up to two SIZ bigger than the user.

Glaive: A chopping blade mounted on a polearm shaft, the glaive is like an extended axe with a reinforced handle. It is one of the quintessential polearms and the favourite of infantry soldiers. Some glaives can be fitted with a spear or awl pike head by adding half that weapon's cost to the glaive – effectively making the weapon into two, depending on which end is put to the enemy.

Great Axe: Dwarfing the battleaxe in size, the great axe may be either single or double-bladed and must be used with both hands except by the truly massive or powerful. Due to its size and heft, the wielder suffers a -10% penalty to Parry with this weapon unless the wielder has a cumulative STR plus SIZ of 30 or more.

Great Club: Little more than a massive trunk of wood banded in metal, a great club is much less a designed weapon as it is a makeshift one. Some cultures might create their own varieties of stone or other materials, but overall the great club is the weapon of choice for low-intelligence, low-resource beings of massive strength and size.

Great Hammer: An enormous weapon that deals impressive bludgeoning damage but is too clumsy to make an effective parrying weapon, the great hammer is a more sophisticated version of the maul. It is built for combat, and can sometimes be found with a pick-like spike on the back portion of the weapon's head. The wielder suffers a -10% penalty to Parry with this weapon. Great hammers may be used on inanimate objects without being destroyed.

Great Sword: This group nomenclature pertains to a number of massive blades that can be found as much as

two metres in length. They are used by those warriors who want the enemy at more than arm's length, or cleaved beneath the sheer girth of the weapon's strike. Part of the blade is unsharpened and leather-bound on many great swords, allowing the wielder to grip them for more effective parries.

Halberd: An angular axe blade mounted on a spear shaft, the halberd is a multi-purpose weapon that can be used with the Spear skill as a slightly unwieldy spear, with the Polearm skill as a slightly unbalanced glaive or with the 2H Axe skill as a slightly unbalanced great axe. Halberdiers are versatile opponents that can bring any version of the weapon's attack to bear in an instant, requiring only a slight repositioning of the hands to do so effectively.

Harpoon: A slightly shortened longspear with a sharp bladed head serrated with rear-facing hooks, the harpoon is another boatman's tool turned into ship defence weapon. Its sharp head was built to slice through bony fish or whale blubber equally well, and sets extremely well when plunged into a target. Not only can the harpoon be used in fishing, adding +10% to any Survival skill tests used to catch fish in such a manner, but any target hastily Yanking an Impaled harpoon out of himself suffers maximum damage.

Hatchet: A simple and very cheap one-handed cleaving weapon, the hatchet is essentially a smaller version of an axe. It is as much a tool as it is a weapon, and can be used to cut through wooden inanimate objects with no risk to its edge. It is usually well-balanced enough to throw effectively, and many users prefer to call these items 'throwing axes'.

Heavy Mace: Designed to batter through even the heaviest of armour, the heavy mace is comprised of a large weight mounted on one end of a haft. Heavy maces are often reinforced with heavy bands of metal to keep the weight from snapping the shaft upon its first strike, which can happen rather quickly if the target somehow does not give way to the attack.

Iris: Named for the flower, an iris is a small, handheld dagger-like weapon forged with a slight curve – which slightly resembles a petal from its namesake. The curve of the blade makes it difficult to forge without seeking a master smith, and robs it of the aerodynamics found in a dagger. Instead, when stabbing a target with an

iris, the weapon digs in at an angle – allowing for deep and painful wounds.

Katana: A slightly curved, single edged sword made using ancient and special techniques, the katana is a viciously sharp weapon that can slice through flesh like a razor. With a longer hilt wrapped in cloth or leather, the katana can be equally wielded in one hand or two. Although vicious when striking flesh, armour holds a problem for the easily deflected edge of folded blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against katana attacks.

Khopesh: A strange and fabulous sword, the khopesh has a sickle-like blade with its outside curve bearing the edge of the weapon. The shape of the weapon makes for heavier blows, but at the expense of the blade's speed. Therefore, all attacks and parries made by the khopesh are at -5%.

Kite Shield: Kite shields are large shields with a tapering shape, wider at the top and more narrow at the bottom. This shield is excellent for both infantry and mounted use, and is extremely popular for knights who spend time in both types of combats. Kite shields can parry ranged weapons effectively, but suffer a -10% penalty when used to attack. Some kite shields are painted with the heraldry of the user's affiliation, announcing exactly who they are working for or with to enemies who may not see an emblazoned insignia or seal.

Knife: Knives can be made from a sharp piece of metal, stone, bone or even glass. They almost always have a short hilt carved from wood. More commonly a tool than a weapon, the knife is a multi-purpose item that should be found in every adventurer's backpack. There are versions of knives that have hollow hilts to hide coins, gems or even poisons; but those cost at least double what a normal knife does.

Knuckledusters: The term 'knuckledusters' basically describes a large category of metallic bands, spikes, rings or blocks worn around the fingers in order to cause more damage when punching. Knuckledusters are commonly found in the pockets of thugs and barroom brawlers.

Kris: Most commonly used by priests and ritualists in their ceremonies, a kris – or kris knife – is a fancy

blade forged with waved edges and an asymmetrical hilt. It is not designed specifically for combat, and suffers a -5% to all Parry rolls, but can inflict deep wounds.

Kukri: A wide, forward curved blade made for chopping; the kukri has a single wedge-like edge used for cutting very deep gashes in flesh and bone. Similar to an axe in how it strikes, the kukri is traditionally used for removing limbs or beheading targets in single strokes. Should a kukri strike a target that is prone or utterly unaware of the attacker, the attack will inflict an additional 1D4 damage.

Kunai: Originally used as a peasant digging tool, the kunai is a roughly triangular piece of wrought metal with a rope or cloth wrapped handle. Usable as a dagger in close combat, or as a thrown projectile, the kunai is a multi-purpose weapon for commoners.

Lance: An oversized spear designed to be used from the back of a mount, a lance can be a devastating weapon when used on the charge. Most combat lances are also fitted with bladed or spiked pommels at the end of the shaft to be used if the target survives or the user is swarmed by enemies. A charging, mounted character who uses a lance may add his mount's Damage Modifier as well as his own to the damage.

Light Mace: This weapon is essentially a lighter version of the heavy mace and is often carried by adventurers worried about the amount of gear they can carry.

Long Spear: The long spear is a lengthy piercing weapon, often used in ranked units to defeat charging cavalry.

Longsword: A thinner blade than that of a bastard sword built onto a smaller hilt, the longsword is a good weapon that does not sacrifice much of the bastard sword's punch. The longsword is often used along with a stout shield to great effect, and is amongst the most common of swords to be used by smaller-framed warriors.

Lucerne Hammer: This heavy weapon has a weighted pick-hammer head attached to a reinforced polearm shaft. Its chisel-like spike punches through thick plate armour with ease, rending flesh and organs to

ruin in a single stroke. It is thick-handled and very front heavy, imposing a -10% penalty on Parry attempts with the weapon. However, the weapon ignores 1 point of non-magical AP with each strike.

Main Gauche: Also called a ‘parrying dagger,’ the main gauche is a long-bladed dagger with two extremely long and strong quillions. It is normally used in the off-hand in conjunction with a longsword or sabre, parrying attacks with ease, catching weapons and pushing them aside for the wielder’s main hand to strike the killing blow. Anyone armed with a main gauche in his ‘on-hand’ gains a +15% to his Parry skill, with the bonus reduced to +5% when the main gauche is in the user’s off-hand.

Mancatcher: This is one of the most effective nonlethal weapons ever to be constructed. The mancatcher is a stout rod of reinforced wood built with a spring-loaded claw at the end, triggered like a snare when thrust at a target. When used properly, the mancatcher snaps closed around arms, legs, the neck or even waist of a target with a SIZ of 15 or less, holding it at the mercy of the wielder.

Upon a successful attack, the mancatcher clamps closed on the hit location it strikes (if possible). The combatants then make a Grapple check (see page 58 of *RuneQuest*) with the attacker using his Mancatcher skill instead of Unarmed. If the Grapple table shows the attacker succeeds, his opponent is automatically Immobilised. If the attack fails, the defender has broken free but may not riposte, even on a critical result.

You cannot Throw or Inflict Pain with a mancatcher.



Mancatcher

Military Flail: This is a heavy metal ball or rod, usually bristling with spikes or edged flanges, attached to a wooden haft by a short length of chain. 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 due to its flexible construction.

Military Pick: A thick-spiked metal head similar to a conical mattock attached to a metal or wooden shaft, the military pick is designed to pierce heavy armour. Many are built with spikes on opposite sides of the head, like those used by miners. Military picks are very dense and tool-like, and may be used on inanimate objects without being destroyed.

Moon Axe: A long haft topped with a blade shaped like a thick crescent moon, its points outward, the moon axe is heavy and powerful when swung in a wide arc. Its blade is exceptionally good at cupping around limbs or other extremities, lopping them off in single strokes in many cases. A moon axe is not built for the defensive-minded, and suffers a -10% penalty to any Parry attempts with it. However, any hit location that

the Games Master says the blade can catch in its curve (legs, arms, tail and so on) will upgrade its damage dice to D8s, instead of D6s.

Morningstar: Carved from a length of wood nearly a metre long, the morningstar is a bladed or spiked cudgel commonly made with a core of metal. It is deceptively heavy, and its user can muster up significant force behind its attacks. Not to be confused with a spiked club, the morningstar is a planned and designed martial weapon built to puncture armour and shred flesh effectively.

Naginata: This is a thick-hafted polearm with a curved, axe-like blade at its very tip, often with a notched or wavy blade. It is traditionally decorated and polished, making it as beautiful as it is deadly. Much like the more military halberd, the naginata can be used like a chopping axe or a thrusting polearm, cleaving through targets easily enough either way.

Net: Used by gladiators, huntsmen and watchmen, the net is more than a mere fishing net to be tossed at a target. A fighter's net is made of thick cord and leather, tipped with numerous hooks and heavy pendulum weights. It can be swung like flail, the pendulums lashing out to batter an opponent, inflicting the damage listed. Also, it can be hurled at an opponent within five metres using the Throwing skill (-15% penalty). If an attack with a net is successful, the target must immediately make an Athletics skill test at a -25% penalty. If this skill test fails, the net has latched onto the target – making it a web of restricting cords and twine.

Anyone bound in a net has a -50% penalty to attacks, Parry and Dodge skill rolls until he breaks free or is freed. It takes an Athletics check at -30% to tear free of the net. Conversely, anyone who has a 1 ENC or less bladed weapon in hand when netted can begin to make automatic Damage rolls against the net itself, trying to cut the strands. Lastly, anyone who expends 1D10 minutes of constant effort can unwind himself from the net. This time is reduced by half if the character has external aid.

Ninja-to: A shorter, straight-bladed version of the folded metal blade with a wider hilt guard, the ninja-to is often thought of as an assassin's weapon because it is quick and deadly. Just like its larger, curved cousins,

the ninja-to has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against ninja-to attacks. Many ninja-to swords have hollowed hilts that can hold a small (less than 1 ENC) item, and have their blades painted black with grease or charcoal to decrease any shine they may give off.

No-Dachi: The no-dachi is the largest of the folded metal swords, and can be as long as two metres. It has a curved blade like its smaller brother, the katana, and is a heavy weapon to use like a conventional sword. Requiring that the user assume a low stance and set his hands wide on the hilt, the no-dachi can be thrust forward at an approaching foe. This stabbing method is the no-dachi swordsman's answer to a lack of swinging room, or to the fast approach of cavalry. Just like its smaller cousins, the no-dachi has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against no-dachi attacks.

Nunchaku: A nunchaku, which is two baton-like lengths of wood connected at one end by a hand's length of rope or chain, is a weapon for the fighter with agile hands. Nunchakus are commonly used in quick strikes; the wielder lashes out with one side or the other of the weapon, using momentum and speed to get past defences. A skilled nunchaku user can attack from several different angles without so much as changing his fighting stance, and land several blows in rapid succession. Attacks from nunchaku are increasingly difficult to Parry, with a cumulative -5% penalty to the target's Parry skill per nunchaku attack in a single combat round.

Poniard: This duellist's weapon is a cross between a short rapier and a long dagger, designed to be thrust into a target. It is essentially quite simple, but can be quite deadly in the hands of a fencer or equally skilled swordsman. Frequently coupled with a sabre if it is used as an off-hand weapon, the poniard is just as effective as the main offence. When paired with a main gauche or buckler, a single well-placed poniard strike can lay low many a tough opponent.

Quarterstaff: Often unappreciated and taken for granted, the quarterstaff is one of the finest weapons in existence. In the hands of a skilled user, it is a fast and effective weapon for both offence and defence,

and can be hidden in plain sight as a shepherd's hook or simple traveller's walking staff. The wielder gains a +10% bonus to Parry with this weapon.

Rapier: Fast and light, the rapier is unlike any other one-handed sword, requiring its own specialised skill. It is a particularly effective weapon, especially for parrying. Its narrow blade is intended for thrusting attacks rather than slashing attacks. For the cost of an additional 25 SP a rapier can be fitted with a proper basket hilt, giving it a +5% to Parry tests.

Rondel: The rondel is a knife named for its disc-shaped hilt guard and pommel, both of which allow for added force behind stabbing thrusts. Most rondels have a longish blade that is wide at the bottom and tapers to a point, although some may be rounded at the tip. The rondel is a basic enough weapon that requires very little in the manner of training or skill to use properly.

Sabre: For those who want the cutting power of a cutlass but the reach and versatility of a longsword, the sabre is a good compromise. Effective on foot or from horseback, the sabre generally has a slight curve to both its blade and its hilt, making it ideal for high-momentum attacks. Many are fitted with a basket hilt to protect the wielder's hand and forearm, which costs only an additional 10 SP and grants a +5% to Parry tests when he is using the sabre.

Sai: Simple in design, the sai is a dagger-like weapon that does not actually carry an edge except at the last bit of the tip of its three prongs. Unlike a knife wielder, a sai fighter will only use the very tip of the central prong to drag shallow furrows in flesh when slashing – though the weapon is far deadlier when driven deep enough into the wound to sink the other two prongs into the target as well. When performing a stabbing attack that is not Dodged or Parried (no Combat Reaction called against the attack) a sai fighter inflicts an additional +2 damage. Also, the three-pronged design of the sai allows it to turn bladed weapons away quite easily, adding +5% to Parry tests against swords, knives and axes.

Scimitar: A broad-bladed sword, the scimitar has a dramatically curved edge designed for cutting and slashing. It is sometimes wider than a normal sheath

can hold, and is more often hung from straps or some form of netting.

Shillelagh: Unlike the standard club or cudgel, the shillelagh is a hand-carved or whittled shaft of wood about as long as a man's arm with an off-centred knot of shaped wood at the end. The knot is sometimes heat-hardened and occasionally shaped into a beastly image or design.

Shortspear: Heftier than a javelin and fitted with a broader head made for stabbing, a short spear is commonly used in conjunction with a phalanx of shields. The short spear has been proved time and again as one of the most versatile weapons in existence, though not necessarily the most powerful.

Shortsword: The shortsword is a straight, broad-bladed sword designed for thrusting. It does carry an edge along its sides, but the edge is always secondary to the thrusting point.

Stavesword: An interesting weapon made from placing a broadsword blade on the end of a slightly shortened polearm haft, the stavesword is a powerful weapon that can chop, stab or slash equally well. It is quite heavy but is balanced by a large butt cap at the end of the haft, giving the wielder better control of the hefty weapon. Although not the best weapon for it, the stavesword can be set for a charge, but due to its sheer front-weight it suffers a -10% penalty to that attack.

Stiletto: This is a thug or assassin's choice of weapon. The stiletto is a small dagger with a very thin stabbing 'blade' which is actually more of a spike. It is easily hidden; granting a +15% bonus to Sleight skill tests to keep it concealed, and can puncture thin armour very easily.

Tanto: The smallest of the folded metal blades, the tanto is slightly larger than a dagger and comes in curved or straight-bladed varieties. It has a sharply angled edge to the front, and is primarily a stabbing weapon – but is just as sharp as its larger cousins. It is traditionally a weapon used to dispatch a fallen foe or comrade, or even oneself. Just like its larger brethren, the tanto has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against tanto attacks.

Target Shield: A large, round shield that makes an effective weapon and an excellent means of parrying. They are the ‘common’ shield for infantry, and most have some form of symbol or insignia painted on the outside. Target shields can parry ranged weapons. However, shields suffer a -10% penalty when used to attack.

Tetsubo: This weapon is attributed to large barbarians who once used sapling trees to make it, as it is amongst the largest of the bludgeoning implements carried by normal men. The tetsubo is a two metre long shaft of wood (or sometimes metal) that is thin and leather-wrapped at the haft. At the opposite end it is often as thick as a man’s leg, giving the whole weapon the appearance of a gigantic club. The entire length of the weapon is then covered in strips of studded metal running lengthwise from the top to the leather wrappings, adding weight and impact to the already huge weapon. Due to its size, the tetsubo has a -10% penalty to Parry attempts made by and against it.

Tonfa: A simple baton with a crossbar, the wooden tonfa was originally used as a way to augment monastic fighting styles without endangering the monks’ holiness by using conventional weaponry. A tonfa can be spun rapidly around its crossbar, and can be used for attacking rapidly and without relent.

Trident: Another tool turned weapon, a trident is a three-pronged or bladed spear that once was used to catch fish in the same way as a harpoon. Weapon-based tridents are rarely designed for fishing, offering no bonus to the skill, but are exceptional at knocking weapons aside – granting a +10% bonus to Parry.

Tulwar: This is a larger version of the scimitar, with a truly massive and imposing blade that requires two hands to heft and wield properly. It has a surprisingly small hilt for a weapon of its size, and is generally wielded in a ‘laced-fingers’ or ‘hand-over-hand’ style that actually makes it terribly difficult to do anything but attack – imposing a -10% penalty to all Parry attempts made with it.

Wakazashi: The ‘shortsword’ of the folded metal blades, a wakazashi is the traditional secondary weapon of folded metal sword duellists. It is not quite as long as a man’s arm, and has a slight curve to the blade that matches that of a katana or no-dachi. Using a

Zweihander vs Target Shield



wakazashi is often viewed as a less honourable resort, meaning that the wielder must have lost or broken his primary weapon if he draws the wakazashi at all. Like other weapons of its kind, the wakazashi has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against wakazashi attacks.

War Gauntlet: The bigger and deadlier brother to the cestus, the war gauntlet is a fully plated gauntlet covered on all sides by sharp spikes and small blades and topped with a short row of longer blades or spikes. A single punch with a war gauntlet can ruin a large section of a target’s flesh – most notably the facial features. As with a cestus, the hand wielding the war gauntlet is all but useless, but its wielder is able to Parry normally.

War Maul: Originally meant as a tool for splitting wood or breaking stones, the maul has a long history of use in warfare by peasants conscripted into service or oppressed into revolt. A maul is a large hammer with a wooden head, usually bound in metal bands to keep it from splintering. War mauls were originally

intended for use on inanimate objects, and may still be used on such objects without being destroyed.

War Hammer: A weapon approximately the same size as a mace, the war hammer is frequently seen amongst adventurers. Most war hammers are tipped with a hammer head and a metal spike, making them equally useful against flexible or stiff armour types.

War Sword: Designed for slashing and cutting in battlefield combat, the war sword is one of the most common sword types available and is what the longsword was derived from. Unlike its slimmer descendant, the war sword tends to have a more rounded end and an even edge all around its blade. Generally slightly less than a metre in length, it is an effective weapon for both attacking and parrying, and is a favourite amongst many adventurers.

Zweihänder: This is the larger, two-handed version of the flamberge. It has a very distinct shape to its blade, and always has two very long quillions sprouting to the sides of the hilt to make up for any difficulty the sword's weight contributes to Parry attempts. Like its smaller brother, the specially designed blade 'waves' ring against other swords with a particularly odd vibration, making it difficult to hold a defence for long against a zweihänder wielder. Every time a sword parries a zweihänder, its Parry skill is reduced by -5% for the rest of the round.

Close Combat Weapon Modifications

The following is a list of modifications that a qualified weaponsmith could make to close combat weaponry. These modifications are not simple, and generally take a great deal of time and money. There is always risk to the integrity of the weapon, and a single slip of the weaponsmith's hand could mean a broken blade or weakened haft.

The Close Combat Weapon Modifications table shows the names of these modifications, how long they typically take, what sort of weapons *may* be modified (at the Games Master's discretion), the difficulty of the modification and the cost. Following the table is a detailed description of each modification and an example of how it would look and affect a given weapon.

Banded: By riveting overlapping metal bands to the portion of the weapon that smashes into an opponent, the weaponsmith adds more force to the blow. This process also makes the weapon more durable, if also heavier. The weapon adds +1 to its damage, ENC and HP.

Example: A newly Banded Target Shield actually inflicts 1D6+1 damage, has an ENC score of 3 and an AP/HP of 8/13.

Close Combat Weapon Modifications

Modification	Average Time of Modification	Weapon Groups Available ¹	Difficulty	Cost
Banded	2D2 days	Flail, Hammer, Shield	-10%	200 SP
Bladed	2D3 days	Axe, Flail, Hammer, Shield	-5%	400 SP
Collapsible	2D6 days	Axe, Hammer, Polearm, Spear	-15%	350 SP
Envenomed	1D8 hours	Axe, Dagger, Polearm, Spear, Sword, Unarmed	-10%	500 SP
Hooked	2D2 days	Axe, Dagger, Flail, Hammer, Polearm, Shield, Spear, Sword, Unarmed	-10%	200 SP
Lightened	1D4 days	Anything 2 ENC or more	-25%	250 SP
Reinforced	2D6 hours	All Weapons	-5%	100 SP
Serrated	2D8 hours	Axe, Dagger, Polearm, Spear, Sword	-15%	300 SP
Spiked	2D2 days	Axe, Dagger, Flail, Hammer, Polearm, Shield, Spear, Sword, Unarmed	-10%	200 SP

¹ Includes both the 1H and 2H versions of those mentioned

Weapon Modifications



Bladed: Riveting or forge-welding a longer, parrying blade to a normally unused portion of the weapon gives it an extra edge with which to parry and attack. This blade is not positioned to be used with a normal attack, but as long as the modified weapon is drawn the character is always considered to be wielding a dagger. The blade adds a +5% bonus to Parry attempts with the weapon and +1 to ENC.

Example: Adding the Bladed trait to a Tonfa results in a weapon that is also considered a dagger, adds +5% to Parry but now weighs 1 ENC.

Collapsible: This invasive modification actually cuts the weapon into a number of pieces equal to its ENC, and places spiral-threading and pin-joints where the pieces must be attached. This allows the weapon to be far more easily concealed or smuggled in pieces, but

then assembled when needed in one minute per weapon section. This modification makes the weapon itself easier to damage at these joints, reducing both the weapon's Armour Points and hit points by one each, to a minimum of one.

Example: A Collapsible Great Axe would break into two pieces (likely haft and head), taking two minutes to assemble or disassemble, and would have a modified AP/HP of 1/8 when assembled.

Envenomed: A weapon can be modified to carry a number of doses of any poison or toxin equal to the weapon's ENC by drilling small rough-edged pockets in the damaging portion of the weapon. This not only makes the weapon far deadlier, depending on what the user wishes to place in the poison-pockets, but it also significantly weakens the blade – reducing the weapon's Armour Points and hit points by 2, to a minimum of 1.

Example: An Envenomed Ninja-to would be able to carry 1 dose of the user's poisons, but would have an adjusted AP/HP of 3/6.

Hooked: Riveting or forge-welding a hook or set of hooks on the backside of any bladed weapon can make it a very cruel implement. Although it slows the weapon's initial attack down considerably, reducing all attack rolls by -5% and initial damage by -1 (to a minimum of one), it can cause considerable tissue damage if it is ever ripped outward from a deep wound. This modification is only useful on weapons capable of Impaling a target, but causes an additional die of damage (of the same type) if it is Yanked free of an impaling wound.

Example: A Hooked Trident suffers a -5% to its attack rolls due to the large barbs on its prongs, and only inflicts 1D8-1 damage, but inflicts 2D8-1 damage when Yanked free from an Impaled target!

Lightened: By drilling, cutting or sanding out areas of the weapon considered to be 'non-essential,' the weaponsmith can reduce the weight of the weapon

considerably. This makes the weapon lighter and easier to wield and carry effectively, but weakens the weapon overall. The weapon can reduce its ENC score by 1, and adds +5% to all attack rolls. However, both its Armour Points and hit points are reduced by 2, to a minimum of 1.

Example: A Lightened Greatsword would weigh only an ENC of 3 and swing with a +10% bonus to attack, but only has an AP/HP of 2/10.

Reinforced: By adding plates, rings, bands or straps of metal and leather to the high-stress areas of a weapon, the weaponsmith makes it far more durable and able to withstand the rigours of being an adventurer's weapon. This adds 2 to the Armour Points and 3 to the hit points of the weapon, but +1 to its ENC score. This new weight slows reaction time, imposing a -5% penalty to all Parry tests made with the weapon.

Example: A Reinforced Lance has a mighty 4/13 in its Armour Points and hit points respectively, but suffers the -5% penalty to Parry attempts, and weighs a hefty 4 ENC.

Serrated: A modification generally sought by only the truly sadistic, angled 'teeth' can be added to the blade of a weapon. This new and savage edge bites and saws into a target as much as it cuts or stabs, inflicting terrible wounds. This modification not only adds +1 to the damage it inflicts, but also causes any mundane healing skill attempts on the wound suffer a -15% penalty. The serrated teeth do take away a bit of the weapon's integrity, reducing its Armour Points by one, to a minimum of one. These teeth are also much easier to catch and parry away, granting enemy Parry attempts against it a +10% bonus.

Example: A truly wicked weapon, a Serrated shortsword inflicts 1D6+1 damage that cannot be healed easily (-15penalty), but can be parried +10% easier and only has an AP of 2 instead of its normal 3.

Spiked: Adding spikes to a weapon, even one that normally has spikes on it, can add some significant damage potential to its attacks. Adding all of these extra pointy objects to a weapon makes it heavier and easier to catch with a parrying blade, but also makes it a little more difficult for the wielder to avoid getting

stuck! The modification adds +2 to the damage of the weapon, but adds +1 to its ENC and DEX requirement. Also, enemies parrying the spiked weapon will have a +5% bonus to their roll.

Example: A Spiked Glaive will inflict a mighty 1D8+3 damage, but will weigh 4 ENC and require a DEX of 10 to wield it properly. With the +5% bonus enemies receive to parry it, its wielder may find it hard to land those deadly spiked blows.

The Weapon Modification Process

A weaponsmith making modifications to a weapon must spend the allotted time doing the work in a proper forge or workshop, and suffers severe penalties for trying to make modifications outside of such environments (-20 to -50% commonly). Once the time has been spent doing the work, the weaponsmith makes the adjusted Craft (Weaponsmith) skill roll. The outcomes of possible results of that skill test are below.

Success! The modification is complete, and all the bonuses and penalties described above are applied.

Modified Modifications

You might be thinking 'Wow, a Reinforced Spiked Envenomed Serrated Greatsword would be a killer!' and you would be right – if that were possible. To ensure fairness and to dissuade ridiculous combinations of modified weapon traits, no weapon can have two modifications at the same time.

This does not mean that a weapon cannot be modified multiple times; it merely means that the last modification performed takes precedence over all of the others. One thing to remember when performing modifications over other modifications: all negative modifiers to Armour Points and hit points are permanent and cumulative, whilst new modification bonuses replace old ones.

Failure! The modification is harder than first thought. The weapon suffers 1 hit point of damage (beyond Armour Points) and the modification process must be repeated.

Critical Success! The weapon can ignore any one of the penalties described in the modification descriptions above (Games Master's choice).

Critical Failure! The modification was too invasive and the weapon suffered massively in its failing, losing one Armour Point and one 1D4 hit points immediately. If this brings either of those statistics to zero, the weapon is broken and unsalvageable. No further attempts to modify the weapon can be made.

Ranged Combat Weapons

Each ranged weapon is characterised by the following qualities:

Skill: The skill used to fire or throw the weapon. If multiple skills are listed, any of the listed skills may be used.

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. See page 83 for more details on Encumbrance and its effects on characters.

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 average cost in silver pieces to purchase this weapon.

Arbalest: This is a metal-armed crossbow that when stood on its end is as tall as a man. It fires specially crafted arbalest bolts that have been reinforced in order to withstand the sheer force that its braided cord propels them at. Able to drive a finger-thick bolt a full hand's depth into an oak tree, the arbalest hits with force enough to punch through armour as if it were thin cloth. A character's Damage Modifier is never applied when he is using an arbalest.

Atlatl: A simple rope-based mechanical device used to further the range and hitting power of javelins, the atlatl takes time to load but its effects can be quite spectacular. Only javelins may be used with an atlatl. There is a very simple version of the device made from a wooden shaft that has a cupped end in which to fling a javelin, but it is far inferior to the new rope-based versions (and only adds +1 damage).

Blowgun: This is a hollow tube or pipe, usually made of wood or bone, which expels a dart when its user blows on one end. As the dart itself is capable of little damage, blowguns are seldom used without some kind of poison. A character's Damage Modifier is never applied when he is using a blowgun, which is best used for precision attacks.

Bola: With two heavy weights at the opposite ends of a braid of leather cord or even light chain, the bola is a weapon primarily designed to entangle and bring down a target rather than kill it. Anyone struck by a bola must immediately pass an Athletics or Acrobatics skill test with a penalty equal to -5% times the amount of damage the attack inflicted. If passed, the bola batters against the target but is deflected away. If successful, the weights spin around the target and entangle him.

Anyone entangled in a bola has a -30% penalty to attacks, Parry and Dodge skill rolls until he breaks free or is freed. It takes an Athletics check to break free of the bola. Expending 1D4 minutes of constant effort can detangle the bola. This time is reduced by half if the character has aid.

Boomerang: This specially carved, 'V' shaped piece of wood is designed to return to its thrower if it misses its target. With a simple flick of the wrist

Weaponry

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Arbalest ¹	Crossbow	2D10	180m	4	10/9	3	4/10	500 SP
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
Bola	Throwing	1D4	20m	—	7/9	—	2/5	20 SP
Boomerang	Throwing and Athletics	1D3+2	50m	—	5/11	—	2/4	25 SP
Chakram ²	1H Axe or Throwing	1D6+1	30m	—	-/13	1	4/7	85 SP
Dagger ²	Dagger or Throwing	1D6	10m	—	-/9	—	4/6	30 SP
Dart ¹	Throwing	1D4	20m	—	-/9	—	1/1	10 SP
Dart blade ²	Dagger or Throwing	1D2	15m	—	-/-	—	2/4	15 SP
Discus	Throwing	1D4+1	50m	—	-/9	—	2/3	30 SP
Flatbow ¹	Bow	1D8	40m	1	8/9	1	2/4	65 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
Horse bow ¹	Bow	1D8+1	100m	1	10/12	1	2/6	185 SP
Hurling sphere	Throwing	2D3	10m	—	13/-	1	4/6	30 SP
Javelin ¹	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Kunai ²	Dagger or Throwing	1D3+1	15m	—	-/7	—	4/4	25 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
Moon bow ¹	Bow	2D6	100m	1	11/12	1	2/6	175 SP
Net ²	2H Flail or Throwing	—	2.5m	—	10/11	3	2/20	200 SP
Nomad bow ¹	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Petals ¹	Throwing	1D3	10m	—	-/12	—	2/2	20 SP
Recurve bow ¹	Bow	2d8	75m	1	13/11	1	2/8	225 SP
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
Spike ¹	Throwing	1D4	10m	—	-/9	—	3/2	15 SP
Staff sling	Sling	1D8	60m	2	-/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	-/13	—	4/1	15 SP
Trident ^{1,2}	Spear or Throwing	1D8	10m	—	10/7	2	4/10	155 SP
Whip bow ¹	Bow	1D6+2	30m	1	5/9	1	2/4	50 SP
Wrist Crossbow ¹	Crossbow	2D4	50m	1	5/11	—	2/4	175 SP

¹ This weapon will impale an opponent upon a critical hit. See page 48 in *RuneQuest* for details on impalement.

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

Archer vs Crossbowman



the boomerang spins toward its target in a wide arc, connecting with surprising force. When thrown and the target is missed (which could mean Dodged, but not Parried), the boomerang will continue its arcing flight and come back to the thrower. The boomerang will return at the end of the round, but will require a free hand and an Athletics skill test to catch.

Chakram: See entry in Close Combat Weapons.

Dart: A dart resembles an arrow with a longer head and shorter shaft (usually slightly less than half a metre in length). Darts are rarely a warrior's weapon, and are found in the hands of small game huntsmen and roguish adventurers.

Dart Blade: See entry in Close Combat Weapons.

Discus: A discus is a flat disc made of clay or wood rimmed with a hard metal ring. Hurling the discus is an old sport and show of physical prowess. However, someone who is good enough with a discus could easily split skin and shatter bone with a forceful throw. Aerodynamic as it is, a discus used to attack a target outside of its effective range only suffers by -25% (or half, whichever is less).

Flatbow: A flatbow is a bow made from a single plank of supple wood, likely ash or maple, and lashed with a rather stout bowstring. Similar in size to a shortbow, the flatbow requires less STR to fire but also cannot launch an arrow nearly as far as its larger, curved cousins.

Heavy Crossbow: Similar in concept to the light crossbow, this version is larger and reinforced with metal bands to handle the immense pull of the string. Many heavy crossbows come with a metal stirrup so the firer can use his foot for leverage, or a crank to pull back the thick string. A character's Damage Modifier is never applied when he is using a heavy crossbow.

Horse Bow: This is a bow designed specifically for the archer who rarely leaves his saddle. Longer on the top half than the lower, its gentle curve allows for remarkably direct shots even when being bounced around on the back of a steed. Despite its strange design, a horse bow can be fired without penalty from on foot as well as mounted.

Hurling Sphere: One of the simplest ranged weapons, a hurling sphere is a hollowed ball of metal or stone filled with sand or lead. The thrower should clasp the sphere in both hands and hurl it overhead like a catapult, bringing its weight down on the target with crushing force.

Javelin: The javelin is a light spear-like weapon with a smooth-bored head designed for throwing short distances.

Kunai: See entry in Close Combat Weapons.

Light Crossbow: A simple mechanical bow, the light crossbow often sees service in small armies that lack training in other types of ranged weapons. It can be clutched in one hand and reloaded with the other, making it a good infantryman's weapon. A character's Damage Modifier is never applied when he is using a light crossbow.

Long Bow: A long bow has a shaft as much as two metres in length, and is designed to be fired on foot. A long bow cannot be used from horseback, and is one of the most feared ranged weapons of the battlefield.

Moon Bow: An odd-looking bow with a curve so dramatic that it nearly looks like a crescent moon, the moon bow's arms almost come together and touch when firing. Although the bow requires a surprising amount of control to prevent the 'closed circle' from bothering the firer's aim or balance, it can project an arrow with surprising force at a modest range.

Net: See entry in Close Combat Weapons.

Nomad Bow: A nomad bow is shorter than the long bow, and sacrifices some range and power in exchange for portability. It is very popular amongst adventurers who live on the road and often without mount, as the nomad bow can be worn over the shoulder comfortably.

Petals: What look like small sharpened coins or ovals made of metal, petals are easily concealable throwing weapons. Petals that are stored in a coin purse or tucked into a false pocket are almost impossible to detect. In fact, some coin-laden adventurers might throw a handful of petals in their coffers or coin pouches just to deter pickpockets or thieves who are in for a painful surprise, should they grab a fistful of coins with a petal or two tucked in!

Recurve Bow: A recurve bow has forward-angled arms that are strung almost a hand's span in front of the bracing grip; the arms come down together when pulled back. Recurve bows are known to be able to punch right through plate armour, but can be outranged by nomad bows quite easily.

Short Bow: Designed to be fired from horseback, the short bow is equally useful as a footsoldier's weapon. It is a good hunting tool as well as a weapon of war, and when used to hunt deer and smaller game animals it can make all the difference.

Sling: A sling is a long strip of cloth or leather used to fling a stone or bullet at a target. It was originally a bird-hunter's tool of choice. Many slings also have a sewn-in leather cup or pad in which to hold the projectile while gathering velocity. A sling's silence and relative accuracy in the hands of a skilled user also makes it a useful tool for rogues and other shady characters.

Spike: Another basic throwing weapon, the throwing spike is a thin, rod-like piece of metal or wood, about as long as a man's hand, sharpened at one end. With a flick of the wrist and elbow the user can send one of these spikes flying toward a target. Throwing spikes are a favourite of assassins and bandits for their ability to be concealed in plain sight. Tucked or otherwise put away, onlookers have a -50% to their Perception skill in order to locate any set of three or fewer spikes hidden in one place.

Staff Sling: A simple sling mounted on the end of a wooden haft, the staff sling can be spun in wide circles, which generates greater force for throwing. When not being used as a sling, the leather cup and cord can be wound around the haft and lashed down, effectively turning the staff sling into a quarterstaff.

Throwing Star: Also traditionally called 'shuriken', these are light pieces of metal with three or more razor sharp points. Throwing stars are a favourite of certain types of assassins for delivering deadly poisons, but to do so the thrower must take a -10% Throwing penalty or risk poisoning himself on the deadly edges.

Trident: See entry in Close Combat Weapons.

Whip Bow: Named for its resemblance to a coachman's whip, the whip bow is a very flexible piece of wood with a shortened bowstring tied to only one of its ends. The string has a small loop at the end, which is placed on specially notched arrows before pulling backwards. The flexible shaft bends almost in half before the user should let go of the arrow, which hurls forward similar to a catapult.

Wrist Bow: A delicate and compact version of the light crossbow, the aptly named wrist crossbow has very short arms and can be worn under a billowing or loose sleeve. It is commonly worn on the ‘good hand’ of the firer, meaning that his off-hand must be used to quickly reload the weapon. Although the wrist bow is small it can still restrict movement, and using any sort of melee weapon in the hand with the wrist crossbow lashed to it causes a -10% penalty to both attack and Parry skill tests.

Ranged Weapon Ammunition

The following table lists specific types of ammunition, how sturdy they might be, whether they weigh enough to have an ENC score and their cost. Please note that unless an entry has a (#) after its name, the price listed is for a single item.

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arbalest bolts (10)	1/2	1	5 SP
Arrows (10)	1/1	—	1 SP
Arrow, barbed	1/1	—	5 CP
Arrow, fishing	1/2	—	2 CP
Arrow, lotus-blossom	1/2	—	2 SP
Arrow, moon-blade	1/2	—	6 CP
Arrow, signal	1/1	—	3 CP
Arrow, wood-headed	1/1	—	2 CP
Blowgun darts (10)	1/1	—	2 SP
Blowgun darts, barbed (5)	1/1	—	2 SP
Blowgun marking wads (20)	0/1	—	1 SP
Crossbow bolts (10)	1/1	—	2 SP
Crossbow bolt, barbed	1/1	—	6 CP
Crossbow bolt, metal-core	2/2	—	1 SP
Crossbow bolt, wood-headed	1/1	—	3 CP
Heavy crossbow bolt, bola	2/10	1	5 SP
Sling bullets (10)	1/1	—	5 CP
Whip bow arrows (10)	1/1	—	2 SP

Arbalest bolts: Made of metal-shod hardwood roughly as thick as a man’s thumb, arbalest bolts are tipped with heavy metal heads that resemble a stiletto or dagger. They use small fletching from waxy-feathered fowl and are remarkably accurate, if only due to the sheer force with which they are fired.

Arrows: Arrows are the most commonly used ammunition in *RuneQuest*. While not as simple to make as sling bullets, they are far more popular for their multiple utilities.

Arrow, Barbed: While a normal arrow can cause quite a wound, these wickedly designed arrows have extremely sharp reverse-curved barbs that tear even more flesh when removed. Barbed arrows are always considered to have Impaled their target if they roll the maximum damage their bow is capable of (not including Damage Modifier).

For example, Rondale fires a barbed arrow into a highwayman with his nomad bow. He rolls his 1D10 for damage and scores a 10! The arrow, although it was not a Critical Success, is considered to have Impaled the target for later removal.

Arrow, Fishing: More of a tool than a weapon, the fishing arrow is a thin-headed arrow that has a set of three small barbs facing backwards to catch and hold a wriggling fish. It also has almost no fletching at all (it interferes with underwater propulsion), but rather a small metal ring onto which cord or twine can be tied to retrieve a shot fish. Using fishing arrows to catch fish grants a +10% bonus to Survival skill tests.

Arrow, Lotus-blossom: A true work of artistry by the same crafters who patiently make folded metal blades, the lotus-blossom arrow is a cluster of small, thin folded metal chips rooted to one point at the tip of an arrow. While not as stable in flight as regular arrows due to the wind-drag upon the clustered-head (imposing a -10% penalty to hit), this vaguely flower-shaped group of blades shred flesh to ribbons upon impact, giving a +2 bonus to damage.

Arrow, Moon-blade: One of the more awkward-looking arrowheads, moon-blade arrows have crescent-shaped blades that are slightly bevelled on each side to make the arrows spin rapidly in flight. This does very little to the range of the arrow or its damage potential, but does give it a broader surface in which it cuts. This makes it far easier for the arrow to cut through cloth, rope, leather and other flexible materials. Moon-blade arrows ignore half the Armour Point rating of any flexible material they hit, at the Games Master’s discretion.

Arrow, Signal: Not made for combat at all, signal arrows have a hollow head bored out in the same fashion as a shrilling whistle. When fired (preferably upward into the air) the arrow corkscrews and emits a distinct and piercing wail that can be heard on a clear day for up to five kilometres. If actually fired at a target, the arrow has a -35% penalty to hit and will cause half damage if successful.

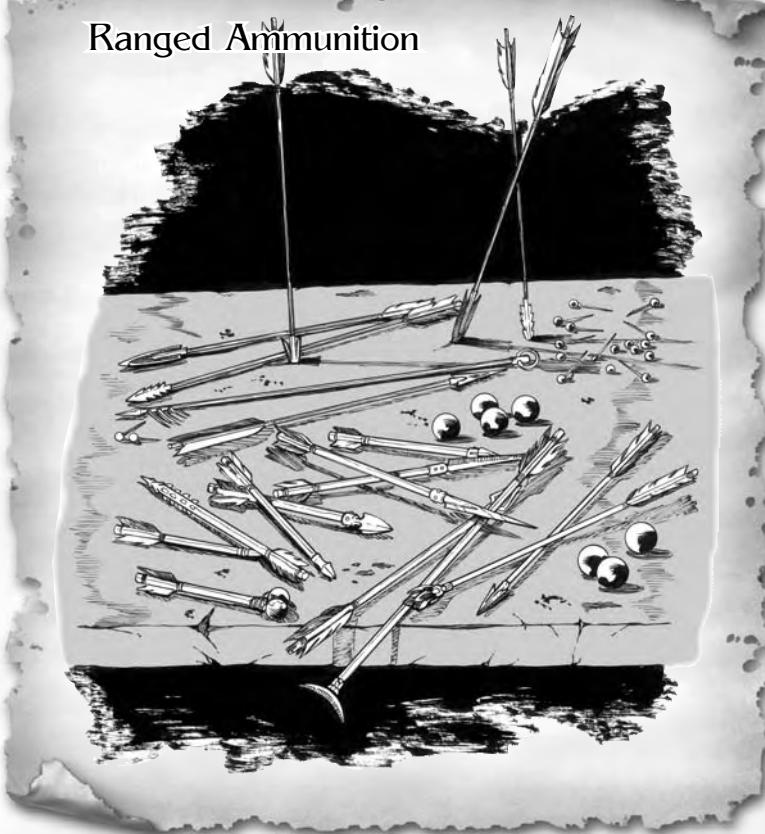
Arrow, Wood-headed: Carved fully from oak, mahogany, teak or even ebony, ‘wood-headed’ is actually a misnomer as the *entire* arrow is carved carefully from the same piece of wood. While this does absolutely nothing for the integrity or stability of the arrow itself, it does mean that the arrow no longer bears any metal at all. This is only a consideration for those who may have some kind of religious belief against the use of metal or forged weaponry, or those who must use things ‘of the land’. Also, in some *RuneQuest* worlds there are creatures that can only be harmed or perhaps harmed especially, by wooden objects.

All Armour Points are considered 1 point higher than normal against wood-headed arrows (though a creature with 0 AP does not gain this bonus).

Blowgun Darts: Blowgun darts are small, thin needles or stubby miniature arrowheads that often have a tuft of down or cotton at the end in order to catch the rush of air in a blowgun. They are not designed to do much in the way of damage, but can deliver a single dose of poison to a target quite easily – if the firer can manage to bypass his armour, of course.

Blowgun Darts, Barbed: Although no more damaging than regular darts, barbed darts stick in any wound that they roll their maximum amount of damage for. These darts, while imbedded, penalise all skill tests by -5% per dart, and inflict an additional point of damage when a Combat Action is taken to remove them (without the proper First Aid test).

Ranged Ammunition



Blowgun Marking Wads: Used by trackers, marking wads are small pellets of sawdust or wool that have been soaked in dye or heavily scented oil and allowed to dry enough to be fired. They do not fly very well, halving the effective range of the blowgun, and inflict no damage when they hit. However, anyone struck will bear a small (maybe three or four centimetres in diameter) splatter of the marking substance. The dye can be easily seen if a character knows what to look for, and musk oils or scented marking fluids can be traced via smell extremely easily (especially if tracking animals are involved). The dye adds +10% to Perception tests against the marked target, and the scented oil adds +25% to Tracking rolls to find the target by scent. The fluids from a marking wad remain on the target for 1D3 days, or until thoroughly washed with lye.

Crossbow Bolts: Simple and stout, bolts are miniature arrows with smaller fletching designed to carry the

bolt on existing force rather than keep it aloft. They tend to have thinner, more compact heads of metal on them to drive deeper with the impact, but some have the wider hunting heads commonly seen on arrows. Bolts tend to be thicker than arrows, and are purchased to fit a specific type of crossbow – wrist, light, medium or heavy.

Crossbow Bolt, Barbed: See the entry on barbed arrows for details on this item, as the two function exactly the same.

Crossbow Bolt, Metal-core: Heavier and shorter-ranged than a common crossbow bolt, metal-core bolts have a thin rod of metal drilled through their centres – giving them far more impact force when they strike a resilient target. Metal-core bolts reduce the crossbow's effective range by one-third (round fractions up), but ignore the first 3 points of AP a target has from non-magical armour.

Crossbow Bolt, Wood-headed: See the entry on wood-headed arrow for details on this item, as the two function exactly the same.

Heavy Crossbow Bolt, Bola: A specially crafted bolt that is fitted to the end of a heavy crossbow, the bola bolt has actually two iron balls for heads. When fired, the lightweight shaft falls away as the heavy balls catch the rush of air and begin to separate and spin. This shot reduces the effective range of a heavy crossbow to 75 metres, and does not use the damage statistics of the crossbow at all. Instead, this shot uses all of the normal rules for a thrown bola (see page 34 for details) and has the additional range of the crossbow. Due to the weapon's construction and the specific mechanics used in order to fire, loading a bola bolt takes an additional two Combat Actions.

Sling Bullets: Stone or lead ovals that can reach surprising speeds and accuracy when hurled by a skilled user. Bullets can be retrieved rather easily, and most can even be hammered or rolled back into a usable shape with little effort (as lead becomes soft when heated slightly).

Whip Bow Arrows: These are a cross between crossbow bolts and true arrows. They are shorter and broader so as to be held between the fingers when

pulling back a whip bow. They also have a short metal hook below their heads to hold the whip bow's string loop. They are generally viewed as more of a bolt than an arrow, and some fletchers might call them by an alternate name: 'whip darts'.

Alternate Weapon Materials

The following table shows a variety of alternate materials that have interesting effects upon weaponry. The table shows the material, the modifier to Craft skill rolls when trying to make the weapon and the suggested cost modifier involved. Further details are included in the materials descriptions. It should be noted that some of these materials may not be available in all cultures, game settings or campaigns but this is ultimately up to the Games Master.

Alternate Weapon Materials

Alternate Material	Craft skill Modifier	Cost Modifier
Bone	+10%	-50%
Coral	-15%	x2
Gold	-10%	x12
Steel	-10%	x4
Stone	+15%	-75% (and have materials on hand ¹)
Wondrous Material	-75%	x20 (and have materials on hand ¹)

¹ It is up to the Games Master to decide how much of a substance is enough to craft the weapon in question

Bone: Lengths of bone have been carved into sharp weapons in various cultures for centuries, and some still believe these weapons are just as effective in present times. Chipped, sanded and ground into the shape of the weapon in question, bone is best suited as a bladed or piercing weapon – but a good stout bone club or maul can do just as much damage as a wooden one!

Weapons made from bone inflict -1 damage from their porous edges or heft, and reduce their AP by 1.

Coral: Weaponsmiths that manage to shape or chip coral into a good piercing or slashing weapon will find that the new material tears, as apposed to slices, the flesh of the enemy. Wounds left by coral weapons become easily infected and are terribly difficult to heal by normal means. Coral is rather heavy, much like stone, and becomes even more so when wet.

Coral weaponry with a blade or piercing spike inflict +1 damage, and any First Aid attempts upon inflicted wounds are penalised by -10%. The extra weight reflects a +1 ENC, which is raised to +3 ENC whenever significantly wet (due to hard rain, submersion and so on).

Gold: Soft as far as metals go, gold is not the first material chosen to craft weaponry. However, its very existence symbolises wealth and nobility and has ties to the higher aspects of otherworldly creatures. It is very costly to make any sort of weapon out of gold, with most weaponsmiths seeing the use of gold in such a way as an utter waste of good resources that could be spent elsewhere.

Gold weaponry suffers -1 to damage and Armour Points, and a -3 to hit points (to a minimum of one). Its ENC score is also doubled, and +1 is added to the STR necessary to wield it due to the denseness of the precious metal. As a sign of wealth, anyone wielding a golden weapon can add +10% to his Influence skill.

Steel: The alloy of iron ore and carbon, steel is light and hard – making it the perfect metal for weaponry. It holds an edge when sharpened for a very long time, resists denting and nicking from common use and is able to cut through most common armour with relative ease. Essentially, a culture that can make steel weaponry will have a definite advantage over all those who can not.

Steel weaponry adds +2 to its Armour Points and +4 to its hit points while reducing its ENC by 1. Superior to bronze and common irons in nearly every way, steel weaponry is only available to cultures that have managed to discover the process to actually mix and create the metal.

Stone: Heavy and unable to hold a decent edge for more than a few strikes, stone weaponry can vary

from a piece of granite lashed to a branch to a fine sliver of chipped obsidian in the shape of a stiletto. Although simple and rather primitive; stone can be quite effective as a weapon if the wielder is strong enough to use it.

Stone weapons add +1 to their Armour Points and +3 hit points, +2 to the STR required to wield them and doubles their ENC score.

Wondrous Material: In the many lands of *RuneQuest*, there are mythic materials as durable as a dragon's scale, light as a feather and as sharp as the edge of a razor. These are all collectively classified as 'wondrous material'.

Exactly what weaponry might be made from wondrous material is entirely up to the Games Master. It should be legendary, with blades able to cut through any mortal substance and maces that cause the ground to shake. Should a Games Master decide to add wondrous material to his chronicle, it is up to him to decide what it will do for his characters.

Inventing New Weaponry

This list of weaponry and their modifications is by no means complete, and both players and Games Masters will likely have some interesting and unique ideas to add to the mix as their games progress. Just as we will no doubt add new weaponry and other items to our to be propelled sourcebooks, we encourage others to do the same.

Even so, characters might decide to try and dream up a weapon for their local weaponsmith to try his craft at making. This can be a lengthy process that might utterly defeat the initial purpose of making the 'perfect' weapon, or it could result in exactly what the character wanted.

There are a few rules to consider when a character is looking at creating a new weapon:

PRICE

Any time a weaponsmith is given an order for a specialised hilt or fanciful blade on an existing weapon blueprint, he can charge dramatically more than he

normally would. It only makes sense that placing an order for a new and unique weapon that has never been crafted before would cost exponentially more. Some weaponsmiths might enjoy the challenge; others might see it as a waste of time. It is wholly up to the Games Master how the individual smith takes the offer – and what manner of reaction he will give to it.

Essentially, having a new and unique weapon made to a character's specifications should cost ten or twenty times what a comparable weapon would cost at the same weaponsmith. This is not just a charge for his time, but also for the additional materials such a weapon might call for and likely the first few unsuccessful attempts. A weaponsmith is not going to simply accept the cost for these test models, and that gets passed back down to the buyer every time. Unless this invented weapon is very simple (such as a two-bladed dagger, or some such), a weaponsmith will make it worth his while to spend his time performing his craft.

Also, any Craft (Weaponsmith) skill tests trying to make, modify or repair unique weaponry is at a -15% penalty – unless the character rolling the test was the one who originally crafted it.

Complicated Storage

Depending on the design of the weapon, keeping it from the elements and sticky-fingered thieves could be quite difficult. A common sheath or baldric might not be an option for use with a dual-ended axe-staff, and it may be similarly difficult to find a suitable hiding place for an assassin's new tri-point stiletto. This can pose a problem for some adventurers, as having to carry their favourite weapons in hand at all times could get in the way when traps threaten or treasure beckons.

Those characters who want special sheaths, loops or cases for their unique weapons should look forward to paying three to five times as much for such items as they would for a comparable weapon.

Reinventing the Dagger

Some weapons, such as broadswords and battleaxes, have been around so long for a reason – they are time-tested and proven to be about as good as they can be. It is very difficult to design any sort of weapon that will

be inherently better than another version. Whether to its weight or unwieldiness, its awkward shape or even the massive cost it takes to craft them – all unique weapons are going to be somehow inferior to the old stand-by examples of weaponry.

This is not to say that a unique weapon could not have a better damage potential or weigh far less than its more common counterparts, but it will likely be far more fragile or cost a small fortune. We encourage Games Masters to work these faults into the weapon design *after* the prototype has been made; no designer looks for every flaw in his work, lest he never manage to complete it.

If it were easy to make new and improved weaponry everyone would do it and there would be no point in traditional weapons. Traditional weapons should be the mainstay in most *RuneQuest* games, with the occasional inventive soul willing to trade the traditional for the wondrous.

Start With Good Foundation

As a general design rule, it is good to start with a basic weapon that has already been tested, passed and printed. Unless a character has a truly unique idea for a weapon, there should be some kind of base to work with.

Begin with a weapon's statistic line such as:

Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
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Now, imagine that the character looking at this weapon statistic line wants to create an 'axe & chain' weapon that is basically a battle-axe head at the end of a stout chain. Calling this project the 'Swinging Axe,' the character explains to his Games Master how it is different from the ball & chain.

The first difference is the skill needed to wield the 'swinging axe.' Should it fall under 1H Axe due to its bladed head or 1H Flail due to its chain construction? The Games Master explains that this weapon would still use 1H Flail, as the fighting style for the weapon is much more like a ball & chain than an axe.

New Weaponry



The next difference concerns the damage potential. The ball & chain and the common battleaxe inflict 1D6+1, so there is no reason to alter this number unless the character has something special in mind.

The STR and DEX required to wield the weapon are a little trickier, and require some deeper involvement from the Games Master. The character knows that the

axe-blade will be slightly lighter than a ball of solid metal, but also knows that it will be much more likely to swing awkwardly in the hands of a novice. The Games Master rules that the STR requirement of 9 stays true, as it will take a decent amount of arm strength to keep the chain from buckling under the swinging blade. He agrees that the DEX requirement should be higher to avoid hitting oneself with the weapon, and increases it to 13.

The weapon is actually slightly lighter, as the ball of a ball and chain weighs significantly more than the single blade of a battle-axe. The Games Master reduces the weapon's ENC to 1.

Because both weapons are made from metal and chain with no wooden parts or fragile connections, the Games Master leaves the Swinging Axe's AP/HP unchanged.

The final step, cost, is actually generally dependant on the weapon smith in question. However, the Games Master does instruct the character that the weapon – if it were produced commonly – would cost between the 100 SP for a battle-axe and the 250 SP of the ball & chain. Deciding on a store price of 175 SP, the Games Master also informs the character that the first production of the Swinging Axe is likely to cost between 1,750 and 3,500 SP!

Once all the designing and the negotiating with the Games Master is done, the statistic line for the character's Swinging Axe is as follows:

Swinging Axe	1H Flail	1D6+1	9/13	1	4/8	175 SP
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As you can see, there should be a solid background in a common weapon to allow the Games Master to work with the character on the final product. It makes things far easier, and will hopefully make for a good guideline of fairness between these new and unique weapon products and the traditionally used tools of combat.

ARMOUR

This chapter covers the tools that keep adventurers alive – armour. Combat can become very lethal at a moment's notice in *RuneQuest* and a good layer of armour standing between a character and his enemy is often the difference between life and death.

Also included in this chapter are extended descriptions and uses for the armour found in *RuneQuest*. Be careful to look at the descriptions of previously released armour types as well, as some have received new alternate rules to stay competitive with newer versions found in this book.

Following the collective list of armour in this chapter are narrative and game term descriptions of each type or piece of 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.

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

Archer's Armlet: This is a stiffened piece of leather worn on the inside of the forearm of most archers, protecting them from the bite of a slightly misfired bowstring.

Banded Shirt: Created by sewing or riveting metal bands to a leather backing, then layered so as to be flexible like the skin of an armadillo or segmented worm, banded armour is not terribly comfortable or light, but offers considerable protection.

Banded Skirt: This is a knee-length tube of banded sections that is commonly worn over breaches or leggings to protect the wearer's legs from harm.

Banded (suit): A banded shirt and skirt set that can be belted or locked together at the waist, this suit of armour has all the bonuses both of its component parts.

Bone Helm: Carved from either a single skull or several skulls, the bone helm does what the component skull(s) did in life – protect the wearer's head and brain. Bone is surprisingly durable and can take a significant amount of damage before yielding, especially when backed with thick fur or leather for comfort and protection. Many bone helms have skull-like faces or other horrifying visages, granting a +10% bonus to Influence tests made to intimidate, but suffering a -10% penalty to Influence tests to persuade or charm those who might find the mask a bit imposing.

Bone Shirt: Armour made from lengths of collected bone sewn together with leather cord or small brass rings, a bone shirt is commonly seen in tribal societies or worn by those who want to give off an image of barbarism. The bone shirt grants a +10% bonus to Influence tests made to intimidate, but suffers a -10% penalty to Influence tests made to persuade or charm those who might think the bone armour is savage.

Bone Skirt: This is a skirt that is made of bones and used to deflect weapons. Not only does it have the same bonuses and penalties of a bone shirt (see above), but its constant rattling also reduces the wearer's Stealth by -10% when he is moving, above and beyond its Skill Penalty.

Chainmail Coif: The coif is a hood-like hat made of chainmail. It covers the top, back and sides of the head. It is lined with soft leather or moleskin to keep the links from pinching the wearer's skin or knotting up in his hair.

Bone Armour



Chainmail Shirt: Heavy but protective, a chainmail shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen. Some wearers belt the overlapping chainmail with a heavy leather strap to keep it from swinging too much while in motion. A chainmail shirt is lined with soft leather, especially up around the shoulders, where the weight tends to cause abrasions, bruising and eternally sore muscles.

Chainmail Skirt: A chainmail skirt hangs to the knees and allows for maximum freedom of movement without sacrificing protection for the lower body.

Chainmail Trews: Essentially a pair of pants crafted from chainmail, these trews offer the same protection as a chainmail skirt but are slightly more cumbersome to wear for extended periods of time.

Crabclaw Gauntlet: A specialised tool for one-handed duellists, the crabclaw gauntlet is a thick metal ‘glove’ that extends halfway up the arm, just like any other. The part of this gauntlet that is exceptional is the single folded plate that houses the first two fingers of the wearer’s hand. At the end of this thick finger-cuff is a latching mechanism that clasps the cuff to a socket at the base of the thumb plating – creating a sort of claw that holds any one-handed weapon firmly in its grip. Unless the gauntlet is actually broken, the wielder will continue to grasp the weapon or item within. A crabclaw gauntlet adds +50% to any tests used to resist being disarmed or having the clutched item taken from the gauntlet. It takes 2 Combat Actions to unlatch the glove.

Duellists Half-Cape: This is a length of flexible cloth that is often cut into a draped cape of sorts that hangs over the chest and unused arm during a swordfight. A number of stiff leather strips are sewn into the cape here and there, giving additional protection to the areas they cover. The half-cape’s construction allows it to be twirled over one arm or the other as a Combat Reaction. This adds the cape’s Armour Points to the covered arm if desired. Also, if taken from around the chest and held in one hand, the half-cape can be used like a buckler – offering no AP protection, but allowing a +10% bonus to Parry skill tests.

Enamelled Breastplate: Cast from either leather or tin before being painted repeatedly with stiff resins and alchemical agents, enamelled armour is beautiful and resilient without being too heavy. Due to its

Armour

Armour	AP	ENC	Locations	Cost
Archer's armlet	1	1	Arm (wearer's choice)	100 SP
Banded shirt	3	3	Abdomen, Arms, Chest	1,000 SP
Banded skirt	3	3	Legs	750 SP
Banded (suit)	3	3	All	1,600 SP
Bone helm	3	1	Head	300 SP
Bone shirt	2	1	Abdomen, Arms, Chest	450 SP
Bone skirt	2	1	Legs	300 SP
Chainmail coif	5	1	Head	500 SP
Chainmail shirt	5	3	Abdomen, Arms, Chest	1,250 SP
Chainmail skirt	5	2	Legs	800 SP
Chainmail trews	5	3	Abdomen, Legs	1,000 SP
Crabclaw gauntlet	4	1	Arm (wearer's choice)	350 SP
Duellist Half-cape	2	1	Chest, Arm (wearer's choice)	400 SP
Enamelled breastplate	4	3	Abdomen, Chest	2,000 SP
Enamelled helm	4	1	Head	1,100 SP
Enamelled leggings	4	2	Legs	1,800 SP
Enamelled vambraces	4	1	Arms	1,600 SP
False plate (breast and back)	3	1	Abdomen, Chest	500 SP
False plate (suit)	3	2	All	750 SP
Full helm	6	2	Head	1,400 SP
Gauntlet, heavy	3	1	Arms	1,500 SP
Gauntlet, light	1	—	Arms	500 SP
Gauntlet, medium	2	1	Arms	1,000 SP
Gladiator armlet	2	1	Arm	350 SP
Gladiator chestpiece	2	2	Abdomen, Chest	450 SP
Gladiator helm	2	1	Head	200 SP
Gladiator legging	2	1	Leg	400 SP
Gladiator skirt	3	2	Legs	450 SP
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP
Heavy leather cap	2	1	Head	75 SP
Helmet	5	1	Head	300 SP
Leather hauberk	1	1	Abdomen, Chest	125 SP
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP
Leather trews	1	1	Legs	100 SP
Padded shirt	2	1	Abdomen, Arms, Chest	200 SP
Padded trews	2	1	Legs	125 SP
Plate (breast and back)	6	3	Abdomen, Chest	4,500 SP
Plate leggings	6	2	Legs	3,000 SP
Plate (suit)	6	9	All	9,000 SP
Plate vambraces	6	2	Arms	2,000 SP
Plated cloak	3	3	Abdomen, Arms, Chest, Legs	1,850 SP
Plated coat	3	2	Abdomen, Arms, Chest	1,500 SP
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP

Armour	AP	ENC	Locations	Cost
Ringmail skirt	3	2	Legs	600 SP
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP
Scalemail skirt	4	3	Legs	800 SP
Serpentmail shirt	3	1	Abdomen, Arms, Chest	850 SP
Serpentmail (suit)	3	2	All except Head	1,100 SP
Serpentmail trews	3	1	Legs	750 SP
Tightweave Silk (suit)	1	—	All	500 SP
Tusked helm	5	1	Head	550 SP
Wooden shirt	2	2	Abdomen, Arms, Chest	600 SP
Wooden leggings	2	1	Legs	400 SP
Wooden vambraces	2	1	Arms	350 SP

construction, it is always made in brilliant colours that strike the eye from a great distance. Often used by generals, heroes and showmen, enamelled armour is among the most attractive armour made. Every individual piece of enamelled armour grants +10% to any Influence tests made toward onlookers, but also applies that same bonus to any Perception tests made to spot the wearer.

Enamelled Helm: Often larger and more elaborate than a simple full helm, enamelled helms are sometimes built with frightening facemasks or visors. Looming horns or other additions make the shining, brilliantly coloured helmets stand out even more, applying all of the same bonuses and penalties as described under the enamelled breastplate.

Enamelled Leggings: Enamelled leggings are similar to trews or chaps, except that only the large, flat areas of the legs are encased in curved plates of enamelled armour. These leggings are frequently backed with cloth and leather, making them comfortable and giving the crafter the freedom to embroider traditional symbols and dazzling images into the cloth under the armour. These leggings are subject to all of the same bonuses and penalties as described under the enamelled breastplate.

Enamelled Vambraces: Like the enamelled leggings, vambraces protect the flat areas of the arms with stiff plates and stiffened and dyed leather. These vambraces protect the backs of the arms remarkably well and give the wearer a high degree of mobility in the elbows and wrists for many varied fighting styles. Often sewn with beads, ribbons or personal images, enamelled vambraces are subject to all of the same bonuses

and penalties as described under the enamelled breastplate.

False Plate (breast and back): Made for the adventurer who wants the look of expensive plate armour but not the cost, false plate is actually hard leather with a very thin riveted sheet of metal on top of it. To the casual observer, the clever sculpting and metallic sheen of the armour is likely to pass for the heavy and costly plate. Unless the armour is damaged enough that someone can see through the thin metal, it is almost indistinguishable (-25% to Perception tests) from normal plate armour.

False Plate (suit): This is a complete suit of the cunning false plate armour, cut and fit to the wearer just as though it were real plate. At a glance it will fool nearly anyone, as it has all the same rules as the false plate breast (see above); however, it is considerably lighter and does not clank and rattle quite the same. Someone fighting or running in a suit of false plate reduces the penalty to onlookers' Perception tests against discovering its secret to -10%.

Full Helm: This headgear option is a rigid helmet covering the entire head, except for eye holes and a vent for breathing. Full helms are also made with adjustable visors or faceplates for those who need to communicate clearly while wearing them, but can be lowered or raised freely if the wearer has a free hand.

Gauntlet, Heavy: A hinged, segmented glove made of several metal plates folded to fit the wearer, a heavy gauntlet completely eliminates the ability to manipulate objects with any sort of manual dexterity but protects the hand and forearm against injury. As a

side note, the heavy gauntlet inflicts 1D4 bludgeoning damage if used to punch, but suffers a -10% penalty when used to attack in such a manner.

Gauntlet, Light: Stiff leather with several sewn-in plates of metal, a light gauntlet is a common sight in most societies. It offers a degree of protection to the hand and forearm, with only a slight reduction in manual grace (-5% to DEX-based activities). The light gauntlet is also a good standby for a falconry glove, and many falconers wear them for this reason alone.

Gauntlet, Medium: A medium gauntlet is a leather cuff with metal finger plates sewn to a reinforced backing. It protects the wearer's hand and forearm like any other gauntlet, but tends to keep the best of both worlds in its construction. The penalty to DEX-based activities is raised to -10%, but the medium gauntlet offers greater protection than its light counterpart.

Gladiator Armlet: Designed to be secondary weapon in case its wearer is disarmed – which happens commonly enough in gladiatorial arenas – gladiator armour (an armlet in this case) is bought piecemeal and often combined with other armour types to better protect weaker areas of the fighter. Gladiator armour is made of hardened leather riveted together and occasionally fitted with sharp spikes, hooks or small blades.

Gladiator Chestpiece: This piece of gladiator armour is often a series of leather straps buckled together around the chest and waist of the wearer, with rows of spikes jutting out from high-impact areas of the body.

Gladiator Helm: A gladiator helm is a leather mask with metallic bands around the forehead and throat for protection, and several long spikes or blades for impromptu head-butting and resisting wrestling.

Gladiator Legging: This is a long leather sleeve that buckles to a belt or baldric at the waist and around the ankle of the wearer. Along the flank and at the kneecap are reinforced pads with metal backing that root the armour's spikes to something that will not easily tear off.

Gladiator Skirt: This a series of loose flaps of leather covered sporadically in small metal studs to deflect blows.

Heavy Leather Hauberk: Fashioned of thick and stiff boiled leather, this hauberk is a sleeveless garment that falls from the shoulders to just below the groin. It can deflect a moderate amount of damage to the areas it covers without weighing down the wearer. It is a common piece of armour in many cultures.

Heavy Leather Cap: This cap is made of stiff leather and protects the top, back and sides of the head. It is one of the most basic forms of head protection. It is often sewn from scraps left over from other leatherworking projects, and is commonly thought of as 'peasant armour'.

Helmet: A helmet is made of rigid metal and covers the top, back and sides of the head. These helmets usually have a nose guard as well. Many are engraved or personalised, and many have thick leather chin-straps to keep them in place during fast movement or harsh conditions.

Leather Hauberk: One step above normal clothing, this piece of armour is essentially a weaker and more flexible version of the heavy leather hauberk. Often this is created by simply not boiling and cooking the leather, and is an easy enough task for amateur tanners (+10% to the Craft skill test).

Leather Shirt: The leather shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen with loose leather. It cannot turn many attacks before being torn or worn at the stitching, but it is always better than wearing nothing at all. For an additional 15 SP, the leatherworker can sew in an additional internal pocket where the owner could hide any object with less than 1 ENC.

Leather Trews: This is a pair of pants crafted of thick leather that protects the wearer's legs from accidental harm. They are not especially durable or tough, and few adventurers would choose leather over more substantial protection – unless they simply could not afford otherwise.

Padded Shirt: A padded shirt consists of leather sewn in two layers with shreds of sack cloth or waxy wool between them. It is heavy and hot to wear. It is rarely comfortable in any way, and most adventurers would be happy to wear regular leathers over a padded shirt on a hot day. After wearing a padded shirt all day in

any sort of hot climate (relative to the wearer), the wearer will automatically suffer a level of Fatigue.

Padded Trews: Padded trews are thick padded pants identical in design to the padded shirt, though they are not hot enough to cause a level of Fatigue by themselves. However, if combined with a padded shirt, padded trews will add an additional level of Fatigue to the one caused by a shirt alone. Padded trews almost always have a pouch or pocket on either side of the thigh to store small goods.

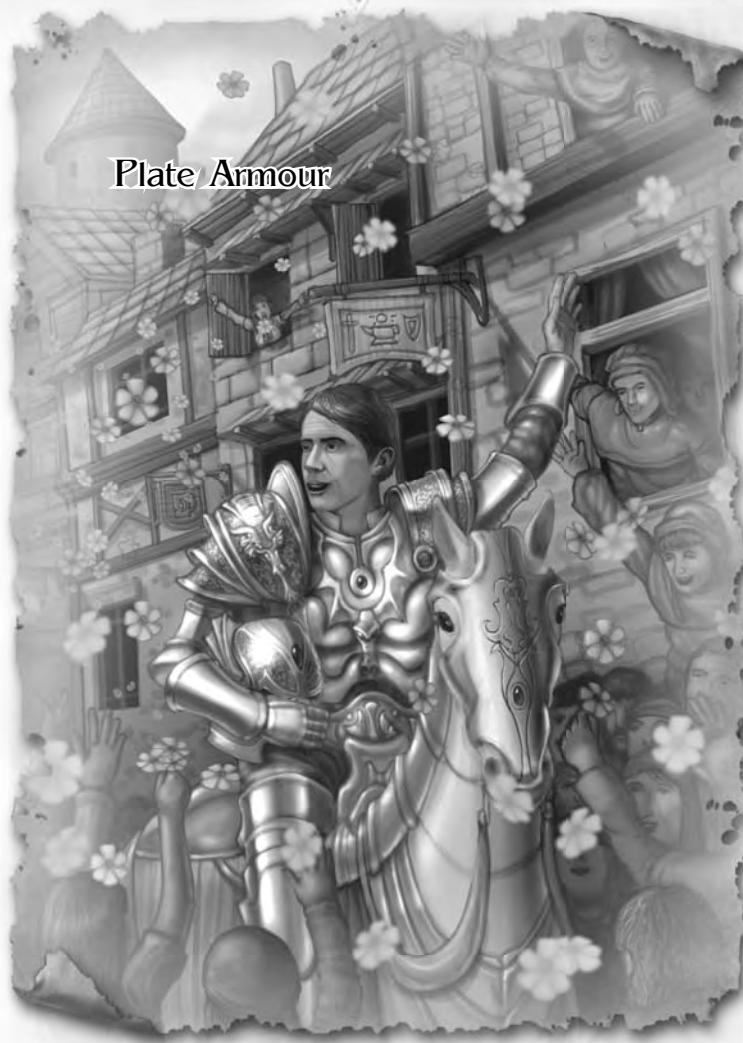
Plate (breast and back): Made of interlocking metal plates, this armour is the ultimate in personal protection but comes with a heavy price tag. All types of plate armour must be made specifically for the character wearing it as the plates have to be precisely forged with properly fitted hinge points to fit his dimensions. Characters may try using plate armour not designed for them, but the ENC and skill penalty will be doubled.

Plate Leggings: Plate leggings are thick plates of metal hinged and riveted together around the wearer's legs. They are heavy and unwieldy, but offer amazing protection against physical harm. They are far too noisy for any kind of stealthy action, and too heavy for the athletically-minded, but plate leggings are great for those stalwart fighters that are ready to march into the enemy.

Plate (suit): This extremely expensive collection of fitted plate armour is the utmost in personal protection. It costs a small fortune, and turns any foot soldier into a juggernaut of warfare. Plate armour can withstand a very high amount of damage, and those who can afford to cover themselves from head to toe in it will likely survive all but the most powerful blows.

Plate Vambraces: Similar to heavy gauntlets, plate vambraces are clasped plates of metal that buckle around the wearer's forearms. Often attached to

Plate Armour



chainmail gloves or medium gauntlets (Armour Points already included), vambraces are a good way of keeping the enemy from attempting to disarm an adventurer.

Plated Cloak: This is a thick wool or leather cloak that has dozens of small metal plates sewn inside the fabric. The plates make the cloak quite heavy, and the garment really only protects from attacks occurring from behind unless fully wrapped around the wearer, but it offers a considerable amount of protection. It takes a Combat Reaction to don the cloak (so long as the wearer has an open hand), and he cannot attack while doing so.

Plated Coat: This heavy leather coat has a high collar and tails that drop well past the waist to just above the knee, hemmed sleeves with buckles and pockets in several places. On the inside lining, which is commonly made of moleskin or soft leather, are several metal plates placed in key places (over the heart, kidneys, neck and so on) that absorb a good amount of damage when attacked. The coat is heavy, but some prefer it to heavier armour, as it takes half the time to put on or take off than a normal armour shirt or breastplate.

Ringmail Shirt: Ringmail is essentially an older and cheaper version of chainmail. It consists of a layer of soft leather, onto which are attached hundreds of small metal rings, each connected to the leather by a small leather tab. A ringmail shirt does not protect as well as chainmail but allows for greater flexibility and freedom of movement.

Ringmail Skirt: A row of leather flaps riveted to a wide girdle-style belt with hundreds of sewn-on ringlets, the ringmail skirt is decent protection for the lower body.

Scalemail Shirt: A step up in complexity from ringmail, scalemail consists of a leather garment with overlapping metal scales sewn into it, emulating the appearance of fish's or reptile's scales. It is a bit more efficient in its protective ability, but tends to be slightly heavier due to the additional metal used.

Scalemail Skirt: Unlike many of the other armour skirts, the scalemail skirt is not sectioned and hung from the same belt. Instead, it is made as one large panel of scalemail with a large gap left in the front for leg movement. Depending on the wearer's fighting stance he can protect his legs fully or sweep the skirt aside to kick or run without being slowed down by the heavy mail.

Serpentmail Shirt: Although similar in nature to scalemail, serpentmail is not individual scales sewn to a backing, but a sheet of metallic scales all sewn to *each other*. This makes a plane of flowing scales like

Serpentmail



those of a snake, which do well to deflect blades at less than half the weight of scalemail. Serpentmail struck by a bladed weapon increases its Armour Points by 1 against that attack.

Serpentmail (suit): A full suit of serpentmail is not just a set of shirt and trews, but instead is one giant bodysuit made of the flowing scales that belt together in the back. Without additional help, however, donning a full suit of serpentmail requires double the time of regular armour. Many reptilian species or snake-worshippers paint their serpentmail suits to resemble the scales of a beast, topping the image with a sculpted full helm or tusked helm for effect. A serpentmail suit obviously has all the bonuses of a serpentmail shirt (see above).

Serpentmail Trews: Made from a single sheet of flexible metal scales, serpentmail trews are lightweight

and easy to move around in. Many adventurers who know an armoursmith with the skill and the patience to craft serpentmail might just request trews for the relative comfort they offer.

Tightweave Silk (suit): Also nicknamed ‘assassin’s armour,’ the tightweave silk suit is a head-to-toe dyed-black silken bodysuit woven over a thin layer of treated leather. While it only offers the tiniest amount of protection from physical harm, it offers it to the entire body of the wearer – including the head, which is protected by a closed-drawn hood. Due to the nature of the armour, however, it does not pose any Skill Penalty. Contrarily, it adds +10% to the wearer’s Stealth score due to the quiet and dark design of the suit.

Tusked Helm: Halfway between a helmet and a full helm, the tusked helm is a fully enclosed metal helmet that has a forward-jutting faceplate that supports two or three very large curved blades that look similar to tusks (hence the name). Anyone within head-butting range of the wearer can instead receive a head-slash instead. The tusked helm suffers a -5% to the Unarmed skill to attack, but inflicts 1D6 points of damage instead of the usual 1D3.

Wooden Shirt: Wooden armour is made by a carpenter instead of a blacksmith and is constructed in a similar pattern to plate armour. It is carved in plates and then tethered together with leather and catgut, keeping the natural aspect of the armour intact. Although not particularly attractive or protective, it allows those who believe they cannot wear metal armour to at least have moderate protection at normal pricing. It takes three times as long as normal to size and carve the armour and must be done to the specifications of the

buyer. Characters may try using wooden armour not designed for them but the ENC and Skill Penalty will be doubled. Treated with the proper oils and resins, wooden armour is no more flammable than leather, but is particularly weak against chopping weapons (axes, some polearms and so on) – and only offers 1 Armour Point against those attacks.

Wooden Leggings: Wooden leggings are jointed leggings made from wooden ‘plates.’ They are light and easy to move around in. This offers no additional bonus, but also imposes no penalties to movement or agility other than the normal skill penalty for wearing armour. Also, wooden leggings are just as susceptible to chopping weapons as the wooden shirt (see above).

Wooden Vambraces: Often carved from a single log or branch, hollowed out and then reinforced from within, wooden vambraces are commonly quite elaborate and decorated by the crafter. They always leave enough room for heavy leather gloves or even light gauntlets beneath them, but do a decent enough job protecting the lower arm of the wearer nonetheless. They too suffer the same penalties against axes and their wedge-like kin (see above).

Modifying Armour

The following is a list of modifications that a qualified armoursmith could make to individual pieces of armour. These modifications are not simple for even master smiths, and can use up massive amounts of time and money. Even the most trivial of modifications requires the smith to take the armour completely apart to be adjusted. Like modifying weapons, there is always a risk to the structural integrity of the armour, and much of the time it is too expensive to experiment with.

Armour Modifications

Modification	Average Time of Modification	Modification Restrictions	Difficulty	Cost
Bladed	1D4 days	Arms and Legs only	-5%	300 SP
Camouflaged	2D10 hours	None	+10%	x2 of base armour value
Muted	1D3 days	Arms and Legs only	-10%	x1.5 of base armour value
Reinforced	1D6 weeks	Abdomen, Arms, Chest and Legs only	-20%	x5 of base armour value
Spiked	1D4 days	None	-5%	250 SP
Wintered	2D8 hours	None	—	150 SP

Armour Modification



The Armour Modifications table shows the names of possible modifications, how long the process typically takes, any restrictions, the difficulty of the modification and the cost. Following the table is a detailed description of each modification and an example of how it would look and affect a given piece of armour.

Bladed: Riveting or forge-welding thin blades to forward pointing areas of the armour segment (foot, knee, back of hand and so on) gives the wearer an additional weapon that cannot be disarmed. This blade is positioned to be used with a normal Unarmed attack, which is considered to be a dagger for the purposes of damage. These blades add a +5% bonus to Parry attempts with a weapon in the same hand or while Unarmed, and +1 to ENC of the armour.

Example: Adding the Bladed trait to a plate vambrace results in a weapon that is considered a dagger; this adds +5% to Parry, but the armour now weighs 2 ENC.

Camouflaged: Painting the armour with dyes, inks and strips of canvas to match the surroundings requested by the buyer, the armour can be made to be easily hidden in those surroundings. Each hit location that is covered by Camouflaged armour adds a cumulative +5% bonus to any Stealth skill tests made to hide in a surrounding matching the camouflage pattern. It is up to the Games Master to decide if the surroundings match, but armour can only have one type Camouflage at a time.

Example: Bordo the Bandit is wearing leggings and a hauberk made of heavy leather Camouflaged to the forest he lives in. Since this covers his Abdomen, Chest and Legs, Bordo receives a +20% bonus to Stealth in order to hide in his or similar forests.

Muted: By adding a thin coating of resin or even rubber tree sap to all of the areas of metallic armour that rub or click together an armoursmith can reduce any unnecessary noise it makes when moving. Armour that is treated in this way reduces its Skill Penalty to the Stealth skill by half (round down).

Example: A set of Muted plate leggings would actually only have a -3 skill penalty to Stealth instead of the normal -6 for each leg.

Reinforced: An armoursmith can always add metal strips to existing armour to bolster its protective nature. Leather can be plated over, chainmail can be wired with thick spools of metal and even plate can be thickened. These modifications make the armour more durable and resistant to damage, but also make it far heavier and bulky. Reinforcing armour adds 1 Armour Point to it, but makes it half-again (round up) its normal ENC and doubles the Skill Penalty imposed by the new AP value.

Example: A Reinforced his banded shirt has an AP of 4, but weighs a considerable 5 ENC ($3 + 1.5 = 4.5$ rounded up to 5) and imposes a frightening -8 Skill Penalty (4 AP doubled).

Spiked: Adding long spikes to specific areas of armour can make any style of armour into makeshift gladiator's armour – except with the protection desired by the buyer of the modification. Anyone that strikes a section of the body covered by a spiked armour segment with his bare flesh will suffer 1D3 damage. Also, grappling with or being grappled by someone who is wearing spiked armour segments will inflict 1D4 damage each round to a random hit location. Spiking armour adds 1 ENC worth of spikes and rivets to the weight of the armour.

Example: The pugilist Marko has just bought a plate vambrace and had it Spiked. He now has an arm covered in dangerous spikes that can inflict significant damage, but now also weighs a shoulder-tiring 2 ENC.

Wintered: Adhering thick leather or furs to all of the spaces in normal armour, an armoursmith can insulate any armour against the bitter cold and stiff wind of winter or mountaintop travels. This makes the armour entirely uncomfortable to wear in any other climate, and very heavy and unwieldy, but can make all the difference in such harsh environments. Wintering armour makes it very warm and snug, granting a +15% bonus to any Survival and Resilience skill tests against extreme cold or winter-like conditions. However, its ENC is raised by 1 and its skill penalties are doubled. Also, wearing the armour in any moderate or warmer temperature causes a level of Fatigue every hour the wearer is clad in the wintered armour.

Example: A mountain range traveller has his chainmail shirt fully Wintered. With the bonus to his skills, he is sure to survive in the frozen peaks, but the shirt now weighs 5 ENC and imposes a massive -10% skill penalty from the bulk of the added furs.

The Armour Modification Process

An armoursmith making modifications to an armour segment must spend the allotted time doing the work in a proper forge or workshop, suffering severe penalties for trying to do them outside of such environments (–

20 to -50% commonly). Once the time has been spent doing the work required, the armoursmith makes the adjusted Craft (Armourer) skill roll. The outcomes of possible results of that skill test are below.

Success! The modification is complete, and all the bonuses and penalties described above are applied.

Failure! The modification is more time consuming than first thought. The modification process must be repeated in order to finish it.

Critical Success! The modification went smoothly, and the armoursmith was able to do some additional adjusting as he went along. The armour segment's Skill Penalty is reduced by -1, to a minimum of zero.

Critical Failure! The modification process was too invasive or sloppy and the armour segment has suffered some form of damage. Not only must the process be repeated in order to finish the modification, but the armour segment's Skill Penalty is increased by +1

Alternate Armour Materials

The Alternate Armour Materials table shows a variety of alternate materials that have interesting effects upon armour. The table shows the material, the modifier to Craft skill rolls trying to make armour from it and the suggested cost multiplier involved. It should be noted that some of these materials may not be available in all cultures, game settings or campaigns – that is ultimately up to the Games Master.

Alternate Armour Materials

Alternate Material	Craft skill Modifier	Cost Multiplier
Coral	-20%	x2
Dwarfen Cinder	-15%	x3
Elfen Silk	+10%	x5
Gold	-15%	x12
Monster Hide	Varies	Varies
Steel	-10%	x4
Wondrous Metal	-75%	x20 (and have materials on hand*)

* It is up to the Games Master to decide how much of a substance is enough to craft the armour in question



**Monster
Hide
Armour**

Coral: The building blocks of some of the largest and most impressive undersea constructions, coral is jagged, sharp and able to withstand the crushing force of the tides. Of course, it makes above adequate armour. Not only does it come in a variety of colours and textures, it is very durable and must be chiselled very specifically in order to make armour. Users beware, however, as it is very porous and seems to absorb and hold water quite easily. Although only

available in areas near an ocean shore or island community, coral is plentiful where it can be found at all – making it a rather inexpensive (relatively speaking) material.

+1 AP is added to armour made from coral or containing coral parts. Coral armour is always considered to have the Spiked modification, but must *triple* its ENC whenever significantly wet (hard rain, swimming and so on). Only armour types with rigid pieces (scalemail, banded, plate and so on) can be carved or sculpted from coral.

Dwarfen Cinder: Named after one of the most common blacksmith-centric races in mythic lore, ‘Dwarfen’ cinder is really just armour made from overtempered metal ore. It is vastly heavier than common metals and alloys, and is very resistant to physical damage. However, it is terribly brittle and has been known to shatter like glass when struck just right.

Dwarfen cinder armour has a massive +2 AP bonus but doubles its weight in ENC. If a Critical Hit is scored against Dwarfen cinder, there is a 15% of it shattering into useless pieces. Only armour types with rigid pieces (scalemail, banded, plate and so on) can be carved or sculpted from Dwarfen Cinder.

Elfen Silk: ‘Elfen’ silk is an extremely supple fabric that is interwoven with thinly spun wires of copper or steel. This inner-weave makes it strong, flexible and resilient. Sheets of the material have a glimmer and shine to them that can sometimes lend the belief that Elfen silk is somehow magical.

Elfen silk has +1 AP and any Skill Penalties are reduced by half (round down). Only armour types with large cloth or leather sections (leather, gladiator, capes and cloaks and so on) can be tailored from Elfen silk.

Gold: Soft as far as metals go, gold is not the best material for crafting battle-ready armour. However, its very existence symbolises wealth and nobility and shines like the light of the sun itself. It is very costly to make any sort of armour segment out of gold, with most armourers viewing the use of gold for armour as an utter waste of good resources.

Gold armour actually suffers a -1 AP penalty and doubles its ENC score due to its being so soft, malleable and heavy. However, anyone clad in gold armour can add +5% per hit location to his Influence skill. Any armour can have its plates, rivets or adornments made with solid gold if the Games Master allows it.

Monster Hide: There are tales of heroes clad in armour made of dragon's hide or hydra scales from a multitude of cultures and mythologies – and they are all possible. Any adventurer who can gather enough scale or reptilian hide from a great beast such as a dragon, wyvern or the like can craft truly impressive armour from it. The harder it was to pierce the beast, the harder it will be to pierce the armour made from the beast. Not to mention, if the creature had any sort of additional resistance or immunity due to its scale or hide – it is safe to say the wearer of the armour will as well. The main drawback (besides having to hunt down the beast!) is the difficulty it takes to work with such materials, as many armourers find their anvils and hammers wearing and cracking long before the scales bend to the desired shape!

For more details on crafting armour from the hides of defeated monsters see *RuneQuest Monsters*. The

Monster Hide Armour table gives a basic idea of what the AP and ENC of different monster hides will give.

Steel: Steel is a lightweight alloy of iron ore and carbon and is harder than either of its component ingredients – making it the perfect metal for armour. It holds a temper for a very long time, resists denting and tearing from being struck with weaponry and can deflect lesser blows with ease. Any culture that can manage to forge steel armour will find they have a serious advantage over all those who cannot.

Steel armour adds +1 to its Armour Points while reducing its ENC by -1. Superior to bronze and common metals in arguably every way, steel armour is only available to cultures that have managed to discover the process to actually mix and create the metal – an advanced process that can take several generations beyond the Bronze Age to even accidentally unearth without outside influences. Any type of armour that can be made well over half of rigid pieces (chainmail or plate is fine, leather or straw is not) can be crafted from steel if the armoursmith has the skill and the knowledge to do so.

Wondrous Metal: In the mythic lands of *RuneQuest*, there are fabled substances as hard as diamond, light as air and as strong as the back of a titan. These are all collectively classified as 'wondrous metals'. From deep-spawned adamantine to meteoric iron and folded jade steel, these substances are often the source for heroic and lengthy quests. Obtaining these substances is the real task, and once it is in hand finding an armourer able to make even a single piece of armour from it could be the target of the next quest!

Monster Hide Armour

Natural AP of Creature	Armour AP	Craft Penalty	Time Required	ENC (head/per arm/per leg)	ENC (abdomen/chest)	Sale Price (by armour AP)
1-5	1-2	-0%	2 days	½ ENC	1 ENC	150 SP per AP
6-9	3-4	-10%	5 days	1 ENC	1 ENC	175 SP per AP
10-13	5-6	-20%	10 days	1½ ENC	2 ENC	500 SP per AP
14-17	7-8	-30%	20 days	2 ENC	3 ENC	750 SP per AP
18-19	9	-50%	30 days	2½ ENC	4 ENC	750 SP per AP
20-21	10	-100%	60 days	3 ENC	5 ENC	1,500 SP per AP
22-23	11	-150%	90 days	3½ ENC	6 ENC	2,500 SP per AP
24-25	12	-200%	180 days	4 ENC	7 ENC	5,000 SP per AP

Exactly what armour may be made from a wondrous metal is entirely up to the Games Master. It should be mythic and the stuff of legend, with titanic blows glancing off harmlessly and dragon's fire simply blackening it like the spike from a roast hog's spit.

Repairing ARMOUR

Unless stated by a weapon, spell or environmental effect, armour does not suffer massive amounts of structural damage from most sources. After all, it is designed to protect the wearer and help shrug off damage. This means that all armour will slowly weather and wear down over the weeks of its use and abuse, eventually requiring a little repair here and there. This means that as an adventurer goes about his quests and adventures, he will periodically need to repair or replace his armour or quickly find himself without it.

Depending on the Armour Points of the armour and the level of 'wear and tear' the armour sees, it can go a number of weeks before even losing any of its efficiency. The table below shows the number of weeks an armour segment can go between repairs (varied by degree of use), and roughly how much it should cost to do so.

Protected Wear: This level of wear defines armour in storage or on display, but not actually being worn

more than a few minutes a day. Also, to be considered 'Protected' it cannot see any form of combat.

Basic Wear: This level of wear defines armour that is worn for special occasions or while on duty at a specific career. The armour can be worn only for a few hours a day at most, and cannot be subjected to the punishments of combat without losing its 'Basic' status.

Common Wear: This level of wear defines a normal adventurer's life. Travel, all-day wearing and the occasional bloody battle with the hazards of the quest at hand, these are just some of the reasons an adventurer must get his armour repaired from time to time.

Rigorous Wear: This level of wear defines armour that is being really put to the test. Soldiers that wear their gear day and night, adventurers travelling in sandstorm-prone deserts and armour that sees mythic combat every other day should fall into this level of wear.

Armour that goes too long without repairs might not withstand the rigours of combat and become useless at the worst possible moment. It is up to the Games Masters to decide exactly what happens when armour has gone too long without a maintenance.

Armour Wear Values

Original AP Value	Protected Wear	Basic Wear	Common Wear	Rigorous Wear	Cost to Repair
1-2	AP x10 weeks	AP x5 weeks	AP x2 weeks	AP in weeks	AP x2 SP
3	AP x 20 weeks	AP x 10 weeks	AP x5 weeks	AP x2 weeks	AP x5 SP
4-5	AP x 30 weeks	AP x 20 weeks	AP x 10 weeks	AP x5 weeks	AP x10 SP
6-10	Unlimited	AP x 30 weeks	AP x 20 weeks	AP x 10 weeks	AP x25 SP
10+	Unlimited	Unlimited	AP x 30 weeks	AP x 20 weeks	AP x100 SP

TRANSPORT & BUILDINGS

In this chapter we look at two main categories of items that most wandering adventurers do not think about very often, but quickly realise their potential when allowed to do so. There are countless reasons to acquire a good vehicle for transport or have a citadel raised with a character's safekeeping in mind.

Transport

The following section introduces a number of vehicles, some of which are designed specifically for war while others are built to carry a family's goods long distances. These are simply devices used to take one or more characters over distances under some form of locomotion. They are all classified as 'transport' even if they actually carry nothing more than a single person for the purpose of battle – transport is a general term that covers all ground vehicles. For more on naval vehicles, see the *RuneQuest Companion*

Also included in this section are extended descriptions and uses for transportation as found in *RuneQuest*. The Transportation table shows a collection of ground transport vehicles available in *RuneQuest*, with new and other varieties likely to appear in future sourcebooks and scenarios.

Each Vehicle is characterised by the following qualities:

Common Speed: This modifies the total Movement per action of the being(s) Drawing the vehicle (see below for more details) to a minimum of 1 metre per action.

Driving Modifier: This is the modification applied to Driving skill of anyone driving the vehicle.

Maximum Drawing Mounts: This is the maximum number of animals that can be harnessed to the particular vehicle for the purposes of pulling it along.

AP/HP: The Armour Points and hit points of the vehicle as a whole. Once the vehicle is reduced to zero hit points it is effectively destroyed.

Ram Damage: The damage the vehicle inflicts if performing a ram (see page 62).

ENC Limitation: This is the total amount of ENC the vehicle can carry before reducing the vehicle's Movement. For every 10 ENC the vehicle carries over its limit, Movement is reduced by 1m.

Carriage, Armoured: Used to ferry important individuals who might be targeted for violence, this is a twin-axel, four-wheeled wagon with framed and reinforced walls that hide a relatively comfortable internal cabin. The carriage supports three to five passengers inside with room for some small baggage, and the driver sits in a recessed bench on top of the carriage. The walls of the carriage are reinforced on the outside with hardened leather and riveted metal, and then have fabric stretched over them to keep the illusion of a 'common' carriage. The driver has slightly raised walls on the sides of his bench that grant him the additional AP of the vehicle, over and above any AP he has himself. The doors to the carriage are easily reinforced with crossbars found inside, and impose a -30% penalty to any brute force tests to try and force them open.

Carriage, Covered: This is a simple carriage with wooden walls and soft leather curtains to keep others from looking inside. It likely has two wooden benches inside and a ceiling-mounted baggage rack in order to carry passenger bags. What cannot fit inside is often tethered to the roof of the cabin, causing it to creak and groan considerably when in motion. It is a good way to travel if someone does not want to deal with the elements, but is not necessarily the *safest* way to travel – as only the driver can see out of the carriage without cutting additional windows.

Transportation

Vehicle	Common Speed	Driving Modifier	Maximum Drawing Mounts	AP/HP	Ram Damage	ENC Limitation	Cost
Carriage, armoured	-3m	-5%	4	4/60	2D8+drawn DM	150	1,750 SP
Carriage, covered	-1m	—	4	2/40	1D8+drawn DM	200	550 SP
Carriage, noble	-1m	—	4	2/45	1D8+drawn DM	180	1,000 SP
Cart, large	-1m	-5%	2	2/50	1D6+drawn DM	500	100 SP
Cart, medium	—	—	2	2/40	1D4+drawn DM	350	75 SP
Cart, ox	—	—	2	2/45	1D4+drawn DM	400	80 SP
Cart, small	—	+10%	1	2/30	1D3+drawn DM	200	50 SP
Chariot, battle	-1m	-5%	4	4/30	1D10+drawn DM	100	750 SP
Chariot, heavy	-2m	—	4	3/30	1D8+drawn DM	125	600 SP
Chariot, light	—	+5%	2	3/25	1D6+drawn DM	50	500 SP
Chariot, war	-2m	-10%	8	5/30	2D8+drawn DM	100	900 SP
Howdah, light	-1m	—	1	2/30	N/A	200	200 SP
Howdah, war	-2m	-10%	1	4/40	N/A	200	500 SP
Night Coach	-1m	-5%	4	3/40	1D8+drawn DM	180	650 SP
Palanquin	-2m	—	8	2/20	N/A	75	500 SP
Rickshaw	-1m	—	2	2/18	1D3+drawn DM	35	125 SP
Sled, dog	—	—	14	2/24	1D4+drawn DM	20/80	150 SP
Sled, heavy	-1m	-5%	10	3/30	1D6+drawn DM	150	200 SP
Sled, ice	-/-3m	-/-15%	12	3/24	1D4+drawn DM	100	225 SP
Sled, war	-2m	-5%	8	4/32	1D8+drawn DM	100	400 SP
Tiger Cage	-2m	-10%	4	4/45	1D8+drawn DM	100	500 SP

Carriage, Noble: For those who have coin to spare and live in the lap of luxury, a noble carriage is not terribly unlike a common covered carriage – save for the expense of creating and decorating it. The outside is often adorned with enamel paint in beautiful and extravagant designs, as well as etchings and carvings in the wood itself to make the carriage look royal. It even includes a soft and plush seat for the driver. Inside, the cabin is leather and plush with polished and sometimes sculpted walls that make the passengers feel comfortable and truly pampered. Some noble carriages are even known to have racks with wine or cheese to be served on longer trips in the fanciful carriage.

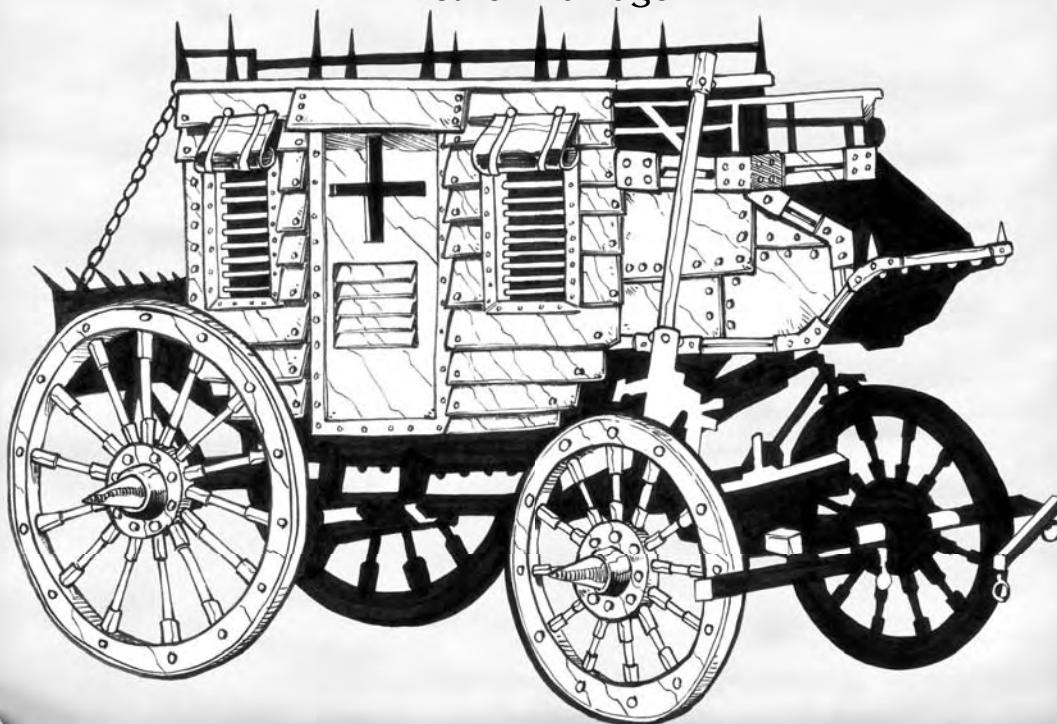
Cart, Large: A large cart is built from huge planks of wood and has large, thick wheels. It is used to transport several passengers or heavy loads of cargo all at once. Rarely covered by anything but a leather tarp when necessary, carts are best served for short trips while

under close watch by escorting guards. Often drawn by pairs of mules or pack horses, a large cart can cause significant damage if it barrels into a foe – but no cart is well-made for ramming or combat.

Cart, Medium: A very common goods-hauler, a medium cart is easily pulled by a single mule or horse and can carry a healthy amount of trading wares or adventuring gear. Any party worth its salt will eventually invest in a good cart to haul around its constantly fluctuating loot, injured members and *other* things it might need to take possession of. Rarely very fancy or attractive, the medium cart is a commonplace sight across all civilisations.

Cart, Ox: A step up from the medium cart but not quite as hefty as the largest variety, the ox cart is made from heavy wood and thick metal bindings. It is best hauled by either a pair of mules or horses, or a single ox. It can carry a decent amount of weight and maybe

Armoured Carriage



a passenger or two, especially if drawn by a pair of the bovine farm animals. Ox carts are normally found in farming communities, where a good ox is better than a mule or mare due to its ability to create milk and eventually be sold for slaughter. There are some farmers that will fill the cart with goods for sale, lash in one of their oxen, take it to market and sell literally everything. The goods, the ox and even the cart – all transformed into coin for the farmer to do it all again next season with a new ox, cart and supply of goods!

Cart, Small: For the adventurer or traveller on the go, a small cart rarely has more than two wheels and can be drawn easily by a single mule or even a pony. It is not designed to carry much more than a single person's worth of goods and does not have a driver's seat at all. Instead, the driver is expected to ride a second pony or horse alongside the cart. Really only useful for those few who want to bring just *slightly* more than what their saddlebags can carry, a small cart is best for carrying goods within the same community rather than for long travels.

Chariot, Battle: A two-wheeled, open-backed vehicle drawn by two or more steeds that allows warriors to attack from the raised and spiked walls, the battle chariot is devoted to causing harm to others. From its blade-spoke wheels to its sharpened rein-prow and armoured body, this vehicle can cause significant damage when driven into units of infantry. Best suited to have a dedicated driver crouched low to the front and an archer or javelineer behind him, a battle chariot can circle its enemies rather quickly while picking off the outermost targets. Some charioteers prefer to have lancers or axmen ready to take swipes at those who get out of the way of the ramming vehicle – but risk getting harmed or drawn from the chariot themselves by those they are fighting. Riders gain the chariot's AP as a bonus to their own from all ranged attacks originating from in front of the vehicle.

Chariot, Heavy: The heavy chariot is designed to be pulled forward by a team of massive horses numbering four or more, gathering significant speeds over flat terrain. It is able to carry a handful of passengers and

their equipment, with each of them having significant room to move. Most often used by plains or desert peoples, heavy chariots are also used to cross long distances with several possessions in tow. Unlike a common chariot, heavy chariots almost always have a small wheel in the front of the body to keep the extra weight from driving it into the ground upon the first uneven bump or turn. Also unlike its brethren, these vehicles are likely to have a fourth, rear wall to keep the passengers and carried goods inside should they reach unexpectedly high speeds. Riders gain the chariot's AP as a bonus to their own from all ranged attacks originating from in front of the vehicle.

Chariot, Light: Small, light and fast is the design idea behind the light chariot. Room only for the driver, the light chariot was born out of competition and sport racing rather than combat or travel. Riders gain the chariot's AP as a bonus to their own from all ranged attacks originating from in front of the vehicle.

Chariot, War: Basically a battle chariot with an additional rear wall, jutting blades and spikes from armoured wheels, as well as downward facing blades around the wall edges, a war chariot is an armoured and deadly weapon. Able to smash through enemies

on foot as if they were weeds underfoot while bringing soldiers or archers to bear from its protected body, a war chariot can be all a force needs to break their foes. Riders gain the chariot's AP as a bonus to their own from all ranged attacks originating from in front of the vehicle.

Howdah, Light: A howdah is basically a giant box that sits on a layer of leather, wool and fabric on the back of any large animal – from elephants and mammoths to trained dinosaurs. From within this sometimes covered structure, which is almost always belted to the beast like some kind of gigantic saddle, a handful of riders can sit on plush cushions or benches while the creature plods them around. The driver rarely actually sits within the howdah, needing to have much better access to the sensitive areas of the creature in order to steer it with goads, reins or sometimes just clicks and calls. Due to the higher vantage point, riders can only be targeted by ranged attacks. Howdahs cannot make Ram attacks, but by using his Driving skill the rider may make the mount attack normally.

Howdah, War: Built for battle, a war howdah is essentially the same as a light howdah – a large box wagon fitted to the top of a large beast – but has

Chariot



armoured and raised walls with notches for archers and spear-throwers. Some even have extensions to the front to protect the driver from ranged attacks. War howdahs almost always have several chains and ropes to reinforce the attachment to the carrying beast, and several leather belts to keep riders standing where they need to should the beast buck or kick unexpectedly. Due to the higher vantage point, riders can only be targeted by ranged attacks. Riders gain the howdah's AP as a bonus to their own from all attacks. Howdahs cannot make Ram attacks, but by using his Driving skill the rider may make the mount attack normally.

Night Coach: There are some adventurers or travellers who feel they must make as much progress as they can under the cover of darkness, and the night coach is the perfect vehicle for them. Little more than a common carriage painted with pitch tar and resin, coated to be as dark as a moonless night, many of the moving parts on the night coach are heavily oiled or greased to keep ambient noise down. The night coach is generally drawn by black, shoeless steeds or even alternate mounts if quieter ones are available. Designed to move quickly and stealthily along hard-packed dirt, even the wheels to the coach have rounded studs for extra traction in soft soil. In game terms, anyone who rolls a Perception test to locate the night coach in optimum conditions (no moon, non-stoned road and so on) will suffer a -30% penalty. It is up to the Games Master to decide whether or not conditions are optimal, and what sort of reduction to this penalty other circumstances might bring about.

Palanquin: Although the actual structure and look of this vehicle varies greatly, the design is more or less the same. A palanquin is a flat floor with four or more 'handles' to which beings (often slaves or servants) clutch in order to lift the floor off the ground and walk with it. The floor commonly has some kind of throne or bedding on it, sometimes with a screened or veiled tent obscuring it from outside view. Basically, the 'drawing mounts' are commonly people who are being ruled in some way by the person they are carrying. The palanquin is a good way of advertising one's superior position to those beneath it, and most who witness someone being carried on a palanquin automatically assume he is some kind of royalty or nobility. In fact, this view is so ingrained that the rider actually gains a +10% to his Influence skill while being carried so long

as the target(s) of his skill recognise his established and superior position.

Rickshaw: Sort of a 'human-drawn chariot,' the rickshaw is a small wooden cart that might be able to hold two passengers on a seated bench while the 'drawing steeds' (who are also the drivers) pull the rickshaw forward using a shoulder/arm harness attached to the front of the vehicle. Hailing from communities that either do not have room for or are too poor to feed proper steeds for carriages or chariots, the rickshaw is also a good way for peasantry to make a small wage without having to learn a true craft or skill. The most simple dullard can pull a rickshaw, and many do, but there are also just as many intelligent and hard-working rickshaw drivers that make their living taxiing others around, quite literally, on their backs.

Sled, Dog: This simple and traditional vehicle is similar to a common chariot that has had the wheels replaced with two very long waxen boards or slats. Drawn by large teams of canines or smaller hooved animals (deer, antelope and so on), they are simply dragged over grass, sand and soil. Not good for rocky terrain or uneven travels, sleds are best suited for open areas with soft ground. In game terms, a Games Master can decide that the terrain is not suitable for a sled and either impose a movement penalty, assign damage to the sled itself as it is ground to pieces or say that it cannot move at all.

Sled, Heavy: A much larger version of the common dog sled, heavy sleds are useful for crossing much longer distances due to their built-in bench and baggage compartments. Heavy sleds almost always have some kind of third skid in the front of the sled itself to handle a bit of the extra weight.

Sled, Ice: A specific type of dog sled, the ice sled replaces its flat slats with tempered metal 'blades' that allow it to skirt across slick ice as if it were any other normal kind of terrain for the sled. These blades make it very difficult to bring the sled to speed or manoeuvre when not on snow or ice, using the second set of modifiers for Movement and Driving skill tests listed on the table. As with other sleds, a Games Master can decide that the terrain is especially bad for an ice sled to be drawn across and either impose a movement penalty, assign damage to the sled itself as it is ground

to pieces or rule the vehicle is stuck and cannot move at all.

Sled, War: Designed by belligerent barbarians who likely came from a snowy home, the war sled is nothing more than a wheel-less battle chariot. Instead of spiked or bladed wheels, the war sled has metre-long sword blade extensions along the sides. These blades carve into the legs of those unfortunate enough to be near the war sled as it passes mercilessly by. As with the other sleds, a Games Master can decide that the terrain is too rough or uneven for a war sled to move across and can either impose a movement penalty, assign damage to the sled's slats as they are ground to bits or deny the sled the ability to move at all without flipping.

Tiger Cage: Also called a ‘slaver’s wagon,’ the tiger cage is little more than a flatbed cart with metal reinforced walls or bars. Used by carnivals or freak shows to harbour dangerous animals and creatures, or by travelling slavers who need to keep a lock on their wares lest they escape, the tiger cage is little more than a prison on wheels. Some might use bars with spikes or flanges pointing inward to help keep their ‘property’ pacified, but in the case of dangerous animals these precautions merely risk injuring the beasts. It would take a -50% brute force Athletics test in order to bend even one of the thick metal bars, with the heavy grating door to the cage itself not being any easier.

Driving Transportation Vehicles

In *RuneQuest*, unless magic is involved, there must be some form of creature or creatures drawing a vehicle to give it locomotion. This means that there must be at least one character using the Driving skill on at least one beast (or slave, or fellow adventurer and so on) in order to move round. Just having someone with the Driving skill in charge of the drawing force is enough to make it mobile in most circumstances.

If a vehicle is simply moving across normal or common terrain without having any special modifiers to the environment (unruly horses, bad weather, slippery road and so on) there is no need to perform more a Driving skill roll. Should something adverse happen (landslide, spooked mounts and so on) the Games Master can call for a Driving skill test to keep the vehicle steady and moving in the right manner. Failure likely means that the vehicle has stopped moving,

where a Critical Fumble may have caused some form of catastrophe.

The other main reason a driver would be called to make Driving skill tests is during combat. Combat is fast-paced, chaotic and an easy way of losing control of the vehicle. At the beginning of each combat round in which the vehicle is directly involved, the driver must make a Driving roll to ensure everything acts normally. If this roll is failed, the Driver can only use Combat Reactions this turn. If the roll is a Critical Fumble, something terrible has gone wrong and the Games Master should narrate the scene in the case of a crash, injured steed or other awful circumstances. This roll can be modified in a number of ways:

Driving Skill Modifiers

Circumstance	Modifier
Vehicle Rammed last turn	-5%
Vehicle has 1 to 2 drawing mounts	+10%
Vehicle has 3 to 6 drawing mounts	-
Vehicle has 7 to 10 drawing mounts	-5%
Vehicle has 11+ drawing mounts	-10%
Vehicle moderately damaged (75% to 51% HP left)	-5%
Vehicle seriously damaged (50% to 26% HP left)	-10%
Vehicle severely damaged (25% or less HP left)	-15%
Driver attempted a Close Combat attack last turn	-5%
Driver attempted a Ranged attack last turn	-10%
Driver was attacked last turn	-10%
Driver suffered damage last turn	-20%
Driver failed Driving skill test last turn	-10%

If the Driving skill test is passed, the Driver may take his Combat Actions as normal, giving up the first one to officially drive the vehicle – which will advance its Movement score each Combat Action (including the first) at the Driver’s direction.

Ram Attacks

If a Driver has a good degree of control over the vehicle and wishes to try and smash it into the enemy, it takes a Driving skill test (with all appropriate modifiers

applied from the list above) to do so. This Driving skill test is used in place of a Close Combat Attack roll and can be opposed only by the target's Dodge skill.

Unlike a normal Close Combat attack, a Ram can attack any number of targets that lie in its path. The Driver makes one Driving roll for the action and applies it to each target's Dodge (if possible) individually. Should the Ram connect, the damage is listed for each vehicle, modified by the average Damage Modifier from the drawing mounts, adding +1 for each additional drawing mount beyond the first and +1 for every full two metres the vehicle has moved in a straight line this turn.

Additional Drawing Mounts

Adding extra horses, dogs, oxen or other mounts the drawing power of a vehicle is not just for adding more trampling bodies to deal with or crushing foes; it also can make a significant difference in speed for some vehicles. Every additional drawing mount added to the vehicle beyond half its maximum drawing capacity (as listed on the table) will remove one of the vehicle's -1m speed modifiers (again, as listed).

As an example, an armoured stagecoach (maximum eight drawing mounts) is adding a fifth and sixth horse to its team of three. At four horses the stagecoach has a -3m penalty per action, but by adding two healthy horses of the same Movement value, the penalty is reduced to -1m. Should they add another, it would be gone entirely.

Buildings in RuneQuest

This section covers an assortment of common constructions that *RuneQuest* Games Masters will want to create for their players, and that some adventurers may want to have built for themselves one day. Some of these buildings and building types are far more realistically accessible to common cultures, but it is ultimately up to the Games Master to decide just what is available to each area or culture in his own games.

Each Construction is characterised by the following qualities:

AP: The Armour Points of the building material, applied to every attack on it.

HP/metre: The number of hit points the building has for every metre squared of surface area.

Common Substance: What the construction is chiefly made from.

Average Man Hours: How long the construction will take to build, on average. This value assumes that one person is building the construction. More men will reduce the total number of man hours.

Cost per Man Hour: How much the construction costs to build, including labour and materials.

Archer's Stand: This is a simple wooden structure used to elevate a small number of people – most commonly archers – in order to protect them from threats on the ground. The stand is occasionally reinforced with additional bands of metal or simply built with thicker wooden supports, to give the archers using it time to deal with any ground-level threats trying to knock the supports asunder. A common stand is around eight metres off the ground and can hold three to four people. They almost always have a rope ladder attached to one side or the other to get in or out, which can be pulled up to keep hostiles from using it.

Arena/Coliseum: These buildings range from a village's simple theatrical stage to a grandiose massive complex used by gladiatorial stables. They typically have many seats, benches or standing furrows circling the 'performer' area for an audience, some kind of professional office to sell admission to events, and areas set aside for the performers to ready themselves. In the case of a theatre, there might be dressing rooms or prop closets. For a pit fighting arena, cages for dangerous animals or slaves might be as common as weapons lockers.

Barricade Tower: Barricade towers are normally built in to other types of constructions, like walls or gatehouses, and are designed to look down over the grounds being blocked by the other construction. Wide parapets and no need for internal levels (just stairs) make these towers useful only to store goods (commonly weaponry or armour) and conceal ranged-capable guardsmen on top. Should anyone try to storm the barricade (or wall, or gate and so on) the guardsmen on top of the tower have a perfect vantage point from which to rain their attacks upon him.

Common Constructions

Construction	AP	HP/ metre	Common Substance	Craft skill Modifier	Average Man Hours	Cost per Man Hour
Archer Stand	3	20	Reinforced Wood	—	1D4 per metre in height	2 CP per man hour
Arena/Coliseum	4	100	Stone	-10%	1D10 x2 per square metre	1 SP per 15 man hours
Barricade Tower	4	115	Stone	-10%	1D8 x2 per square metre	1 SP per 8 man hours
Cabin/Cottage	2	30	Wood	—	1D6 x2 per square metre	5 CP per 10 man hours
Castle	4	100	Stone	-10%	2D8 x2 per square metre	1 SP per 6 man hours
Citadel	4	125	Reinforced Stone	-15%	2D6 x2 per square metre	1 SP per 6 man hours
Dungeon	4	125	Reinforced Stone	-15%	2D4 x3 per square metre	1 SP per 4 man hours
Forge/Furnace	4	45	Brick/Metal	-10%	1D6 x3 per square metre	1 SP per 10 man hours
Gatehouse/ Portcullis	4	120	Stone/Metal	-5%	1D8 x3 man hours	5 CP per 2 man hours
House	2	30	Wood	—	1D6 x2 per square metre	5 CP per 8 man hours
Hovel	2	15	Wood/Leather	+20%	1D3 per square metre	2 CP per 8 man hours
Hut	2	20	Wood or Clay	+10%	1D4 per square metre	5 CP per 8 man hours
Keep	4	125	Reinforced Stone	-10%	2D6 x2 per square metre	1 SP per 8 man hours
Lodge/ Longhouse	3	30	Reinforced Wood	—	1D8 x2 per square metre	5 CP per 8 man hours
Manor/Mansion	3	35	Wood/Brick	-5%	1D10 x2 per square metre	1 SP per 10 man hours
Mill	3	45	Wood/Brick	-10%	1D8 x2 per square metre	1 SP per 12 man hours
Potter's Worksop	2	30	Wood	-10%	1D8 x2 per square metre	8 CP per 10 man hours
Rookery	2	30	Wood	-5%	1D6 x2 per square metre	6 CP per 8 man hours
Sanctum	3	60	Reinforced Wood/Brick	-5%	1d10 x2 per square metre	1 SP per 8 man hours
Shop/Store	2	30	Wood	—	1D6 x2 per square metre	6 CP per 10 man hours
Temple	4	100	Stone	-15%	1D10 x3 per square metre	1 SP per 8 man hours
Tower	4	100	Stone	-10%	2D4 x2 per square metre	1 SP per 8 man hours
Wall	4	125	Reinforced Stone	—	1D6 x2 per square metre	1 SP per 10 man hours

Cabin/Cottage: This structure is a wooden building very similar to a simple house, save for that it only has one or two rooms in total. A main room that likely shares a stove or fireplace dominates the building, with a single small private side room that can be used as a bedroom, den or even just storage. If the building has any windows, they are likely leather-shuttered or left completely open and the whole structure probably only has one door in the front. Some cabins or cottages might be built out of brick or pitch-tarred uncut lumber, but most are made from sanded logs or planks.

Castle: The largest and most recognisable of the stone structures, castles are massive structures often hundreds of thousands of square metres in size spread out over a huge estate and many levels. They commonly include several towers and gatehouses, walls and sometimes even temples and dungeons within their expanses. It

takes a huge allotment of money and time to build a proper castle, and normally only royalty can afford to do so without the aid of slaves or magic assistance. There are entire nations that support only a single castle within their borders, most commonly owned and lived in by the ruler of the nation. Castles are focal points of many governments and are amongst the first targets for a hostile intruder to try and capture if possible – destroying it if necessary. Few adventurers will ever be powerful or wealthy enough to take ownership of a castle, but it is always a good and proper goal to aspire to.

Citadel: A small castle designed to house large numbers of soldiers, a citadel is rarely much more than a few preparation rooms situated around a large barracks and a training hall. Citadels are built off of main throughways and roads, often nearby borders

or high-risk areas for larger-scale conflict. Typically housing anywhere from a hundred to a thousand soldiers depending on its size, a citadel is a source of military (or at least martial) support to the surrounding areas. Either controlled by government or owned by a private estate, each citadel is likely to be a force to be reckoned with in the event a battle comes to the area.

Dungeon: Not as much a construction as a hollowing out of the ground, dungeons are almost always built under other structures. They are stone-walled networks of tunnels or rooms that are used to hold, capture and possibly torture captives. The term ‘dungeon’ has long been used erroneously for any sort of underground tunnel network that may or may not contain beastly creatures. However, while those places may have been dungeons at one time, a proper dungeon is normally used as some sort of prison or holding facility by the owner.

Forge/Furnace: This is a specialised brick building with metal supports that houses a large furnace, a hefty bellows and likely at least one anvil for the smithing of various metals. It might include multiple anvils or a water reservoir for tempering the hot metal. Many forge shops also have an attached counter or sales area, but this is not necessary for the building itself. A primary factor that must always be kept in mind when building a good forge is that it will be extremely hot inside of the furnace room anytime the furnace is fired up, meaning that wooden walls will smoulder and eventually alight from the oppressive heat alone. It is for this reason that so much of a forge building is made from sandstone bricks or metallic riveted bronze – both of which hold heat very well.

Gatehouse/Portcullis: Another structure that is likely built into a wall or larger construction, a gatehouse is a simple set of walls around a large wooden or metal gate/portcullis designed to protect the mechanism (if any) used to raise/lower/open/close the portal. By either adding a locking bar to the inside of a gate or using stout metal rings to keep a cog from being cranked, anyone inside the gatehouse can essentially penalise any brute force Athletics tests used to try and force the portal open by an additional -50%. This can easily make a gate or portcullis effectively impossible to open for some characters without aid of some sort! Never far from a guard post or alarm, the gatehouse is designed to keep unwanted individuals out long

enough to rally the defenders and get them in place in order to fight any attack effectively.

House: This is the most common living structure available in most communities. Houses range from very small, perhaps only one or two rooms, to rather large and comfortable with multiple rooms or stories. There are as many varieties as there are cultures, and any given home could be drastically different from even its closest neighbour.

Hovel: This is the most basic and least expensive shelter to be found outside of a tent or lean-to. Hovels are simple wooden frameworks covered in slats of thin wood or tethered leather, and are really only one step better than having a common tent to live under.

Hut: Simple one-room houses often made from simple materials, huts are often attributed to tribal or primitive cultures, but can also be sufficient in warmer climates where stout walls would be oppressive in the summer heat. They will occasionally have thatch or wooden roofs, but are almost always circular in design – most notably due to the ease in which such a structure can be built. Huts are rarely built by complex cultures, with houses being far more prevalent outside of very specific areas, but are surprisingly well-designed for what they are and can hold up quite well to local weather patterns.

Keep: Not likely more than two or three large rooms attached to a tower, a keep is a long-distance extension of an existing castle. A keep is designed to allow governmental agents or soldiers to watch over a portion of ruled territory and rest and recuperate. Most keeps are used as forward homes for nobility and their guards/escorts. They are also very good as mobile encampments for soldiers, who will gladly abandon their tent cities and long marches in favour of a stout roof and solid walls for a few nights.

Lodge/Longhouse: A large single room cabin much longer than it is wide, the lodge (or longhouse in some cultures) is often a great meeting hall for brotherly cultures or communities. Most have very long tables in the middle to support all of the adults in the community, but others might enjoy a staggered set of smaller seats and benches instead. The type of camaraderie that eating and celebrating in a lodge breeds is paramount to some cultures’ warrior ideology, and some cultures

Citadel vs Hovel



make a pre-hunt or pre-battle feast and party a part of their preparation. Lodges are very popular in hunting societies, and many barbarian tribes eat, sleep and do everything together in their longhouses.

Manor/Mansion: This is the epitome of ‘normal’ construction for brick and wood buildings. A mansion is likely to have a fence or wall blocking in its grounds to keep out thieves and burglars and perhaps a small barracks on the premises in order to further dissuade outsiders from trying to trespass. A mansion is never a small affair, and can cover tens of thousands of square metres. Only the extremely powerful or wealthy commonly acquire manors of their own and many are passed down through the generations along with the swollen coffers of inheritance.

Mill: A specialised building using either water or wind power to turn a very heavy millstone used to crush grain into mash or flour, a mill is an excellent source of food ingredients and income. A watermill will have a large paddlewheel inserted into a running river so as to use the current to turn the wheel and the attached mechanisms that turn the grinding stone. A windmill will do the same, but will use several large leather or canvas fan-like arms to turn the stone instead. Both are remarkably simple machines, yet are symbols of rather advanced cultures. A typical mill can produce four to five ENC worth of ground flour or grain in a normal eight hour work day if manned by a skilled miller.

Potter’s Workshop: Another specialised building, the potter’s workshop needs three rooms – production, finishing and storage. The pottery wheel and clay stores are likely to be built into the largest of the three rooms, and will almost always be in the part of the building that receives the most natural light through the windows. Although light is not a prerequisite to pottery spinning, the potter will need to see his project very well over long periods of time. The finishing room is likely to be made of ceramic and sandstone bricks surrounding a powerful kiln-style stove used to harden the pottery made in the production room. A typical piece of pottery takes eight hours of kiln time to harden completely, and no responsible potter would ever let the kiln run with no one around to monitor it, so many potters spend very long hours firing multiple projects at once. The final room, storage, is likely to be a slightly subterranean (maybe a metre dug into the ground at most) closet of shelves and tables in which the potter can set his finished products for use or sale later. Some builders might incorporate a shop or storefront into a potter’s workshop, but with the uncomfortable heat that the kiln gives off few would stay very long to shop on finishing days.

Rookery: This is a specialised building with several attached wire or barred pens for breeding and keeping birds – specifically large ones like falcons or peacocks. Many messenger services will keep rookery facilities of trained pigeons and doves, while falconers might have a small rookery built alongside their hunting grounds. The buildings themselves are often extremely simple, and are used for storage of feed and supplies as much as the birds themselves. Spun wire cages are not difficult to pull apart (-5% Brute Force test) if someone was wishing to get out of an enclosure or simply free the animals inside. It is for this reason that several rookeries built outside of protected areas began to use large bars instead of wire on the outermost walls, keeping the birds in with additional screening or leather sheets just inside the thicker security.

Sanctum: This is a secretive and tightly secured building that is built specifically for private use. Sanctums include thieves' guild headquarters, merchant vaults, wizardly studies and a variety of other eccentric lairs or dens. A sanctum is built with certain special interests in mind, and often requires the help of the buyer or his allies to accomplish to the specific details the designer wishes. Thieves might ask for a series of specific sliding panels or trapped doors, where a wizard may have interesting spell-locking materials embedded in walls or doorways. Whatever the case, building a sanctum is not something to be taken lightly, and most construction experts are sworn to secrecy after doing so – on pain of serious punishment should the sanctum ever be breached ‘too easily’ because of a loose-lipped builder.

Shop/Store: Little more than a business room attached by a doorway to a storeroom, a shop or storefront is designed to house as many shoppers as wanted as well as goods for sale. Many have large windows to entice passing would-be buyers, but nearly all have a good stout door or locking bar to keep the unwanted out after hours. Some shopkeepers will have small apartments built above or behind their stores, making any burglary or nefarious losses far more unlikely unless they allow it to occur somehow.

Temple: More than just a brick or stone house, a temple is a house of faith in a god or goddess. Devoted to the specific nature of the faith itself, the construction of a temple must be overseen by a well-versed member of that faith – lest the deity in question be offended by an imperfect design. Altars must be placed in specific places, worshipper benches or seats must be aligned as their holy litanies require and so forth. In truly faithful or zealous cultures, the building of a temple might be a monumental event that will attract pilgrims from all around – while others might be doing it to house the clergy and their associates. Whatever the reasoning, the construction of a temple is a very big deal for the surrounding area and the number of religion-based encounters will raise significantly during the construction process itself.

Tower: Often found attached to a castle or keep, the tower is a construction that is much taller than it is wide and is comprised of many floors or stair landings that eventually lead to the topmost floor. Some are capped with elegant rooftops; others have doors to open-air battlements (see Barricade Tower for details) and some might just have large rooms at the top with no roof access at all. A tower that is not attached to any other wall, castle or keep needs to be designed to withstand strong winds and other natural instances that it would otherwise be supported against, adding an additional 1D4 man hours per square metre.

Wall: The simplest of defence-minded constructions, the wall can be as small and simple as a row of stacked stone to slow down invaders or as large as a parapet-topped building as wide as most houses. Walls are rarely built standing utterly alone unless circling a castle, mansion or keep, but can be constructed as free-standing structures if truly desired. Similar to a lone tower, a wall that is not attached to any other structure needs to be designed to withstand the erosion and forces of nature that it would otherwise be better supported against, adding an additional 1D3 man hours per square metre and a further -5% to the applicable skill involved.

BEASTS & COHORTS

This chapter covers ‘living equipment’ that *RuneQuest* characters can purchase or hire from the proper sources. Obviously a falconer will not be selling pack horses, and a travelling circus will not be likely to have many stewards around to hire. The Games Master should have final say over where and if a purchasable beast or hireable employee is available – but common sense should take precedence in most cases.

Beasts, Pets & Steeds

This section offers descriptions of a variety of living creatures for adventurers to purchase in the course of their travels. Some are as common as a mule or draft horse; others might be a bit more specific, like a trollish watch beetle or a mer’s pet sea lion.

The Beasts, Pets & Steeds table shows a large variety of animals available for purchase (if the Games Master allows). Each entry includes the animal and five costs – young, untrained, basic trained, skilled and battle trained:

Untrained: An untrained animal will need to be trained by the owner, or an expert in that particular field. For details on training animals see *RuneQuest Monsters*.

Basic Trained: An animal that has been basic trained knows that the buyer is its new master and will obey several basic commands, making it much easier to get along with as a pet or mount. There is no bonus or penalty to any skill rolls concerning the animal at all, and after a Critical Success for Lore (Animal) skill tests made to train the animal further, it can be considered ‘Skilled’.

Skilled: Any animal that is considered Skilled has received and integrated a good amount of its training, and will respond generally how the owner commands in most situations. There is a +10% bonus to any Lore (Animal), Riding and Driving skill tests concerning the animal.

Baboon: Baboons are large, ground-dwelling monkeys. See the Baboon entry in *RuneQuest Monsters*, page 14 for details.

Bear, Brown: Large and powerful omnivores, bears come in a variety of breeds, colours and demeanours. The common brown bear is the most common across a multitude of terrain types and has been ‘domesticated’ by several cultures. See the Brown Bear entry in the *RuneQuest Core Rulebook*, page 16 for details.

Beetle, Karrg: The largest beetles known to the world of Glorantha, these creatures are commonly domesticated by trolls and put to use as pack animals and mounts. See the Beetle, Karrg entry in *RuneQuest Monsters*, page 18 for details.

Beetle, Watch: Cousins to the Karrg, watch beetles are also found in the company of trolls, who learned to domesticate them in much the same way as domesticated dogs. See the Beetle, Watch entry in *RuneQuest Monsters*, page 19 for details.

Bull/Cattle/Oxen: This rather large grouping contains all of the bovine species. See the Cattle entry in *RuneQuest Monsters*, page 23 for details.

Cat: This is a basic, domesticated house or alley cat. Cats come in a vast variety of colours, fur lengths and even general size. Good as wizardly familiars and adequately intelligent, cats are a fantastic way to get rid of small vermin and scare off small predators from a house or farm.

Crocodile: These large reptiles are descendants of the enormous dinosaurs and almost always live near swamps, marshes and rivers. See the Medium Crocodile entry in *RuneQuest Monsters*, page 30 for details.

Deer: Dwelling mostly in fringe areas and forested terrains, common deer are a fantastic source for leather-quality hide and a very healthy meat (venison). See the Deer entry in *RuneQuest Monsters*, page 32 for details.

Beasts, Pets & Steeds

Animal	Untrained	Basic Trained	Skilled
Baboon	75 Sp	125 SP	200 SP
Bear, Brown	200 SP	400 SP	800 SP
Beetle, Karrg	250 SP	300 SP	350 SP
Beetle, Watch	100 SP	125 SP	150 SP
Bull/Cattle/Oxen	150 SP	200 SP	250 SP
Cat	1 SP	2 SP	3 SP
Crocodile	50 SP	100 SP	300 SP
Deer	10 SP	50 SP	100 SP
Dog, Domestic	1 SP	2 SP	3 SP
Dog, Hunting	10 SP	25 SP	35 SP
Dog, War	20 SP	40 SP	60 SP
Elephant	2,000 SP	5,000 SP	7,500 SP
Fowl	1 SP	3 SP	—
Goat	50 SP	75 SP	100 SP
Griffin	2,500 SP	6,000 SP	10,000 SP
Hawk/Falcon	150 SP	400 SP	600 SP
Hippocampus	1,000 SP	2,000 SP	4,000 SP
Horse, Draft	150 SP	400 SP	450 SP
Horse, Pack	100 SP	300 SP	350 SP
Horse, Riding	125 SP	350 SP	400 SP
Horse, War	175 SP	400 SP	500 SP
Lion/Lioness	500 SP	1,000 SP	1,350 SP
Lizard, Bolo	350 SP	600 SP	800 SP
Lizard, Riding	200 SP	400 SP	650 SP
Mammoth	2,500 SP	6,000 SP	8,500 SP
Mule	50 SP	125 SP	200 SP
Panther	450 SP	850 SP	1,000 SP
Pig	50 SP	60 SP	80 SP
Pigeon, Homing	25 SP	50 SP	—
Pony	80 SP	175 SP	225 SP
Rhino	3,000 SP	4,000 SP	8,000 SP
Rodent, Common	5 CP	1 SP	4 SP
Sea Lion	50 SP	100 SP	250 SP
Sheep	30 SP	40 SP	60 SP
Snake	50 SP	100 SP	200 SP
Snake, Venomous	250 SP	500 SP	750 SP
Spider	1 SP	2 SP	10 SP
Spider, Giant	200 SP	400 SP	500 SP
Tiger	500 SP	1,100 SP	1,500 SP
Vultriff	2,000 SP	5,000 SP	8,000 SP
Wolf	200 SP	300 SP	400 SP
Zebra	300 SP	350 SP	400 SP

Dog: This is a broad category that covers a wide number of common canine species that are commonly kept as pets. See the Dog entry in *RuneQuest Monsters*, page 40 for details.

Dog, War: This contains large, muscular breeds that have long and broad muzzles good for gripping and pulling. They have the same statistics as a normal dog but with a Bite skill of 65%, a Dodge of 60%, STR 14, SIZ 12 and the ability to inflict 1D6+1D2 damage on a bite.

Elephant: Exceptionally large pachyderms with thick, wrinkled grey skin, elephants are some of the largest land animals in existence. See the Elephant entry in *RuneQuest Monsters*, page 61 for details.

Fowl: This is a very broad category of game and food birds like chickens (which are not actually fowl), ducks, geese, pheasant and others like them. They are useful for their eggs and their meat, and some people use their feathers or bones for crafts. Otherwise they are strictly used as resource animals.

Goat: Among the most common farm animals in many cultures, goats have been used for their milk, meat and even wool in some breeds. They are easily handled and are relatively long-lived, meaning that a farmer can get the most out of a single goat before having to put it to the blade. Goats tend to have hard and pointy horns on top of their heads that can deliver a jarring blow if the goat can rear back a slight bit before butting. Should a goat actually manage to butt someone with its horns (25%) the target will not suffer any real damage, but must pass an Athletics test to keep his balance or topple from the impact.

Griffin: Highly prized as a mythic mount, a griffin is a large flying carnivore with the body of a lion and the head, talons and wings of a great eagle. There are several subspecies known to exist, such as the panther/raven or the snow tiger/owl combinations found in remote jungles and mountains respectively. See the Griffin entry in the *RuneQuest Monsters*, page 74 for details.

Hawk/Falcon: This is another group entry for any number of predatory birds that could be trained for falconry or simple ‘watch dogging’. See the Large

Hawk entry in *RuneQuest Monsters*, page 78 for details.

Hippocampus: One of the steeds of the undersea world, the hippocampus is the draft horse of the ocean and is considered to be one of the finest mounts to be found there. Shaped like a horse but with fine shimmering scales replacing the coat and bristly fins replacing the mane and front hooves, the majestic beast gets all of its speed and power from a long and muscular finned tail that replaces its hindquarters altogether. Ranging in colour from a simple sea-bass green to a tropical rainbow, hippocampi (plural) swim in schools of ten to twenty adults in the wild, and are decidedly difficult to capture.

Most hippocampus steeds are raised in captivity by ludoch and waertagi for use by their own sea-knights and scouts. Because of their fully aquatic needs, the animals are not the best choice for adventurers not based in seashore quests or oceanic travels, but can be the best mounts possible for those that need to cross the deep blue safely and quickly.

A hippocampus can survive out of saltwater for a number of minutes equal to its CON score, at which point it begins suffering the rules for suffocation (found on page 90 of the *RuneQuest* core rulebook).

The statistics for a hippocampus are as follows:

CHARACTERISTICS

STR	4D6+18 (30)
CON	6D6 (18)
DEX	3D6+6 (15)
SIZ	4D6+18 (30)
INT	6 (6)
POW	3D6 (10)
CHA	5 (5)

Hippocampus



Hippocampus Hit Locations

D20	Hit Location	AP/HP
1-4	Tail	3/10
5-7	Hindquarters	3/11
8-10	Forequarters	3/12
11-13	Right Front Fin	3/7
14-16	Left Front Fin	3/7
17-20	Head	3/9

Weapons

Type	Weapon skill	Damage
Bite	40%	1D6+1D12

Special Rules*Combat Actions:* 3*Strike Rank:* +10*Movement:* 8m swimming*Skills:* Athletics 100%, Perception 45%, Stealth 50%*Typical Armour:* Tough Skin (AP 3, no Skill Penalty)

Horse, Draft: The largest horse breeds available, draft horses are immense equines that are best used for heavy labour. They do not have bodies built for anything much other than power, as they can pull several times their own weight with no problem, and have near limitless endurance. Although they can be trained for combat situations, draft horses are not suited for rapid movement or manoeuvring, making them less effective steeds for combat-prone adventurers. They are far better suited for hauling or pulling wagons, carts and vehicles.

Horse, Pack: Caught somewhere between draft horses and riding horses, pack horses are often the result of awkward breeding or uncommonly thick foals. They are not as agile as riding horses and nowhere near as strong or large as draft horses, making them best suited for use as carry-alls. Able to support a great deal of weight and keep a decent pace alongside other horses, pack horses are similar to mules in disposition and practicality. Owners of pack horses rarely ride them unless it is the only option, as their raised shoulders and bony flanks rarely make for a comfortable ride. Pack horses are very useful for groups of adventurers who do not have access to a cart or wagon, as they can carry considerable weight without slowing.

Horse, Riding: This is the standard horse seen under most adventurers. A class of horse that ranges in colour, temperament, fur length and even size to a degree, riding horses are easily the most commonly found horses throughout *RuneQuest*. Usable in a variety of tasks that they will do well at, riding horses are decidedly average compared to the rest of their species. See the Horse entry in the *RuneQuest Monsters*, page 83 for details.

Horse, War: Large, streamlined chargers, war horses are cut from physically powerful yet still agile breeds to be used in battle. They are shown from a very early age that they can inflict terrible damage with their thick, iron-shod hooves, and must not shy away from getting cut or bludgeoned – as it will likely happen a great deal when the rider commits them to battle. They tend to have short manes and cropped tails to keep from getting caught up in weapons or armour, and many are commonly fitted with some form of barding. They have the same statistics as a normal horses but with a Kick skill of 65%, STR 30, SIZ 30 and the ability to inflict 1D8+1D12 damage on a kick.

Lion/Lioness: Nicknamed ‘the king of the jungle’ even though its primary territories are savannah and plains areas, the lion has been a symbol of royalty and nobility for as long as the idea has existed. See the Lion entry in the *RuneQuest Monsters*, page 87 for details.

Lizard, Bolo: A native creature to Glorantha, where they are used as mounts by certain nomads, bolo lizards are large carnivores. See the Lizard, Bolo entry in *RuneQuest Monsters*, page 88 for details.

Lizard, Riding: Unlike the bipedal bolo, this is a large quadruped reptile with a flat-scaled back perfect for tethering a saddle. A giant relative of the iguana or uromastyx, a riding lizard is most often herbivorous. Some might also enjoy the occasional cat or hare as a snack, but a supply of long grasses and flowering bushes will make up most of its diet. Even with its vegetarian ways, a riding lizard is still quite capable of inflicting a nasty bite if defending itself.

The statistics for a riding lizard are as follows:

CHARACTERISTICS

STR	2D6+6 (13)
CON	2D6+6 (13)
DEX	2D6+3 (10)
SIZ	4D6+12 (21)
INT	4 (4)
POW	2D6 (7)
CHA	3 (3)

Riding Lizard Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	3/6
3-4	Right Hind Leg	3/7
5-6	Left Hind Leg	3/7
7-9	Hindquarters	3/8
10-13	Forequarters	3/8
14-15	Right Front Leg	3/7
16-17	Left Front Leg	3/7
18-20	Head	3/7

Weapons

Type	Weapon skill	Damage / AP
Claw	45%	2D6 / 4
Bite	40%	1D8+1D6

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 6m

Traits: Formidable Natural Weapons

Skills: Athletics 35%, Stealth 25%, Track 30%

Typical Armour: Scales (AP 3, no Skill Penalty)

Mammoth: These beasts are immense herbivores that are the ancestors of common elephants. See the Mammoth entry in *RuneQuest Monsters*, page 90 for details.

Mule: The infertile offspring of a male horse or pony and a female donkey, the mule was originally one of nature's little accidents that created a new tool for the world to use. Mules are domesticated extremely easily, and are good pack animals for those who cannot afford



Riding Lizard

a proper horse or pony. They are occasionally noisy, ornery and tend to bite at handlers they are unfamiliar with. Smaller than horses but slightly larger than most ponies, mules have wiry fur and bristly manes between their longer ears. They tend to be grey or brownish, but red mules have been known to exist when both parents were of a richer colour. For all general purposes, treat a mule as you would a pony, but with the carrying capacity of a riding horse.

Panther: One of the larger great hunting cats, the term ‘panther’ only reflects a single type of black jaguar – though there are many different types of great cat in this category. See the Panther entry in *RuneQuest Monsters*, page 102 for details.

Pig: This is the commonplace swine that dominates farms across the many worlds of *RuneQuest*. There have been farms dedicated to the raising, breeding and slaughtering of pigs for as long as their have been livestock farmers. Pigs are easy to raise and upkeep, and can be fed the leftovers from the family’s own supper plates, including rinds, bones and unwanted grease! In fact, a group of hungry pigs will gladly eat anything thrown into their feeding troughs – including humanoid bodies! They eat flesh, hair and bone equally well and rather quickly, making large groups of pigs useful for getting rid of incriminating evidence, should the watch be looking for a body!

Pigeon, Homing: A homing pigeon will always instinctively return to the roost no matter how far away it strays. These pigeons can deliver small scrolls of sensitive information to faraway recipients. Once released, a homing pigeon has a 95% chance of returning to its roost barring any outside interference, and will travel 3D10x10 kilometres daily to do so.

Pony: What is basically a smaller breed of horse, true ponies are drastically shorter and thinner than common riding horses. They make good mounts and steeds for smaller races or children, and can be used in cities as low-weight pack animals.

Rhino: Large, thick and somewhat dim-witted, the rhinoceros is a massive quadruped with one or two long horns sprouting up from its leathery snout. Although completely herbivorous, rhinos can be extremely aggressive and downright angry toward trespassers into their surroundings. With a proper bucking of that

horned head or a full charge, a rhino can easily kill even an armoured target with a single spearing strike. See the Rhinoceros entry in *RuneQuest Monsters*, page 105 for details.

Rodent, Common: This is a very large group of animals that includes rats, mice, shrews and most other small and commonplace rodents (including rabbits). Rodents are rarely used for anything other than a food source for larger animals, or perhaps as a wizardly familiar or tiny companion. Rodents are moderately intelligent and can be taught interesting tricks if rewarded properly. Even though some ‘rodents’ are not actually rodents at all, such as shrews and moles, they are still lumped in with the more common category for the ease of the seller.

Sea Lion: A larger relative of a common seal, the sea lion can get as large as a man and weigh nearly three times as much! It is named for its ‘mane’ of thick fur around its shoulders and its rather large canine teeth used to catch fish or defend its pride of females. A bull seal lion is a powerful foe in or out of the water, as its sheer muscle mass can make it difficult to ignore while its thick layer of blubber keeps it from true harm.

In the world of the mer (both waertagi and ludoch), sea lions make fantastic shoreline pets and guardians. Should an intruder come near the sea lion’s territory, the entire pride will begin to roar and bark at him – a sound that can be easily heard (+10% to Perception) even underwater. Should the intruder not leave in a timely fashion a greeting from several sea lion bulls is likely, making beaches filled with them dangerous for those unskilled in dealing with the sharp-toothed beasts.

The statistics for a bull sea lion are as follows, which will have its STR and SIZ reduced by 1D6 for females:

CHARACTERISTICS

STR	5D6+12 (28)
CON	3D6 (10)
DEX	2D6+6 (13)
SIZ	4D6+12 (25)
INT	5 (5)
POW	2D6+6 (13)
CHA	5 (5)

Sea Lion Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Flipper	2/6
3-4	Left Hind Flipper	2/6
5-7	Hindquarters	2/9
8-10	Forequarters	2/9
11-13	Right Front Flipper	2/6
14-16	Left Front Flipper	2/6
17-20	Head	2/7

Weapons

Type	Weapon skill	Damage
Bite	40%	1D6+1D12

Special Rules

Combat Actions: 2

Strike Rank: +9

Movement: 2m, 6m swimming

Skills: Athletics 40% (80% Swimming), Dodge 30%, Perception 60%

Typical Armour: Blubber (AP 2, no Skill Penalty)

Sheep: One of the early livestock choices for hilly and grassland terrains, sheep are essentially woolly goats that are raised in huge flocks to be used for wool and meat. They are commonly kept in massive flocks of over a hundred sheep by individual shepherds, who often keep them in line using specially trained sheep dogs. Rams are included in this category as well as common sheep, as they are generally used for the same types of resources – save that ram's wool is a bit harsher and rams are commonly equipped with thick horns similar to a goat. Sheep have been a staple resource animal for many generations and likely will remain so for generations to come.

Snake: This is a broad category of non-venomous snakes that can be caught or bred for sale to those willing to buy the scaly serpents. From constrictors to harmless vermin-catchers, snakes have been a fascination for most cultures and a source of great fear for others – sometimes both. Adventurers tend to be on the eccentric and unique side, so an animal breeder who has access to snakes and serpents might be surprised to see the number of them he can sell. Whether used as a pet, wizardly familiar or even to be released in a barn or cottage to rid the area of rats

or mice, snakes can be quite useful. See the Snake (Python) entry in *RuneQuest Monsters*, page 118 for details.

Snake, Venomous: This group category is far rarer to see at a common pet shop, as these serpents are all of the venomous variety. Cobras, vipers, sea snakes and so forth are all quite dangerous to others, and few would ever risk carrying one as a commodity – but some would. Sold as familiars or as living weapons for unruly assassins, venomous snakes are extremely dangerous to handle. Even if trained fully, a venomous snake is likely to strike at a fast-moving object reaching for it. Should the Games Master request it, a venomous snake will strike at anything brought quickly into range of its fangs, unless a difficult (-20%) Lore (Animal) skill test is passed. See the Snake (Viper) entry in *RuneQuest Monsters*, page 118 for details.

Spider: While not a very common pet or companion, there are hundreds of species of spiders throughout the *RuneQuest* worlds that could be bottled up and sold. There are terribly venomous species like the brown recluse, or the thick-fanged bird-eating spider that can be as large as a dinner plate. Many times, a spider is bought as a spell component or ritual implement, though others might wish to have a spider on hand for their own reasons. For whatever reason a character might buy a common spider, the cost listed includes a proper jar, jug or box used to transport the arachnid.

Spider, Giant: Although the most common giant spider encountered is a web-spinner that entraps adventurers as a source of food, there are other breeds that could be theoretically trained as all-terrain mounts. Although very difficult to train, a giant tarantula or wolf spider could make an amazingly efficient steed. With a modified saddle, a rider could be taken up walls or ceilings or even across spun-web bridges with ease. See the 'Medium' Spider, Giant entry in *RuneQuest Monsters*, page 121 for details, but ignore the part about spinning grandiose webs.

Tiger: Easily among the largest of the great cats, a tiger is a solitary hunter when not with young, preferring to move alone through its territory in search of prey. Only a viable mount for the extremely small and thin, tigers are often only purchased as guardians of holy places or gladiatorial animals. See the Tiger entry in *RuneQuest Monsters*, page 131 for details.

Vultriff: A very specific offshoot of griffin, the vultriff is a griffin with the head and wings of a vulture or buzzard atop the body of a large hyena. It is only found scavenging off fallen corpses throughout the savannah and desert, and only attacks living targets if truly starving or if the target is obviously injured or alone. The only exception to this rule is horsemeat. A vultriff will go out of its way to try and injure or wound a horse before flying off to rejoin its circling flock, waiting for the beast to drop dead before swooping in and feasting.

Vultriffs do not make very good mounts, if only due to their foul eating habits and general stench. However, those that cannot afford or cannot find a trained griffin to ride could easily be duped into settling for a vultriff. Only after they acquire one will they discover the beast's need for rotten meat, and its wilfulness to make a snack out of nearby equines!

The statistics for a vultriff are as follows:

Characteristics

STR	5D6+9 (25)
CON	3D6+12 (22)
DEX	3D6+12 (22)
SIZ	5D6+9 (25)
INT	6 (6)
POW	2D6+6 (13)
CHA	7 (7)

Vultriff Hit Locations

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	3/11
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

Vultriff



Weapons

Type	Weapon skill	Damage / AP
Bite	55%	1D8+1D10 / 2
Claw	65%	1D6+1D10 / 4

Special Rules

Combat Actions: 4

Strike Rank: +14

Movement: 6m, 10m when flying

Traits: Formidable Natural Weapons, Night Sight, Poison Immunity

Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%

Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Wolf: Wild canines running in packs that can easily reach upwards of twenty individuals, wolves are the quintessential pack hunters. Wolves are quite loyal after reaching the 'Skilled' training level, and will begin to view the handler as a pack mate. For this reason, if nothing else, wolves make good adventuring companions, if given the right amount of training. See

the Wolf entry in *RuneQuest Monsters*, see page 148 for details.

Zebra: An equine animal very similar to a pack horse, only faster and far more ill-tempered, the zebra is a black and white striped creature that has always drawn attention. Zebras are captured for their meat by some savannah cultures, and some even to be broken and trained as mounts. It is for their exotic look that some people try to keep zebras for their own uses, but they do not make the best mounts or companions due to their instinctual ornery natures.

Hired Companions & Cohorts

This section covers a slew of professionals that a common *RuneQuest* character could possibly hire for an extended period of time in order to perform some duty. The Hirelings & Cohorts table includes each profession's title, the primary and secondary skills of those who follow the profession, their general aptitude and the cost to hire them per day or use of service.

Accountant: This is someone who specialises in taking care of his employer's money, resources and overall assets. Accountants are also excellent at taking care of large purchases in their employers' names, and a general may send his accountant to purchase new shields for his troops.

Acolyte: Learned in the ways of religion and wonder, an acolyte is a member of a faith devoted to the higher mysteries and miracles wielded by its highest members. Acolytes tend to be willing to work for a pittance, as long as their work furthers the goals of the cult or temple.

Advisor: Advisors are expected to have and express their opinions on all manners of subjects for their employers. Many advisors are specialised in their knowledge, but most claim to be very well educated and versed in several topics. After all, a wide range of knowledge makes them far more valuable.

Alchemist: This is actually a group of professions revolving around the use of chemicals, herbs and minerals to create mixtures for a variety of purposes. From common scented oils and relaxing salves to

near-mystic potions that cure diseases and stave off infection, alchemist goods are as numerous as the ingredients they mix them from.

Animal Trainer: Terribly useful for the adventurer who wants a special mount or companion but who does not have the time, patience or skill to train it themselves, animal trainers are well suited for teaching a beast who is its real master. Using rewards, playtime and even physical punishment at times, these hard-working folk make their animals respect or fear them.

Apothecary: This is a general healer of ailments and minor wounds, skilled in the use of salts, minerals and tinctures to mend flesh and banish sickness. Apothecaries are not exceptionally skilled in deeper wounds or issues, but a quick stop in an apothecary shop can fill an adventurer's pouch with an assortment of useful goods.

Armourer: An offshoot of the common blacksmith, an armourer specialises in the creation, repair and modification of armour. Although only responsible for the grommets and bindings for leather armours, a good armourer retains those types of goods as well. Most armourers also take orders for barding as well as armour for individuals.

Barber: A combination of personal grooming and dentistry, a barber's skills are diverse and often sought out by adventurers who do not get to see civilisation often. Barbers do many things, from giving someone a haircut and a good shave, to providing a hot towel and ripping out that rotten tooth that got chipped in a fight a month earlier. They tend to be popular people in secluded areas, even if aspects of their trade seem like an unnecessary luxuries.

Barkeep: Barkeeps are professional bartenders, most often in charge of pubs or taverns. Useful for more than filling bellies, a barkeep can also be a source of good advice from many long nights of listening to patrons tell their tales. Having a good barkeep on the payroll could be a great way for a character to spread rumours or information without being directly involved. The counterpart to a barkeep, the bar wench is a common serving maid. She is always watching the happenings in her tavern room, and is a good source of information that might not reach the ears of some patrons or outsiders.

Blacksmith: The quintessential forger of common metal goods, a blacksmith is anyone who operates a forge and hammers out metallic objects. There are several different varieties of blacksmiths, some who specialise in iron and steel and others who are only capable in copper or bronze. A lot of what a blacksmith can forge is up to the resources and advancement of the culture he is a part of. A blacksmith is the best professional to go to for armour and weapon repairs when a specialist is not available, as the basics are close to the same for all smithy work at that level.

Bowman: This category of soldier who specialises in ranged combat includes archers and crossbowmen. Bowmen are commonly hired in units of ten to twenty, and they almost always come prepared with their own weaponry.

Bowyer: This is the artisan responsible for the creation of bows and crossbows. Bowyers carve, treat and bend the wood for bow-type weaponry, attaching the proper additional implements to create the finished product.

Brewer: Specialists at creating alcoholic beverages from a variety of spices, grains and fruits, brewers form a group of some of the most beloved artisans in society. They are the makers of ale, spirits, grog and some rarer liquor, and those goods go a very long way in most cultures.

Burglar: There may come a time where an adventurer needs something stolen or reclaimed for him, and in those cases it can be best if he has someone else do it. Hired burglars may not be the most trustworthy louts, but most are happy to earn their wage in exchange for whatever bauble or trinket they had to pilfer.

Butcher: This is the bloody-handed labourer who takes livestock, fowl and game and turns them into the various pre-meal meats that fill the stew pots and stoves of the world. A butcher is an expert at removing bones, hooves and scales from beasts in order to get to the meat beneath or in order to save the resources provided by the animal at the time of its slaughter.

Butler/Page: A general manservant that runs the basic needs of a household, a butler (adult) or page (adolescent) is a must have for any large manor or estate. These employees take care of many of a household's common practices, such as laundry and cleaning, or even the selection of everyday clothing and activities.

Carpenter: This is the professional responsible for woodworking and other wood crafts. From toys and tools to the walls of a house, carpenters are the masters of woodcraft. Adventurers can also occasionally find carpenters who make the basic wooden bodies of shields, but they are far more commonly going to sell such items to armourers.

Cartographer: In charge of writing, deciphering and translating maps, cartographers are very useful to those adventurers about to travel into unknown territory. A good map can be worth more than the cartographer's weight in gold, and he is well aware of the importance of his skill.

Cartographer



Hirelings & Cohorts

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/ Use (wage)
Accountant	Lore (Appraisal)	60%	Evaluate	40%	1 SP
Acolyte	Lore (Religion)	70%	Runecasting (varies)	50%	5 CP ¹
Advisor	Influence	65%	Lore (World – varies)	50%	1 SP
Alchemist	Craft (Alchemy)	75%	Mechanisms	35%	5 SP ¹
Animal Trainer	Lore (Animal)	60%	Riding	50%	1 SP
Apothecary	First Aid	45%	Craft (Alchemy)	30%	6 CP
Armourer	Craft (Armourer)	65%	Craft (Metalsmith)	40%	2 SP ¹
Barber	Craft (Grooming)	70%	First Aid	30%	3 CP
Barkeep	Craft (Libations)	65%	Influence	40%	4 CP
Blacksmith	Craft (Blacksmith)	70%	Craft (Metalsmith)	35%	1 SP ¹
Bowman	Bow or Crossbow	50%	Craft (Bowyer)	35%	8 CP
Bowyer	Craft (Bowyer)	60%	Craft (Fletcher)	30%	5 CP ¹
Brewer	Craft (Brewer)	70%	Craft (Cooper)	25%	3 CP ¹
Burglar	Stealth	60%	Athletics	45%	100 SP
Butcher	Craft (Butcher)	70%	Craft (Cooking)	45%	2 CP ¹
Butler/Page	Craft (Husbandry)	60%	Influence	55%	5 CP
Carpenter	Craft (Carpenter)	65%	Engineering	35%	2 CP ¹
Cartographer	Craft (Cartography)	70%	Lore (Roads and Paths)	40%	3 SP ¹
Cavalryman	Spear or 2H Flail	60%	Riding	55%	1 SP
Chandler	Craft (Candlemaking)	75%	Craft (Waxen)	50%	2 CP ¹
Chef	Craft (Cooking)	70%	Lore (Cuisine)	55%	4 SP ¹
Clerk	Influence	50%	Evaluate	40%	3 CP
Cobbler	Craft (Cobbler)	65%	Craft (Leatherworking)	30%	4 CP ¹
Coinsmith	Craft (Minting)	70%	Craft (Metalsmith)	35%	7 CP ¹
Cook	Craft (Cooking)	50%	Lore (Cuisine)	25%	4 CP ¹
Cooper	Craft (Barrel-making)	65%	Craft (Carpentry)	40%	3 CP
Courier	Riding	40%	Streetwise	35%	1 SP
Courtier	Influence	70%	Persistence	40%	50 SP
Delegate	Influence	60%	Lore (Politics)	50%	60 SP
Doctor	First Aid	75%	Healing	50%	10 SP
Driver	Driving	60%	Lore (Equine)	45%	4 CP
Dyer	Craft (Dyeing)	70%	Craft (Tailor)	30%	2 CP ¹
Engineer	Engineering	65%	Mechanisms	30%	1 SP ¹
Entertainer	Acrobatics, Dance, Play Instrument or Sing	65%	Influence	45%	1 SP
Farmer	Craft (Farming)	50%	Lore (Plant – varies)	40%	1 CP
(agricultural)					
Farmer (livestock)	Lore (Animal – varies)	50%	Lore (Plant – varies)	40%	1 CP
Fisherman	Craft (Fishing)	65%	Lore (Animal – varies)	35%	5 CP
Fletcher	Craft (Fletcher)	65%	Craft (Bowyer)	30%	4 CP ¹
Furrier	Tracking	70%	Craft (Tanner)	40%	7 CP ¹
Gemcutter	Craft (Gemcutting)	70%	Craft (Jeweller)	35%	2 SP ¹
Guard	1H Sword or 1H Axe	50%	Perception	35%	5 CP

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/ Use (wage)
Guide	Lore (World – varies)	60%	Survival	40%	6 CP
Healer	Healing	50%	Craft (Alchemy)	30%	8 SP
Herald	Lore (Heraldry)	75%	Influence	50%	2 SP
Hunter	Survival	65%	Tracking	50%	1 SP ¹
Interpreter	Language	60%	Evaluate	40%	1 SP
Jester	Influence	75%	Acrobatics, Dance, Play Instrument or Sing	50%	2 SP
Jeweller	Craft (Jeweller)	70%	Craft (Metalsmith)	40%	1 SP ¹
Labourer	Athletics	65%	Streetwise	50%	1 CP
Leatherworker	Craft (Leatherworking)	65%	Craft (Tanner)	30%	3 CP ¹
Locksmith	Mechanisms	60%	Craft (Metalsmith)	35%	3 SP ¹
Maid	Craft (Cleaning)	50%	Craft (Sewing)	40%	4 CP
Man at Arms	Spear or 1H Sword	55%	Survival	40%	1 SP
Metalsmith	Craft (Metalsmith)	65%	Evaluate	45%	8 CP ¹
Midwife	Craft (Midwifery)	40%	First Aid	35%	3 CP
Miller	Craft (Milling)	70%	Mechanisms	30%	3 CP ¹
Navigator	Lore (World – varies)	60%	Survival	50%	7 CP
Nurse	First Aid	40%	Healing	20%	2 SP
Painter, artiste	Craft (Painting)	65%	Evaluate	50%	10 SP ¹
Painter, limner	Craft (Painting)	40%	Craft (Dyeing)	20%	2 CP
Papermaker	Craft (Papermaking)	60%	Craft (Quill Cutting)	45%	1 SP ¹
Pikeman	Spear or Polearm	50%	1H Sword	40%	1 SP
Porter	Athletics	40%	Streetwise	25%	3 CP
Potter	Craft (Pottery)	65%	Craft (Painting)	40%	5 CP ¹
Priest/Priestess	Lore (Religion)	80%	Runecasting (varies)	60%	10 SP ¹
Prostitute	Craft (Carnal Arts)	65%	Influence	50%	25 SP
Sage/Soothsayer	Lore (World – varies) ²	75%	Influence	50%	10 SP
Sailor	Boating	65%	Lore (Oceans and Seas)	50%	2 CP
Scribe	Craft (Calligraphy)	70%	Craft (Quill Cutting)	35%	2 SP ¹
Sculptor	Craft (Sculpting)	65%	Craft (Pottery)	40%	6 CP ¹
Seamstress	Craft (Sewing)	50%	Craft (Tailoring)	35%	2 CP ¹
Shepherd	Lore (Goat/Sheep)	75%	Lore (Canine)	50%	1 CP
Shipwright	Craft (Shipbuilding)	50%	Boating	35%	3 CP ¹
Surgeon	Healing	75%	First Aid	60%	25 SP
Tailor	Craft (Tailoring)	65%	Craft (Sewing)	45%	6 CP ¹
Tanner	Craft (Tanning)	70%	Craft (Leatherworking)	50%	6 CP ¹
Undertaker	Craft (Mortuary Arts)	55%	First Aid	35%	4 CP
Vintner	Craft (Winemaking)	70%	Lore (Wine)	55%	2 SP ¹
Weaponsmith	Craft (Weaponsmith)	65%	Craft (Metalsmith)	40%	1 SP ¹
Yeoman	Bow	65%	Craft (Bowyer)	40%	2 SP

¹ This price is strictly for labour and time. Should the character *purchase* something, there may be an additional charge according to the item purchased.

² This skill can be replaced with the Augury Advanced Skill, presented in *RuneQuest Legendary Heroes*.

Cavalryman: This is a hired soldier that specialises in mounted combat. With a charging blow from his lance or horseman's flail he can send infantry reeling. Little else can be considered faster on a battlefield.

Chandler: Masters of crafting with wax, chandlers are best known for their skill at making candles and lamp mantles. They can also be fantastic sources for raw beeswax, which has dozens of uses outside of simple light source manufacture.

Chef: This employee takes culinary ability to a new level each time he sets spice to pan and pan to fire. Able to create masterpieces that are half as tasty as they are beautiful, chefs are normally reserved for high-class or noble establishments. Rarely can adventurers afford the types of dishes they create, but those with the treasure-laden pockets of the successful can indulge in them if they wish to!

Clerk: As common store or sales clerks, these men and women are the foot soldiers in the eternal war for commerce. They are the front lines of the businesses, able to talk about their products with passers by and explain exactly why *everyone* needs one of what they are selling. In addition to their selling duties, clerks also need to keep a sharp eye out for shoplifters and con men looking to make a profit out of their own.

Cobbler: One of the most treasured but least thanked professions, cobblers make sure that their customers have shoes and boots on their feet. Makers of all sorts of footwear, they are rarely pressed to sell any shoe 'off the rack' due to individual fitting needs.

Coinsmith: This profession only exists in societies that use minted coins, as this craftsman is responsible for pressing the proper amounts of precious metals into them. Less exacting than a metalsmith who deals in the same types of metals, but far more precise in the original moulding, a coinsmith must make sure that the ruling force backing the coin he is pressing is happy with the results.

Cook: Another wielder of the culinary arts, a cook is a basic preparer of foodstuffs. Cooks are good at turning staple foods into full meals using special seasonings and spices in combination with crafty cooking methods. Some cooks might specialise in

certain foods or dishes, but most will make do with whatever they are given to work with.

Cooper: A much specialised version of a carpenter, coopers make barrels, tuns and kegs. They are responsible for bending, treating and binding wooden, liquid-storage containers. It is their work that keeps a stout lager from leeching sweetness from maple boards, or makes sure a good batch of bitters does not go sour due to a lack of waxed lids.

Courier: This is a hireling responsible for taking messages or packages from one place to another.

Courtier: As a socialite and a diplomat, a courtier excels at getting his point across in subtle and polite ways. A good courtier will sway opinions and objections to the way of his employer without anyone realising he has done so.

Delegate: Simply put, this person is sent to some official meeting or similar event to acts as an extension of his employer's voice. Delegates are paid to say or represent something very specific on behalf of their employer, and they do not stray from their course unless they do not wish to work as a delegate ever again.

Doctor: Doctors are not put off by severed digits or cleft muscles, and do everything in their power to mend flesh and save lives. Some doctors also deal with mental disorders or anxieties, but those are farther and fewer apart.

Driver: Also called a teamster, a driver is skilled at handling teams of animals that are drawing some kind of vehicle. Most adept at wagon and carriage driving, there are also some specialised drivers that use dog sleds or other vehicles. It pays well for a driver to be diverse.

Dyer: This is someone who is in charge of dyeing cloth or clothing. Dyers also dye the actual wool for others to make their own fabrics from, but their primary role is to sell dyed fabric.

Engineer: These individuals are responsible for designing and building the large constructions and mechanisms that are used in siege machines,

drawbridges and portcullis. Having a good engineer on hand during a siege or a sacking of a walled city is never a bad thing.

Entertainer: Skilled in song, dance or any number of talents that would classify them as ‘entertainers,’ these professionals spend their lives trying to make the masses enjoy a few hours of their lives at a time.

Farmer (agricultural): Members of one of the oldest professions, farmers that tend their fields and gardens yield a massive amount of food that is seen in city markets and village grocers.

Farmer (livestock): The opposite side of the farming coin, livestock farmers raise fowl, sheep, pigs or cattle for the purposes of their resource materials. Milk, cheese, wool and meat are all contribute toward a livestock farmer’s income, and any adventurer that could sponsor or hire one can expect to never be without these items.

Fisherman: Hunters of the rivers, lakes and seas, fishermen pull their living by hook, net or spear out of the water. Fishermen tend to live near their favourite fishing areas and some may even have boats or ships to get the best catches they can.

Fletcher: These caretaking individuals are responsible for ‘fletching:’ plucking, cutting, waxing and applying the feathers to arrows and crossbow bolts. Without their handiwork, archers’ and hunters’ bows would have less than half of their accuracy, especially over longer distances. Fletchers are often very close to local carpenters and blacksmiths.

Furrier: Only slightly different from a common tanner, furriers can take a piece of mink, beaver or similar hide and clean it so that the fur is not harmed and stays intact. Soft furs are a must in many industries, especially in winter climates where their warmth is an asset. Also, armourers tend to want furs to line their stiff or harder armour segments.

Gemcutter: Members of a rare but useful profession, gemcutters turn raw stones into jewellery-grade gems. This increases the value of the gems tremendously

Furrier



depending on the skill of the cutter, which is why so many adventurers who find raw gems quickly seek one out. A few hours of chiselling and chipping and a single chunk of raw stone can be turned into several smaller ones – each worth more than the original.

Guard: These comprise one of the most common soldier types to be seen in any culture. Guards are simple swordsmen that are paid to stand watch over a particular place or thing, raising an alarm if need be. They are not a frequent asset for starting adventurers, but those who have earned holdings or small fortunes might want to have extra sets of eyes while they are away.

Guide: No matter where an adventurer goes, he will likely need someone to help him find his way at some point. Some might believe that they are better off finding their own paths, but a good and knowledgeable guide can save time, and lives.

Healer: When disease, illness and infection are wracking a body, a healer is called for or sought

out. Healers use a mixture of alchemy and faith to strengthen the body's defences and help fight the bad elements within it.

Herald: Adventurers rarely wish to be introduced boldly or loudly unless they are trying to make an entrance (or lying about their true natures), but a hired herald is the perfect way to do so.

Hunter: Whether they are hunting dangerous predators to protect a village or venturing out to come back with drags full of deer and elk, the idea is the same – hunters brave the wilderness to track, hunt and kill animals.

Interpreter: With a multitude of races, species and cultures that exist there are a great many barriers that must be overcome every day by travelling adventurers. A single mishap or miscommunication could result in violence or missed opportunities. The best way around this is to quickly hire a learned interpreter, who will happily let both sides of the conversation know what is being said by the other.

Jester: This is a specialised form of entertainer who is talented at social humour as well as physical gags. Through the use of puns, metaphor and comedic anecdotes a jester can give the highest of nobility a satirical ribbing that is risqué and ultimately easier to swallow than the scandalous behaviour it is based on.

Jeweller: These are the skilled artisans and craftsmen that take small amounts of precious metals and other materials and turn them into elegant pieces of jewellery.

Labourer: Nothing more than hired muscle used to lift and carry, labourers are found anywhere there is physical work to be had. They are cheap and replaceable – perfect for some adventurer's needs.

Leatherworker: Leatherworkers are masters of taking simple hides that have been treated by a tanner and turning them into an assortment of useful goods. Responsible for the creation of leather armour segments before they go off to the armourer to be riveted together, a leatherworker can be a much cheaper option for fixing leather armour.

Locksmith: Masters of tumblers and slides, locksmiths are useful for both setting up and getting past the mechanical safeguards on doors, chests and gates. Having a skilled locksmith at an adventurer's disposal can be a huge boon when trying to get into barred places, or when keeping others from learning secrets.

Maid: Maids are professional cleaning agents who are expected to go about a home or estate and make sure that the items and valuables are presentable for company. This is, of course, a position of great trust – and commonly worries for the employer. Maids are very useful to be hired by *outside* influences to conveniently leave open windows or doors for later use.

Man at Arms: Professional soldiers trained for nothing but combat, men at arms are rarely hired in groups smaller than twenty and are used for some of the most direct confrontations. Skilled with swords and spears, a unit of men at arms is a fearful sight to see marching in formation toward an enemy and can be well worth an adventurer's coin to uproot a dug-in enemy.

Metalsmith: This is a group of professionals with several different names and titles depending on what sort of metal they are in charge of smelting and forging. Goldsmiths, coppersmiths and silversmiths work in their unsurprising fields and braziers work in brass. Depending on what manner of work is needed of them, any of these metalsmiths can plate, coat or forge items for their employers.

Midwife: This is a type of nursemaid or in-home caretaker that often specialises in the birthing of children. Midwives are good at not only keeping the mother-to-be and the infant healthy, but also are schooled in how to help around the home for the first few days while the new mother recuperates.

Miller: In charge of creating mash and flour at grain mills, millers must be skilled not only at the loading and unloading of the millstone but also of the bagging, storage and selling of the resulting products. Hiring a miller also normally means having access to the mill itself, which is quite possibly why an adventurer would want to go out of his way to hire one.

Navigator: Sort of a guide on a larger scale, navigators are good at picking directions and steering travel using the sun, moon and stars. Whether trying to find a way out of thick wilderness without a map or bringing a ship to port in the endless blue of a night time sea, hiring a navigator is money well spent should the alternative be getting lost forever.

Nurse: Whether the nurse is a doctor in training or happy being an assistant, he is a useful aid in all medical matters. Like an extra pair of hands for a doctor or surgeon, nurses are well-versed in the healing arts.

Painter, artiste: These are masters of portraits, mosaics and other beautiful imagery made with dyes, oils and pastes.

Painter, limner: Although their use of dyes and paint washes are no less exacting than that of artistes, ‘limners’ are in charge of painting large structures, signs and the like. They must know how to write adequately legibly, as their signs must be readable.

Papermaker: Buying paper from a scribe can be a fool’s gamble when there is a local papermaker available. Pressing the pulp or reeds into sheets to be dried and pulled into parchment, papyrus and scroll vellum, papermakers have a trade that is rarely utilised by the underclass and is the crutch for many other artisans and noble roles.

Pikeman: Soldiers trained to use longspears or halberds, pikemen are the best type of martial hireling to set against enemy cavalry. Most effective in dual lines that number eight or ten each, pikemen are generally well-armoured to absorb the impact of those who make it past their bristling wall of weapons.

Porter: This is a class of labourer whose only role is to carry something from one place to another. Porters are often in charge of objects bigger than what a courier would take, but not quite as large and heavy as what a labourer would be called in for.

Potter: Crafters of vases, urns and clayware, potters are quite a popular class of artisan. Examples of their craft include everything from sun-dried water jugs to exquisite, finely enamelled burial urns. It seems that there is not a walk of life that cannot find use for a potter’s wares.

Priest/Priestess: Higher in the classification of the faithful than mere acolytes, priests and priestesses are in charge of many more duties and roles in their order or cult. Buying time away from their patronages is difficult and expensive, but could be well worth the extra effort and cost. Priests and priestesses have permission from their elders to perform greater rituals and works in their faith, and adventurers that are not of opposing faiths can benefit greatly from them.

Prostitute: The so-called ‘oldest profession’, prostitution varies in legality and acceptance from culture to culture, with some viewing it as normal and necessary and others consider it a hanging offence.

Sage/Soothsayer: Holders of great knowledge, sages and soothsayers dole out nuggets of insight for a handful of coins.

Sailor: When someone needs to row or sail a boat across a large enough body of water a team of sailors is a must. They are skilled at the needs of boating, and can make adjustments for tide, current and weather that a common passenger would never be able to manage. Also, oceanic sailors tend to be well-travelled and full of stories and tales from all the places they have seen, which could be worth a few rounds’ worth of grog to an interested adventurer.

Scribe: This is a professional writer, who makes his living putting others’ words down on parchment or arranging already written works to be purchased by others.

Sculptor: Shaping marble and stone with chisel and rasp, sculptors are commonly very patient artistes that are capable of creating awe inspiring and dazzling statues from blocks of raw stone. Their work is long and tedious, but stands against the tests of time when carved with skill and care. Anything permanent cast in a sculptor’s wares will last long beyond that which was sculpted, barring any accident or intervention.

Seamstress: Minor repairs and quick fixes are a seamstress’ common work, setting needle and thread to patching holes and trimming hems in short order. Their work tends to be fast and efficient, leaving more drawn out jobs to tailors.

Sculptor



Shepherd: A specialised form of livestock farmer, shepherds use dogs to keep huge flocks of sheep or goats manageable as they graze hills and fields. They must always be wary of predators and poachers, and cannot allow members of the flock to stray too far away.

Shipwright: These specialist carpenters focus their efforts on building boats, canoes, kayaks and sailing vessels.

Surgeon: Surgeons are steady-handed professionals that know they are the last line between life and death, and their skilled decisions could mean saving

the person in front of them. Adventurers, who are well-known for sustaining horrible wounds in their travels and questing, should always keep in mind the location of the closest surgeon in case of emergency.

Tailor: Crafters of all things made of cloth or canvas, tailors are one of the building blocks of any society. Their wares can be found on the backs of every citizen, covering the beds of their homes and hanging from the masts of ships.

Tanner: These skilled workers take freshly cut hides and turn them into the leather and suede that is then forwarded on to leatherworkers and tailors to be made into various products.

Undertaker: A morbidly useful career, undertakers put the dead to final rest. They are in charge of coffin-ordering, cremations and burials for the recently deceased. In large enough communities the dead could stack up quickly without their efforts, making for foul environmental conditions riddled with stench and disease.

Vintner: This is the high-class version of a brewer skilled in the ways of wine and wine-making. It is a business that often comes with wealth and prestige, and the best wineries are known not by their goods but by the names of their owners.

Weaponsmith: This is a specialised form of blacksmith who creates the weapons wielded by adventurers. They are also the best people to go to for weapon repairs and modifications.

Yeoman: This type of ‘landed’ soldier is a specialist with a longbow. Typically hired in groups of a dozen or more, a yeoman unit volleying their shots into the enemy from hundreds of paces away can destroy a unit’s morale, even if it does not kill them physically.

THE RARE & WONDROUS

This chapter covers a handful of rare items, weapons and such that require special rules or circumstances (and overall, Games Master permission) to even be included in *RuneQuest* games. Each section covers a different category of wondrous equipment and explains how it works, what it does and how it affects a game.

Black Powder Weapons

Often discovered by accident when an alchemist combines sulphur, charcoal and saltpetre, black powder is a leap into warfare that changes worlds. Extremely volatile and flammable, the substance is a grainy grey-black concoction that burns rapidly when set to spark or flame, or explodes violently when packed tightly and lit somehow.

The following weapons and devices can be invented, crafted and used by characters with access to the black powder. With the exception of the thrown weaponry, all of the following weapons require a special Ranged Combat Weapon Skill – Black Powder – in order to operate successfully. Also, any weapon with a Load time listed additionally requires an unmodified Craft (Gunsmithing) or Mechanisms skill test with the listed bonus/penalty.

Arquebus: A smaller version of the musket with a shorter stock and an easier barrel to swab and re-pack, the arquebus is a powerful, two-handed rifle that can rip into armoured targets with ease. It is best used as a one-shot weapon due to its lengthy reload time, and many who use it attach a dagger or shortsword to its end to serve as a bayonet for when the enemy closes – should he survive the shot from the weapon.

Blunderbuss: This is one of the simplest forms of a black powder firearm, where a packing cup of powder is burned in order to propel small pebbles, shot and other scrap from the weapon's wide-barrel. The resulting explosion hurls the loose shot into a cloud of deadly projectiles. While these projectiles

may not have much in the way of penetration, they are very difficult to avoid and spread their damage out over multiple sections of a target. Anyone targeted by a blunderbuss not only has a -10% to their Dodge skill against the attack, but the damage rolled will be divided evenly (round fractions up) amongst 1D4+1 hit locations.

Bomb, Hand: A simple clay shell or metal sphere packed with black powder and fragments of shrapnel, a fuse, and capped in wax, the hand bomb is a deadly and dangerous device. After lighting the fuse the hand bomb then has 1D3 turns (rolled secretly by the Games Master) before it will explode on the same Strike Rank as it was lit, inflicting its damage to all targets within 5m. This damage is divided evenly between *all* body locations of a target (or body locations within the area of effect in the case of larger targets), deducting the AP from damage to each location. Should the user Critically Fumble his Throwing skill test, he drops the bomb at his feet where it explodes normally after the fuse burns its allotted time.

Bomb, Projectile: A larger version of the hand bomb, a projectile bomb is too heavy to be thrown (without a STR of 25 or more) and must be launched from a catapult, trebuchet or other propulsion device. It has all the same rules as a hand bomb, save for the fact that its fuse is designed to burn very slowly – but will ignite the bomb automatically upon impact with anything harder than soft soil. Otherwise, the fuse will detonate the bomb in 2D6 turns after it is lit. Otherwise, treat a projectile bomb exactly the same as a hand bomb (see above).

Decksweeper: A short-barrelled rifle with nearly no stock, the decksweeper is named for its frequent use on ships and boats. Packed like a blunderbuss, but loaded with a series of three slugs instead of shot, a decksweeper does not have the range of a rifle or the cloud-effect of a blunderbuss. Instead it has the ability to strike a target up to three times with deadly ricocheting slugs. When a target is 'hit' by a

decksweeper, the firer must roll a 1D6–3. The resulting number is the number of slugs that actually hit the target (roll separate hit locations for each). Due to the construction of the powder cup on a decksweeper, it can be used without fear of getting wet in normal seagoing conditions but direct rain or splashed water will soak the powder and ruin the shot.

Firework: This is an attempt at making a self-propelled bomb. By attaching a tube of black powder to a thin stick and capping it with a relatively aerodynamic head, the firework is loaded with varying degrees of packed powder to create propulsion – and then explosion. The actual attack roll is a simple percentile roll – with the number rolled being the opposing number for the targets' Athletics rolls to get out of the way of the impending explosion. Should this attack hit any targets, treat the explosion in the same manner as a hand bomb (see above).

Musket: A barrel-loaded rifle that requires the slug and powder to be tamped down with a rod or 'ram' the musket requires that a flame or fuse be dropped into a small cup or notch at the rear of the weapon in order to fire. Adequately accurate to a decent range,

muskets are best known for ranked firing lines that erupt in lead shot and clouds of white smoke. It is often considered to be the standard to which all other firearms are compared.

One-shot Pipe: A very simple weapon that was the predecessor of the pistol, a one-shot pipe is a half-metre length of metal with a leather or cloth wrapping around its midsection. The pipe is packed with powder at one end and a small ball slug is set into the opposite one. When a lit fuse or flaming wick is set to the powder the resulting explosion sends the ball flying. There is a small degree of danger with the open-powder of the one-shot pipe, as anyone firing one has a 50% chance of suffering 1 point of fire-damage to his lighting hand from the burning powder erupting backwards. Due to their lengthy reload time and danger, one-shot pipes are not a weapon of choice.

Pistol, breach-loading: This is a category of firearms that comprises any single-shot pistol that is loaded from the rear of the weapon, normally where the pistol 'breaks' in half. A lit fuse tucked into the hammer of the pistol is pushed forward by the simple lever action of the trigger, igniting the powder bagged into the

Black Powder Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost ¹
Arquebus	Black Powder	2D8	20m	5/-10%	10/9	2	4/7	3750 SP
Blunderbuss	Black Powder	4D6	4m	8/-5%	10/9	3	4/8	3500 SP
Bomb, hand	Throwing	6D6	5m	— ²	11/9	1	4/3	700 SP
Bomb, projectile	See Description	8D8	Varies	— ²	—/10	1	4/4	850 SP
Decksweeper	Black Powder	2D4	5m	5/-20%	9/9	2	4/5	3000 SP
Firework	See Description	4D6+2	50m	— ²	—/10	—	1/2	550 SP
Musket	Black Powder	2D8+1	30m	6/-10%	11/9	3	4/8	4000 SP
One-shot Pipe ¹	Black Powder	1D6	5m	10/-20%	—/10	1	4/3	1000 SP
Pistol, breach-loading ³	Black Powder	2D4	6m	3/-15%	9/10	1	4/4	3500 SP
Pistol, duelling	Black Powder	2D4+1	10m	3/-10%	9/9	1	4/3	4000 SP
Pistol, flintlock ³	Black Powder	1D6+2	5m	4/-5%	9/7	1	4/4	3000 SP
Pistol, revolver	Black Powder	1D6+1	6m	Special	10/9	2	4/4	6000 SP
Rifle, breach-loading	Black Powder	2D6	40m	3/-15%	10/9	2	4/6	4500 SP
Rifle, flintlock	Black Powder	2D6	35m	4/-10%	10/7	2	4/7	5000 SP
Rifle, multi-shot	Black Powder	2D4+1	40m	Special	11/9	3	4/7	2000 SP per barrel

¹ The cost for the powder and shot for these weapons is 1% of the listed price for the weapon itself.

² This is a one-use weapon that destroys itself after use.

³ This weapon suffers no penalty when used in close combat.

Decksweeper



firing chamber. Pistols have abysmal ranges, even compared to other black powder weaponry, but pack a decent punch and are sometimes best used up close. Breach-loading pistol attacks used in close combat cannot be Dodged.

Pistol, duelling: In an attempt to add range and accuracy to the common flintlock pistol, the duelling pistol is a long-barrelled version of the weapon. Not only does the longer barrel add a bit of range, but it also gives the slug a fraction of additional force! The longer barrel does, however, make it easy for an opponent to parry it away in close combat, eliminating its ability to ever be used in close combat practically.

Pistol, flintlock: The simplest form of true pistol, the flintlock pistol is essentially a barrel-loaded firearm with a powder notch and a mechanical flint-striker attached to the trigger. Once loaded, a simple pull

of the trigger drops the chunk of flint across a small grater or chip of steel to send sparks down into the powder. This style of firearm has a slightly longer reloading time, but the additional force gained by the contained powder is noticeable. Like the others of its ilk, a flintlock pistol attack used in close combat cannot be Dodged.

Pistol, revolver: A flintlock pistol with four separate barrels that are each carefully poured, the revolver allows the user to fire four separate shots without reloading, but at the cost of a longer reload time outside of combat and the possibility of detonating multiple barrels at once. Reloading a revolver takes a full ten minutes of cleaning, packing and re-assembly; a feat that cannot be undertaken in combat. Every time a revolver is fired there is a chance that multiple barrels will go off at once due to bouncing flint sparks or stray powder grains, which could result in a dazzling and

deadly show of smoke and fire. In game terms, each time a revolver fires there is a chance for additional firings equal to 5%. Should this happen, the attack must be rolled multiple times at the same target, but the gun will require double normal reload time due to excess soot and shrapnel inside the powder notches. Like attacks from the rest of the short-barrelled pistols, revolver attacks used in close combat cannot be Dodged.

Rifle, breach-loading: This weapon is, quite simply, a much larger version of its pistol equivalent with a stock and higher calibre barrel. Equally packed with more powder and a bigger slug, the breach-loading rifle has a better range than a musket, but lacks some of its damage potential. A breach-loading rifle could be used as a club in close combat, but with a -10% penalty to hit.

Rifle, flintlock: The rifle version of the common flintlock firearm, this heavy weapon sometimes comes with a small shield or cover for the powder-notch so as not to shower the firer's face with burning powder grains. Loaded and fired in basically the same manner as the flintlock pistol, the rifle has a very admirable range and far more punch than its pistol counterpart. A flintlock rifle could be used as a club in close combat, but with a -10% penalty to hit.

Rifle, multi-shot: Called a number of different names, this category of firearm contains any of the 'ingenious' attempts to make revolver versions of a rifle. They are heavy and often very unwieldy, imposing a -5% cumulative penalty to hit for every full two barrels the weapon has. All of the standard rules (including those regarding multi-barrelled explosions) for a revolver pistol apply (see above), except that it takes a full half-hour to clean and reload a multi-shot rifle. There is rumour that a seven-barrelled 'volley gun' exists that is *designed* to fire all at once on purpose, but such a weapon would have a ridiculous recoil and would most likely cause more damage to the firer than the target!

Mechanical Items

The following are just a few samples of what sort of items could be made using the Mechanisms skill, and should be thought of as 'guidelines' for others of their kind, if the Games Master allows such items at all.

Mechanical Items

Item	ENC	Cost
Counterweight Harness	2	1,100 SP
Crossbow Winch	1	1,000 SP
Escape Spreader	2	750 SP
Gearbox Augur	1	800 SP
Pendulum Trigger	—	500 SP

Counterweight Harness: This heavy leather harness is connected to several wooden pulleys and lead weights, can be adjusted to fit anyone of a SIZ between 8 and 18 and removes nearly all slack and unneeded tension in climbing ropes. This makes climbing or rappelling ropes of any kind extremely easy, adding +30% to any Athletics skill tests for climbing purposes – so long as the person wearing the harness has an additional 1D6 minutes to attach the ropes to the proper areas of the harness, making a simple Mechanisms test (+10%).

Crossbow Winch: This is a complicated box of gears and ratcheted cogs that attach to the side of any size crossbow, adjusting to the individual width and length needed. Using a small hook and a wing nut style of crank beneath the weapon to pull back the cord, a crossbow wielder can reduce its Load time by one action with a successful Mechanisms skill test.

Escape Spreader: Comprised of two cups or plates set on a cranking bar, the escape spreader can be placed between the bars of a dungeon cell or the hinges of a door and cranked rapidly to spread the plates apart with tremendous pressure. It is a slow process, only causing 1 hit point of damage per round of cranking, but it totally bypasses the Armour Points of the object being 'spread'. The device requires both hands to use normally, and half the time to collapse than it takes to spread fully. There are some very devious and ingenious uses for this device, but the exact game mechanics involved should be up to the Games Master.

Gearbox Augur: This is essentially a strength redoubling tool that allows someone to grind away at brick and stone remarkably easily. A heavy, boring augur bit attached to a gearbox that has two cranking handles (one on each side), this device eats through rock, stone and hard-packed soil extremely rapidly – allowing the user to inflict Damage equal to 1D4 plus his Damage Modifier per round of constant drilling.

This requires a Resilience skill test, as it is tiring work to crank the augur and apply proper pressure.

Pendulum Trigger: A device designed for traps and security devices, the pendulum trigger is a very sensitive piece of thin metal attached to a weight that will sway when disturbed – triggering whatever the device is strung to. With a Mechanisms skill test the pendulum trigger can be attached to any sort of ‘firing’ weapon (crossbow, firearm, catapult and so on), trap or chime and then to some kind of stimulus. The pendulum trigger essentially has a Perception score of 75% – and will activate whatever it has been attached to if it notices anyone in its pre-programmed ‘stimulus,’ whether it be a door opening, a window shutting or even just someone walking too briskly through a hallway

Mystical Aids

RuneQuest can be filled with magic and splendour, and because of this there is a market for a number of interesting items that, while not magical in and of themselves, are used by the wielders of magic to better perform their duties. These items are nicknamed ‘mystical aids,’ and they can make commonplace spellcasters into far more.

The following lists a few examples of what sort of items would be considered to be mystical aids, how much they weigh and how much they would cost if a character found them in an oddities shop.

Mystical Aids

Item	ENC	Cost
Divinity Tome	1	1,000 SP
Rune Gauntlets	1	750 SP
Runeshield	2	800 SP
Tome of Creature Mysticism	1	500 SP

Divinity Tome: These heavy leather-bound and filigree gilded books come in many different varieties and languages, and are sort of catch-alls for the collected writings of a cult, faith or church. These books are almost always very difficult to read and interpret, and most require some special training to fully unearth the secrets contained within. Those that do have the proper training, and therefore a Lore (Specific Theology) skill

matching the faith of the tome, can make a daily test of that skill and spend one hour in deep reading of the Divinity Tome. If successful, they can temporarily add 1 POW to their total – but only for the purposes of casting Divine or other faith-related spells with dedicated POW. Once the dedicated POW has been used (through the casting of a spell) the temporary POW is lost.

Rune Gauntlets: Runecaster characters are always at a slight hindrance when trying to cast their spells, as they have to always have the necessary runes in their hands to do so. Rune gauntlets are oversized leather gauntlets with thick, reinforced pouches sewn into the palms which are used to store one rune of the proper size in each hand – therefore always keeping the spell at the ready, should the Runecaster need to use it. The backs of the pouches are bare twine, allowing the skin to touch the rune through the gauntlet. This only slightly hinders manual dexterity, imposing a -5% penalty to any Sleight skill tests. Each gauntlet can store one rune of smallish size – it is up to the Games Master as to whether or not a rune will fit in a rune gauntlet.

Runeshield: Characters that have gathered many runes and rely on the magic they bring will often spend several minutes seeking out the proper runes in their pouches, bags and pockets in order to cast the spell they wish. With a runeshield, this searching is not necessary. The runeshield acts as a target shield for all purposes (see page 30), but has two dozen leather-corded slots in which the user can store his runes. This means that the character will have his runes at his fingertips no matter what, but will have to protect his shield arm that much more – as the loss of the shield would also be the loss of the runes. This allows a character with the runeshield to use a Combat Reaction to grab two runes stored in the shield without provoking a Free Attack.

Tome of Creature Mysticism: This heavy, leather bound book contains mystical rumours and facts about all sorts of creatures found in the *RuneQuest* worlds. From the supposed alchemical properties of ground rhino horn to the powerful energy found in a hippogriff’s liver, this book is a great help to those who deal with animals often. It offers a bonus of +10% to a character’s existing Lore (Animal) or Augury skills.

REFERENCE SECTION

Questing Gear & Basic Items

Item	ENC	Cost		
Animal call/whistle	—	1 SP	Lock picks	— 75 SP
Animal snare/trap	2	7 SP	Magnifying Lens	— 10 SP
Backpack	1	5/7 SP	Milling Stone	2 8 SP
Bedroll	1	1 SP	Mining pick	1 35 SP
Blade sharpener	2	10 SP	Musical instrument	2 70 SP
Block & tackle	1	15 SP	Net, fishing	4 10 SP
Bottle, glass	—	2 SP	Noble seal	— 100 SP
Candle, 1 hour	—	1 CP	Oar, collapsible	2 5 SP
Candle, 2 hour	—	3 CP	Oil, flask	1 1 SP
Candle, 6 hour	1	1 SP	Oil, Jellied	2 10 SP
Candle, religious	—	10 SP	Oil, weapon	1 2 SP
Chain, 2m	2	40 SP	Papyrus, sheet	— 5 CP
Climbing kit	1	25 SP	Pole, 3m	1 1 SP
Codex	1	60 SP	Pottery wheel	25 25 SP
Craft tools	2	75 SP	Quenching blanket	5 6 SP
Crowbar	1	25 SP	Quick sheath	1 20 SP
Crutches	2	8 SP	Quick sheath, wrist	— 15 SP
Doorjamb	2	5 SP	Quiver	— 2 SP
Dye, coloured	1	13 SP	Razor, folding	— 3 SP
Elfen bowstring	—	150 SP	Retracing tool	— 2 SP
Everyday tonic	1	10 SP	Ring, bladed	— 15 SP
First aid kit	—	25 SP	Rope, 10m	2 10 SP
Fish hook	—	2 LB	Rope, silken	1 75 SP
Fishing kit	1	15 SP	Sack, large	1 5 CP
Flint & tinder	—	5 CP	Sack, secure	— 1 SP
Footpads	1	12 SP	Sack, small	— 2 CP
Glass, reflecting	1	20 SP	Saw, hand	1 1 SP
Grappling hook	—	5 SP	Scythe	2 30 SP
Grappling hook, assassin's	—	20 SP	Slingbag	1 5 CP
Hammer	1	1 SP	Spade	1 25 SP
Hand-striker	—	3 SP	Tent, 4 person	2 10 SP
Handpouch	—	5 SP	Tent, 8 person	5 50 SP
Healer's kit	1	150 SP	Torch, 1 hour	— 4 CP
Hourglass	1	20 SP	Torch, 6 hour	1 8 CP
Howler	—	6 SP	Torch, waterproof	— 2 SP
Ladder, 3m	4	2 SP	Underwater goggles	— 15 SP
Ladder, grappling	3	8 SP	Waterskin	1 5 CP
Lantern, basic	1	10 SP	Wax, block	1 2 CP
Lantern, cowled	1	12 SP	Weatherproofing kit	1 10 SP
Lantern, hanging	1	14 SP	Writing kit	1 45 SP
			Yarn, 50m	1 7 CP

Reference Section

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Archer's Blade	1H Sword	1D4	7/9	1	4/6	75 SP
Awl Pike	Spear ^{1,2}	1D8+1	9/5	3	3/8	125 SP
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword 2H Sword	1D8 1D8+1	13/9 9/9	2	4/12	250 SP
Battleaxe	1H Axe 2H Axe	1D6+1 1D6+2	11/9 9/9	1	3/8	100 SP
Bill	Polearm ²	1D6+1	7/9	2	2/8	50 SP
Broadsword	1H Sword 2H Sword	1D8+1 1D10	14/9 11/9	2	4/14	275 SP
Buckler	Shield	1D4	-/5	1	5/8	50 SP
Cestus	Unarmed	1D3+1	9/9	1	5/6	65 SP
Chain	1H Flail	1D4	7/12	1	4/6	10 SP
Chakram	1H Axe ⁴	1D6+1	-/13	1	4/7	85 SP
Club	1H Hammer	1D6	7/-	1	2/4	5 SP
Cutlass	1H Sword	1D6+1	6/7	1	3/9	200 SP
Dagger	Dagger ⁴	1D4+1	-/-	—	4/6	30 SP
Dart Blade	Dagger ⁴	1D2	-/-	—	2/4	15 SP
Dirk	Dagger ¹	1D3+2	-/-	—	4/8	50 SP
Falchion	1H Sword	1D6+1	7/9	1	4/10	200 SP
Fang shield	Shield ³	1D8	10/9	2	8/12	175 SP
Flamberge	1H Sword ¹	1D8	9/9	2	4/10	300 SP
Gaff	Polearm ¹	1D6	7/9	2	2/8	25 SP
Gandas	2H Axe	2D6+1	12/9	4	3/12	155 SP
Garrotte	Unarmed	1D2	-/9	—	1/2	15 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 club	2H Hammer	1D8+1	12/9	3	3/10	50 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 Polearm ² Spear ^{1,2}	1D8+2 1D8+1 1D8	13/7 9/9 7/7	4	3/10	250 SP
Harpoon	Spear ^{1,2}	1D8+1	7/7	2	2/7	35 SP
Hatchet	1H Axe ⁴	1D6	-/9	1	3/6	25 SP
Heavy mace	1H Hammer 2H Hammer	1D8 1D8+1	11/7 9/7	3	3/10	200 SP
Iris	Dagger ¹	1D4	-/9	—	4/3	65 SP
Katana	1H Sword 2H Sword	1D10+1 1D10+2	11/10 9/9	2	5/10	525 SP
Khopesh	1H Sword	1D6+2	10/10	2	3/10	250 SP
Kite shield	Shield ³	1D6	13/-	3	10/18	300 SP
Knife	Dagger	1D3	-/-	—	4/4	10 SP
Knuckledusters	Unarmed	1D4	-/-	—	3/2	20 SP

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Kris	Dagger ¹	1D4+1	-/9	—	3/6	200 SP
Kukri	1H Sword	1D6	9/-	1	3/7	125 SP
Kunai	Dagger ⁴	1D3+1	-/7	—	4/4	25 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
Longsword	1H Sword	1D8	10/7	2	4/10	200 SP
Lucerne hammer	Polearm ¹	1D10	12/7	3	4/12	225 SP
Main Gauche	Dagger	1D4	-/11	—	3/7	180 SP
Mancatcher	Polearm ²	1D4	9/10	3	4/10	400 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
Moon Axe	2H Axe	2D6	11/9	3	3/12	250 SP
Morningstar	2H Hammer	2D4	9/9	2	3/10	150 SP
Naginata	2H Axe	2D8	11/7	3	4/12	300 SP
	Polearm ^{1, 2}	1D10	10/9			
Net	2H Flail ⁴	1D4	10/11	3	2/20	200 SP
Ninja-to	1H Sword	1D6+2	10/9	1	5/8	450 SP
	2H Sword	1D8+1	7/9			
No-Dachi	2H Sword ²	2D8+1	12/10	3	5/12	650 SP
Nunchaku	1H Flail	1D4+1	7/13	—	3/5	110 SP
Poniard	Dagger ¹	1D4	-/7	—	3/5	60 SP
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier ¹	1D8	7/13	1	3/8	100 SP
Rondel	Dagger	1D4+2	-/-	—	3/6	40 SP
Sabre	1H Sword	1D6+1	7/7	1	4/8	225 SP
Sai	Dagger ¹	1D4+1	-/9	1	3/8	125 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shillelagh	1H Hammer	1D6+1	6/-	1	2/6	40 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
Stavesword	Polearm ^{1, 2}	2D6+2	11/9	3	4/12	375 SP
Stiletto	Dagger ¹	1D3+2	-/-	—	4/3	75 SP
Tanto	Dagger ¹	1D6	-/-	—	5/5	250 SP
Target shield	Shield ³	1D6	9/-	2	8/12	150 SP
Tetsubo	2H Hammer	2D8	12/-	4	4/12	200 SP
Tonfa	1H Hammer	1D4+1	-/9	—	2/8	55 SP
Trident	Spear ^{1, 2, 4}	1D8	10/7	2	4/10	155 SP
Tulwar	2H Sword	2D6	9/7	3	4/14	300 SP
Wakazashi	1H Sword	1D8	-/9	1	5/8	425 SP
War gauntlet	Unarmed	1D6	10/9	1	6/8	125 SP
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
Zweihänder	2H Sword	2D6+1	12/11	3	4/12	475 SP

Reference Section

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Arbalest ¹	Crossbow	2D10	180m	4	10/9	3	4/10	500 SP
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
Bola	Throwing	1D4	20m	—	7/9	—	2/5	20 SP
Boomerang	Throwing and Athletics	1D3+2	50m	—	5/11	—	2/4	25 SP
Chakram ²	1H Axe or Throwing	1D6+1	30m	—	-/13	1	4/7	85 SP
Dagger ²	Dagger or Throwing	1D6	10m	—	-/9	—	4/6	30 SP
Dart ¹	Throwing	1D4	20m	—	-/9	—	1/1	10 SP
Dart blade ²	Dagger or Throwing	1D2	15m	—	-/-	—	2/4	15 SP
Discus	Throwing	1D4+1	50m	—	-/9	—	2/3	30 SP
Flatbow ¹	Bow	1D8	40m	1	8/9	1	2/4	65 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
Horse bow ¹	Bow	1D8+1	100m	1	10/12	1	2/6	185 SP
Hurling sphere	Throwing	2D3	10m	—	13/-	1	4/6	30 SP
Javelin ¹	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Kunai ²	Dagger or Throwing	1D3+1	15m	—	-/7	—	4/4	25 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
Moon bow ¹	Bow	2D6	100m	1	11/12	1	2/6	175 SP
Net ²	2H Flail or Throwing	—	2.5m	—	10/11	3	2/20	200 SP
Nomad bow ¹	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Petals ¹	Throwing	1D3	10m	—	-/12	—	2/2	20 SP
Recurve bow ¹	Bow	2d8	75m	1	13/11	1	2/8	225 SP
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
Spike ¹	Throwing	1D4	10m	—	-/9	—	3/2	15 SP
Staff sling	Sling	1D8	60m	2	-/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	-/13	—	4/1	15 SP
Trident ^{1,2}	Spear or Throwing	1D8	10m	—	10/7	2	4/10	155 SP
Whip bow ¹	Bow	1D6+2	30m	1	5/9	1	2/4	50 SP
Wrist Crossbow ¹	Crossbow	2D4	50m	1	5/11	—	2/4	175 SP

¹ This weapon will impale an opponent upon a critical hit. See page 48 in *RuneQuest* for details on impalement.

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

Armour

Armour	AP	ENC	Locations	Cost
Archer's armlet	1	1	Arm (wearer's choice)	100 SP
Banded shirt	3	3	Abdomen, Arms, Chest	1,000 SP
Banded skirt	3	3	Legs	750 SP
Banded (suit)	3	3	All	1,600 SP
Bone helm	3	1	Head	300 SP
Bone shirt	2	1	Abdomen, Arms, Chest	450 SP
Bone skirt	2	1	Legs	300 SP
Chainmail coif	5	1	Head	500 SP
Chainmail shirt	5	3	Abdomen, Arms, Chest	1,250 SP
Chainmail skirt	5	2	Legs	800 SP
Chainmail trews	5	3	Abdomen, Legs	1,000 SP
Crabclaw gauntlet	4	1	Arm (wearer's choice)	350 SP
Duellist Half-cape	2	1	Chest, Arm (wearer's choice)	400 SP
Enamelled breastplate	4	3	Abdomen, Chest	2,000 SP
Enamelled helm	4	1	Head	1,100 SP
Enamelled leggings	4	2	Legs	1,800 SP
Enamelled vambraces	4	1	Arms	1,600 SP
False plate (breast and back)	3	1	Abdomen, Chest	500 SP
False plate (suit)	3	2	All	750 SP
Full helm	6	2	Head	1,400 SP
Gauntlet, heavy	3	1	Arms	1,500 SP
Gauntlet, light	1	—	Arms	500 SP
Gauntlet, medium	2	1	Arms	1,000 SP
Gladiator armlet	2	1	Arm	350 SP
Gladiator chestpiece	2	2	Abdomen, Chest	450 SP
Gladiator helm	2	1	Head	200 SP
Gladiator legging	2	1	Leg	400 SP
Gladiator skirt	3	2	Legs	450 SP
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP
Heavy leather cap	2	1	Head	75 SP
Helmet	5	1	Head	300 SP
Leather hauberk	1	1	Abdomen, Chest	125 SP
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP
Leather trews	1	1	Legs	100 SP
Padded shirt	2	1	Abdomen, Arms, Chest	200 SP
Padded trews	2	1	Legs	125 SP
Plate (breast and back)	6	3	Abdomen, Chest	4,500 SP
Plate leggings	6	2	Legs	3,000 SP
Plate (suit)	6	9	All	9,000 SP
Plate vambraces	6	2	Arms	2,000 SP
Plated cloak	3	3	Abdomen, Arms, Chest, Legs	1,850 SP
Plated coat	3	2	Abdomen, Arms, Chest	1,500 SP
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP

Armour	AP	ENC	Locations	Cost
Ringmail skirt	3	2	Legs	600 SP
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP
Scalemail skirt	4	3	Legs	800 SP
Serpentmail shirt	3	1	Abdomen, Arms, Chest	850 SP
Serpentmail (suit)	3	2	All except Head	1,100 SP
Serpentmail trews	3	1	Legs	750 SP
Tightweave Silk (suit)	1	—	All	500 SP
Tusked helm	5	1	Head	550 SP
Wooden shirt	2	2	Abdomen, Arms, Chest	600 SP
Wooden leggings	2	1	Legs	400 SP
Wooden vambraces	2	1	Arms	350 SP

Black Powder Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost¹
Arquebus	Black Powder	2D8	20m	5/-10%	10/9	2	4/7	3750 SP
Blunderbuss	Black Powder	4D6	4m	8/-5%	10/9	3	4/8	3500 SP
Bomb, hand	Throwing	6D6	5m	— ²	11/9	1	4/3	700 SP
Bomb, projectile	See Description	8D8	Varies	— ²	—/10	1	4/4	850 SP
Decksweeper	Black Powder	2D4	5m	5/-20%	9/9	2	4/5	3000 SP
Firework	See Description	4D6+2	50m	— ²	—/10	—	1/2	550 SP
Musket	Black Powder	2D8+1	30m	6/-10%	11/9	3	4/8	4000 SP
One-shot Pipe ¹	Black Powder	1D6	5m	10/-20%	—/10	1	4/3	1000 SP
Pistol, breach-loading ³	Black Powder	2D4	6m	3/-15%	9/10	1	4/4	3500 SP
Pistol, duelling	Black Powder	2D4+1	10m	3/-10%	9/9	1	4/3	4000 SP
Pistol, flintlock ³	Black Powder	1D6+2	5m	4/-5%	9/7	1	4/4	3000 SP
Pistol, revolver	Black Powder	1D6+1	6m	Special	10/9	2	4/4	6000 SP
Rifle, breach-loading	Black Powder	2D6	40m	3/-15%	10/9	2	4/6	4500 SP
Rifle, flintlock	Black Powder	2D6	35m	4/-10%	10/7	2	4/7	5000 SP
Rifle, multi-shot	Black Powder	2D4+1	40m	Special	11/9	3	4/7	2000 SP per barrel

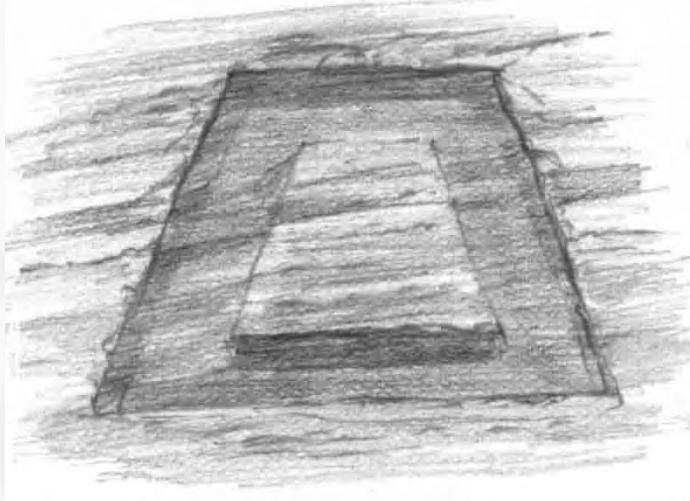
¹ The cost for the powder and shot for these weapons is 1% of the listed price for the weapon itself.

² This is a one-use weapon that destroys itself after use.

³ This weapon suffers no penalty when used in close combat.

Transportation

Vehicle	Common Speed	Driving Modifier	Maximum Drawing Mounts	AP/HP	Ram Damage	ENC Limitation	Cost
Carriage, armoured	-3m	-5%	4	4/60	2D8+drawn DM	150	1,750 SP
Carriage, covered	-1m	—	4	2/40	1D8+drawn DM	200	550 SP
Carriage, noble	-1m	—	4	2/45	1D8+drawn DM	180	1,000 SP
Cart, large	-1m	-5%	2	2/50	1D6+drawn DM	500	100 SP
Cart, medium	—	—	2	2/40	1D4+drawn DM	350	75 SP
Cart, ox	—	—	2	2/45	1D4+drawn DM	400	80 SP
Cart, small	—	+10%	1	2/30	1D3+drawn DM	200	50 SP
Chariot, battle	-1m	-5%	4	4/30	1D10+drawn DM	100	750 SP
Chariot, heavy	-2m	—	4	3/30	1D8+drawn DM	125	600 SP
Chariot, light	—	+5%	2	3/25	1D6+drawn DM	50	500 SP
Chariot, war	-2m	-10%	8	5/30	2D8+drawn DM	100	900 SP
Howdah, light	-1m	—	1	2/30	N/A	200	200 SP
Howdah, war	-2m	-10%	1	4/40	N/A	200	500 SP
Night Coach	-1m	-5%	4	3/40	1D8+drawn DM	180	650 SP
Palanquin	-2m	—	8	2/20	N/A	75	500 SP
Rickshaw	-1m	—	2	2/18	1D3+drawn DM	35	125 SP
Sled, dog	—	—	14	2/24	1D4+drawn DM	20/80	150 SP
Sled, heavy	-1m	-5%	10	3/30	1D6+drawn DM	150	200 SP
Sled, ice	-/-3m	-/-15%	12	3/24	1D4+drawn DM	100	225 SP
Sled, war	-2m	-5%	8	4/32	1D8+drawn DM	100	400 SP
Tiger Cage	-2m	-10%	4	4/45	1D8+drawn DM	100	500 SP



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