RPG REVIEW

Issue #40, November 2018
ISSN 2206-4907 (Online)



Ten Year Anniversary Issue & RuneQuest Glorantha

Down Under Convention Special

S ♥ ♥ ● ■ ◆ ※ | ■ ◆ ※ | ■ ◆ ※ | ■ ◆ ♥ □ R ※ † □ & □ X Y ※

Table of Contents

ADMINISTRIVIA	2
EDITORIAL AND COOPERATIVE NEWS	2
LIVE ACTION TROLLBALL	8
GREG STAFFORD : EPITATHS AND APHORISMS	12
RUNEQUEST ROLEPLAYING IN GLORANTHA DESIGNER'S NOTES	21
RUNEQUEST: HOW IT HAPPENED	24
WHY I LOVE PAMALTELA	27
RUNEQUEST DOWN UNDER BESTIARY	31
THE MUCKY DUCKS: 17th IMPERIAL MARINES	46
THE INITIATION OF THE SHAMAN SARISSA	56
FLEXIBILITY AND MODUL ARITY IN RUNFOLIEST	58

ADMINISTRIVIA

RPG Review is a quarterly online magazine which will be available in print version at some stage. Like this issue! *Finally!* All material remains copyright to the authors except for the reprinting as noted in the first sentence. Contact the author for the relevant license that they wish to apply. Various trademarks and images have been used in this magazine of review and criticism. Use of trademarks etc are for fair use and review purposes and are not a challenge to trademarks or copyrights. RuneQuest has been published or printed at various times by The Chaosium, Chaosium, Avalon Hill, Games Workshop, Mongoose Publishing, and The Design Mechanism. The Glorantha fantastic shared universe was discovered by the late and great Greg Stafford, and has been used in games published by all publishers of RuneQuest, along with Issaires Inc, Moon Design Publishers, Steve Jackson Games with Hero Wars and HeroQuest, with Pelgrane Press for 13th Age Glorantha, and with A Sharp with the computer game King of Dragon Pass. Cover art, "Vigna" by John Hughes. Greg Stafford image from Chaosium. "Humans hunting Glyptodon", by Heinrich Harder. RQ True Type Font Copyright 1993 Oliver Jovanovic. Sir Richard Owen and Dinornis Moa, 1879. Armoured duck photo from Lev Lafayette.

⊙♥♥●■♦₩Ⅲ∴≬⊚△⊀※◆ΦФОК久✝△∂ШХҮ*Ж*

EDITORIAL AND COOPERATIVE NEWS

Editorial

Ten years ago I decided to start RPG Review. As I wrote then, it was born of a realization that if I started playing RPGs when I was 13 and was still playing them by the time I was 40, they were probably going to be part of my life for what remained of it. Add to that the propensity to spend most of my time with finger to keyboard, and having a few friends who were of a similar mind, there was a certain inevitably that it was opportune to start the unimaginatively-named RPG Review

It was, and is, explicitly a fan publication; you may have noticed the lack of professional editorial oversight, or fancy layout, or gloss paper. Heck, if you get a dead tree version of this you're doing well. It is produced by and for people who play the games and who aren't getting a cent, red or otherwise, from the work that goes into it. Which does give us a certain critical independence - I'll never forget the email of a would-be-reviewer who said, for their "professional industry reputation", they couldn't write negative reviews. Sadly, it made a lot of sense for all the wrong reasons.

As it was, a number of industry people did wish us well in our new venture; B. Dennis Sustare, Robin D. Laws, Jonathan Tweet, Johnn Four, Tadashi Ehara ("Different Worlds" was a big inspiration), and of course, Greg Stafford. Steve Perrin also joined in the first issue as an interview subject, following in the footsteps of "My Life and Roleplaying" from DW.

The 'zine has a had a degree of success over the years; usually around 1500 copies are downloaded each year of release, and that extends out over the years. The first issue must have been downloaded close to 10,000 times now. Plus I've noticed that occasionally it appears on on other websites that make a copy of it. That's fine, it's what it is designed for. This information is given freely for your enjoyment. As Greg Stafford remarked at the time: "Great to read that you guys are starting a new game magazine! We need more of this, and I'm glad you guys have risen to the occasion. I want to extend my wishes for scads of good luck, contributors and success on the venture."

Running the 'zine as a labour of love for several years I decided in late 2015 to share the labour of love and start an incorporated association, The RPG Review Cooperative. In January 2016 this application was approved and we were able to put "Inc." on the end our name. With membership fees, budgets, the ability to own our own property (a nice little games library so far of several hundred items), we have also become a Cooperative publishing venture - the 'zine gained an ISSN (and is now in the Australian National Archives) and we've bought a number of ISBNs as well, which has resulted in two publications: "Papers & Paychecks", which brought a 30-plus year-old joke to life, and "The Tinker's Toolkit".

Mutterings were heard that "something" needed to be done for the 10th anniversary year of the first publication of this 'zine. But why have two events when you can have one which combines two? Why not combine the 10th year of publication of this fanzine with the RuneQuest Glorantha Con Down Under. Combining things has been the story of my life really. Whether its my multidisciplinary academic career (I collect degrees) and similar pursuits, my tendency to hack RPG systems from multiple sources, my eclectic political ideas, down to building toolchains and workflows in my professional work as a systems administrator for high performance computing systems.

Earlier this year there was prompting to run a RuneQuest Glorantha Con Down Under. It would be the third, the two previous being in January 1996 at Bayswater Primary School and then in January 1998 at the University of Melbourne. I personally missed the first one, but had a great deal of fun at the second. Twenty years is a long time between drinks, but very appropriate given that a new edition of the game, *RuneQuest Roleplaying in Glorantha* was on its way. It was Jim Lawrie who suggested holding this third event a Kryal Castle, and being the foolish volunteer for such things that I am, the Con was on its way. After all, if those lucky Europeans can have their RQ Glorantha Cons in a castle, so can we! Well, a castle of sorts. More like a very good theme park.



The Castle provided a fine venue that wasn't too far from the city, and it provided a day away for friends and partners who think that this RuneQuest Glorantha thing isn't their pint of ale (a gaming con with a partner's programme?!). The Castle offered us a package deal for morning tea, lunch, afternoon tea, and dinner in their Abbey Tavern, plus we would have standard access to the Castle's facilities, which made the tickets a bargain in their own right.

Following the fine traditions of time's past it was relatively surprisingly easy to work out a programme of events – a combination of seminars and discussions, tabletop sessions of *RuneQuest Roleplaying in Glorantha* (with a late entry of *13th Age Glorantha* joining the party), an auction of traditional and RuneQuest and Glorantha items (a lighter with a free copy of *Daughters of Darkness* is available), a game of the now-honoured trollball, and a freeform/LARP game.

A call was sent out for GMs, and some amazing

people came to the clarion call; Hugh McVicker, Pete Tracy, Justin Akkerman, Martin Dick, and Mark Morrison. A second call was made for panelists and David Cake and Darius West joined in to stand (or sit, rather) alongside myself and Michael O'Brien to discuss the secrets of Glorantha and the design and development of RuneQuest. Co-developer of the Gloranthan board game *Khan of Khans* Susan O'Brien stepped up as well to offer demonstration games and a knock-out tournament of this fun and fast game. A third sounding for assistance for the freeform, and Andrew Bean took up that role. Fun fact; the convention contacts for the 1998 Con were Hugh, Pete, Martin, and Andrew. Some things are just in your blood after a while.

Then there is the people who have offered practical support, all from the RPG Review Cooperative. Daniel Tosello performed an astounding job, slaving over a hot 3-D printer to produce the most amazing convention badges I have ever encountered. Michael Cole took on the valuable and necessary role of shuttle bus-driver, getting people to and from the Ballarat train station, whilst Erica Hoehn has carried out a variety of support roles in transporting various goods about, organising rosters, staffing booths and so forth, along with helping with props for the game of Trollball, along with Andrew Daborn, who amazingly acquired genuine Holy Water for the Xiola Umbar priestess.

Chaosium must also be mentioned here. It is trivial to say that that RuneQuest Glorantha Con would not happen if it was not for the fine game and gameworld that Chaosium has provided – and of which RuneQuest and Glorantha are but a subset of their much larger contribution to the hobby as a whole. However, in addition to this, Chaosium have made a number of other extremely important contributions, the first being providing endorsement and support for the convention, with the provision of gifts and prizes, by advertising the convention and encouraging those close to them to attend, and by bringing along their people. Not being a convention of great size or wealth, it is indeed fortunate that the Guest of Honour is the Vice-President of company, Michael O'Brien, affectionately known as MOB among RuneQuest and Glorantha fans for many decades. His contribution to the convention as a panelist and providing the keynote is an important part of making it real.

For these reasons a previously published article by MOB is the first real article in this issue, specifically the famous Trollball rules as modified from the original Trollpak, and updated with some recent words by Andrew Bean, specifically for this Convention.

Then there is Greg Stafford. Greg, as we all probably know, passed away in the midst of the organising of the Con. The first person to have been discovered by Glorantha (as he once put it), the founder of Chaosium, the author of the Pendragon RPG and many other games and stories. It was, of course, an enormous shock to all of us who had known him in person, or had corresponded with him, and even for those who knew his writings and games. From all accounts, Greg was a person of charm, imagination, friendliness, and wit. It is the nature of the world however that the passing of a shaman game-designer and business owner is only picked up by a few major media sources - and full credit to "Le Monde" for doing so.

As a result of course it is appropriate that the "Le Monde" article is reprinted as the next article in this issue of RPG Review, followed by a translation where I get to practice my fourth language (I'm bad enough at my first). There's a small number of comments from his local fans, followed by a larger piece of aphorisms and selections from various articles and interviews over the years.

With a new edition of RuneQuest just published we have a great pair of articles that follow, one from Jeff Richard on the design of the new game, and one by Steve Perrin on how the original game was first developed. So apparently ducks were RuneQuest's version of hobbits. Who knew?

This followed by well advocated piece by David Cake, on "Why I Love Pamaltela", a "favourite neglected part of Glorantha", which is at least in part well-suited to the Australian grasslands and desert environment. Not to mention being an isolated and largely unknown continent to other parts of the world. Oh, and the sapient lizardmen. You didn't know about them?

Whilst on-topic of such things William Noble many years ago put together a collection of mythic creatures that fit a RuneQuest Down Under Bestiary, for RuneQuest 3rd edition. Most of the creatures are of his work, and I've added myself as a contributor to the article for adding a couple of Australian species (Mimi, Diprotodon), plus two to include New Zealand (Moa, Haast Eagle).

To further duck-related matters, Zoe Ellen Brain has provided, using characters with the new edition of the game, outfitted a particular duck regiment, "The 17th Imperial Marines", also known as "The Mucky Ducks". A fitting group for a duck PC party, or even as a challenging foe. As another implementation of the new rules, Barbara Braun provides a story of Shaman Sarissa with Andrew Bean contributing.

All of this has added up to the page-count and thankfully my final piece: "RuneQuest System Changes: Flexibility and Modularity" is a lot smaller than the 15,000-word document that I have sitting on disk. That, of course, will be fine-tuned and one day may even see the light of day. In the meantime one will have to be satisfied with the abbreviated version that argues the design benefits (and some flaws) of the RQ game system.

In concluding, let me be a little self-indulgent (he says in a 'zine that he has edited for the past ten years with the exception of one issue), and tell my *RuneQuest* and Glorantha story. It starts in 1981, in junior high school, where a group in a year older are playing a game with odd-shaped dice in the antechamber before the library. At first I listen in and eventually develop raise a few questions about what they're doing. I'm told that they're playing a game that is "like *Dungeons & Dragons*". I hang around a bit, visit a few sessions and contribute to the story. That summer break, I purchase a copy of "*Dungeons & Dragons*". Because I had already played the game, I thought I should buy the "Expert" set by Dave Cook. Realizing that it was unplayable without its earlier companion, the following day later I bought the "Basic" set by Tom Moldvay, which just goes to show I could be an arrogant arse even at 13, but at least I could learn from my mistakes.

Following a chance meeting on public transport soon afterwards I found some other local kids who also played the game, and who introduced me to *Advanced Dungeons & Dragons*, which I thought was somewhat inferior game system, although it was stylistically very impressive and certainly had a lot more detail. Another game I was introduced to was *Traveller*, which was introduced SF roleplaying in an accessible yet also serious manner. Then someone handed me this brown ink softback which was a mere 120 pages which proclaimed that "this one book is all you need to play", "playable yet realistic". It was *RuneQuest* of course, and that night as I read through it it dawned on me that this was the game I had participated in the school library - *RuneQuest* was my first RPG, even if I didn't realist it at the time.

Many games and indeed many decades of games would then follow. *Dungeons & Dragons* was certainly a mainstay with the group that I was playing with, although I was also exposed to an innovative system called *Swordbearer* which I thought was particularly neat. By the time I was at university the main games that I was playing in was *Rolemaster* (I even ended writing one of the Rolemaster Companions) and then *Champions*. Whenever I could I would sneak in a game or several of *RuneQuest*, but sadly it must be admitted it wasn't until after moving interstate that the opportunity really became available to play larger and much longer-term games (including one where a PC recovered Yelmalio's fire powers from the trolls thus reaching apotheosis), not to mention the delight of attending RuneQuest Glorantha Down Under Con II in 1998.

When Mongoose announced that the would be releasing a new edition of RuneQuest and formed a playtest group in 2005 (since deleted from Yahoo! groups) I was obviously very excited at the prospect. After so many years of being out-of-print there was even an early and very animated discussion about what made the game what it was. I made the following contribution (spelling mistakes edited), directed at Steve Perrin, which I believe may have had some influence on that and future editions:

"And Steve, can I be blunt? You wrote it. In the first page of the game. In the title even (and excuse my raised "voice")

THE PURPOSE OF RUNEQUEST IS TO FIND RUNES. That's what the game is about, first and foremost."

When the final version of the game came out I am sure that there were last minute changes that hadn't been playtested. In any case, *RuneQuest* was thoroughly back in the agenda, and there would be a flurry of new editions that would come out in the next several years. My own thoughts on MRQ was that it was like Alien3 – not a bad film in its own right, but had trouble standing on the same ground as its predecessors. The following publication MRQII was much better, and I was pleased to see that the changes were like a checklist of issues that I had raised in my review of MRQ on rpg.net. It was around this time that I also volunteered to host the old RuneQuest-rules mailing list (http://rpgreview.net/mailman/listinfo/runequest_rpgreview.net) which has been around, in one form or another, since 1987.

In the past decade years or so, I have become interested in games with a more "narrativist" creative agenda, and certainly *Hero Wars* and its successor *HeroQuest* are games which blazed a path in that regard. I do retain a love of simulationist dreaming which can cause a conflict between the two, but mostly this can be avoided through plot design and post-hoc descriptions and justifications. My *HeroQuest* Glorantha pbem game has now been running since 2007 and is the single-longest RPG story that I've been involved in. You can find a snippet of some this high stakes epic fantasy in the recent issue of *Hearts in Glorantha*, "How a Rubble Runner Destroyed the Crimson Bat at the Battle of Iceland".

Yet here I am again, once again finding myself in the world of *RuneQuest* and Glorantha, two astoundingly important influences in my life that have spurred my imagination and creativity so many times. It's close to thirty years since a slightly spotty and bookish 13 year old, his head full of the music of The Police, The Swingers, Jona Lewie, Kim Wilde, Kim Carnes, and Men at Work, was introduced to a strange and wonderful game which he would find out was called *RuneQuest*. Sometimes I wonder what happened to those kids who introduced me to the game. Mostly, however, I find myself questing for runes. Don't you?

We Are All Us,

Lev Lafayette, lev@rpgreview.net

Cooperative News

The RPG Review Cooperative Inc., is not a large organization. It's pretty much thirty or so roleplayers (mainly GMs) nearly all based in Melbourne, who like playing a larger than usual variety of games systems, and like getting things done. Relying entirely on donations, membership fees, and sales of *Papers & Paychecks*, our budget is just enough to sustain our modest expenses. Still, we are are involved associated and as a result there are a few things to report on since the last issue of the 'zine.

Firstly, Karl Brown, our Diversity Officer, has put together two extremely important pieces of work. The first being a "diversity survey" which compares various social metrics of those associated with RPG Review and our readers to those values from the Australian Bureau of Statistics. It's a nice piece of empirical micro-sociology, so if you get a chance please fill it in: http://rpgreview.net/diversitysurvey

Karl's second impressive action, with a fair bit of review on the committee, has been the development of a Code of Conduct. For any organisation if you don't have one of these sooner you will have problems later. This is, of course, not the final word on the subject; like all policy statements and association regulations that can be changed. It is, however, a

binding set of rules on our members. http://rpgreview.net/codeofconduct

In addition to this Karl has also secured a spot as a speaker at Arcanacon 2019. The RPG Review Cooperative will be there with our members' second-hand games store as well as copies of our first published RPG, Papers & Paychecks, available for sale. Signed by the author even, if you want.

Member Tim Rice has put his mind to work in gaming matters as well with the production of command-line "man pages" for Eclipse Phase, for UNIX-like systems. These are available at: https://github.com/rpgreview/eclipse-phase-manpages. Tim has also written, in beautiful style (to mathematical programmers) "An integer programming approach to RuneQuest 3e training calculations", available at: http://rpgreview.net/files/rq3-training.pdf

Of course the biggest activity we've carried out in the last quarter has been organising RuneQuest Glorantha Con Down Under III and producing RPG Review Issue 40. But there's enough already said about that in this document itself.

Future plans for the Cooperative will include our next issue of RPG Review on Solo Gaming, from the choose-your-own-adventure books, text-path computer games, and one-on-one RPG experiences. In addition there is a new edition of *Bunnies & Burrows* coming out and, as one of the few places in the world where we have a group that plays it (even if irregularly) we have received an endorsement from author B. Dennis Sustare to write an Australian supplement. By the next issue we will (finally!) have the *Cow-orkers in the Scary Devil Monastery* supplement published, and preparations will be under way for our Annual General Meeting.

All of this, of course, is in addition to the twenty or so RPG groups which are affiliated with us, our regular movie nights, our ever-growing games library and so forth. So if you are not a member of the RPG Review Cooperative and would like to join, please contact us. For a \$10 annual fee (with a life membership option available), we're doing plenty of good work for a small organisation!



LIVE ACTION TROLLBALL

by Michael O'Brien, Nils K. Hammer, Andrew Bean, John Hughes, and Lev Lafayette

Inspired by Chaosium's *RuneQuest* supplement *TrollPak*,1982, Rules devised by Michael O'Brien and Nils K. Hammer, 1994, and with thanks to John Hughes, the original 'Bhagwan'

Glorantha's Most Exciting Cultural Export!

Special Coaching Tips by Bhagwan Broobasher, Line Backer of the Bogside Wanderers, Current holders of the Oztralian Trollball Ashes

"Give me a T! Give me an R! Give me an O! Give me an L! Give me an L! What's that spell?" "We don't know!".

BHAGWAN SEZ: "Urgghh!"

Parts of this article appeared in Tales of the Reaching Moon issue #8

Live Action Trollball is the sporting phenomenon loosely-based on the trollball game presented in Chaosium's famous RPG RuneQuest. As revealed in the classic supplement TrollPak (1982), trolls are big, hulking, perpetually hungry creatures, and the aim of their game - a sort of gonzo trans-dimensional mutation of American Football - is to place the living portion of a trollkin (called "the ball") across your opponents' goal line. Trollballers arm themselves with heavy weapons, and although it's considered impolite to kill spectators without provocation, beyond that almost anything goes...

The live-action version has been a staple at Australian gaming conventions for years, and in 1994 at the first RuneQuest Con, we introduced North America to this exciting rolesport. Since then, at cons we've played in snowdrifts (Baltimore, 1994), a croquet lawn (Leicester, 1994, 96), a hotel ballroom (San Fransisco, 1995), an elementary school (Melbourne, 1996) and even a medieval castle (Germany, 1997). In 2018 it returns to Australia at RQ Glorantha Con Down Under (Ballarat, 2018), with a special game between the Yelmalio of Rabbit Hat Farm and Zorak Zorani beserkers, with the friendly game held close to evening twilight where Light meets Darkness.

As we exited into the chamber the Flame was no longer present and the lead chains were burst asunder. A great number of Zorak Zorani and Trolls were present, but instead of attacking us, they went on bended knee and bowed, shouting "Hail Praxelites, Priest of Light Who Fights Alongside Warrior of Darkness Against Chaos This Holy Day!". It seemed that the success of the HeroQuest had established a new religious tradition

- - From the journal of Praxelites Priest of Yelmalio, "Chapter 31: Redstone Caverns and the Hill of Gold", Fire Season 1625 in the Year of the Sun

So young troll, come sit at the feet of the Kargg's Son and hear of the great Trollball games of yesteryear held in the

Queendom of Dagori Inkarth (Eternal Con at Burg Stahleck on the Rhine). You will need:

1) A trollkin - A stuffed toy with its head velcroed to the torso, for easy dismemberment by quarrelling troll players. Early experiments using a small human as our fill-in trollkin proved unsatisfactory. Humans proved difficult to dismember and it became difficult to recruit further volunteers. The trollkin is considered 'alive' as long as the head remains attached to the body, and this is the portion you play for touchdown. If the trollkin 'dies' then the referee puts it back together and begins a new play. A point is only scored if the whole trollkin crosses the opponents goal line. This is harder than it sounds.

BHAGWAN SEZ: "Please do not eat the live part of the trollkin until after a point is scored!"

- 2) A giant referee someone tall whose job is to kick (figuratively and with much arm waving) any cheating trolls i.e. most players if they are clever, off the field, or any player he takes a dislike too. Of course bribing the referee with beer or any other treats is also a grand tradition, and in Germany the beer is cheaper than the water, and flows continuously 24 hours. The referee can also put the trollkin back together if it is flung off the pitch, or ends up lying in pieces on the ground, after both teams have "killed" each other.
- 3) A 6 breasted Xiola Umbar healer (they really do have a 6 breasted breastplate for her), who wanders the field healing the wounded players by throwing Holy Water on the damaged limbs and torsos, allowing the players to leap back into the fray. She is of course sacrosanct and any player hitting her will be piled on by all players and the referee until only a "bloody smear" is left on the ground i.e. no-one attacks the healer. She can also heal the trollkin, by sticking its head back on its body.

BHAGWAN SEZ: "Get at team-mate to 'drag' you, if you can't make it over to the side under your own steam!"

4) 2 teams of 5 troll players with foam weapons facing off at each other. Imagine a swimming noodle with foam spikes or foam mace head or foam axe head. The test of whether a weapon is suitable is belting the owner with it for a minute or two to see if it hurts (it shouldn't hurt).

BHAGWAN SEZ: "To test your weapon, you've gotta belt yourself over the head for 3 minutes. If you're still standing at the end, the weapon is okay to use in the game!"

5) A trollball game area. For example, a 20 m by 10 m wide field of play (or whatever the castle courtyard can fit) with a wooden bench at each end i.e. the goal (which can be anything suitable to hand).

Play proceeds as follows.

6) The 5 players start at their goals, then when the referee drops the trollkin in the middle of the field, they lurch towards each other making fierce war cries, ready for combat - belting each other with their foam weapons anywhere but the head. Water bombs are provided to encourage spectator violence with the same disabling effects.

7) If your limb is struck it goes floppy until healed by the Xiola Umbar priestess. Chest and head hits incapacitate, drop until healed, abdomen you can drag yourself around by the arms, trying to interfere with opponents until healed. One leg hit, you limp, one arm hit, you drop whatever you were holding, etc. Much "Ham beetle" roleplaying is expected and no-one should move much faster than a slow lurch, with lots of bellowing and war cries or high pitched ululations.

We use an honour system for hits similar to the SCA take a "palpable" hit to a limb and that limb is out, take one to the head or body you're out for the count. You can, and should, still growl or scream, but one of your team mates will have to drag you to the sidelines to be healed; a beautiful six-breasted trollish priestesses wait at the sidelines to magically cure the fallen. Note: often in trollball, it'ss the last person left standing who'll score the touchdown!

8) As Trollball referees are 10 metre tall giants they can control unruly players by kicking them (make the player run 10 metres (steps) in the direction booted, and then let them shamble back into play or by beating them into a pulp when necessary.

The referee's most important job is to make sure everyone moves at walking pace (easy tip, keep your knees stiff). When moving, the players have to imagine they're all 2.5 metres tall, weigh 200 kilogrammes and are lumbered with a huge gut still digesting that dwarf casserole from last night. Better still, get them to visualise Clash of the Titans, or better still Jason and the Argonauts or any of his Sinbad movies. Move at several frames per second. Moving too fast is punished by a good kicking from the giant ref.

BHAGWAN SEZ: "Moving too fast results in getting kicked by the giant referee!"

9) Magic. Hey, Trollball don't use Magic! Of course it does, just don't let the Giant Ref catch you!

Magic is incredibly simple - each player gets 3 spells on slips of paper. To cast the spell, take out the paper, shout what spell you're casting, crumple up the paper and throw it at the target. If it hits, the spell works!

BHAGWAN SEZ: "Spells are only usable once, so make 'em worth it!

Spells (write these on slips of paper)

HEAL - Restores one Hit Location.

BEFUDDLE - Act like you're on Dreamweed until someone hits you.

DISRUPT - Destroys the location hit by the bit of paper.

JUMP (self only) - once cast, play stops and the player is allowed to take 12 paces in one direction. Play the resumes.

MOBILITY - move at jogging pace for a while.

SLOW - move at 2 frames per second for a while.

DISPEL MAGIC - Negate effects of one spell (except Heal and Disrupt).

COUNTERMAGIC - use if it by an oncoming spell. Negates that spell.

RAISE ZOMBIE - turns dead troll player into zombie with insatiable appetite for raw flesh. Ignore ball, attack other players including those on own side! (only have a limited number of these)

10) Cheating is of course encouraged, as long as the giant referee is not looking. The point is to over-act, make a lot of noise and belt your opponents a lot, not actually win. There are usually a couple of rounds, then a grand final. Foam weapons are generally provided by the organisers so that no-one side tries to get an advantage (or accidentally slip something potentially painful into their home-brew weapons). Also the audience get provided with waterbombs to throw at the players to add to the mayhem (a hit by a waterbomb also neutralises that limb).

BHAGWAN SEZ: "Hey Spectators!, Don't forget to pelt those rulebreakers!"

11) Roleplaying. The most important thing to grasp about Trollball is that it is a rolesport. More than scoring touchdowns or dismembering trollkin, roleplaying is what makes trollball the sport of heroes. It's the chants, the insults, the songs, the rubber chickens, the facepaint, and the random attacks on spectators that make Live Action Trollball such a satisfying experience. In trollball, you learn to appreciate the beauty and poetry that dwells in the heart of a Troll. More than scoring goals or dismembering trollkin, roleplaying is what makes this the sport of Heroes.

BHAGWAN SEZ: "It's the chants, the insults, the songs, the rubber chickens, the facepaint, the Kyger Lager t-shirts and the random attacks on spectators that make Trollball such a satisfying experience. In Trollball you learn to appreciate the beauty and poetry that dwells in the heart of an Uz".



Image from Trollball game in Melbourne, 1996

GREG STAFFORD: EPITATHS AND APHORISMS

With Greg Stafford and friends

« Le Monde » Article on the Passing of Greg Stafford

Mort de Greg Stafford, cocréateur du jeu de rôle « RuneQuest » et fondateur de Chaosium

Sa maison d'édition avait notamment publié « L'Appel de Cthulhu ».

LE MONDE | 13.10.2018 à 17h14 • Mis à jour le 13.10.2018 à 17h43

L'éditeur de jeux de rôle Chaosium a annoncé vendredi 12 octobre la mort de son fondateur Greg Stafford, le principal créateur du jeu de rôle RuneQuest et dirigeant historique de la société qui édite notamment L'Appel de Cthulhu.

Né en 1948, Greg Stafford fut parmi les premiers joueurs de Donjons et Dragons, le premier jeu de rôle sur table. En 1975, il fonde sa société d'édition de jeux, Chaosium, qui publie essentiellement des simulations de guerre; mais il a également imaginé, depuis plusieurs années, un univers fantastique, Glorantha, dont il décide de faire la base d'un jeu de rôle sur table. Ce sera RuneQuest, qui sort en 1978, et rencontre un certain succès. Le système de règles, principalement créé par Steve Perrin, est salué par la critique, et servira de base aux futurs jeux de Chaosium.

En 1981, la société édite notamment L'Appel de Cthulhu, dont l'univers est basé sur les romans et nouvelles de H. P. Lovecraft. C'est une immense réussite : le jeu se vend très bien, et Chaosium prospère. Mais dans les années 1990, après avoir énormément investi dans un projet de jeu de cartes qui sera un échec retentissant, Mythos, Chaosium doit couper toutes ses publications, à l'exception de L'Appel de Cthulhu. Greg Stafford quitte l'entreprise en 1999, et part fonder Issaries, une société centrée sur RuneQuest et son univers, qui ne vivra que quatre ans.



Greg Stafford avait été rappelé en 2015 par Chaosium, de nouveau en difficultés financières. Personnage atypique, il se passionnait, outre pour le monde du jeu, pour le chamanisme et les légendes arthuriennes, dont il a fait la base du jeu qu'il considérait comme son travail le plus abouti, Pendragon.

Le créateur de jeux de rôles Greg Stafford à la GenCon, en 2015. CHAOSIUM

The creator of roleplaying games Greg Stafford at GenCon in 2015. Chaosium

https://www.lemonde.fr/pixels/article/2018/10/13/mort-de-greg-stafford-cocreateur-du-jeu-de-role-runequest-et-ondateur-de-chaosium 5369081 4408996.html

Death of Greg Stafford, co-creator of the "RuneQuest" role-playing game and founder of Chaosium

His publishing house published "The Call of Cthulhu".

LE MONDE | 13.10.2018 at 17h14 • Updated 13.10.2018 at 17h43

The editor of Chaosium's role-playing games announced on Friday, October 12, the death of its founder Greg Stafford, the main creator of the RuneQuest role-playing game and historical director of the company that notably publishes The Call of Cthulhu

Born in 1948, Greg Stafford was among the first players of Dungeons and Dragons, the first tabletop role-playing game. In 1975, he founded his game publishing company, Chaosium, which mainly published wargame simulations; but he has also imagined, for several years, a fantastic universe, Glorantha, which he decided to make the basis of a tabletop roleplaying game. It will become RuneQuest, released in 1978, and has some success. The rules system, mainly created by Steve Perrin, was acclaimed by critics, and will serve as a basis for future Chaosium games.

In 1981, the company notably published The Call of Cthulhu, whose universe is based on the novels and short stories of H. P. Lovecraft. This was a huge success; the game sold very well, and Chaosium thrived. But in the 1990s, after investing heavily in a card game project that will be a resounding failure, Mythos, Chaosium had to cut all his publications, except for The Call of Cthulhu. Greg Stafford left the company in 1999, and left to found Issaries, a company focused on RuneQuest and his universe, which will live only four years.

Greg Stafford was recalled in 2015 by Chaosium, again in financial difficulties. An atypical character, he was passionate, besides for the world of the game, for shamanism and Arthurian legends, which he made the basis of the game that he considered his most successful work, Pendragon.

Translation by Lev Lafayette

Comments by Australian and New Zealand RPG Fans on the Passing of Greg Stafford

"It was a great privilege to know Greg over many years, first as a fan of his - I still remember the sense of wonder from poring through that original copy of Apple Lane my school friends and I got back in 1979 - then as a mentor to me, and somewhere along the way he became my friend too. Ultimately, we even ended up as business partners as well. All along Greg continued to inspire me and encourage me. I will always be thankful for the opportunities he gave, and for the many pleasant and always stimulating times spent in his company."

Michael O'Brien, Vice-President of Chaosium, 13 October

"Only some of you will understand quite what a loss this is to me. Right at the beginning of our nerdy little hobby, Greg, with his deep knowledge of the sacred, showed us that it could be sometimes profound. I've learned an enormous amount from my engagement with his work, not just about play, but about spirituality and creativity. I was lucky enough to meet him a few times, but not enough. Farewell to the great shaman."

David Cake, 12 October

"I'm so saddened to hear this. Greg's work has had a huge impact on my life, right from those wonderful early

Runequest games back in the 70's.

He made worlds that have uplifted thousands and thousands of hearts. That is an excellent legacy."

Paul Kidd, 12 October

"Vale Greg Stafford, seer and shaman. Greg was a giant, a genius of rpg. Runequest, Glorantha, Pendragon... his spirit lives on. My deepest condolences to Suzanne and the family.

I am more than a bit shattered. Greg was my friend, mentor and inspiration. We began corresponding in the mid eighties (On paper! With pictures!) shortly after I had begun writing RuneQuest for Australian conventions. I was privileged to bring Greg to Australia twice, for Necronomicon and RQCon Down Under. I worked with him on many Gloranthan projects over the years, including the original Orlanthi books. The winds blow slow, in sorrow for the living. Our world is lessened. Yet this day Flesh Man will do his part in the remaking of the cosmos."

John Hughes, 13 October

"Many years ago I was fortunate enough to interview Greg Stafford for RPG Review. His influence on RPGs was profound, not only for being discovered by mythic world Glorantha (as he put it), for founding the publishing company Chaosium, and his contributions to RuneQuest, but especially for the Arthurian RPG Pendragon.

I have said previously that The Great Pendragon Campaign is the single most important reconstruction of the Arthurian legends that has ever been undertaken, and future scholars will recognise it as such.

In addition to his gaming, publishing, and mythic storytelling, Greg was an author, a practising shaman (a member of the editorial board of The Shaman's Drum), a wood-carver of some acumen, an amateur archeologist, and an English SL teacher.

I feel that a great spirit has been called and that our world is a lesser place without his visceral presence. But I am sure he knew, that he could see, that there were thousands of torch bearers that would carry on his legacy.

Valedictions, Greg Stafford."

Lev Lafayette, October 13

"The King is dead. Greg Stafford has passed on. A luminary founding father in the role-playing industry.

Discovering his games as a teen they had a profound effect on me. I recognised in them an understanding of the world, and of people that I had not seen in so well presented gaming before. His writing laid it out for me to see as i had not seen before. He understood we are all beings of passion, connected to each other in ways we can only begin to understand, and the stories we told bound us together.

My condolences to his wife Suzanne, his children, his many friends, his fellows at Chaosium, his fans, to all those who have lost their storyteller.

The King is dead, long live the King. His tale will continue."

Pete Tracy, October 13

Aphorisms of Greg Stafford from Interviews and Articles

"Fantasy is no so much a suspension of disbelief as it is an acceptance of our own unconscious"

- White Bear and Red Moon, 1975

"At first I began writing because I'd run out of material to read and I just let my imagination run for my own entertainment and a few friends that I told stories to. Then for a couple of years I tried to sell my fantasy fiction to the book and magazine market without much success. I had a few stories published in some semi-pro zines but not much to write home about. Then one day I got a rude rejection slip from an editor which stated, among other things, that 'All S&S is the same hackwork .'"

-- Interview with White Dwarf, Feb/Mar 1980

"The company name, by the way, is a combination of the words Chaos and the ending of coliseum. It was named because, when I began, the company shared a four room apartment with me and my wife and two children in the Oakland ghetto near the coliseum, it really was a coliseum of Chaos, too, believe me."

-- Interview with White Dwarf, Feb/Mar 1980

"RPGs fulfil several very important functions for people today. I have done some very serious discussion and analysis on this question and broken down the answers to fill four needs: I .Communication with others; 2. Participation in a shared fantasy; 3. Exploration of our minds; 4. Exploration of the psyche. These may vary in importance, of course, but all are important."

-- Interview with White Dwarf, Feb/Mar 1980

"This is the birth of a new art form and we intend to continue leading the field in innovation and quality."

-- Interview with White Dwarf, Feb/Mar 1980

"RPG fulfills so many needs in the confusing world we live in that it would be hard to find a suitable substitute... If there is another Great Depression, which appears likely when gasoline gets tighter, then there will be plenty of time for gaming as a way of life to fill empty and otherwise lonely hours."

-- Interview with White Dwarf, Feb/Mar 1980

"Role-playing games present a unique method of entertainment wherein the players are active participants rather than passive spectators. An exciting game engages the participants' creative imagination and exercises a part of the brain that has been waiting to be activated and which grows with use."

-- Article for Different Worlds., March 1983

"Today, we live better than any medieval baron, grander than any feudal poet imagined, yet we still search these deep mines of storytelling art to find solace and meaning in our lives."

- -- Pendragon Campaign, 1985
- "I agonized over the morality of such segregation; ignoring women, magicians, and common people is far outside my personal behavior. But I wanted to present Arthur's world without the insertion of modern social standards."
- -- Pendragon Campaign, 1985
- "Roleplaying games offer the chance to take part in the ancient legends, when heroes conquered monsters and demons and were rewarded with health, wealth, and happiness. Everyday problems were expanded to mythic proportions, confronted by the heroes, and overcome by the champions' virtues."
- -- Pendragon Campaign, 1985
- "I first learned of Glorantha in the autumn of 1966, my freshman year at Beloit College in Wisconsin... Temporarily blocked from reading, I decided to write instead... Eventually I made up a little story about a guy called Prince Snodal in combat with a gigantic guardian figure. Clever guy, that Snodal, and so he won."
- -- Glorantha. Genertela, Crucible of the Hero Wars, 1988
- "One of my fantasies at that time [1966-1969] was to have a batch of people contribute to the mythos of this world."
- -- Glorantha. Genertela, Crucible of the Hero Wars, 1988
- "My initial enthusiasm for a Unified Mythic Theory was replaced by an appreciation for the details which differentiate myths, and the reasons for it."
- -- Glorantha. Genertela, Crucible of the Hero Wars, 1988

Ironically, my adolescent fantasy of a band of writers assisting to detail the world has come true."

- -- Glorantha. Genertela, Crucible of the Hero Wars, 1988
- "I am required to understand its origins. The depth of Glorantha comes for me out of this phase of study. During the process I can envision the deities, then imagine their connections with the worlds of society and Nature. Time changes them, as well as us. I must know what the gods were like before as well as now."
- -- The Glorious Re-Ascent of Yelm, 1995
- "Glorantha began as a personal form of entertainment for myself, and expanded to engulf my ambitions as a creative artist. From the first it has been about mythology, a mythology that I have learned to be a far more complex and fascinating subject that I dared to imagine when I began"
- -- Hero Wars Roleplaying in Glorantha, 2000
- ".. when I discovered Lord of the Rings and Middle Earth I thought: "Oh, I'm not the first one doing this. That guy has already done it before." I like Tolkien and his books he's really the master."
- Interview with Alexander Dotor, 2003 (original in German)

"I asked myself what mythology means, and I discovered, that it has a strong tie to shamanism. I didn't understand this first, but now - after 30 years of practice - I can describe shamanism as a certain type of consciousness. And mythology is a doorway to this consciousness. It is like a perceptual skill you can use to explore the world, a skill that also has to be trained. But in our modern culture this skill has been crippled and a mythological consciousness is ignored. Role-playing gives us hints to this consciousness, that is why role-playing games are so successful. We want to exercise this part of ourselves and let us do this. They are training this perceptual skill."

- Interview with Alexander Dotor, 2003 (original in German)
- "Pendragon is my masterpiece."
- Interview with Alexander Dotor, 2003 (original in German)
- "I consider myself as an artist and an entertainer."
- Interview with Alexander Dotor, 2003 (original in German)
- "There'll never be a connection of Glorantha and D20. The world of Glorantha is too big for this system."
- Interview with Alexander Dotor, 2003 (original in German)
- "Q: Where is Glorantha going from here?
- A: To the End of the World. I have always had a perception that I wanted to create the world, show how it worked, crank it up and then send the machine towards it logical end, which is the self destruction that precedes a new creation. HeroQuest is the game for it. It shows how the world is, sets the mechanics to make it work and also provides the tools to break it. So Glorantha is going to end."
- Interview with Matt Synder, October 2003
- "... the narrator needs to always remember the two main principles of the game:
- YGWV: Your Glorantha Will Vary. Even I don't know everything, so be confident that whatever you want to make up is OK; and
- MGF: Maximum Game Fun. If there is a conflict between a "known fact" and fun, then go for the fun!
- By the way, neither of these abbreviations were made up by me. I got them off the lists."
- Interview with Matt Synder, October 2003
- "It has been a struggle [to 'let go' and let others contribute to Glorantha]. Obviously I have and have had a lot invested in Glorantha, and I used to be horribly possessive about it. I regret my attitude from years ago where I turned off some very creative individuals and forfeited their contributions. But part of the appeal of Glorantha has always been its internal consistency, and I don't regret holding that vision."
- Interview with Matt Synder, October 2003
- "I have been working on Glorantha for more than half my life, so of course it has a lot of me in it. It is my primary artistic expression. I love mythology, both as a subject of study and a personal practice, and so of course that is expressed in this game. But I don't try to use it as a propaganda tool for either politics or religion."
- Interview with Matt Synder, October 2003

"If I am making a statement it is that we are still beings with a mythological part deep within us. The modern Western world pretends that it fosters a superior way of thinking. It insists on a scientific, rational perspective and has dismissed spirituality and consciousness as being just superstition and primitive nonsense. This is of course bunk. I certainly believe in science and rationality, but don't believe that they hold the secrets of meaning that so many people seek. Except for health, science hasn't made people happier. Sure, it has given us computers, let us fly around the world and talk with each other on the internet. Big deal. Science hasn't done much to let people learn more about each other, to find love, or to remove the barriers of fear, jealousy, and prejudice. Those are things that live within us all, and it is mythology and spirituality that can change us inside.

Of course, I am not promoting irrationality of blind belief, either. We must struggle to live with our need for both rationality and irrationality."

- Interview with Matt Synder, October 2003

"I had several players who were members of the Society for Creative Anachronisms, which is a re-enactment group for the middle ages. I realized that some of them had no idea whatsoever of the real middle ages, even about such basic things as feudal loyalty."

- Interview with Amandine Labarre, 2005

"I find myself drawn to Ywaine, the Knight of the Lion; and to Percival, the Grailquester."

- Interview with Amandine Labarre, 2005 (in response to a question of if he could reincarnate in an Arthurian legend character

"Life is short, and our job is to use the little time we have to make the world a better place by expanding our spirits into the world in a positive way. It is scary, perhaps risky, but well worth the effort."

- Interview with Amandine Labarre, 2005

"I think it will continue to be a form of entertainment for many discerning, sensitive people who have escaped the bondage of modernity, like the slavery of materialism and the vassalage of television and electronic forms of diversion. I had once, twenty-five years ago, imagined it would find an even greater popularity in our Western culture, but now I am afraid that such opportunity has been usurped by computer games and other forms of unsociable entertainment."

- Interview with Amandine Labarre, 2005 (on the future of roleplaying)

"The world is a place with more than rationality can explain. We must not discard rationality, but Cartesian mentality is not the answer to everything. Imagination and enjoyment are essential to us as well, and these are both additional ways to explore the ultimate nature of the world. We need to find ways to explore the world, and both shamanism and roleplaying games afford us ways to do this."

- Interview with Amandine Labarre, 2005

"In my 25 years of shamanic work I have managed to meet many of the spirits of my life. My earliest spirit guardian was a huge spider, the one tattooed on my arm. The next one was a deer spirit. Neither of those is particularly Celtic. Nonetheless, over the years of my work with the sweat lodge various spirits have identified themselves with powers of some of the Celtic gods, and so I work with them there. These include Percival, Bran and Merlin. I do not say that these spirits are those entities, but that those spirits wear masks which are the same as those mythological beings."

- Interview with Amandine Labarre, 2005

"I was a hippie in the 60's, in the time of free love and psychedelic drug use, until I contracted hepatitis. The doctors said I was going to die, but instead I experienced a transformative vision which reformed my life."

- Interview with Amandine Labarre, 2005

"Dear friends, the world is more than we can ever know it is, and in the short time that we have to be here it is our duty to experience its wonder and joy. Please, enjoy the world of gaming, but also be as courageous and adventurous as your characters and take a risk to be more than ordinary. Seek wonder and love, and the world will be a better place for you and those in your life."

- Interview with Amandine Labarre, 2005

"A lot of the Glorantha mythos is based on my curiosity as a kid, and also on my own psychology. I put a lot of those curious inquiries into the mythos.

I've always been fascinated by the the disappearance of lands, whether continental drift, the (near-)universal flood myth, or the Atlantis story. Furthermore, when something that seems disastrous strike me personally, the internal feeling that I get is one of sinking and submersion. In my gut if the sinking is a little thing; or for a major thing, of my entire psyche. Like when my father died, I felt like I was underwater--everything was thick and I felt slow, like immersed. So I have a deep association of being underwater with trouble and disaster.

When I was writing Glorantha myths, especially in the original days, I was writing right from my gut. Often I exercised my creativity as a way of rescuing myself from emotional difficulties. Thus it's not surprising, to me anyway, that the disasters of Glorantha are often associated with flooding or, put another way, immersion of the lands beneath the sea."

-- Interview with Shannon Applecline, August 2006

"In those days many of us knew we were at the start of something new, and had our heads full of what it could grow to become. I remember raving about it being "a new art form," others envisioned a new product for Middle America, and some as a new way to scam people.

Now things are different: Everything is professional quality. I was glad to be part of that change in the market. It didn't take long before bright shelf colors, actual internal layout, and quality cover art were the norm.

I know that there are still many people in the industry whose intentions are artistic in nature. Now, however, even the best among us are at the control of the publishers and manufacturers. The business guys hold the reins of power and the bottom line often determines the viability of a game. The artist/author generally makes less off a printed game than anyone along the production chain, though all of them depend upon the initial created product. I do not disparage business for this change. It was inevitable because it's how things are now."

-- Interview with Shannon Applecline, August 2006

"It really, really, really always bugged me when a character in a game acted out of character. An example is the character who takes every opportunity to get drunk and fill himself with alcohol...it's his way of life all the way up until the princess gives him a cup of wine and says, "Enjoy it" and he says, "No. I'm not going to." I don't know how many alcoholics you know, but, I know a few. An alcoholic never refuses a drink. If he does, it's a difficult process. So, I made up the trait system to prevent that sort of thing and allow people to remember what their character is like. I know if I

play sporadically, I forget. Is this the guy who likes women or the guy who likes booze? It's that. Defining your character through his behavior."

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014
- "... in The Great Pendragon Campaign each 15 years of campaign is approximately 100 years of medieval history. It starts with the Dark Ages around the Normans, when might makes right.... I could pick out the best things from Sutcliffe's "Crystal Cave" which was set in a medieval setting, kind of pseudo historical and put it into that section and have it change over time so that the armor changes, the castles change, so that it all ends up in Malory... Most of the literary cycle in the game follows Mallory... I loved the movie Excalibur. There are quotes from Excalibur through the whole thing and I based some of the adventures on the Excalibur version of Arthurian legend as well."
- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"When you read Galahad's story [of the Grail Quest], you know it was written by monks.

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"The sources are all about knights. Knights and ladies. They're not about clerics... The issue was genre vs. generic. When you look at a game like D&D or RuneQuest that has this huge choice of options for you to play, that's the generic one. It doesn't focus on anything. You can get your choice of anything at all that you want to play. But, since the literature is genre oriented, my intention was to create a game based on the genre, so it's knights only. But, that did develop important parts of the game because then the question is, "what kind of a knight are you?".

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"A lot of people don't like that. "I don't want to be a knight. I want to be a cleric." The D&D game is over there..."

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"It was difficult [not to have magicians]. Everybody loves magicians. It was a deliberate choice just because it wouldn't fit the genre. Merlin is in there, but he's a game master character. No player character Merlins. No player character Lady of the Lake. The choice to limit it to knights was part of that. A gentleman that was in one of my campaigns has, however, written a magic system that passes my approval. The whole point of it is that, in Arthurian literature, magicians are side characters. It comes out every three-to-five games, you'll qualify to be able to do something. And it's not to win the game. It's to help out the knights, which I think is a very cool thing."

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"One of the things that happens often in my campaigns is that people love to have the character fall in love with the fairy women. Because of the way that things work out, I have to say, "he's out of the game". He's going to live forever in the land of fairies. But, later in the campaign people visit it on the Grail Quest. You can't help it. You slide into it without knowing it. I'll suddenly pull out the character sheet and say, "by the way, this guy's here". He's still got his stats from 512. Hasn't aged a bit."

- Thirty Years of King Arthur Pendragon: Interview with Kenneth Hite at Gencon 2014

"One day I did a tarot card reading. They told me, "Go get a job, save your money for a year, then found your own company and check back in 7 years." I did all that and voila, Chaosium!""

-- Interview with Juegos y Dados, February 2016 in answer to why he founded his own company

RUNEQUEST ROLEPLAYING IN GLORANTHA DESIGNER'S NOTES

by Jeff Richard

Designing RuneQuest Glorantha

By now, many of you have the new edition of RuneQuest Glorantha in your eager hands. Greg Stafford was extraordinarily proud of this edition - before he passed away, Greg Stafford told me that this is what he always hoped RuneQuest *could* be, but never was - until now. Here's a few notes on the design of the new RuneQuest.

Initial Design

Early on, we made an internal decision to build the new edition off of RuneQuest 2, and to only bring in those discrete elements of later editions that fixed problems in RQ2. Greg always insisted that RQ2 was the best of all the previous editions, and he had a long laundry list of design flaws he had introduced in later editions (not the least being making RuneQuest a generic rules system instead of rooting it in Glorantha). Greg also had given me copious notes from his two efforts to "go the next step" in RuneQuest. The first, his "Dragon Pass Campaign" from the early 1980s, introduced personality traits, seasonal campaign play, setting economics, and set the characters more strongly in their communities.

The second, his "Epic System" from the late 1980s and early 1980s, went much much further, with passions, ratings for parts of the soul, clan generation tables, and much much more. Much of the "Dragon Pass Campaign" material ended up working its way into another Greg Stafford game - King Arthur Pendragon, while "Epic" ended up strongly influencing the computer game "King of Dragon Pass". Now we had a chance to get this material into where it was originally develop for - RuneQuest.

Sandy Petersen gave me copious notes as well - on cults, sorcery, shamanism, etc. A huge folder full actually. He's been running a RQ campaign for the last twenty years or so.

With Greg and Sandy's notes, writings, and feedback in place, the initial design team was myself, Jason Durall, MOB, Chris Klug, and Ken Rolston. Steve Perrin, the original designer, and Sven Lugar, from the original RQ design and playtest group, both gave invaluable feedback and context.

Runes, Runes, Runes

I was determined that this edition of RuneQuest would be built around Runes. We'd already done that with HeroQuest, but RuneQuest required a different approach. RuneQuest is a modular system where the basic parameters need to be set in

I was looking at the Elemental Runic Wheel (from the Guide to Glorantha) and had a Eureka! moment - it corresponded nicely with the Ka Wheel from Nephilim! As Ken and I were playing around with variations of the Personality Traits from DPC and Epic, Greg casually mentioned that the polarities in the Personality Traits stemmed from the polarities of the Power Runes (Disorder-Harmony, Movement-Stasis, etc.). We realised that those Runic archetypes were not only intrinsically Gloranthan, but they better encompassed the traits we wanted to display than how DPC or Epic did it. We added Man-Beast as a polarity that contrasted one's drive to exist within human society against one's naturalistic impulses. The ambitious politician versus the hermit surrounded by animals. Human social mores versus bestial

instincts. And even better - it visually conjured up associations with the Sephirot. Runes could be associated with skills, personality traits, spells, and even characteristics.

The mechanics of this folded nicely into the mechanics of Passions. Add lent itself nicely to an augment system based on HeroQuest. We later expanded that out to include relevant skills, but it started with the Runes.

This approach thrilled Greg immensely. Getting the Runes into RuneQuest had been a bottle-neck for him for nearly forty years and we had solved it! Playtesting it led to some fine-tuning but players LOVED it. It was like the best features of Pendragon mixed with the best elements of Nephilim.

Starting in Media Res

David Dunham used to complain about character generation in games – "I don't actually know my character for the first several sessions - so why do we spend much so much time in character generation?" This influenced the on-the-go method of character generation in HeroQuest, but we could do that in RuneQuest. You could add skill points as you get to know your character, but BRP has too many moving pieces (characteristics which impact skills and basic components like hit points, strike rank, and damage bonus). A little testing made it clear that an on-the-go method of character generation in RQ would be a radioactive hot mess.

So then we went the opposite direction. Ken suggested we use the character generation process as a way of "teaching the setting". So once again we went to the well spring of Pendragon and to an old article from Different Worlds 28 and created a "mini game" as part of the character generation process. A life path that starts with your grandparent, goes to your parent, and then to you. And teaches the basic tropes of the setting (and introduces major players and entities in the process). Adventurers would start the game in media res, and a party would already have shared experiences, making it easier for players to have inter-personal roleplaying opportunities which at the end of the day is really the hallmark of any memorable campaign.

And for new players - wow, what a difference. No more needing to read pages of weird names and fictional histories. Just a mini-game crash course that teaches you who your ancestors have been loyal to, who they hate, and why the world is screwed up now. Newbies got the setting immediately, and jumped into like they had well-worn characters who already had many sessions under the belt. Wonderful!

Sorcery!

Greg and I disliked the RQ3 sorcery system intensely. It was charmlessly generic, didn't fit to Glorantha at all, wasn't very rationalistic, and was pretty much a collection of power gamer mechanics. Greg and I already decided that the Lhankor Mhy cult used a limited amount of sorcery, so some mention of sorcery was appropriate. I wanted to use this as an opportunity to introduce a new sorcery system, one rooted in Gloranthan concepts – and also one that tied into what Greg and I had worked out about sorcery and rationalism for the Guide to Glorantha. It needed to be rooted in an intellectual understanding of the Runes - the sorcerer would use techniques to manipulate various Runes to create an effect.

Sven Lugar wrote the first draft. His system was flexible and innovative - too flexible and too useful to be honest! I wanted something that encouraged sorcerers to live in ivory towers and spend their time reading books and performing rituals, surrounded by throngs of cultists, and defended by mercenaries or soldiers. Like we described sorcerers in the Guide. It needed to be slow, require huge amounts of magic points, but be able to create potentially stupidly powerful spells - with enough time an enough magic points.

The new sorcery rules went through many many iterations. With testing we decided to have sorcerers gain an intellectual understanding of Runes and Techniques, but as binary yes-no concepts rather than as skills. These Runes and Techniques could be combined in spells - which would have a rating, since it is the spell that the sorcerer is trying

to cast. A sorcerer could even learn a spell without having mastered understanding of the underlying Runes and Techniques, as long as they have mastered associated ones - but the spell will cost a lot more to cast. A massive incentive is given to the sorcerer to spend as much time as possible studying - which was exactly what we wanted! New sorcery spells are easy to create, so we simply needed to give a good selection of spells associated with Lhankor Mhy as examples.

Changing the Setting

One thing Greg and I have wanted to do for a long time is move Glorantha forward. Keeping the default date at 1621 creatively froze the setting and got it more and more boxed in. There became less to explore, and increasingly felt like we were just drawing within lines already set. Worse yet, Lunars occupying Sartar got really boring after 40 years - heck the Lunar occupation only lasted a little over 20 years in Glorantha. The Sartar Rising period (1621-1624) is too busy - there is no equilibrium there, with huge setting-changing events going on all the time – Orlanth dies, then he comes back, a huge war in the Holy Country, Broyan dies, and a Dragon eats the Lunar Army. A great climax for that book, but a tough place to start out for a new generation of games.

So we went a little further, and set RuneQuest after the Dragonrise in 1625. The Lunar Occupation is largely over, although there is still a Lunar army in Tarsh. Kallyr is Prince of Sartar, but her rule is tenuous and her reign is short. Excitingly Argrath is King in Pavis, with an army of nomads and adventurers, and Harrek is running around being a pirate in the Holy Country. Even Jar-eel is not far off the stage. The pieces of the Hero Wars are all there!

Even better, without the Lunar Occupation, there are reasons that Lunars and Orlanthi can work together. Maybe they have common foes. Maybe they need each other. The war continues, but the lines of demarcation are not so strongly drawn. We can have mixed parties - in the default pregens, one of the characters is a Seven Mothers cultist and every group I have ever seen plays him as the sworn follower of the most fanatical Orlanthi character!

Moving the setting forward lets us clear the decks and re-introduce that sense of discovery we first had with RQ2. What is going to happen next? It becomes up to you and your fellows gamers to find out!



RUNEQUEST: HOW IT HAPPENED

by Steve Perrin

A New Nation

July 4, 1976. The United States celebrated its 200th birthday, and Clint Bigglestone and I were celebrating by playtesting a new RPG devised to represent Greg Stafford's world of Glorantha, from whence his White Bear & Red Moon and Nomad Gods board games had been derived.

Shortly after WB&RM hit the racks, publisher and designer Greg Stafford was introduced to Dungeons and Dragons. He immediately knew that a Role Playing Game (RPG) was what was needed to really present his world to the gaming world.

Keep in mind at this time that RPGs were few and far between. Tunnels and Trolls and Chivalry and Sorcery had come out in the last year and Metagaming was working on Melee and Wizard as micro games. Traveller was killing off characters before they even got started. Tossing a new RPG into the mix was a brave step for a small company like Chaosium.

What Clint and I found as we entered the home of Art and Ray Turney and their friend Henrik Pfeiffer, was the start of a game. It still owed a lot to D&D. There were classes of fighter, wizard, and rogue. Progress was made with experience points, which were bought with money found adventuring. Fighters could eventually become Lords, wizards become Priests (because GLorantha was already a very god-driven world) and rogues become...er...Merchants(?).

This team had already settled on percentile rolls, based on the original D&D Thief system. Characters could cross train in other classes, with a premium cost for their non-class skills.

We played that day, and I offered to lend a hand. Clint dropped out fairly quickly, and I kept coming up with ideas like dropping classes and premium costs. Dropping Experience Points, and just pay for training (actually another friend named Jerry Jacks and I had devised this system for a new D&D class called the Sage, so I just ported it over). I had also devised Strike Ranks as a way to regulate D&D combat, so that got ported over as well.

This was pretty much pre-Web, I just kept writing letters. Fortunately, the nice people at Blue Shield were paying me a salary for a job I could have done part time, and the office had a lot of electric typewriters just sitting there. I kept forging ahead and Art and Henrik decided I wasn't working to their picture of the game and dropped out. Ray kept on, though, crafting the magic system, and I brought in old friends Steve Henderson and Warren James.

What's in a Name?

Relatively soon after I joined in, I came up with the name RuneQuest. Quest is just a cool sounding fantasy adventure sort of word. The Gloranthan Runes had originally been unit designations on the original printing of WB&RM and I finally got a definitive list of them from Greg. Rune is a great old timey magical kind of word, so the game became RuneQuest. To this day, I get questions about how one Quests after Runes. With the current RuneQuest: Glorantha, that question is pretty much answered.

One of the aspects of the game that made it unique is that Steve, Warren, and I were all Society for Creative Anachronism fighters. Our experience with swords and shields and more exotic weapons stood us in good stead as we crafted the fighting rules. Later critics pointed out that we concentrated perhaps a bit too much on sword and shield combat, which is a fair cop. Later editions ameliorated the problem.

Some aspects of Gloranthan magic were a real challenge. As Steve Henderson put it, we replaced the unplaytested shaman rules in the first edition of RQ with a new set of unplaytested shaman rules for the 2nd edition. Sometimes Greg's concentration on Real World spirit magic conflicted with our Game World concentration on keeping things simple. He was the publisher, and created the world.

And Then Came the Ducks

Some of the monsters and races of Glorantha were always part of Greg's perception of the world, like Dragonewts and Morokanths. Others arrived because commercial needs and game variety needs coincided.

Neville Stocken was a gifted sculptor who had provided several Glorantha-oriented miniatures. Including very Gloranthan creatures like Dragonewts. Neville reacted to images and often disregarded concepts like Intellectual Property (IP). One image he reacted to was the cover of Howard the Duck #1, which itself was a pastiche of a previous Conan the Barbarian cover. Marvel comics thought one of their magazines, Howard the Duck, doing a send off of another, Conan the Barbarian, was cute. They were nowhere near as forgiving of a sculptor selling miniatures of a "Barbarian Duck and his Old Lady."

At the same time, our RuneQuest design team felt the need for a Hobbit like race (quick and small) that would fill that niche without looking like we were ripping off Tolkien like everyone else. Ducks? Yeah, sure, Ducks. We even had a city named Duck Point for them to come from. Now Neville could point to RuneQuest as the origin of his particular Ducks and Marvel's lawyers could be mollified – hoping that Disney (Donald) and Warner Brothers (Daffy) would not get into the act.

Why we had a city called Duck Point is another interesting story. When Greg was playtesting the original WB&RM the cities were called City #1, City #2, etc. When it became time to publish, he asked the artists who had been working on various aspects of the game to name the cities. Svens Town, for instance, is named for Steve Swenston. William Church, a gifted cartoonist, pointed to one city and said "That's Duck Burg," wishing to homage Duck artist Carl Barks. Greg, having a better eye for potential IP problems, compromised by calling it Duck Point.

So much for commercial necessity and serendipity. Where did the ducks come from in Gloranthan myth? The official line is mumbling about ancient curses and swamp dwellers (either human or fowl) who were meddled with by the gods. I rather prefer the story told by Steve Lortz, a game designer and sculptor who worked with Neville for awhile.

"In ancient times, a cabal of wizards felt the need to conjure up a 1000 foot long fire-breathing drake (or dragon). A decimal point slipped somewhere, and what they got were 1000 cigar smoking drakes (male ducks)." Now this works as an explanation for where the original ducks came from, but where does the current generation come from? That's why the original miniature set is Barbarian Duck and his Old Lady. It's a magical world, after all.

Acknowleding the Team

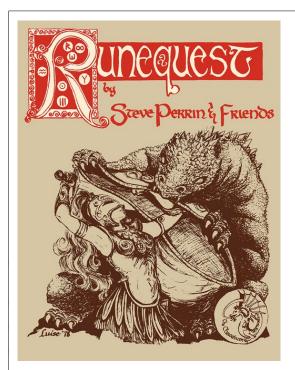
Once RQ was basically set, we started gathering up play testers from folks we had played D&D with for the last few years. Bill Keyes (who wrote the Rune Masters supplement), Tony Hughes, Gordon Monson, Terry Jackson, Greg Stafford, Charlie Krank, Ken Kaufer, Rory Root, and others made contributions and play tested constantly.

One fellow SCAer who made a major contribution is Sven Lugar. Sven was somewhat removed from the Bay Area center of the team. At the time he was a citizen of the SCA Principality (later Kingdom) of CAID. I had talked to him about the project at a tournament and he asked to see what we were doing. He made several good comments, and contributed the Resistance Table, which is used to determine success in magical combat as well as Characteristic vs Characteristic struggles of other sorts. It appeared in my mail one day and I looked at it and said, "yeah, that works."

What Would I Change?

Forty years have gone by since those heady, creative, days. In the days when I had nothing to do with RuneQuest, I worked on SPQR (Steve Perrin's Quest Rules – what did you think it meant?), which are still available on my website. Much of it is similar to RQ, but it includes Advantages and Disadvantages (a concept I stole from the brilliant Hero System – as so many other games have also done), a different sorcery (based on the Magic World system I created for Worlds of Wonder so long ago) and Priest system (which I acquired from other RQ meddlers and which is very similar to what is in the current edition), a different critical hit and fumble system, and I tossed out Strike Ranks and the Resistance Table in favor of a system that is closer to the basic game system of RuneQuest.

And now I am back as an official advisor on the current game. The new Chaosium guys have put together a great, and beautiful, RuneQuest for the Terrible Teens. May Orlanth guide you to glory.



RuneQuest first edition is now available as a PDF from Chaosium

"In July of 1978, the Origins Game Fair was held in Ann Arbor, Michigan. Over 3500 people attended what was the largest gaming convention in the US at that time. In the main hall gamers could pick up the latest games from all the major publishers: *Cross of Iron* by Avalon Hill, *Atlantic Wall* by SPI, and *The Hall of the Fire Giant King* module by TSR. In one small booth near a corner you could also purchase *RuneQuest*, the first Roleplaying game published by The Chaosium, a quirky 3 person company from the Bay Area. It sold out over the weekend, and every print run continued to do so for the next several years."

This is the first edition of the *RuneQuest* rules as it appeared at Origins in 1978.

https://www.chaosium.com/runequest-1st-edition-pdf/

WHY I LOVE PAMALTELA

by David Cake

Pamaltela has been my favourite neglected part of Glorantha for many years. I have been investigating it since the mid-1990s, and I keep finding more and more great things about it. But it remains largely unaddressed, with no official publication focussed on it, and few mentions outside the Guide to Glorantha and Revealed Mythologies. Maybe that is about to change soon, let me share some of the reasons why I think this continent deserves its turn in the spotlight.

It's different

The major cultures of Pamaltela challenge us to create different kinds of adventures. The Doraddi of the grasslands of Jolar and Kothar are relatively peaceful, and their leaders are consultative and cooperative, so any number of stories about wicked kings, oppressive warriors, and opposing warbands have to be rethought and reimagined. Conversely, Fonrit is a culture with core values that most modern players are going to find somewhat confronting, and that again force us to rethink simple dualist good vs evil narratives.

It isn't based as much on any of the Western European, or even Asian, cultures that other games have made us familiar with. While Pamaltela isn't simply Africa, it draws on enough ideas from Africa that it encourages us to explore the myths and stories of that great continent. It isn't Australia, but the myths and stories of my homeland can find a place there. Both of those areas are so often ignored by role playing games with deep historical roots in Western European history.

I personally use Australian Indigenous stories mostly not as a source of ideas about the Doraddi (as was tried in Tales of the Reaching Moon #8, but largely not used by other sources), but as one source for ideas especially about the Fiwan, the Hsunchen of Pamaltela, especially those in the more arid regions such as Tarien.

Gaming is full of fictional settings based on Western Europe, with China, Japan, or a fantasy Middle East as regular runners up. But for fantasy set in an ancient world, there are relatively few examples based on Africa, Australasia, or the Americas. A few exist, of course, but Glorantha already has areas ready that invite the use of all the rich cultural variety that remains largely untapped. Pamaltela invites you to take ideas from all of these under-used areas and bring them centre stage in your gaming — and at the same time allow ideas of pure fantasy, unconnected to any terrestrial location

And if you love the well established central Genertelan cultures that have been the core of decades of Glorantha gaming, but just want to mix them up a bit and make them a bit different, there is plenty of room for that too, in Umathela or smaller Forritian cities especially.

In short, Pamaltela is a breath of fresh air, encouraging you to rethink the kind of stories you want to tell, and the kind of stories you draw on for inspiration.



It's inhuman

Huge swathes of Pamaltela are ruled by nonhumans. The giant elf jungles, the huge red elf marshes, and the slarge dominated Wongarassi.

In Glorantha, the unique cultures (and biology) of the elder races have always been one of the things that sets it apart from other fantasy RPG settings. But in the core play areas of south central Genertela, the elder races are mostly weak, and often are just minor element of the setting, an occasional weird encounter that you interact with only irregularly.

In Pamaltela, the Aldryami are so strong that not only are their large parts of the continent that may never have been visited by other races, but they also exert power and influence over the human cultures near them, enough that the human cultures are somewhat defined by their relationship to the plant civilisation.

And the Aldryami are not just not like us, they are not just not human, they are not even in the same kingdom — they think the alien thoughts of plants. What they want from humanity, and what they think is reasonable to ask, are confusing and sometimes horrific to us. The vast elf empires of Pamaltela invite us to explore the mindset and motivations of the plant people.

The red elves take that mystery to the next level. Ancient, far more heterogenuous, and with a baffling range of lifestyles with little in common, they take encounters with the plant people to a new level of alien. And we know there are many species that are not yet documented, so its an invitation to create your own weird and wonderful variants. The slarges are another big wild card. We know so little about them, but what we do know suggests a society dominated by the whims of individual eccentric great slarges. And a society that conceals vast secrets, such as how and why they destroyed the Vadeli. And the great slarges can provide a huge range of different encounters.

It's mysterious

Pamaltela still has huge mysteries, giant secrets that have in many cases been barely even discussed.

What is slarge culture like? And while we have an origin story for them according to the Doraddi, it tells us nothing about what the slarges themselves believe, or about their curious reproduction cycle. We know nothing about why they fought the Vadeli, or how they defeated them where others failed, and what their future plans are.

We know very little about the deep secrets at the heart of the elf forests, and the magical and mysterious life of Erinorru.

There is at least one entire extinct race, with their own culture and magic, that we know almost nothing about — the lascerdans of the Umathelan river valleys.

Why does Pamaltela have no dragons or dragonnewts, despite how powerful and dominating the landscape and history in Genertela? No hint of an explanation has even been given. Does it have something to do with Pamalt, or with the number of greater hydrae, or the slarges or lascerdans? Who knows.

There are the vast and mysterious empires that never survived into Time - at least three of them, the Artmali Empire of Kungatu, the Vadeli Empire of Oabil, and the ancient Doraddi empire of Tishamto. All three were huge Empires on a par with modern empires like the Lunar, with the all the huge range of internal diversity and complex powers that implies, but we know so little about them as they didn't survive into history. Anything you want to have been part of the ancient past of Pamaltela could be part of one or more of these empires, and their secrets may have shaped the present or remain to be discovered.

It's full of dungeons!

Huge tracts of Pamaltela, especially Wongarassi, the great swamps, the edges of the Nargan Desert, and lots of Fonrit and Umathela, are full of ancient ruins, likely filled with great treasures and terrible dangers, that require a difficult journey to reach.

Wongarassi is full of ancient ruins of the Vadeli Oabil empire, cruel immortal sorcerers. To reach there you need to travel through a poorly mapped landscape filled not just with all manner of natural dangers, but also the mysterious and hostile slarge lizard people. Most of the slarges are human sized and live in their own towns and tribes, but some of them are giant slarges, each driven to practice some curious individual. And then you get to the Vadeli ruins! Full of malign enchantments, demonic Vadeli servants, and perhaps even surviving Vadeli! Evidence of the horrific sorcerous experiments and war magic of the blue Vadeli! Or the various peoples enslaved by them.

The Artmal empire has its own ruins too, full of the great treasures amassed by this great people. With connections to planetary powers including the blue moon, but also fallen into chaos worship, all sorts of unusual magic, benign or malign, could be hidden within, and with the resources of an empire to draw on to create them some may hold treasures beyond price. Some may have become chaos nests. There is a vast underground palace full of grue (the Gloranthan cousins of the alien xenomorphs) and chaos creatures in Fonrit.

And deep in the deserts, the ruins of Tishamto may contain secrets of a lost of age of the Doraddi, huge magics and lost gods from when the Doraddi had a great urban civilisation. Perhaps in the hero wars, these secrets might be the key to the survival of the Doraddi people? But who knows what might be protecting them now? Guardian earth powers,

unusual spirits, the ghosts of dead residents, or chaos monsters that have taken residence?

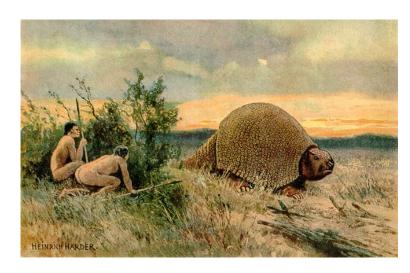
Much of Pamaltela is built on dead empires, and that makes it a prime place for some classic dungeoneering.

It's full of monsters!

Pamaltela is full of all sorts of monsters to fight, flee from, and other wise deal with.

It is full of megafauna and dinosaurs, huge monsters to hunt. Baluchitheres, titanotheres, triceratops, ankylosaurs, glyptodons, and many more.

It has its own unique and terrifying chaos creatures. It is a general tendency not a



rule, but chaos in Pamaltela is more likely to manifest as single powerful creature, rather than a multitude of less powerful beings. One that really stands out is the charnjibber, a tentacled chaotic corruption that can manifest in almost any creature.

The ultimate expression of the tendency towards powerful chaotic beings is perhaps the Mother of Monsters, a huge monster that wanders parts of the coast, leaving eggs that hatch into monsters in its wake. Another manifestation is the multiple greater hydra. Any of these creatures could be a recurring campaign driving threat like the Crimson Bat in Genertela or a great dragon in other settings.

There are also more human scale chaotic threats like the pain radiating gorgers of Kimos, the xenomorph-alike grue, the mind controlling nightriders, watchwere that can see through anything, plus old favourites like broo, ogres. And many succubi and other monsters that

There are plenty of non-chaotic monsters as well - grey giants and mountain trolls, nightstalkers, the midget slashers like mouths on legs, hoons like organic helicopter gunships, angry rascullu rhinoceros men.

It calls out for adventure.

So Pamaltela is full of mysterious ruins, harsh geography, bizarre and unusual monsters, inhuman civilisations, oppressed peoples crying out to be free, heirs to ancient powers, lost treasures, dangerous prophecies, wicked magicians, and dark conspiracies.

Why wouldn't you want to go there?

RUNEQUEST DOWN UNDER BESTIARY

by William Noble and Lev Lafayette

Bunyip

Ornithorhynchus Rapax. Also Known As: River Demon, Swamp Devil, Swamp Demon

Description

Bunyips are powerfully built semi-aquatic creatures covered with dense brown fur. Their heads resemble a cross between a seal and a dog with long whiskers, small ears and jaws that open to reveal huge canine teeth about as long as a man's hand. Large baleful eyes shine with an ancient cunning and malevolence, filling its victims with a sense of worthlessness and hopelessness. A Bunyip's four feet are webbed, though the webbing is more extensive on the front ones. Its feet end in vicious claws and a male Bunyip also has venomous wrist spurs on its front legs.

Female Bunyips lay eggs but when the young hatch they are fed on milk which is released through pores on the skin as Bunyips lack teats.

A Bunyip's call is very loud and can be heard for many kilometers. The most commonly heard calls are a low booming territorial one, and a long haunting cry that signifies a successful hunt. Though they prefer to hunt in silence, taking prey by surprise, if caught in battle they produce terrifying roars and growls.

Bunyips seem to be more than animal, yet are not some form of demon. They do appear to live forever though they can be killed.

Ecology

Bunyips inhabit waterways and swamps where they are usually Apex Predators. Though they frequently leave the water to hunt, they rarely venture more than a kilometre onto land. Their natural prey is any large creature coming within their range but they do display a preference for the flesh of sentient creatures. However while they relish the tender flesh of women and children they don't eat men. Male victims of a Bunyip are killed and often torn to pieces, but not eaten.

Bunyips don't like the taste of crocodiles and won't eat them. They do seem to realise that humans are afraid of crocodiles and it is believed that some Bunyips will kill crocodiles to encourage humans to use the river.

Unlike most other creatures, Bunyips can hibernate for years at a time. Sometimes they will wake by themselves, while other times some event will disturb them. When hibernating, their dreams can form a presence that is vaguely aware of events occurring in their territory. It is believed that some powerful Shaman know secret songs that can be used to sing a Bunyip back to sleep.

Culture

Despite being highly intelligent Bunyips do not appear to have any culture and only associate with each other to mate.

Statistics							
Characteristics		Average		Attribu	tes		
STR	10D6+2	24	59	59			12/12 swim
CON	4D6+12	2	26		HP:		34
SIZ	3D6+30)	40-41	40-41			85
INT	2D6+12	2	19		PP:		26
POW	4D6+12	2	26		Dex SR:		3
DEX	3D6		10-11		Dodge:		0
APP	3D6		10-11				
Locatio	n	Melee		Missile		Points	
Tail		01		01		10/11	(.33)
rh leg		02-03		02		10/9	(.25)
lh leg		04-05		03		10/9	(.25)
hind Q		06-08		04-09		10/14	(.40)
fore Q		09-11		10-15		10/14	(.40)
rf leg		12-13		16		10/11	(.33)
lf leg		14-16		17		10/11	(.33)
head		16-20		18-20		10/11	(.33)
WeaponSR A%			Damag	e			
Bite		6	75+34		2D8+4I	D 6	
Tail 6		50+34		4D6 + k	nockdov	vn	
Claw (N) 6		75+34		1D8+4D6			
Claw (V) 6		50+34		1D3+2I	06 + ven	om	

Notes:

A Bunyip has two different attack strategies.

Normally a Bunyip hunts by ambush (such as leaping out of the water, surprising someone already in the water or sneaking up on someone at night). In these circumstances it moves on all fours and relies on its bite attack. If on land and unexpectedly facing multiple opponents it may use its tail to knock over anyone approaching from the rear. The tail can also be used to capsize small water craft.

If an encounter becomes more difficult than the Bunyip expected, especially if facing powerful warriors, it will rear up on its hind legs, using its tail to help with balance. As a typical Bunyip stands more than 4m high it is unlikely that opponent would be within biting reach, so instead it relies on its claws. Each round the Bunyip will strike with both claws with the second attack occurring 3SRs after the first.

A normal claw attack does 1D8 plus Damage Bonus damage. However the Bunyip may choose to strike with its venomous wrist claw instead. This is more difficult to achieve and the damage is only 1D3 plus half the Damage Bonus but if successful and armour is penetrated then venom is injected into the target. The venom has potency equal to the Bunyip's Con. If it overcomes the target's Con then the target falls to the ground, screaming and writhing in agony. The effect lasts for a number of hours equal to the bunyip's Con. During that time if the target attempts to perform any action (get up, fight, cast a spell, walk etc) it must make a Con X 1 roll on 1D100 each round that the action is attempted.

Skills Agility (-4) Swim 100, Stealth (-45) Hide 90, Sneak 90, Perception (+25) Listen 50

Armour

10 point fur and hide.

Magic Spirit Magic: Demoralise, Extinguish 4, Heal 4, Protection 4. Note: For levels of variable spells, divide the bunyip's Int by 4 (rounding down).

Supernatural Abilities

Note: Supernatural Abilities are not part of standard BRP but are inspired by the poorly documented "Magic Powers" that many creatures from the RQ3 supplement "Land of Ninja" have.

Command Creature

MP Cost: 1 per creature Range: Pow m

Duration: 5 minutes Type: Passive

The bunyip can exert limited control over any fixed Int creature within range (1m per point of Pow of the Bunyip). This control is very limited, allowing the bunyip to make the creature freeze in terror, or flee in panic. If the creature sustains any injury, while frozen in terror, then it will attempt to flee in panic.

Dreaming

MP Cost: None Range: PowX100 m

Duration: While sleeping Type: Passive

While sleeping normally or hibernating, a bunyip's dreams can form a "presence" to enable it to observe events within its territory. This presence can not generally be seen or affected by magic, but can be discerned by its effect. In the area being observed, an eerie hush and disconcerting feeling of being observed prevails. Animals such as birds and insects are quiet and still and other sounds seem muffled. It is rumoured that some Shaman know secret songs that can prevent the bunyip's dream presence from sensing them.

Raise/Lower Water

MP Cost: 1 per metre Touch

Duration: 5 minutes Type: Active

This ability allows the bunyip to lower or raise the water level of its billabong or section of river. The maximum it can change the water level is 1m per 10 points of Pow (round down). The bunyip can choose if the water change occurs quickly or slowly.

A common use of this ability is to create a wave to wash people into the water. The wave has strength equal to the bunyip's POW which must overcome the victim's SIZ + STR if they see the wave coming and can hold on to something solid, or just their SIZ if they were caught by surprise or if there is nothing to hold on to. The wave can affect several people.

If the wave is used to attack a boat, either in an attempt to capsize it, or wash it onto some hazard, then the operator of the vessel must make the appropriate skill test (boat, or ship handling) with the bunyip's POW subtracted from their skill.

References

http://en.wikipedia.org/wiki/Bunyip

Carnifex

Thylacoleo carnifex. Also Known As: Marsupial Lion

Description

A vaguely cat like animal slightly smaller than a Beast Plains lion, the carnifex has a very solid build almost resembling a bear more than a cat. Its hide is predominately brown but has white spots on its hindquarters and white around its jaws and chest. The beast has a very short but wide head. Unlike true felines it doesn't have prominent canine teeth but instead has very large incisors and very sharp cheek teeth. The front legs are very thick and strong enabling it to grapple large prey. Carnifex paws are more suited climbing and holding than to running, with both the front and back ones having thumbs which opposable to the wrist. The front thumbs have long, retractable claws.

Carnifex are marsupials so they do have a pouch (like kangaroos) which is used to carry their young. Unlike most other marsupials the pouch opens towards the rear of the animal.

Ecology

Overall, the picture of Pleistocene Marsupial 'Lion' biology indicated by these findings is of a muscle-bound, 'purpose-built' ambusher, wrestler and dispatcher of large prey. This beast probably didn't waste time taking out small fry." -Dr. Stephen Wroe

Carnifex are usually solitary predators who prefer to hunt in forests but will also venture out into grasslands. They are generally incapable of chasing down prey and instead attack from ambush. While they will hide in long grass or in dense bushes and rush out at passing animals, they also excel at attacking from trees.

Their usual prey consists of large herbivores such as diprotodons or large kangaroos, but they are very willing to hunt humans. They have been known to climb into trees, sneaking out along branches and dropping right into the middle of a camp.

Attributes

Statistics

Characteristics

Charac	tel istics		Average		Attiibu	ies	
STR	4D6+10)	24		Move:		5
CON	2D6+6		13		HP:		15
SIZ	2D6 + 1	0	17		Fat:		37
INT	4		4		MP:		13
POW	2D6+6		13		Dex SR	:	2
DEX	3D6+6		16-17		Dodge:		0
Locatio	n	Melee		Missile		Points	
rh leg		01-02		01-02		2/4	(.25)
lh leg		03-04		03-04		2/4	(.25)
hind Q		05-07		05-09		2/6	(.40)
fore Q		08-10		10-14		2/6	(.40)
rf leg		11-13		15-16		2/5	(.33)
lf leg		14-16		17-18		2/5	(.33)

Average

head	17-20		19-20	2/5	(.33)
Weapon	SR	A%		Damage	
Claw	6	75+12		1D8+2D6	
Bite	9(6)	25+12		2D8+2D6	

Notes:

A carnifex generally leaps at its prey, attacking twice with its claws simultaneously. The damage from this attack can cause knockback and if both claw attacks succeed then the damage from the two is combined when calculating knockback. This frequently knocks humans to the ground. If either claw attack succeeds then the carnifex will bite three strike ranks later. Each subsequent round the carnifex will bite, using the claws to immobilise its prey. If only one claw attack was successful, it will continue to attack with the other until it also succeeds.

Ideally, the carnifex should get a +25 modifier because the target is helpless (held by the claws), while the prey would get a 20% penalty for being knocked down.

A creature being held by a carnifex can break free from its claws if it can overcome the carnifex's STR (or STR X 1.5 if both claws have succeeded in their attack) with its own on the resistance table.

"Research in 2005 revealed that for their size, the marsupial lion's bite was more powerful for its size than any known animal, living or extinct. The study compared 39 carnivorous animals, including the saber-tooth tiger, lions, wolves, jaguars, leopards, spotted hyena and Tasmanian devil. After compensating for body mass, the marsupial lion was judged the most powerful biter of all animals overall, delivering bites 3 times more powerful than placental lions twice their size. Interestingly, another marsupial, the Tasmanian Devil, was judged the most powerful biter of a living species. It is theorized the short skull and smaller brain size of marsupials may allow room for more powerful development of the jaws."

Skills Agility (+5) Climb 75 Stealth (-4) Hide 75, Sneak 75, Listen 50, Scent 50

Armour 2 point hide.

References

http://www.knowyoursto.com/marsupialia/species/Thylacoleo-carnifex.html

http://www.amonline.net.au/mammals/fossil/move over sabre.htm

http://en.wikipedia.org/wiki/Marsupial_lion

http://www.lostkingdoms.com/facts/factsheet54.htm

http://news.nationalgeographic.com/news/2004/03/0305_040305_TVsuperpredator.html

Diprotodon Diprotodon optatum

Description

The Diprotodon was the largest marsupial known and the last of the extinct, herbivorous diprotodontids. The largest examples stoood as high almost four metres tall and weighed an estimated 2800kgs. With prominent front-teeth incisors, the diprotodon looked like a giant-long-legged and tailed wombat with an oversized head with shorter back legs.

Ecology

It was widespread across Australia when the indigenous people arrived, and co-existing with them for thousands of years before becoming extinct about 25,000 years ago. It lived in semi-arid plains and grasslands and was relatively rare in hilly coastal regions. A grazer, it is believed that they would eat as much as 100-150kg of vegetable matter a day.

Statistics

Charac	teristics		Averag	e	Attribu	tes	
STR	4d6+12		19		Move:		3
CON	3D6+6		16-17		HP:		25
SIZ	4D6+24	ļ	33		Fat:		36
INT	4		4		MP:		7
POW	2D6		7		Dex SR	:	3
DEX	3D6		10-11		Dodge:		0
Locatio	n	Melee		Missile		Points	
r leg		01-02		01-02		3/6	(.25)
l leg		03-04		03-04		3/6	(.25)
abdome	en	05-07		05-09		3/10	(.40)
chest		08-10		10-14		3/10	(.40)
r arm		11-13		15-16		3/8	(.33)
1 arm		14-16		17-18		3/8	(.33)
head		17-20		19-20		3/8	(.33)
Weapo	nSR	A%		Damag	e		
Bite		9(6)	25+12		1D8+2I	D6	

Skills Listen 75, Scent 75

Armour 3 point hide.

References

https://en.wikipedia.org/wiki/Diprotodon

https://australianmuseum.net.au/diprotodon-optatum

Drop Bear Phascolarctos cado.

Description

A bizarre relative of the Koala, the Drop Bear is much larger, and is also carnivorous. At first glance, they look much like a Koala, except they can be up to twice the size (up to 25kg for males and 17kg for females). A closer inspection of a Drop Bear shows that they are quite different from the harmless Koala.

Drop Bears have sharp, but short teeth and claws, which are useful for killing and consuming disabled prey, but not really adequate for attacking mobile prey. Their front legs are longer than those of Koalas, and a thin membrane of fur stretches from their front paws, down their front legs and then down the sides of their bodies (similar to a sugar glider

possum). Their hind quarters are very solid and made up largely of dense fat and plates of cartilage, covered with thick fur.

Drop Bears move slowly and are rather clumsy on the ground but are quite agile in their treetop homes. These creatures have an unusual method of attacking their prey. They live high up in trees, where most of the time they are motionless. When they detect prey passing beneath their tree, the Drop Bear intentionally falls from its perch onto the prey. Their hindquarters protect the Drop Bear from the shock of landing, but the prey it falls onto is usually stunned, rendered unconscious or even killed. As they fall, they extend their front legs and use the membranes of fur to help steer their descent.

These membranes do not allow the Drop Bear to fly or even glide. They fall almost straight down. The membranes just allow them to steer slightly in order to increase their chance of hitting their target.

Ecology

Usually congregate in colonies of one to two dozen individuals. Drop Bears have excellent night vision, and are happy to attack at night. In a typical attack, a Drop Bear will fall onto its prey. If the prey has not been disabled, other Drop Bears close by will also attack. Though unintelligent, Drop Bears are very cunning, and other members of the colony will stay high in the trees, where they pose a threat to anyone attempting to rescue the prey.

Their normal prey is any small to medium size animals. Kangaroos and wallabies are commonly taken, as are wombats. Diprotodons are generally too large and Drop Bears avoid attacking other carnivores as they generally are not as effective in combat as most other predators. They are quite willing to attack humans, but will avoid those who cover their face with the yeast extract of various vegetables with spice additives.

Drop Bear colonies live in the forests, and move slowly around their extensive range.

Statistics

Charac	teristics		Average	e	Attribu	tes	
STR	1D6+3		6-7		Move:		1
CON	3D6		10-11		HP:		8
SIZ	1D3+2		4		Fat:		17
INT	4		4		MP:		7
POW	2D6		7		Dex SR	: 3	
DEX	3D6+3		13-14		Dodge:		0
Locatio	n	Melee		Missile		Points	
rh leg		01-02		01-02		1/3	
lh leg		03-04		03-04		1/3	
hind Q		05-07		05-09		4/3	
fore Q		08-10		10-14		1/4	
rf leg		11-13		15-16		1/3	
lef leg		14-16		17-18		1/3	
head		17-20		19-20		1/3	
Weapor	nSR	A%	Damag	e			
Drop		3	75+1	Special			

Bite	9	25+1	1D3
Claw	9	25+1	1D4+2

Notes: The drop attack inflicts 1D6 damage per 3m the drop bear falls, with 1D6 being subtracted if it is less than size 5. Thus a SIZ 4 drop bear falling onto a 2m tall person from 11m up will inflict 2D6 damage (3D6 for the distance and -1D6 because of the size). Due to their anatomical structure and skill, the drop bear does not take any damage from this attack.

Skills Agility (+7) Climb 100 Stealth (+12) Hide 75, Sneak 50

Armour 1 point hide plus 3 point cartilage plates in hind quarters.

Demon Duck of Doom (Bullockornis planei) Also Known As: Mihirung, Thunder Bird

Description

Though these creatures are not actually demonic in any way, it is easy to see why the colonists named them "Demon Ducks of Doom". They are 2.5 metre tall, 250kg flightless birds that despite a superficial resemblance to emus are more closely related to ducks and geese. Demon Ducks of Doom have thick powerful legs, heavy bodies, strong necks and large heads equipped with a huge beak capable of shearing off great chunks of flesh. They have vestigial wings which only seem to used for courtship rituals. Their plumage is predominately brown, with their featherless legs a yellow-brown and their beaks a pale orange. Though much deeper and louder, their calls do bear a resemblance to those of ducks.

Ecology

Demon Ducks of Doom dominate the grasslands of Eshmarn where they chase down large animals biting off chunks of flesh until the prey collapses. They generally hunt alone or as a mated pair, though sometimes a pair with a juvenile is also encountered. Never very common, their numbers have diminished as they are a threat to both the lives and livestock of the Helletican colonists.

Statistics

cteristics		Averag	ge	Attribu	ites	
1D6+20	0	23-24		Move:		10
2D6+6		13		HP:		19
1D6+20	O	23-24		Fat:		37
4		4		MP:		10-11
3D6		10-11		Dex SR	:	2
2D6+9		16		Dodge:		0
on	Melee		Missile		Points	
	01-03		01-03		3/7	(.33)
	04-06		04-06		3/7	(.33)
en	07-09		07-10		6/9	(.40)
	10-13		11-15		6/9	(.40)
	14		16		6/4	(.16)
	15		17		6/4	(.16)
	16-20		18-20		3/7	(.33)
	1D6+20 2D6+6 1D6+20 4 3D6 2D6+9	1D6+20 4 3D6 2D6+9 on Melee 01-03 04-06 en 07-09 10-13 14 15	1D6+20 23-24 2D6+6 13 1D6+20 23-24 4 4 3D6 10-11 2D6+9 16 on Melee 01-03 04-06 en 07-09 10-13 14 15	1D6+20 23-24 2D6+6 13 1D6+20 23-24 4 4 3D6 10-11 2D6+9 16 On Melee Missile 01-03 01-03 04-06 04-06 en 07-09 07-10 10-13 11-15 14 16 15 17	1D6+20 23-24 Move: 2D6+6 13 HP: 1D6+20 23-24 Fat: 4 4 MP: 3D6 10-11 Dex SR 2D6+9 16 Dodge: on Melee Missile 01-03 01-03 04-06 04-06 en 07-09 07-10 10-13 11-15 14 16 15 17	1D6+20 23-24 Move: 2D6+6 13 HP: 1D6+20 23-24 Fat: 4 4 MP: 3D6 10-11 Dex SR: 2D6+9 16 Dodge: on Melee Missile Points 01-03 01-03 3/7 04-06 04-06 3/7 en 07-09 07-10 6/9 10-13 11-15 6/9 14 16 6/4 15 17 6/4

Weapon	SR	A%	Damage
Bite	5	50+15	1D8+2D6
Kick	5	30+15	1D6+2D6

Notes:

When attacking, a Demon Duck of Doom uses its bite. The kick is only used if another creature approaches from behind.

Skills Perception (+2) Scan 50

Armour 6 Point feathers on body and wings, 3 point feathers on head and 3 point skin on legs.

References

http://www.lostkingdoms.com/snapshots/miocene_late_animals_birds.htm

http://en.wikipedia.org/wiki/Bullockornis

http://en.wikipedia.org/wiki/Dromornithidae

http://www.amonline.net.au/mammals/fossil/bird_from_hell.htm

http://www.abc.net.au/science/news/enviro/EnviroRepublish 132047.htm

Haast's Eagle Harpagornis moorei Also known as: Pouakai

Description

Haast's Eagle is the largest eagle that ever existed, an evolutionary response to its main food source, the large but flightless Moa. Weighing up to 18 kgs and with a wingspan of up to 3 metres, and a body of 1.4 metres. The eagle had a vulture-like bill was up to 1.30 m long, and thick talons were up to 75 mm long, designed for hunting its prey that could weigh up to 250kg. Oral tradition from the Maori states that it had red, black, and white plumage with red feathers on its head.

The Eagle was located primarily in the southern part of the South Island of New Zealand, with a smaller number in other parts of the island. Its extinction was simultaneous with the extinction of Moa.

Statistics

Characteristics		Average	e	Attribu	tes	
STR	2D6	7			Move:	12 (flight attack)
CON	3D6	10-11			HP:	13
SIZ	4D6	14			Fat:	17
INT	4	4			MP:	11
POW	3D6	10-11			Dex SR:	3
DEX	3D6	10-11			Dodge:	0
Location	Melee	Missile	Points			
R claw	01-02	01	3/4	(.33)		
L claw	03-04	02	3/4	(.33)		
Abdomen	05-07	03-06	5/4	(.33)		
Chest	08-09	07-11	5/5	(.40)		

R wing	10-13	12-15	5/3	(.25)
L wing	14-17	16-19	5/3	(.25)
Head	18-20	20	3/4	(.33)
WeaponSR	A%	Damag	e	
Claw	8	40	1d6	
Bite	8	60	1d8	
Charge	10	80	1d6+4d	4+1d6+4d4 (see notes)

Notes The Haast Eagle receives a dive attack bonus like a charge with up to a +4d4 modifier (1d4 for every 3 m of movement), with both claws resolved separately as individual attacks on the same SR. To benefit from the charge, the Eagle must deviate its flight path by more than 60 degrees from initial starting point.

Skills Scan 80

Armour 3 Point plumage, 5 points on body and wings

References

https://en.wikipedia.org/wiki/Haast%27s eagle

https://www.wingspan.co.nz/extinct birds of prey new zealand haasts eagle.html

http://nzbirdsonline.org.nz/species/haasts-eagle

https://collections.tepapa.govt.nz/topic/1360

Megalania Varanus priscui. Also Known As: Giant Goanna

Description

These thickset lizards grow up to 7 metres long with their heavy tails making up approximately half that length and can weigh nearly 2 tonnes. Predominately light grey in colour, they generally have a series of dark grey/brown stripes running across their necks, back and limbs.

The large, dark coloured head is supported by powerful neck muscles, which in conjunction with a mouth full of serrated, knife-like teeth allow Megalania to bite great bloody chunks of flesh from its prey. Those creatures which survive the bite and attempt to flee face the further threat of venom and disease from the lizard's saliva.

Ecology

Megalania inhabit hot dry grasslands and savannah where they lurk near billabongs and other popular watering places. These ambush predators hide in very long grass or scrub and attack by lunging out at creatures passing close by.

A full grown Megalania is capable of killing the largest Diprotodon but they more frequently eat smaller creatures and carrion. They have been known to dig up and consume recently buried bodies.

Though they can run fast these lizards tire very quickly, and won't chase uninjured prey very far. Their hearing is poor, and while they have colour vision their sight is poor at distances over 300m.

Megalania have a poor normal sense of smell, but like many other lizards, they can taste scents with their tongues. They usually swing their heads from side to side, tasting the air, and are able to detect dead or badly injured creatures up to ten km away and will follow injured prey long distances.

Large creatures are held down with the front paws and eaten in chunks, while smaller ones (including humans) are often swallowed whole. This process can take several minutes and they often speed up the process by ramming the food against a tree or rock to help push it down their throat.

Very young Megalania are good climbers, but older ones are too heavy, though they will stand on their hind legs, using their tails as support to catch prey that is out of reach.

Megalania dig shallow caves with their powerful claws, sheltering in them overnight to conserve body heat. This allows them to warm up faster in the morning and become active earlier.

Statistics

Charac	teristics		Average	e	Attributes	
STR	5D6+20)	37-38		Move:	3
CON	2D6+9		16		HP:	27
SIZ	5D6 +20	0	37-38		Fat:	53-54
INT	3		3		MP:	10-11
POW	3D6		10-11		Dex SR:	3
DEX	3D6		10-11		Dodge:	0
Locatio	n	Melee	Missile	Points		
Tail	01-02	01	8/9	(.33)		
Rh Leg	03-04	02-03	8/9	(.33)		
Lh Leg	05-06	04-05	8/9	(.33)		
Hind Q	07-09	06-09	8/11	(.40)		
Fore Q	10-13	10-14	8/11	(.40)		
Rf leg	14-15	15-16	8/9	(.33)		
Lf leg	16-17	17-18	8/9	(.33)		
Head	18-29	19-20	8/9	(.33)		
Weapor	ıSR	A%	Damage	e		
Bite		6	50+11	1D10+5	5D6 + venom + dis	sease
Claw		6	40+11	1D6+3I	06	
Tail		3	60+11	3D6		

Notes:

Usual tactic is to rush out from hiding and bite. If the creature is still struggling after the initial attack, the Megalania will continue to bite and also strike with a front claw. The tail is often used to knock down prey so it is easier to attack, or to defend against rear attackers. The claw attack has a reduced Damage Bonus of half the creature's normal Damage Bonus in D6s (round up) as does the tail strike except the tail does no additional damage.

The bite of a Megalania is venomous. The venom is not injected but is part of the saliva. It causes swelling, intense pain (reduce all skill and resistance rolls by 2D6 X 5% to a minimum of 5% for two hours) and reduced blood clotting

(the victim will lose an extra 1 General Hit Point every round until the wound is healed or appropriately bandaged).

Megalania's mouths contain bacteria that can cause gangrene. Any living creature bitten by one must make an exposure roll. Gangrene eats away at the body's tissues, affecting HP. Each HP lost from the infected location is also lost from General HP. If the affected location rots and falls off, and the creature is still alive, the rot progresses to a random adjacent location.

Skills Hide 80-26, Scent Prey 60+4

Armour 8 point hide.

Variations The valley known as Goanna's Nest is inhabited by a sub-type of Megalania. These are larger (+3 to STR and SIZ) and have green skin with pale coloured spots.

References

http://en.wikipedia.org/wiki/Megalania Prisca

http://www.theage.com.au/news/national/goannas-no-lounge-lizards/2005/11/19/1132017026262.html

http://www.abc.net.au/science/articles/2009/05/19/2574508.htm

Mimi Dryadalis tenuis

Description

The Mimi are tall, extremely thin beings with elongated bodies that live in the rocky escarpment of northern Australia as spirits. They are so thin that they are in danger when in high winds, and as a result spend most of their time living in rock crevices.

Ecology

The Mimi are highly intelligent and, according to legend, taught the aboriginal people many skills such as how to hunt and cook kangaroo and other animals, how to paint, and how to control fire. A very shy people, the mimi hide within rocks during the day, and come out at night with their animal allies, such as the echidna, kangaroo, crocodike, barramundi, brolga etc. Whilst normally a calm species a mimi will be angered if one of their animal allies is harmed or killed.

The Mimi used to have a human form, but changed to their present elongated thin-form after the arrival of the aboriginal people.

Statistics

Charac	teristics		Averag	e	Attribu	tes		
STR	2d6		7			Move:		4
CON	2D6		7			HP:		9
SIZ	4D6		14			Fat:		14
INT	4D6+6		20			MP:		20
POW	4D6+6		20			Dex SR	:	3
DEX	4D6		14			Dodge:		80
Locatio	n	Melee		Missile		Points		
r leg		01-02		01-02		0/2	(.25)	
l leg		03-04		03-04		0/2	(.25)	

abdomen	05-07		05-09		0/6	(.40)
chest	08-10		10-14		0/6	(.40)
r arm	11-13		15-16		0/5	(.33)
1 arm	14-16		17-18		0/5	(.33)
head	17-20		19-20		0/5	(.33)
WeaponSR	A%		Damag	ge		
2H Spear	6	75-2		1D8		

Notes

The Mimi are highly intelligent, secretative, and are powerful magic-users. Most Mimi have the magic equivalent of shaman and will have a several spirit allies. They will prefer to disorientate and confuse those who wish them harm with their stealth skills. People who are too persistent will often be taken away to remain with their tribe within the boulders. Aboriginal people respect their desire for privacy and will not visit rock crevices at night.

Mimi take damage from strong winds. When exposed check the Wind Strength (see Wind/Sea Damage Table) against their CON on the Resistance table each round and apply the damage to general hit points; even a constant "breeze" (Wind STR 7-12) can kill an unprotected Mimi in several round.

Skills

Agility (-2) Climb 75

Stealth (-5) Hide 80, Sneak 80

Magical (22)

Perception (13) Listen 50, Scan 50

Knowledge (10) Animal Lore 80 Craft (stone) 70 First Aid 50 Mineral Lore 80 World Lore 80

Armour None

References

https://australianmuseum.net.au/indigenous-australia-spirituality

https://www.aboriginal-art-australia.com/aboriginal-art-library/mimi-spirits/

https://www.karlangu.com/stories/10-mimi-spirits

Moa Dinornis robustus, Dinornis novaezelandiae etc.

Description

'Moa' is a general term for nine species of flightless birds of New Zealand that could weigh 30 to 250kg and could stand from 1.3m to 3.6m in height. Whilst often presented in an upright manner to emphasize their height, the moa probably carried its head forward.

Ecology

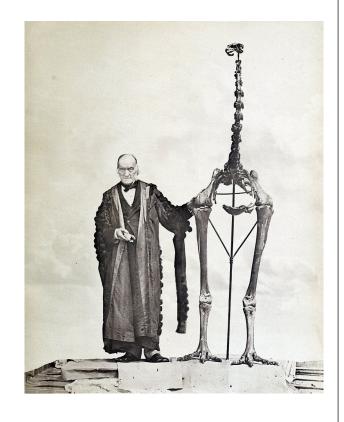
The Moa grazed on low-elevantion vegetation and used their necks to reach higher vegetation when necessary. Trachea evidence suggests that their call was deep and resonant and capable of carrying for a long distance.

Until the arrival of humans the Moa was preyed upon by Haast's Eagle. Human arrival lead to the rapid extinction of the flightliess bird and with that, the extinction of the Eagle as well.

Statistical information provided is for the Bush Moa (*Anomalopteryx didiformis*)

Statistics

Characteristics		Average	e	Attribu	tes
STR	2D6	7		Move:	6
CON	3D6	10-11		HP:	15
SIZ	4D6+6	20-21		Fat:	17
INT	3	3		MP:	11
POW	3D6	10-11		Dex SR	: 3
DEX	3D6	10-11		Dodge:	15
Location	Melee	Missile	Points		
R claw	01-02	01	4/5	(.33)	
L claw	03-04	02	4/5	(.33)	
Abdomen	05-07	03-06	4/5	(.33)	
Chest	08-09	07-11	4/6	(.40)	
R wing	10-13	12-15	4/4	(.25)	
L wing	14-17	16-19	4/4	(.25)	
Head	18-20	20	4/5	(.33)	
WeaponSR	A%	Damag	e		
Bite	7	40	1d4+1d	4	
Kick	7	60	1d8+1d	4	



Skills Scan 40 Listen 40

Armour 4 Point plumage

References

https://en.wikipedia.org/wiki/Moa

https://teara.govt.nz/en/moa

https://www.nzgeo.com/stories/moa-the-life-and-death-of-new-zealands-legendary-bird/

Yowie Gigantopithecus reliquiae. Also Known As Forest Troll, Hill Demon, Hill Ogre

Description

These large, solidly built humanoids typically stand between 2 and 2.5 meters tall. They are covered with shaggy brown and black hair, though females don't have hair around their faces, and accompanied by a rancid smell. Yowies have very large hands and feet and are immensely strong. They have very short necks, with their heads seeming to sit directly upon their shoulders. Yowies are more often heard than seen and their deep bellowing roars and piercing screams often emanate from their rugged territories. Though they can move quietly they often make thumping sounds, loudly break branches or throw rocks and sticks to frighten off trespassers.

Ecology

Yowies inhabit rugged, densely forested mountains. They prefer to inhabit caves but will make nests to sleep in when travelling. They are omnivores, eating a wide range of food including leaves, grubs and animals. Yowies often bite the

trunks and branches of trees to dig out grubs. They are particularly feared and hated because they sometimes steal human babies and young children, presumably to eat.

Culture

Generally a single family group inhabits a particular rugged mountain. When males become adult, they travel to other areas, seeking a mate and then usually find their own area to live. There are rumours of rare large gatherings of yowies, but they have never been confirmed.

Technology

Yowies don't seem to make weapons or sophisticated tools. Some have been seen to use large branches as crude clubs when in combat, but usually they simply attack with their hands and teeth.

Their very large hands seem to be clumsy, generally preventing Yowies from becoming proficient with weapons that they do obtain, though a few rare ones have become skilful with spears stolen from humans.

Statistics

Charac	teristics	Averag	e	Attribu	tes
STR	3D6+9	19-20		Move:	8
CON	3D6+3	13-14		HP:	15
SIZ	3D6+6	16-17		Fat:	33
INT	2D6+3	10		PP:	11
POW	3D6	10-11		Dex SR	: 4
DEX	2D6	7		Dodge:	14
APP	3D6	10-11		DB:	+1D6
Locatio	n	Melee	Missile	Points	
R leg		01-04	01-03	2/5	(.33)
L leg		05-08	04-06	2/5	(.33)
Abdom	en	09-11	07-10	2/5	(.33)
Chest		12	11-15	2/6	(.40)
R arm		13-15	16-17	2/4	(.25)
L arm		16-18	18-19	2/4	(.25)
Head		19-20	20	2/5	(.33)
Weapo	nSR	A%	Damag	e	
Bite	8	40	1D6+1/2	2db (Blee	eding)
Fist	8	60	1D3+db	(Crushi	ng)
Grapple	8	50	special		

Notes: A Yowie will usually either strike with one of its huge fists or try and grapple. Once an opponent is grappled, the Yowie will attempt easy bite attacks in subsequent rounds.

Skills Hide 75, Listen 60, Navigate 60, Spot 60

Armour 2 Point skin, skin muscle and hair.

Powers Yowies have the Super Sense (Night Vision) power but only to level 1. Adult Yowies with an INT of 11 or more have a 50% chance to know some Magic Spells. They will typically have $\frac{1}{2}$ INT spells, (with Heal being a favourite) with each spell having a skill level of 40 + 1D20%.

THE MUCKY DUCKS: 17th IMPERIAL MARINES

by Zoe Ellen Brain

Part 1 Notes from my journal

Transcribed from an uncanny conversation I had next to a river in southern Tarsh.

"Nice landing here, isn't it? Well built wharf, well paved road, flat grounds. You're a worshipper of Issaries I see. Don't get many of you round these parts, just the usual Etyries trading boats.

They don't land here. Think the place is haunted.

That space over there? That was the parade ground. This used to be the barracks ofmy regiment, before we were disbanded.17th Imperial Marines, Regulars of the Heartland, not one of these unruly provincial mobs.

I can still remember the final parade as if it were yesterday.

The Chaplain droned on and on, treating the Marines as if they were children, larding her speech with all the official "We are all us" doctrine. A true believer she was. Irritating in her innocence, but she did a good job looking after the welfare of her charges, even if the Mucky Ducks were rolling their eyes at having to go through yet another indoctrination session. Pointless, as we were being disbanded. Then she took her leave, and we never saw her again.

Mucky Ducks? That was the regimental nickname, as we spent much of our time digging new canals and ditches, draining swamps to make them navigable. A dirty job, but someone had to do it. "First we dig em, then we die in them" as the marines used to say.

Oh yes, they were Durulz, all bar the officers like me. Hence the name.

That final parade... our new regimental colonel, who had replaced the old duffer we'd had who was known more for his expanding waistline than his military prowess, gave his final speech. Many of the officers had been transferred to other regiments. Only a few of us, those who had gotten to know the marines and their foibles well, were present at that final parade, along with the handsome but sharp toothed New Commander and his equally sharp toothed entourage. And the vexillation of Broos he brought with him as a bodyguard.

By order of the Red Emperor,

"After consultation with my Generals and military experts, the Imperium will not accept or allow Durulz to serve in any capacity in the Imperial Military."

All Hail to the Rising Moon"

So it was written. So was it done.

A final march past, the Regiment Goose-stepping to the tune of "Soldiers of the Moon" - though most Durulz can't carry a tune in a sack.

We're the Soldiers of the Moon, my lads With Runes my lads

And Lunes my lads {17th Regiment sings "Loons" here) In the fight for Lunar Glory Lads, It's been the Soldiers of the Moon

All in Genertela wonders why we sing Some have learned the reason why We're not forgetting it We're not letting it Fade away and Gradually Die

We're the Soldiers of the Moon, my lads With Runes my lads And Lunes my lads In the fight for Lunar Glory Lads, It's been the Soldiers of the Moon

And when we say we've always won And when they ask us how it's done, The Crimson Bat eats everyone Who's not a soldier of the Moon

We're the Soldiers of the Moon, my lads With Runes my lads And Lunes my lads In the fight for Lunar Glory Lads, It's been the Soldiers of the Moon



Each of the marines paraded at the table, where they were handed the traditional legionary sock (Imperial Logistics Code DD214) containing the discharge pension of silver, gold, gems or magic items depending on length of service. Fazzur Wideread himself had insisted that some of the old regimental officers like me be in charge of that, I'm not sure he trusted the new regimental commander and his officers. With good reason, as it turned out. He had no love for Durulz, but his honour was even more important than his hatred.

A final feast was planned, with Walktapus au jus, the Regimental dish, being served. Two possessed Walktapi were in closed cages near the cookhouse, ready to be slain and served.

Then the regiment – for it was less than a hundred strong – marched into the bathhouse for a final splash around and clean up before the feast. The Mucky Ducks were fastidious about cleanliness except when at work, and this was their final chance for a good long bath before the oxcarts took them over the Glowline and the Imperial borders. They weren't trusted on boats.

That ruin over there is the bathhouse. It was burnt down, after it was locked and the two Walktapi had exhaled their poison through the water inlets.

There were panicked squawks, soon silenced. Then the broos brought up the fascines and torches, to cleanse the poison by fire, and the officers could pick up the money at their leisure.

I'm not sure of the details of what happened during the massacre. The old guard – myself and two others – were rather busy then fighting for our lives at the time. We were ... inconvenient. Loose ends that had to be tidied up.

Now, are you hungry? I am.

I see you have someone captive in your group who already knows this story. He was one of the new officers. I see that he's gone rather pale. Recognise me now, do you Lucian?

I can show you where he missed some of the coins. His ransom is what, 500 Lunars? I can show you where to get that, and more. I'd like to ransom him. Say 550?

Thanks.

I really **am** hungry you see. No, I'm not an ogre. He is though, didn't you notice?

I told you we fought for our lives. We lost, of course. This place is haunted, as I said.

I'll just whistle up the rest of us, those who are invisible to you, and we can start the feast. Ogre au naturel isn't Walktapus au jus, but he will do nicely. Revenge is a dish best served cold anyway.

You may wish to depart. We're messy eaters.

Part 2 The 17th Imperial Marines (Durulz) Ш□�

A short annotated history.

This regiment was formed in 1603 from Durulz orphans who had been rescued by the Sweet Sisters of the Compassionate Moon. (They'd all been through intense doctrination of how We are all Us, how there was a place for every creature under the Moon)

It had an official strength of 5 maniples of 2 squads of 7 each plus sergeants, for a total strength of 85. This was rarely achieved in practice. Officers were all human. (Few durulz lived in the empire, this was mostly an exercise in propaganda)

While considered unsuitable for front line combat, they provided much needed security of riverine transport of logistics, as well as digging to provide sewerage and drainage. (They were Ducks, and so staving off newtling attacks and digging latrines were all they were considered good for, despite what would otherwise have been considered an impressive record of fighting off river monsters, pirates, Walktapi, and wild Broos)

Officers assigned to command this regiment were often of noble families, at the end of chequered careers. (A dead end job for incompetents with too much influence to get rid of)

Unusually, a Teelo Norri Chaplain was assigned as part of the HQ staff. Most worshipped the mysterious Durulz pantheon. (Despite being steeped in Sedaya philosophy since infanthood, they still weren't trusted, so a rather naïve political commissar was assigned to check and ensure continued loyalty.)

Their standard was awarded to them by none other than the Hero, Beatpot Aylwin, after he had sampled freshly slain and prepared roast Walktapus *au jus* provided by the regimental cooks while on an inspection tour. This became the signature Regimental dish.

The regiment was disbanded following the unfortunate incidents of the Starbrow Rebellion (1613), and the veterans conveyed by wagon outside the Empire. By Fazzur Wideread's own command, despite his dislike of Durulz because of the slaying of his older brother Farrad at the battle of Grizzly Peak (1582) by a Thunderthroat, last of the Durulz Hero Kings, the veterans were given substantial pensions as a token of gratitude for their unswerving loyalty, unlike their Sartarite cousins.

(In fact, after a final change of command and reassignment of the Chaplain elsewhere, the new local commanders, acting against Fazzur's orders, reportedly massacred them and pocketed the money. The details of this are unclear, and the site of the alleged massacre is now avoided.)

References:

Rule One #2 Nov 2009 Sweet Sisters of the Compassionate Moon, Roderick Robertson, http://ruleonemagazine.com/Iss2/Adv_SweetSisters.php

Hearts in Glorantha #2 Winter 2009 pp48-54 Good King Thunder, Stewart Stansfield & Keith Nellist

Part 3

Some Ducks managed to escape through a drain in the bathhouse thought too small for any creature to enter. They had to crawl through Hell (literally) to escape, as the tunnel went all the way to the River Styx. The River rejected them from Hell due to the oathbreaking by others that caused them to end up there. This is a rare abbreviated variant of the Lightbringers quest, accidentally discovered feather

The drain entrance was so small that only SIZ 3 or less creatures could enter it, and then only with difficulty. They took with them the rolled up Regimental Standard, and with it the Regimental Wyter. The 17th Imperial Marines still exists, though in an abbreviated form.

Some others in the Regiment did manage to escape via Divine Intervention, but they were scattered to the four winds, and their stories are told elsewhere.

The 17th Imperial Marines can thus turn up in any campaign set a few years after 2013, as Time flows differently in the Underworld. One day for every Holy Season?.To the survivors, it was about a week. Outside? 4 years? 12? Perhaps they will meet some of the other survivors who escaped by Divine Intervention, who have aged years longer than they have.

They act as a very disciplined unit, well co-ordinated. Soldiers rather than warriors. Far more so than all but a handful of Lunar regular units, they had to be twice as good to be perceived as half as good.

Notes on Durulz Cults

All are associated with Orlanthi or Earth cults, and to most outsiders, are indistingushable. In addition, standard Orlanthi cults such as Aldraya, Chalana Arroy, Issaries, and Lankhor My may be worshipped directly. Due to the curse, Ducks may only use the Flight Rune spell at night. Don't ask.

Canalda – Functionally identical to Ernalda

Duru Orlanth Adventurous. AKA Dueymakt – Functionally identical to Orlanth Adventurous

<u>Orlanth Trickster</u> – the Durulz name for Orlanth Thunderous.. the only one not a Duck.

Babeakster Gor – functionally identical to Babeester Gor,

<u>Ducka Fowl</u> – Functionally identical to Daka Fal.

<u>Hueymakt AKA Deathdrake</u> – Functionally identical to Humakt.

Vinga Redbeak - Functionally identical to Vinga

Egg Beater – Functionally Identical to Donandar

Lueymakt, AKA Stormbill – A subcult of Urox open only to Ducks.

Uses sword rather than Axe. Stormbill provided Urox with his Axe, and was given Urox' sword in return. There are many myths about Stormbill as Urox's "comedy sidekick" who actually did much of the fighting, and scouting for Chaos for Urox to fight.

Provides one unique Rune spell

Get Help tg 1 pt Ritual, Nonstackable

Gives nearest Uroxi a vision of the caster, with similar effects to Summons of Evil on the target if the caster makes a successful Oratory, Fast Talk, Dance or Sing roll. Informing the target that there is Chaos to be fought here. Chaos must actually have been detected there.

Initiates and Rune Lords may take spells of Rune magic unique to any Orlanth subcult or associate cult if they take a correponding number of geases.

- 1-3 Favoured, no geas
- 4 Lose a hand (player's choice) hook may use a shield at -5%, other off hand weapons including 2 handed weapons -25%
- 5 Lose an eye (players choice) 10% off all vision related skills such as scan
- 6 Lose a leg (player's choice) lose one move point and -10% agility skills.
- 7 Must Talk like a pirate 10% off Communication skills. Roleplay it.
- 8 Must carry a SIZ 1 parrot on shoulder whose squawks give a -10% to stealth.

If the same geas is rolled twice, ignore the second roll, no geas..

Gamesmasters may decide to Roll a D6, roll a D8 but subtract 2, or roll a D10 and subtract 2 or 4, depending on how serious the campaign is.

Mallard Gor – □ Ш † # - Functionally identical to Maran Gor, except for:

Teaches skill Craft Duckboards(+10)

Create Fissure becomes Create Pond ew It is filled with water, so no falling damage, but drowning rules apply.

Shake Earth becomes Flood ew, same effects due to gushing springs.

Blast Earth becomes <u>Create Bog ew</u>, where only water plants can flower.for the spell's duration.

Dinosaurs may not be Commanded, but both Water and Earth elementals of small size can be summoned or dismissed. Medium ones can't.

Ty Kora Quack - Functionally identical to Ty Kora Tek.

<u>Arachne Solara</u> – has no cult, but ducks living in Beast Valley must sacrifice 1 pt of spirit magic during Holy Season.

Hurtler - 文州 I

Cult skills: Custom(any)(+10), Insight(any)(+10), Speak Own/Other Language(any)(+10), Craft(Mapmaking)(+20), Survival(+15), Craft (Duckboards)(+10), Clodhopping(+10)

Favoured Passions Hate(Settling down)

Spirit Magic Mobility, Farsee

Rune Magic Guided Teleportation

Holy Days Windsday of Movement week in Storm Season is the High Holy Day. Each season, the Windsday of Movement week is a seasonal holy day, as are the Windsdays of Sacred Time. Additionally, the Hurtler has a location specific seasonal holy day each season. These holy days are determined by where the worshipper is.

Associated Cults Issaries - provides Path Watch Duru Orlanth Adventurous - provides Flight

Swimmer in Shadows – O ■ ▼ Subcult of Ducka Fowl

The Swimmer in the Shadows steals and keeps knowledge from the Uz, and is the primary defence against them. Members must be Initiates of Ducka Fowl first.

Cult Skills: Insight (Troll)(+20), Read/Write (Darktongue)(+15), Speak(Darktongue)(+10), Other skills must be learnt through Shamanic activity.

Favoured Passions Love(secrets)

Spirit Magic all (through Ducka Fowl initiation)

Rune Magic: Summon Darkness Spirit. (Summon Cult spirit, variable) The Swimmer knows all Darkness spells, but won't reveal them. They must be learnt through shamanic activity. Once learnt, the normal rules for Rune points apply, and the Swimmer will continue to allow their use. The Darkness spirit will teach one Rune spell available to Argan Argar or Kyger Litor (see Bestiary) of the appropriate power if bargained with successfully (usually by reducing it to 0 Spirit points in spirit combat, but if there's Chaos to fight, it might just require a little POW)

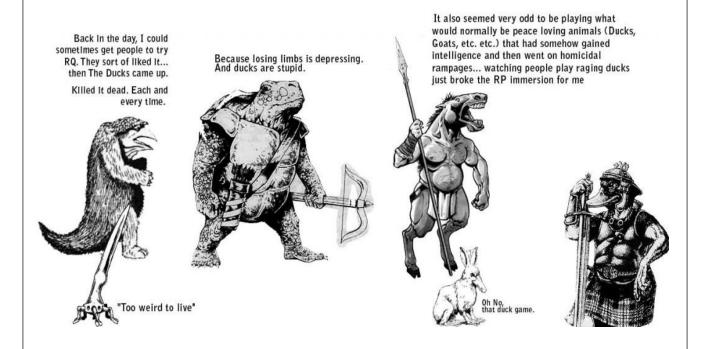
Shaman Membership Requirements: Swimmer in Shadows priests must become shamans first (see Shamans, page 351). Initiates of the Swimmer in Shadows become shamans by following the normal rules (see page 354).

Associate Cults None. She keeps to herself and hides her secrets.

Holy Days High Holy Days are Waterday and Clayday of Truth week of Dark Season.

References

Myth-o-logic Duck Bandit Cults https://myth-o-logic.org/glorantha/scenarioz-game-background/duck-bandit-cults/



Bosun Hadduck									
STR	CON	SIZ	INT	DEX	СНА	POW			
10	16	3	14	14	8	10			
НР	HR	Dmg Bonus	SC Damage	ENC	DEX SR	SIZ SR			
14	3	0	D6	10	3	3			

Runes			
Air 70	Water 70	Earth 20	
Death 75	Mobility 95		

Passions					
Love (Regiment) 60	Hate(Oathbreakers) 60	Loyalty (Ducks) 60	Cowardice (60)		
Devotion (Engizili) 60	Devotion (O.Pirate) 60				

Cults	Engizi 2	Orlanth Piratical 1
	Summon Small Water Elemental. Dismiss Small Water Elemental	Summon Small Air Elemental

Agility	10	Swim 80, Boat 30, Climb 15, Ride 0, Dodge 28
Communications	0	Fast Talk 25, Sing 30, Dance 15, BoatSpeech 20, SpiritSpeech 25, Heortling 50, TradeTalk 15, Orate 35, Intimidate 20
Knowledge	5	Farming 30, Battle 40, First Aid 35, Survival 25, Lore (Engizi) 20, Lore (O.Pirate) 0, Meditation 10, Customs(Heortling) 25,
Magic	-5	Spirit Combat 60, Worship(Engizi) 30, Worship(O.Pirate) 30
Manipulation	10	
Perception	5	Listen 35, Scan 45
Stealth	20	Hide 45, Move Quiet 20,

Туре		Damage	Type	Rate	SR	Pts	Enc
Broadsword	85	D8+1	CT		2	12	1
Med Shield	85	D4	С		3	12	2
Lt. Crossbow	85	2D4+2	I	1/2R		6	2
Sling	50	D8	С	S/MR		0	1

Spirit Magic	Heal 2, River Eyes. Mobility, Disruption, Protection 5				
	Spirit Crystal 9 pts power				
Armour: Leather	+ Cuirboilli or Linen, Open Helm	Protection 4	Encumbrance 4		

"Scary" Squa	awk					
STR	CON	SIZ	INT	DEX	СНА	POW
12	12	3	13	13	10	14
HP	HR	Dmg Bonus	SC Damage	ENC	DEX SR	SIZ SR
10	2	0	D6	12	3	3

Runes			
Air 70	Water 60	Darkness 50	
Death 75	Truth 75		

Passions					
Love (Regiment) 60	Hate(Oathbreakers) 60	Loyalty (Ducks) 60	Cowardice (60)		
Devotion (Bab.Gor) 60					

Cults	Babeakster Gor 3	
	Axe Trance, Summon Small Earth Elemental, Dismiss Small Earth Elemental	

Agility	10	Swim 85, Boat 30, Climb 15, Ride 0, Dodge 26
Communications	0	Fast Talk 25, Sing 0, Dance 15, EarthTongue 15, Heortling 50, TradeTalk 15, Orate 10, Intimidate 35
Knowledge	5	Farming 30, Battle 40, First Aid 25, Survival 25, Lore (Babeakster Gor) 20, Meditation 5, Customs(Heortling) 25,
Magic	0	Spirit Combat 60, Worship(Babeakster Gor) 30,
Manipulation	10	
Perception	5	Listen 35, Scan 35
Stealth	20	Hide 45, Move Quiet 20,

Туре		Damage	Type	Rate	SR	Pts	Enc
Broadsword	60	D8+1	СТ		2	12	1
Med Shield	85	D4	С		3	12	2
Lt. Crossbow	85	2D4+2	I	1/2R		6	2
Sling	25	D8	C	S/MR		0	1
1H BattleAxe	100	D8+2	s		3	8	2
2H BattleAxe	100	D8+2	s		3	8	2

Spirit Magic	Disruption, Demoralise, Bladesharp 2					
Armour: Leather	+ Cuirboilli or Linen, Open Helm	Protection 4	Encumbrance 4			

Daffy the Vampire Slayer							
STR	CON	SIZ	INT	DEX	СНА	POW	
12	11	3	14	17	6	7	
НР	HR	Dmg Bonus	SC Damage	ENC	DEX SR	SIZ SR	
9	2	0	D6	12	3	3	

Runes			
Air 70	Water 60	Earth 20	
Death 95	Truth 85		

Passions			
Love (Regiment) 60	Hate(Oathbreakers) 60	Loyalty (Ducks) 60	Cowardice (60)
Devotion (Humakt) 60			

Cults	Humakt 3	
	TrueSword, Detect Truth, Shield Gift-Detect Undead, Geas-No Riding	

Agility	15	Swim 85, Boat 30, Climb 15, Ride 0, Dodge 34
Communications	-5	Fast Talk 25, Sing 0, Dance 15, Heortling 50, TradeTalk 15, Orate 10, Intimidate 40
Knowledge	5	Farming 30, Battle 40, First Aid 25, Survival 25, Lore (Humakt) 20, Meditation 15, Customs(Heortling) 25,
Magic	-5	Spirit Combat 60, Worship(Humakt) 30,
Manipulation	15	
Perception	5	Listen 35, Scan 35
Stealth	25	Hide 45, Move Quiet 20,

Туре		Damage	Туре	Rate	SR	Pts	Enc
Broadsword	100	D8+1	СТ		2	12	1
Med Shield	80	D4	С		3	12	2
Lt. Crossbow	100	2D4+2	I	1/2R		6	2
Sling	30	D8	C	S/MR		0	1

Spirit Magic	Disruption, Bladesharp 2, Heal 2				
Armour: Leather + Cuirboilli or Linen, Open Helm Protection 4 Encumbrance 4					

Tactics of the 17th Imperial Marines

They nearly always attack from ambush, usually from uphill.

Although stats for 3 of them are given, there are 15, and they usually fight in a pack.

Tactic is to dig pits as traps, trenches and spider holes near the ambush site. They fire off volleys of magic and missiles from cover, often just one volley by surprise, then duck (so to speak) into their 0.75m wide spider holes which lead to 1m height tunnels. They can run in those, just Anything over size 4 has to crawl. Anything over size 16 is likely to get stuck.

Tunnels always have sumps, leading down into flooded areas, which they can swim easily (even if slowed) but others are likely to drown in. This is mainly to discourage alynxes, dogs etc. There are also false entrances and simple traps – pits with punji sticks, sometimes tripwires, nothing sophisticated.

The tunnels will lead to the next ambush site(s), if they have had a season to prepare, otherwise the nearest pond, river, or rivulet. In dry terrain, they make a cave hideout, but nearly always operate near rivers.

They make excellent guards for boats. Sometimes they insist on being hired, but their rates are reasonable.

They will pay a fortune for capturing any high ranking lunar officer that betrayed them. Other lunars are looked on as former comrades in arms, just part of a system that stinks.

Some of them have a particular dislike for Praxian Nomads due to a tour of duty there in 2010, where they suffered many casualties. If Praxian Nomads are part of a caravan, they will tend to use missiles on the riding animals first, then run. Then repeat.

They never attack healers. They do hunt undead. They will have nothing to do with Chaos.

All have had training in Broadsword, Medium Shield, Crossbow, and one other weapon, plus the usual light infantry warrior skill set. Any long weapons they carry can be dismantled into shorter pieces (cost an extra 10 L each), for transport through tunnels, drains, sewers, or aboard cramped ships.

All are size 3. They never get into a fair fight if they can avoid it, hit, run and live another day is their motto. It's usually easier and cheaper to pay them off, as then they will help against bandits, pirates, river monsters etc. Unless it's a lunar military caravan, then the rates are extortionate.

THE INITIATION OF THE SHAMAN SARISSA

by Barbara Braun with Andrew Bean, creator of the Shaman Quest, GM using Chaosium's "The Coming Storm Red Cow Campaign".

Sarissa, the Assistant Shaman, came into the forest of the Wolf Slayer Cinsina lands and presented herself to the Shaman, Earth Witch of the Serdrodosa, to be tested. It transpired that the Earth Witch was less than happy to begin the initiation on two counts. On the one hand, she was not convinced that her acolyte, Sarissa, was yet worthy or sufficiently prepared for the gruelling test. On the other hand, Sarissa's wish to enter shamanhood in the Orlanthi tradition of Wind Spirits, left her peeved and disenchanted, yet with misgivings she acceded to Sarissa's wishes.

The looming banishment of the party decreed by Red Cow Clan Chief Broddi in response to lying Lunar accusations convinced her of the urgency of Sarissa's need to enter the Shaman state. Sarissa's good companions agreed to enter the spirit plane as helpers in the test and so became part of the momentous events that transpired on this quest. Their bodies lay sleeping in the Earth Witch's hut for full four days without nourishment (much longer than the expected day) until they woke again, and the world had changed for Sarissa, and perhaps also for the helpers.

Earth Guardian Serpent

Sarissa found herself falling through the earth into an underground chamber or dark tunnel. There she was confronted by a giant serpent of yellow and black colouring who spoke to her in the sibilant tongue of such creatures and she understood its words. It blocked her path with its bulk and appeared eager to envelop her and squeeze the life spirit from her. The serpent asked what she would give to pass without harm. In that moment Sarissa faltered, casting about for a glimmering of wisdom. What did she have that such a being might wish for? What might be a worthy gift? Seeing her indecision, the serpent slyly suggested that giving of her power would satisfy and a deal was struck.

Odayla the Bear

Sarissa walked forth into the light accompanied now by the Guardian Serpent, who consented to join in the quest. A forest lay stretched out in front of them and in the distance they saw a crazily dancing figure, hopping and capering about frantically tearing at something on her back. This was how in that forest they met Odayla the Bear. She had woken from her sleep troubled by a thorn that had become stuck in her fur. With the tricksy fingers of a human and soft calming words, Sarissa was able to remove the thorn. To Odayla the Bear's delight, Sarissa discerned a bounty of honey in the trees and gathered this as a gift. Odayla the Bear, as with all bears that humans know, was partial to honey of the forest bees and it gained Sarissa much favour. Odayla the Bear became a firm friend and wished to join the serpent and questing Sarissa on their journey.

Thunderbird

The three now continued on their journey. Sarissa chose the high Mount Kero Fin, a clear landmark in the distance, as the object of their journey. Reasoning that this peak would be a worthy goal for a Shaman of the Winds. There she might meet with Kolat and be tested. As they proceeded, they heard the mournful cry of the Thunderbird. Raven had stolen Lightning Boy and Thunderbird is not a forgiving creature, so wrath was mixed in the sounds of her cry. Sarissa spoke to Thunderbird and offered to help. Soon they came across Lightning Boy playing and chortling with glee deep in a crevasse in the Earth. Odayla the Bear and the Earth Serpent descended to gather up Lightning Boy and return him to Thunderbird. Thunderbird agreed gratefully to help in their quest and took Sarissa on her wings to fly swiftly toward their destination Mount Kero Fin.

Yinkin

As they flew together, they observed a creature falling swiftly through the air, yowling as he fell. It was Yinkin, flung away from the cave by his reckless brother Young Orlanth, in a fit of temper. Yinkin was caught up by Thunderbird and carried away to safety. Yinkin clung to Thunderbird seething with anger toward his irresponsible brother as one might expect. And while we might think all was well in this conclusion to their play, we might not be surprised if Yinkin is not slyly awaiting a chance for retribution.

Young Orlanth

Not long after, the travellers were surprised by a gale of cheerful mirth and the arrival of Young Orlanth. By now Sarissa was not taken aback by meeting deities of the fireside sagas of our people, and yet it was with great awe that she began to speak with Young Orlanth. And he, Young Orlanth, as even the tiniest clan children would know, rudely and unwisely bated his brother. "Don't be such a ninny, a scaredy cat. That was just a little throw! Let's play!" Well, not surprisingly, Yinkin wanted no part of this and they flew on, but Young Orlanth came springing along with them wheedling and cajoling as they went. "I know where the Blue Dragon is", he bragged. "Let's have some fun and kill it!" Sarissa allowed herself to be persuaded, not being sure that she could ignore Young Orlanth's wishes, and they vanquished the dragon with help from all of the party gathered here, except that of Yinkin who slinked resentfully on the edge of their consciousness.

Kolat - Thunder Brother

Having helped to vanquish the Blue Dragon, Sarissa expressed the wish to meet Kolat. This was a task that was easy for the gathered spirits to achieve and in no time Thunderbird alighted in the Horn Zone in the Vale of the Four Winds. Gathered in the peaceful grotto valley and open-air camp were Kolat and his spirit followers and the party were welcomed to the feasting, dancing and gambling until the time for Sarissa's testing drew close. Then, the party sat back and observed as she travelled to the edge of the World.

Here she found a Great Aurochs, who would soon become her fetch, being mauled by Red Broo. This was where she entered her fight with the Bad Man at the edge of the world. It was a greatly auspicious day and Sarissa held tightly to her luck and stayed fighting the Bad Man for the many rounds of her testing. Having been counselled to be generous with her Power, she gifted 13 points to her Fetch and now is much less powerful with only 5 points left in her being. Her fetch the Great Aurochs, however, is fully powerful.

Shaman Sarissa of the Kolating

It was through this ritual that Sarissa became a Kolating, shaman of Thunder Brother and stepped into the role of the rare spirit magicians of the Orlanthi, amongst whom she is rarer still. This is because no Kolating of living memory has been female. As a Kolating she took on the work of interceding on behalf of the Orlanthi with the spirits. Kolating perceive their work as "collecting and releasing spirits". She now has her Gambling Sticks with their characteristic markings of value and name, and accompanies her magic with drumming, bells and song. Not least, in this array of gifts from her testing, is her boon companion and fetch, Great Aurochs.

- - -

A critical in her 6 rounds of fighting with the Bad Man, meant she came out of it with 5 boons and 3 taboos. Can anyone see a rules reason why she shouldn't gift almost all her power to the Fetch. 100 years of RQ player lore in the room couldn't see a reason not to, as Sarissa will always use (Personal+Fetch) POW when rolling? Of course she failed her next POW gain roll, because that's life:-0

- - -

FLEXIBILITY AND MODULARITY IN RUNEQUEST

by Lev Lafayette

Publishing and Design History

The RuneQuest game system has one of the longest and most impressive lineages in RPG history, with seven published editions (and one unpublished). This includes; RuneQuest (1st edition, The Chaosium, 1978), RuneQuest (2nd edition, Chaosium, 1980), RuneQuest (3rd edition, Chaosium, Avalon Hill, Games Workshop, 1984), RuneQuest: Adventures in Glorantha (unpublished, c1994), RuneQuest (Mongoose edition, 2007), RuneQuest II (aka Mongoose II, 2010) aka Wayfayer, and RuneQuest 6 (Design Mechanism, 2012) aka Mythras, and now RuneQuest: Roleplaying in Glorantha (Chaosium, 2018). Throughout all this time however, core design characteristics have remained very strongly in place, much more than other RPGs which could be mentioned. Further, as recognised by many fans of the game, significant house-rules can be introduced without causing undue damage to the game system, as successive iterations of the RuneQuest mailing list, dating back from the 1987, will readily testify, as does the existence of various similar games from different publishers (e.g., OpenQuest).

The following is a summary review of the major system features of each edition of *RuneQuest*. It argues that not only that essentially every edition is essentially an elaborate set of house-rules from *RuneQuest* first edition and that due to this flexible and modular design there is a high-degree of backwards and forwards compatibility across different editions of *RuneQuest*. One can, for, use the core system from RQI, the priest-shaman difference from RQII, the parent occupations and armour from RQIII, the resistance skills from MRQ, the rune questing of MRQII, the combat options of RQ6, along with the runic affinities, passions, and community rules in RQG. This is the modular component; the flexible component is that significant alternative and house-rules can be introduced which, as long as they remain with the core design, will not cause undue damage to the game system or balance.

In this article the following common abbreviations (and partially published in RQ6) are used: RQ1 (first edition), RQ2 (second edition), RQ3 (third edition), MRQ (Mongoose RuneQuest), MRQ2 (Mongoose RuneQuest second edition), RQ6 (The Design Mechanism), and RQG (RuneQuest Roleplaying in Glorantha). The review here includes both the core rules and the companion for MRQ (i.e., the deluxe rules).

Characters and Background

In RQ1 and RQ2, characteristics are rolled on 3d6 with an implied order of Strength (STR), Intelligence (DEX), Power (POW), Constitution (CON), Dexterity (DEX), Charisma (CHA), and Size (SIZ). Other species have different ranges for characteristics. Characteristics are absolutely limited to a minimum of the rolled range (3 for humans) and a maximum of rolled range plus number of dice (21 for humans). Alternative characteristic generation methods are offered, including a point-buy system. Characteristic rolls (value multiplied as a percentage) may be used for non-skill bound actions. In RQ3 there is a significant change with the introduction of 2d6 for SIZ and INT, and with options for semi-random and deliberate point-buy method, and the replacement of CHA with Appearance (APP). In MRQ CHA returns as a characteristic. Characteristics are based on 4d6, select 3 highest, except for INT and SIZ which are 3d6+6, select 2 highest; no point-buy option is provided. In MRQII and RQ6 options are provided for roll, roll and assign, and point buy. Finally, in RQG by default, characteristics are determined on 3D6 for STR, DEX, CON, POW, CHA, and 2d6+6 for SIZ and INT, plus 3 points if the total is below 92, plus several suggested alternatives at the GMs discretion. In addition characters receive a primary and secondary elemental Runic affinity bonus, plus a Homeland characteristic bonus.

Derived Attributes are introduced in RQ3 including magic points (equal to POW, used for spell-casting and resistance, effectively differentiating "temporary" and "permanent" POW), and fatigue points (equal to STR+CON). Hit points and damage modifiers are counted among these. Strike ranks are also counted as derived attributes as well for DEX and SIZ. In MRQ there is the addition of Combat Actions (CAs) although these, and Damage Modifiers, are both capped (the cap is removed from CAs in MRQII). Hit Points are entirely locational with no general hit-point value in both MRQ and MRQII. Magic points are derived from the character's POW and Strike Ranks are inverted from previous

editions; higher is better and the base derived SR is from INT+DEX, and in MRQII from the average of SIZ, DEX, and INT. Although not strictly a derived attributes, Hero Points are introduced in MRQ, which allow characters to carry out superhuman feats. In MRQII a CHA-derived Improvement Roll modifier is introduced, representing assistance provided by others. In RQ6 the attributes are Action Points (INT+DEX), Damage Modifier (SIZ+STR), Experience Modifier (CHA), Healing Rate (CON), Height and Weight (SIZ), Hit Points (CON+SIZ), Luck Points (POW), Magic Points (POW), Movement Rate (species), and Strike Rank (average of DEX+INT). In RQG, Movement continues as an attribute, magic points based from POW, total and locational are returned (using the RQ3 distribution) based are based on RQ2's CON modified by SIZ and POW, traditional damage bonus, along with a new Spirit Combat damage based on POW+CHA, and a variable healing rate based on CON. Strike Rank returns to the old "low is better" model, but now with DEX and SIZ (and interestingly some weapons) allowing for a net SR of 0.

In RQ1 and RQ2 every four points of a characteristic values affect different abilities with 5% increments in the ability with deviations of 4 or 8 points from the 9-12 norm. In RQ3 skill modifiers are grouped into categories with singular percentage variation across Agility (including attacks), Communication, Magical, Manipulation (including parries), Perception, and Stealth with positive, negative, and secondary modifiers based on variation from a score of 10. In MRQ, MRQII, and RQ6 there are no skill categories, but rather each skill has its own characteristic modifiers. In RQG skill categories return to the 5% increments of RQ1 and RQ2. The skill categories are Agility, Communication, Knowledge, Magic, Manipulation, Perception, and Stealth.

In RQ1 and RQ2 Characters start at 16 years old with a background, which provides social class and equipment; this is rolled as Peasant, Townsman, Barbarian, Poor Noble, Rich Noble; in second edition there was the addition of Very Rich Noble. Characters may have previous military experience for a five-year tour in various groups (e.g., militia. mercenary etc) which provides opportunities for higher characteristics and skills, or a apprenticeship in a craft. In RQ3 there is a significant expansion of character backgrounds, notably deriving from the terms used by the classic social anthropologist Lewis Morgan and Frederich Engels. Characters are either from Primitive, Nomad, Barbarian, or Civilized cultures. Each of these cultures has its own parental occupation distribution, and each parental occupation determines skills percentage acquired per year, and is especially important for background skills in character generation, magic, and starting equipment. Starting character age is 17-27, and RQ3 introduces rules for aging.

In MRQ the 'cultures' are Barbarian, Civilised, Mariner, Noble, Nomad (Artic, Desert, Temperate), Peasant, Primitive and Townsman, a sort of amalgamation of RQ2 and RQ3. These provide increases in Basic skills, some Advanced Skills, and starting money. Then the player selects a profession for the character which have restrictions based on Cultural Background. These two provide bonuses to Basic Skills and Advanced Skills. Finally all characters receive 100 free skill points, albeit with a restriction of 30 points that can be allocated to any one skill and new Runecasting skills may not be purchased. Notably weapons skills are significantly reduced in quantity in MRQ compared to previous editions into more generic groups and attacking and parrying with weapons are treated as identical skills.

In MRQII, there is a return to the RQ3 cultural types. Both cultural backgrounds and professions provide starting skill levels, differentiated between common skills, combat styles, advanced skills, and starting money. Professions also provide magical skills as well, whereas cultural background specifies the magical spells available. In addition characters are provided 250 skill points, with a maximum of 30 points allocated to any single skill. Characters start at 17-20 years by default, but with the option for older and more experienced characters in coarse-grained categories (seasoned, veteran, master, hero). Characters also receive community ties of family, siblings, reputation, connections, enemies, and rivals, with a series of background events adding further colour.

In RQ6 each culture comes with several Passions, cultural skill points, plus Customs and Native Tongue, a combat style, and three professional skills. A number of background events are added to the character's story depending on age. A character also receives community ties through the Social Class, and immediate and extended family (parents and siblings, grandparents, aunts and uncles, and cousins). Through the family the character has reputation and connections, along with allies, contacts, enemies, and rivals. Characters also have careers which can vary by cultural background. Character starting age categories vary from young (1d6+10), to old (5d6+60) with variant levels in bonus skill points, maximum skill increase, and background events.

In RQG the character's "Homeland" provides initial customs, language, religion and Passions. Parental occupations are a similar subset RQ3 for barbarians and with a optional random distribution, albeit with a much less realistic distribution. Characters also determine what events, on a year-by-year basis, your grandparent and parent participated in and the results that each event had upon on your adventure, based on choice or random selection with Homeland modifiers, and the adventurer's past. In addition to this, each character has Rune affinities which are also expressed as a percentage which are directly tied to the character's ability to use rune spells, augment other abilities and join a cult. Character Homeland backgrounds also provide bonus or starting percentages for a variety of cultural skills and weapons. These are further modified by the character's Occupation, which are restricted by background. Occupation includes occupational skill bonuses, base annual income, standard of living, common cults, favoured passions, ransom value, and basic equipment. Starting characters also start as a cult initiate, with 3 Rune points dedicated to that cult, bonuses to starting skills, cult spirit magic, cult sorcery (if applicable), suggested Rune magic, and a favoured Passion. Finally, based on personal interests, characters receive bonus skill poinyts. Like previous editions, there are default levels in languages in particular derived from other language skills. Characters also have a Reputation percentage value, with Occupation bonuses.

Skills and Experience

In RQ1 and RQ2, characters may improve their weapons skills by training in 5% increments at costs and time variant on skill level (breakpoints at under 25%, 50%, 75%, 100%), with reduced cost of 5% per CHA point 13 or higher. An exception to this is the skills taught by the Alchemist's Guild, which are per Potency Level. Characters may also learn by experience, with a d100 check after a scenario tested against 100 minus their current skill with +3% for every point of INT above 12 and -3 for below 9. However a character's chance of learning will never be less than their INT. At a skill level of 90%, a character becomes a Master and may train others at usual rates. Characters learn and may apply weapons in a similar mode and type at half value. Battle Magic spells (see below) are learned at a rate of 1 spell per week. If an target's POW is overcome in a stress scenario a character may attempt a POW-gain roll, based on 20-current POW*5, with 1-3 points gained based on another percentile roll.

In RQ3 all skills are described as percentages and all skill results are defined as critical (5% of the skill chance), special (20% of the skill chance), simple (success), failure, or fumble (5% of the failure range). Skills vary in starting percentage according to species and the aforementioned skill catgeories. In RQ3 experience and training is optionally a stochastic process or with a direct addition of values. Experience provides 1d6 or 3, training 1d6-2 (time based on hours equal to the current skill percentage), research for 1d6-2 or 1 (experience check required, time based on hours equal to the current skill percentage). POW gain rolls are based on a species maximum (e.g., 21 for humans) minus current value*5 as a percentage. Skill improvement chances are modified by the category bonus.

In MRQ characters start with a number of basic skills with a value equal to one or two characteristics, or in the case of Stealth and Dodge, with a SIZ penalty. Critical successes are 10% or less of the modified skill chance. All rolls between 96 and 99 are failures and fumbles are a flat 1% (00). In opposed tests where both characters succeed the highest rolled score succeeds. In MRQII the four levels of result (critical, success, failure, fumble) are retained. Criticals are achieved at 10% of the modified skill level or less, with a 01 always being a critical. Fumbles occur at 99 or 00, or 00 if the skill is over 100. An roll of 01-05 is always a success, and 96-00 is always a failure. Improvements of skills and abilities in MRQ is based on the completion of stories, which may take multiple sessions. On average three improvement rolls and two Hero Points are gained. Improvement rolls can also be gained by practise and research with a general rate of taking 1 day per existing 10% in a skill for improvement rolls. Hero Points are used to purchase "Legendary Abilities", which are effectively extraordinary (mainly martial) feats. In MRQII weapon skills are expressed as styles. Skill improvements occur on d100+INT, seeking to achieve above the current skill rating, resulting in a benefit of 1d4+1 points. In MRQII and RQ6 skill results are critical, success, failure, or fumble.

In RQG success is any result below an ability's rating, with 01-05 always indicating success, 01 always indicating a critical, 96-00 always indicating failure, and 00 always indication a fumble. A critical and a fumble is extended to 5%

of the chance of success or failure appropriately and in some cases a special success at 20% if the success chance is applied. There is a variable base percentage chance for a given skills, with Dodge based on DEX*3. New skills of note in RQG include Intrigue, Customs, Farm, Herd, Manage Household, Meditate, Spirit Combat, and others. Weapons receive a half-skill bonus if they are in the same category. Experience checks are made at the end of each season. Characters may also select four occupational skills for experience each season. Training lasts a season and may add 1d6-1 or 2% to an ability, no experience check necessary, but it is limited to 75%. Research (self-instruction) provided 1d6-2, or +1%. STR, CON, DEX, and CHA can be increased through training or research; this takes 2 seasons and an 1d3-1 for training, and an experience-like check and 1d3-1 for research. Characteristics are limited by species maximum. RQ1 and RQ2 style improvements to CHA are also applied.

Time, Movement, and Encumbrance

In RQ1 and RQ2, a Game Week in-between adventures represents 1 week to one real day (roughly 7 game years per real year), and a Full Turn is measured as 25 melee rounds, a melee round represents 12 seconds of time; in RQ3 this is changed to 10 seconds, and in MRQ, MRQII, and RQ6 it is 5 seconds, and in RQG it is back to 12 seconds. The order of attack is determined by Strike Rank, lowest first. Strike Rank is determined by SIZ, DEX, and weapon reach for melee, DEX and preparedness for missile weapons and spells, movement and suprise for all, and POW expended for battle magic (spirit magic in third edition) spells. There are several minor differences between the editions on Strike Rank costs; for example in RQG it is possible for a melee attack to have SR 0 - long weapon, fast and tall attacker - and faster than Rune spells. In MRQ Strike Ranks the melee round is based on declaration and resolution of actions according to Strike Rank. Unlike previous editions high Strike Ranks indicate priority, with the base value from INT+DEX, plus a d10 (note the effect this has on the speed of animals). Characters undertake actions from high strike to lowest and repeat in order if they have multiple actions per round, to a capped maximum of four. In addition to a range of actions (aim, cast spell, charge, move, ready weapon etc). In addition to actions characters have an equal number of reactions (dodge, parry, etc) based on trigger events.

Encumbrance (ENC) is based on "things" against the average of STR, CON, and SIZ (just STR and CON in second edition), with penalties to movement class at every 1/3 of this value. In RQ3 ENC is directly valued in kilograms and each kilogram causes a -1% penalty to relevant skills and to Fatigue Points (with additional SIZ-based modfiers in the official errata). MRQ has a coarse-grained method of STR+SIZ limit in ENC without penalty and a maximum of twice that, although armour also has a penalty of 1% per AP per location; this is dropped in MRQII. In RQ6 the values the breakpoints are STR*2 and STR*3, with half-value for worn armour, non-human variation, material differences, and an optional simplified set of rules. In RQG, a breakpoint is the average of STR+CON, but limited by STR, with penalties for each point in excess (which seriously penalises large creatures).

Combat and Armoury

In RQ1 and RQ2, melee is resolved by attack skill check (minus defense) and a d20 for hit location (for humans this is arms, legs, head, chest, abdomen). In RQ3 a new table is provided for missile weapon attacks, but is abandoned in MRQ. A successful hit may be parried with a skill check; RQ3 the Defense value is replaced with a Dodge skill, with critical dodges, special dodges, and simple dodges required to avoid like attacks. In MRQ a cross-reference table is provided for the relationship between critical, successful, and failed attacks, parries, and dodges with new results for Give Ground, Overextend, and Riposte. In RQG a cross-reference table is used to compare degrees of success for an attack versus the degrees of success for a parry or dodge. Multiple parries of dodges in the same round attract a -20% penalty per additional parry or dodge.

A successful attack will damage a character on a rolled location, with hit points for both the total and for locations (low-level scaling issues are noted in RQ1 and RQ2, but fixed in RQ3). In MRQ there is no total hitpoints, although these return in RQG. Damage that exceeds the location will make that location useless (head is unconscious and bleeding, chest is incapcitated likewise, etc). A character may not take more than twice their locational hit points in a single blow. If their location is reduced to -6 hit points (absolute) in RQ1 and RQ2 it is severed or maimed; in RQ3 this is changed to double location hit points for limbs. In RQG such limb destruction requires three times the location's hit points. An

option is provided in RQ1 to add Strike Ranks as a modifier to hit location, or, as an additional option in RQ2, half value at SR 12 for a specific location. In RQ3 edition it is SR 10 at half value.

In RQ1, RQ2, and RQG if a character has a skill over 100% they may split their parries and attacks, depending on Strike Rank availability. Grappling rules are introduced in second edition which allow for location immobilsation or throws, which also exist in RQ3. In RQ1, RQ2, and RQG individual weapons have a minimum STR and DEX requirement; a lack of DEX can be made up with STR at a 2:1 basis; in RQ3, MRQ, and MRQII a reduction of 5% in skill per point lacking is applied. In RQG if both STR and DEX are below the minimum weapon attacks and parries are at half skill. Weapons have variant damage, and a 'breaks at' value cumulative for a combat in RQ1, representing the maximum damage it can absorb when parrying (with the exception of long-hafted weapons, except shields, and short thrusting weapons). This is changed to "hit points" in RQ3, and then AP in RQ3 with a significantly more graduated reduction in performance. In MRQ there is both AP and HP for weapons; when the latter reaches 0, the weapons is useless.

In RQ1, RQ2, and RQG, shields have a base parry chance and absorb damage (8, 12, 16, depending on size), minimum STR for use (5, 9, 12), and variant ENC (1, 2, 3 for small, medium, and large). In RQ3 onwards shields that are not used to parry can be used to protect specific locations against missile weapons depending on size. Armour is sectional and absorbs damage (range 1-6), and has minimum STR (ring mail and higher) and is typically the most significant contribution to ENC. Helmets likeswise absorb damage and hoods may act as padding; they do not have a STR minimum. In second edition the STR requirements for armour are dropped, and a penalty to silent movement is added. In third edition the protective value of armour in increased slightly with plate being increased from 6 points of damage reduction to 8, and in MRQ it is reduced again back to 6, whereas in RQ6 there is gothic plate which has 8. In RQ3 there was scaled price and encumbrance for armour, and this was retained in a much simplified form in MRQ. In RQG, armour values are likewise from 1-6, with the latter representing plate.

The Many Magics

In RQ1 and RQ2, magic is differentiated as "Basic Magic" and "Rune Magic". The former consists of "Battle Magic" and "Spirit Contacts". Battle Magic is cast, powered, and resisted by the character's POW and is temporary in duration (usually 2 minutes, 10 melee rounds) and has a limited range (80 metres; detection spells are 40, and Mindspeech is 160). Each spell has cost rating in POW, which the caster expends. POW is regained 1/4 of their total POW every six hours. A character is limited to holding a number in POW equal to their INT. With the exception of Fireblade (and Invisibility in second edition), all Battle Magic spells are passive. Priests sacrifice POW to gain Rune spells which then can be recovered by spending a week in their temple. Most Rune spells are passive, have a 160m range, take no time (in game-terms) to cast, and many are stackable (with additional limits in second edition).

In RQ3 "Battle Magic" is effectively replaced by "Spirit Magic". Spell-casting now requires a POW*5 roll in addition to a test on the resistance table of magic points of the caster versus the magic points of an unwilling recipient. Magic points are recovered at the rate of 1/24th of the points per hour. The range for all spirit magic spells are 'touch' or 'ranged' (50m). The various Detect spells become active, Fireblade becomes passive, and Invisibility is replaced with a variable spell, Shimmer. Spell duration is clarified as being either "instant" or "temporal", the former still having permanent effects and the latter being 25 melee rounds or five minutes. Rune Magic is replaced with by Divine Magic. Initiates receive access to one-use divine magic spells through a sacrifice of POW. A priest receives spells directly from their deity with the sacrifice of POW, and may reuse a number of divine spells. A check is required for divine spells, although it is 100%-ENC. Divine spells require no INT to memorise, typically have a range of 100m, and a duration of 15 minutes. Most divine magic spells can be stacked. Divine magic spells are typically cast at the character's DEX strike rank and require no further time to cast. In RQ3 a new perspective of magic was introduced in the third edition, sorcery. Learning sorcery requires learning each individual spell as a skill, along with sorcery skills to manipulate the intensity, range, and duration, of spells, along with the ability to cast multiple spells simultaneously.

Confusingly, in MRQ, what was previously known as "Spirit Magic" is renamed "Rune Magic". To acquire a Rune

Magic spell, a character must find a Rune which is a physical etching and then integrate the rune. Spells are cast with the expenditure of Magic Points according to the magnitude of the spell and success with the Runecasting skill, are often resisted by the Resilience skill. The appropriate rune must he held in the character's hands whilst casting the spell. In MRQ, all magic points are recovered every 10 hours or 5 hours whilst resting, effectively increasing the total number of magic points per day from three to almost six times. Four types of magic are available in MRQ II, with runic association; common magic (i.e., battle, spirit, rune), divine magic, spirit magic, and sorcery Typically cast with a related skill, spells can often be resisted by persistence or resilience skills checks.

In RQ6 there is folk magic, animism, mysticism, sorcery, and theism. There is no set rate of return for magic points, although the "medium" is a painfully slow 1 magic point per day. In each case the degree of power available in magic is often strongly differentiated by the social status of the magic-user. Folk magic, the "lower discipline" is what was previously called "common magic". The new Animism is pretty much what the old shaman used to do, that is contact, negotiate, combat, exorcise, and bind spirits. Mysticism involves achieving a higher state of consciousness to transcend normal physical limit, whereas, sorcery invokes magical effects from selection of just over fifty spells. The powerful Theism, is associated with the skills of Devotion (defines potential intensity of spells and devotional pool of magic resources), and Exhort (base chance to call from some sixty-five miracles).

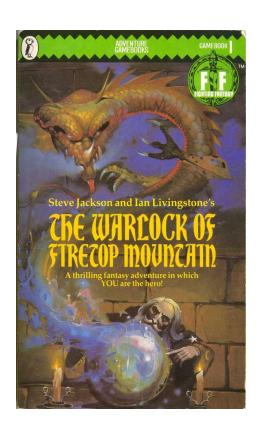
In RQG, there is a return to RQ1/RQ2 with a magic point recovery of 1/4 every six hours with the RQ3 granular rate offered as an option, albeit with the Meditate skill allowing for more rapid recovery. The RQ3 division between spirit magic, divine (Rune) magic, and sorcery is also used. Whilst the derived attribute magic points is used for tracking spell usage, casting and resisting spells is based on POW vs POW. In addition to magic points there are Rune points sacrificed by Initiates and Rune Masters of cults. The maximum number of Rune points is capped by CHA, and spent Rune points can be recovered by Worship ceremonies. In RQG sorcery manipulates Runes with one or more techniques. Sorcerers divide Runes into Elemental Runes, Power Runes, and Form Runes in an impersonal manner and can combine opposite runes in spellcasting. Six techniques are used in sorcery: Command, Combine, Separate, Summon, Dispel, and Tap.

Your RuneQuest Will Vary

Whilst there have been seven published editions of RuneQuest since 1978 the underlying core game-system components should make it clear that "flexibility and modularity" are at the core of a game-system which professed "realism and playability". The degree that the underlying system can take substantial changes without falling apart suggests a high degree of resilience, which has resulted in many years of often furious discussion about various aspects of the RuneQuest rules, and various house-rule implementations according to what a particular gaming group wishes to experiment with. The reality is, to coin a phrase, "Your RuneQuest Will Vary" (YRWV). There are moments when the suspension of disbelief or even the taste of the group may be different to what is officially written. In these circumstances, it is worth the while of the GM and group testing an experimental set of rules, perhaps even from a different edition, recording their change (this will make a great deal of difference during play) and evaluating the change. In nearly all cases, RuneQuest will still be the recognisable game (one can see a range of suggested variations in *RPG Review* Issue 6).

There are some parts of the game system which remain troublesome. It has never really resolved the relationship between characteristics and incremental gains. For example, it is often cited that every ten points of a characteristic represents a doubling in the raw value of that characteristic. Whilst that is reflected in the Resistance Table, many of the derived attributes or skill bonuses have a linear increase. To put simply, *RuneQuest* gets a little creaky when the scale is ramped up. But in the vastly overwhelming number of cases, it works more than just fine. So go ahead - experiment with the game. Use the RQ1 or RQ2 encumbrance rules, the RQ3 cultures and occupations, the MRQ combat actions and strike ranks, the MRQII backgrounds, the RQ6 combat special effects, the RQG setting and magic and so forth. The game can take a lot of changes and still remain *RuneQuest*; and that, at least in part, is why it has survived so well when so many others have fallen on the wayside.

Next Issue of RPG REVIEW



Issue #41, December 2018
Solo Adventures and One-on-One RPG Campaigns: Tunnels & Trolls, The Fantasy Trip, Fighting Fantasy, RuneQuest SoloQuests, Endless Quest, HeartQuest, and much more!