

The World of Glorantha...

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

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

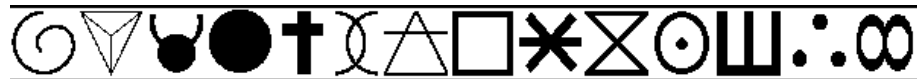
Among the gods of Glorantha are: *Orlanth*, self-titled King of the Gods; *Humakt*, warrior god of Honor and Death; *Chalana Arroy*, the Healer whose followers are sworn to non-violence; *Issaries*, god of traders; *Aldrya*, goddess of plants and elves; *Eurmal* the Trickster; *Yelmali*, son of the Sun,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

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

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

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

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To Kill A Monster

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

A RuneQuest/Glorantha scenario

The Troll Hunter

Huge, strong, and incredibly tough. A master of animals, particularly giant insects. Able to eat anything, even rocks. Creature of the night.



How to Play

These are simplified RuneQuest 3 rules.

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

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

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

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

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

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

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

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

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



The Troll Hunter

Character: _____ Player: _____

Characteristics: Strength: 22 Constitution: 19 Size: 19 Intelligence: 14
Power: 14 Dexterity: 16 Appearance: 16 (6 to non-Uz)

Personal Magic Points: 14

Hit Points: 19

Skills: Insect Lore 95, Animal Lore 90 Boat 35, Butcher 95, Climb 90, Craft Hide 85, Devise 90, Dodge 80, First Aid 65, Hide 99, Jump 80, Listen 95, Scan 99, Search 99, Sneak 95, Throw 99, Track 99, Troll Lore 65, World Lore 50

Spells: Spirit Magic: Armoring Enchantment (1), Befuddle (2), Bludgeon 4, Darkwall (2), Demoralize (2), Dullblade 3

Rune Magic (reusable): Divination (x3), Draw Beast (x3), Heal Wound (x2), Sanctify (x1), Soul Sight (x2), Sureshot (x3)

Weapons:

Troll Maul: Attack 75, Parry 80, Damage 2D8+2D6, Armor Points 16, SR 5
Sling: Attack skill 99, Damage 1D6+2D4, Range 100 meters

Armor: Enchanted lead ringmail + skin plus leather — 8points.

Possessions: Material for 7 snares (require Devise roll), 50m of rope, cooking pot (helmet), spices, 4 bottles of Powzie (troll beer, POT 14), riding beetle, 3 assorted cages, skinning tools, preservatives, 7 silver coins, 11 coppers, 73 lead bolgs (troll coins/sling stones/food).

Description: You are a Master Hunter of Zong. Among the Uz, the people of Darkness, you are accounted respect. Even though you are only a male, it is your great hunting skills which fill the pot. In the night, you move more silently than a ghost; your keen Darksense (sonar) reveals all of the night's secrets to you. Although you can stand the Hot Burner (which non-Uz call Yelm, the sun), you're always more comfortable at night. Like all trolls, the new metal (iron) burns you terribly, causing you double damage.

Like all your kind (even the cursed and stunted Trollkin) you can eat almost anything—bones, trees, dirt, rocks, anything. But some things taste better than others. Dwarves and Elves are delicious, but for as long as you're with your non-Uz friends you rein in your appetites. Maybe next year, if there's a war. In the meantime, you're having fun doing new things with your friends.

Your allied spirit is *Blatt* (Power 15, Intelligence 10), a Size 5 beetle that can fly. It has 8 hit points, and is your loyal friend. Blatt knows the spirit spells of Extinguish 3, Heal 2, Speedart (1), and Spirit Screen 4. He can also cast any of your spells, and you can cast any of his. If you are injured, he will heal you and try to protect you. You can see through his eyes by concentrating, and draw on his magic points to cast your spells. His bite does 1d6 damage.