



Acid Type

Damage per Combat Round

Treatable With...

Weak	1D2	Water – the residual acid can be washed away by the victim if a source of water, or similar fluid, is available. It takes a minute of washing to remove the acid: whilst being washed away the acid does not inflict any further damage, but the victim must focus on treating the affected location with water and cannot undertake any further actions. If he interrupts the washing process he continues to suffer 1 point of damage per round until it can be completed.
Strong	1D4	First Aid skill – a successful First Aid roll is required to reduce the acid's type from Strong to Weak; the victim continues to sustain damage from the acid whilst the First Aid treatment is being made. Thereafter the weak acid can be treated as noted above. If the First Aid roll is a critical success, then the acid is neutralised without needing further attention.
Concentrated	1D6	Healing skill – a successful Healing roll is needed to reduce the acid's type from Concentrated to Weak. Thereafter the weak acid can be treated as noted above. If the Healing roll is a critical success, then the acid is neutralised without needing further attention.

or Concentrated. For game purposes *RuneQuest* assumes that contact with the acid is significant or sustained, rather than just a droplet or two.

A splash or spray of acid lasts only for a single round before it ceases working. Immersion in a considerable volume of acid however, inflicts the damage every round until the victim or location is removed and treated.

Armour slows the effects of acid but does not stop it. An armoured location has its APs reduced by the acid's damage until it reaches zero Hit Points, at which point the damage is then transferred to the Hit Location that it had been protecting. Armour reduced to zero AP is rendered useless as the acid burns through bindings, straps and joints.

Asphyxiation/Suffocation/Drowning

If prepared, Adventurers are able to hold their breath for a number of seconds equal to CON x5.

If unprepared (and as the circumstances are too varied to summarise, Games Masters must determine if an Adventurer is prepared, or able to prepare), the Adventurer must make a Resilience roll successfully to be able to gasp enough air and retain it without panicking, for CON x1D4 seconds. If the Resilience roll fails and/or when the Adventurer reaches the point where he must struggle to breathe, then damage sustained through asphyxiation/suffocation or drowning is as follows:

Make a (further) Resilience roll

- * If the roll is a critical success, the Adventurer takes no damage that round.
- * If the roll is successful, the Adventurer sustains 1D3 points of damage to the Chest that round.

- * If the roll fails, the Adventurer sustains 1D3 points of damage to the Chest and Head that round.
- * If the roll is fumbled, the Adventurer sustains 1D6 points of damage to the Chest and Head that round.

The process continues until the Adventurer is able to breathe normally again or they die.



When fired (preferably upward into the air) the arrow corkscrews and emits a distinct and piercing wail that can be heard on a clear day for up to five kilometres. If actually fired at a target, the arrow has a –20% penalty to hit and will cause half damage if successful.

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

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

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

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arbalest bolts (10)	1/2	1	5 SP
Arrow, bodkin (10)	1/1	—	1 SP
Arrow, broadhead (10)	1/1	—	2 SP
Arrow, fishing	1/2	—	2 CP
Arrow, signal	1/1	—	3 CP
Arrow, wood-headed	1/1	—	2 CP
Blowgun darts (10)	1/1	—	2 SP
Crossbow bolts (10)	1/1	—	2 SP
Sling bullets (10)	1/1	—	5 CP

Using Ranged Weapons in Close Combat

Just as close combat weapons are not designed to be thrown, so most ranged weapons are not generally designed to be used in close combat. Sometimes, however, adventurers will be left with no option but to club someone with a crossbow butt or stab an enemy with an arrow...

If used in close combat, a projectile weapon or its ammunition is usually treated as an improvised weapon. Use the most applicable combat skill the Adventurer has but apply a –2 modifier to any damage rolled, reflecting the inappropriate use of the weapon.

FOOD & LODGING

Merchants, explorers and adventurers can rarely expect to sleep in their own beds every night if, indeed, they possess homes. The following therefore illustrate the cost of living for those who are perpetually on the road.

Food & Lodging

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

GENERAL ITEMS

The following items, whilst billed as general, cover a range of specifics as well as day-to-day adventuring needs. Some are more useful than others but resourceful Adventurers will be able to find a use for just about any of the items listed in the following General Items table.

Each item has a description noting any specifics or game effects. The Cultures column notes which cultural backgrounds are *most likely* to have access to the item – although this is offered as a guideline only. If an item has no ENC value, it is light enough to be negligible when carried.





SPELL TRAITS & DESCRIPTIONS

Every Common Magic spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by spells are detailed here.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects remain in place as long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it. If two identical spells are cast on the same target, only the spell with the greater Magnitude takes effect – their Magnitudes do not stack.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude. The spell can also be cast at a lower Magnitude if the caster desires.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Evade/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make an Opposed Test of their Evade, Persistence or Resilience (as specified by the spell) against the casting roll, in order to avoid the effect of the spell entirely. Note that Resist (Evade) spells require the target to be able to use a Combat Action in order to Evade.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell temporarily lies dormant until an event stated in the description takes place. The spell then takes effect and is expended. If the triggering event does not occur within five minutes, the spell fades.

COMMON MAGIC SPELLS

Abacus

Instant, Magnitude 1

This spell allows the caster to instantly count the quantity of individual pieces, parts or units that one collection of something

has. The caster must specify what is being counted: sacks of grain on a barn floor, trollish infantry in an army, arrows in a stockpile and so on. This number will be exact and unerring but will not account for miscalculations due to poorly defined terms for counting.

Armoursmith's Boon

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Craft Skill Test involving any sort of forged metal and cannot stack with any other spell-effect bonuses.

Babel

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

Bandit's Cloak

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Stealth Skill Test involving any sort of hiding or lurking and cannot stack with any other spell-effect bonuses.





Autonomous, Resist (Persistence/Resilience)

If used malevolently, Enhance (STR, DEX, CON or SIZ) are resisted with Resilience; Enhance (INT, POW or CHA) are resisted with Persistence.

Fly

Form/Set (Substance)

Normally this spell is only employed on inanimate substances. However, if used against a living or animate creature, the spell must be able to affect the entire target and the target receives an opposed Resilience roll to resist. No damage is inflicted on those that fail but their appearance and outward physique may be warped as desired.



Broo

Creatures of Chaos, broo are twisted hybrids of men and deer, antelopes or goats. They are the beastmen of legend and engage in the foulest practices, rubbing dung into their fur and worshipping the gods of disease. There is no standard form for a broo and all are mongrels roaming wastes, deserts, swamps and mountain ranges. Raiding any group of creatures weaker than themselves, they often take prisoners for sadistic torture or food.

Broo frequently carry disease: the chance of a broo having a disease is equal to its POW x5 (so 55% for a typical broo). If so, anyone wounded by the broo is exposed to its disease.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	-7
CON	1D6+12	16	4-6	Left Leg	-7
SIZ	1D6+12	16	7-9	Abdomen	-8
INT	2D6+6	13	10-12	Chest	-9
POW	3D6	11	13-15	Right Arm	-6
DEX	3D6	11	16-18	Left Arm	-6
CHA	2D6	7	19-20	Head	3/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+12

Typical Armour: Horns (AP 3, Head only)

Traits: Diseased (Creeping Chills – see page 55)

Skills: Athletics 60%, Dodge 40%, Perception 50%, Persistence 43%, Resilience 55%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%

Weapons

Type	SIZ	Reach	Weapon Skill	Damage	AP/HP
Head Butt	S	T	60%	1D6+1D2	As for Head
Club	M	S	60%	1D6+1D2	4/4
Shortspear & Shield	M/L	L/S	50%	1D8+1D2/ 2	4/5 and 4/12

