

# INTRODUCTION

Welcome to the *RuneQuest Companion*. This book is intended to pick up where the core rulebook for *RuneQuest* left off. Though the core rulebook provides everything absolutely necessary to play *RuneQuest*, players and Games Masters alike will find that the *RuneQuest Companion* is a valuable addition to play.

The *RuneQuest Companion* expands on some of the rules from the core rulebook and also offers a large number of new rules for use in the game. Within these pages, readers will discover the secrets of the spirit world and how to handle spirit combat in *RuneQuest* – and they will also meet a few of the more common and more dangerous denizens of the spirit world. New and powerful styles of magic are explored as well, from the faithful priest who gains magical power directly from his god to the learned sorcerer who uses skill and will to wrench magic into existence, to change it and manipulate it.

The discussion of magic is hardly limited to new spells; the process of creating permanent items of magical power is discussed in detail. Within these pages are the secrets to locking ghosts within binding enchantments, forging divine protections for temples and establishing conditions on enchanted items to dictate whom they will work for and how.

The *RuneQuest Companion* also contains an expanded chapter on cultural backgrounds and professions. From the primitive herbalist, to the mariner sailor, to the civilised tumbler, players will find a host of new backgrounds and professions to suit any character idea.

The lives of adventurers are not put on hold when they return from the wilderness and the *RuneQuest Companion* explores this as well. The Between

Adventures chapter provides rules for making a living while inside a city – legitimately or not – as well as covering a wide variety of topics important to the adventurer who finds himself between adventures. This includes such things as item creation time, item quality and how much things might cost in different areas of the world. Of particular interest are the discussions of item quality – the products of master craftsmen and the benefits these masterpieces of the craft can bring to the characters that use them.

A huge part of the life of a hero is spent travelling. After all, no character can expect to spend his days in the comfortable environs of a city's finest hostel, waiting for all the adventures and challenges of the world to trudge their way across the globe to his door. Indeed, as most adventurers know, the greater the challenge and the greater the reward, the more remote and forbidding the locale. The Travel chapter offers simple and streamlined rules governing journeys made by land and by sea, allowing a Games Master to easily determine the time required and the troubles encountered along the way. Sea travel in particular is discussed in detail, from travel times, to storms, to fires, to combating enemy ships. The Games Master will find simple and straightforward rules that allow him to add flavour and peril to a sea journey without consulting a score of tables or making dozens of die rolls. Lastly, the Travel chapter introduces a variety of ships to *RuneQuest*, delineating their statistics and prices.

Finally, the *RuneQuest Companion* closes with a chapter on Temples, replete with details on these permanent and semi-permanent religious structures. From humble woodland sites to the majesty of a great temple, what separates one from the other is fully discussed and delineated, and a selection of example temples is included for ease of reference.

# NEW CHARACTER RESOURCES

This chapter of the *RuneQuest Companion* is designed to significantly expand the number of options available to players of *RuneQuest*. Human characters may come from almost any culture imaginable, with a wide array of skills and professions learnt throughout their lives. By combining the rules below with those available in the core rulebook for *RuneQuest*, players and Games Masters can find the right background, profession, skills and cults to fit almost any character concept.

## Backgrounds & Professions

The core rulebook for *RuneQuest* provides rules for four types of background for Player Characters – peasant, townsman, barbarian and noble. Clearly, these do not tell the entire story of human civilisation. There are as many different human civilisations as there are words to describe them, from the benighted to the enlightened, from the open to the xenophobic. Obviously, minor variations in the temperament and proclivities of an individual culture are beyond the range of the *RuneQuest Companion*; such things are best left to books detailing individual worlds. However, there are important distinctions between cultures of varying technology and social levels, and that is the subject of this section of the *RuneQuest Companion*.

## New Cultural Backgrounds

The player is free to choose the background the character comes from (with Games Master approval), which determines Basic skill bonuses, starting money and which Advanced skills are available. The backgrounds available are listed below. These may be used in addition to those presented in the *RuneQuest* core rulebook.

**Civilised:** These characters hail from a culture that is more advanced than most found in a fantasy world.

This culture may be experimenting with the beginnings of such technological marvels as steam engines and black powder. In a civilised culture, education is becoming a right, not a privilege, and the skills of the civilised character reflect this. However, he may be lacking in some of the skills that characters from other backgrounds will depend upon for survival in a harsh world.

**Mariner:** A character from a mariner culture has spent his life on or around the sea. A mariner culture is not something found in every port city – such a character belongs more to the townsman or civilised background. Instead, a mariner culture evolves when the sea is the primary influence on the people. Mariner cultures grow in such places as island chains, remote ports and even amongst a people who spend their entire lives at sea.

**Nomad:** Nomadic people are constantly on the move, with no home and hearth to call their own. They may move aimlessly about, or they may have several camps

## The Rune of COLD



# DIVINE MAGIC

**D**ivine Magic is magical power granted not by a random rune the character has integrated, but rather by the direct action of the character's god. By voluntarily sacrificing points of POW, the faithful are gifted with magical abilities.

Unlike Rune Magic, Divine Magic is not available to everyone. It cannot be gained by simply stumbling upon a rune out in the wilderness. Rather, Divine Magic is carefully meted out to the members of a cult. Generally, only worshippers ranked as initiates and above will have access to Divine Magic, and even then, only to those Divine Magic spells appropriate to the cult.

## Divine Magic - A Brief Summary

Though Divine Magic shares some qualities with Rune Magic, it is very much its own entity. Divine Magic is not based on runes – the character who receives Divine Magic receives the actual spell.

Before a spell can be cast using Divine Magic, the following process must be followed:

- ☒ The character must first acquire the spell through prayer. In order to acquire a particular Divine Magic spell, the caster must possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion.
- ☒ Once the Divine Magic spell has been granted, the character will be ready to try casting it:
- ☒ To cast a Divine Magic spell, the character must make a Lore (Specific Theology) skill test appropriate to the spell in question.
- ☒ If the test succeeds, the spell's effects take place and the spell is lost from the caster's memory.

- ☒ If the test fails, the spell does not take effect – but the spell is not lost from the caster's memory.

## Acquiring Divine Magic

Acquiring Divine Magic is at once simple and difficult. To receive a Divine Magic spell, the character must merely possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion. However, the character must also have dispensation from the leading Runepriests of his chosen place of worship.

### Acquiring a Divine Magic Spell

Magnitude	Minimum Temple Requirement	Cost	Prayer Time
1	Site	50 silver	1 day
2	Site	100 silver	2 days
3	Shrine	200 silver	3 days
4	Shrine	400 silver	4 days
5	Minor Temple	800 silver	5 days
6	Minor Temple	1,600 silver	6 days
7	Major Temple	3,200 silver	7 days
+1	Major Temple	x2	+1 day

The Minimum Temple Requirement represents the fact that the character must be at a sufficiently holy sanctified site in order to for the god in question to grant the spell to the character. Such temples will also have experience acolytes or Runepriests that can aid the character in their religious supplications.

However, if the character is a Runepriest himself and within the effects of a Consecrate spell of a Magnitude equal to or greater than the required Divine Magic spell, he may pray as if he was in a temple.

Cults tend to charge a lower monetary cost for Divine Magic than for Rune Magic, as detailed on the Acquiring a Divine Magic Spell table. This is for the simple reason that anyone learning Divine Magic from a cult is already an active member and it benefits the cult to make active members more powerful.

# SORCERY

Sorcery is magic not rooted in runes or gods but rent from the fabric of the world by the will of the sorcerer. It is one of the most difficult and complex types of magic available in *RuneQuest* yet also potentially the most powerful.

In its base form, a Sorcery spell is not very strong. The true power of the sorcerer lies in his ability to manipulate the magic, to increase the damage, range, duration or targets of a spell through his skill and knowledge. The most powerful sorcerers are truly awesome individuals, men and women (and beasts) with the power to lay low armies with naught but a few words and gestures. Of course, reaching that level of power is a long and dangerous road.

## SORCERY - A Brief Summary

Rune Magic requires a character to find and integrate runes. Divine Magic requires the devotion of the faithful toward a cult. In both cases the magic comes from without. A sorcerer does not need to rely upon runes or gods for his powers – he gains them through study and dedication. Before a spell can be cast using Sorcery, the following process must be followed:

- ☒ The character must first learn the spell through research. In order to learn a particular Sorcery spell, the caster must possess the spell in written form or be taught it by a mentor.
- ☒ Each Sorcery spell is governed by a separate Magical skill. A particular spell's skill is automatically acquired at its basic score when the spell is first learned. This skill may be improved normally though the use of improvement rolls (see page 94 of *RuneQuest*).
- ☒ Once the Sorcery spell has been learned, the character will be ready to try casting it:

- ☒ To cast a Sorcery spell, the character must make a Magical skill test appropriate to the spell in question, for instance, a sorcerer casting Palsy must make a Palsy skill test.
- ☒ If the test succeeds, the spell's effects take place.
- ☒ If the test fails, the spell does not take effect.
- ☒ Sorcerers are able to manipulate their magic through use of the Manipulation skills (see page 25). These allow the sorcerer to change the parameters of a spell with each casting. A sorcerer may Manipulate the Magnitude, Range, Duration and Targets of any spell he casts – he may even Combine multiple spells into one casting. It is not necessary to have the Manipulation skills in order to cast Sorcery but without it, the sorcerer is limited to the base parameters of spells.

## Acquiring Sorcery

Acquiring Sorcery is an effort of will, intelligence and research. In order to be a sorcerer, all a character need do is learn one Sorcery spell. New Sorcery spells can either be taught by a mentor or discovered through research. In either case, treat the Sorcery spell as a new Advanced skill that must be learned. Thus it takes two improvement rolls to learn any Sorcery spell. Once learnt, the character gains the specific spell's Magical skill (Fly skill for the Fly spell, for instance) at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practise as well as research.

A sorcerer may only know a maximum number of Sorcery spells equal to his INT Characteristic.

