

ENCHANTMENTS

Practitioners of every sort of magic have ways to make magical effects permanent – to create items of lasting power to aid themselves and their companions and followers. The precise methods used by practitioners of Rune Magic, Divine Magic and Sorcery to create magic items vary but the end result is the same.

What is an Enchantment?

An enchantment is a permanent magical effect. As a permanent effect, it cannot be easily dispelled, dismissed or neutralised.

Naturally, such a potentially powerful effect does not come without a price. While casting spells may only cost Magic Points, creating an enchanted item costs a character permanent POW. The exact cost depends upon what sort of enchantment is being created – the more powerful the final enchantment will be, the higher the cost in POW.

Almost anything can be enchanted, from a scrap of paper, to a sword, to a ring, to the hit location of a creature. The creator of the enchantment must be able to inscribe the proper runes for the enchantment, however, so creatures without SIZ, such as spirits, are exceptionally difficult to enchant. Just as any item can be enchanted, so too can any place. Priests use enchantments to protect their temples from the depredations of infidels, as sorcerers do their own abodes.

Though an enchantment cannot be dispelled, dismissed or neutralised, it is hardly invulnerable. An enchantment is only as strong as the object it is placed on. If that object is broken, torn or destroyed, so too is the enchantment.

Unless the enchantment has specific limitations to the contrary (see page 43), anyone can use an enchanted item.

Enchanting (DEX+POW)

This Magical skill is required to create an enchanted item. Though it is known by many different names (practitioners of Rune Magic call it Runesmithing, while almost every cult has an individual name for it) the skill is essentially the same practise for all types of magic. Thus, a character who practises both Rune Magic and Sorcery does not need two separate Enchanting skills for the two types of magic he practises.

Enchanting Process

The following description describes in general the steps required to enchant an object, place or person.

I. Preparation

The enchanter must select the item to be enchanted and inscribe the appropriate runes on the object. How the enchanter does this is up to him but the more permanent the inscription the better. If the runes are destroyed, so too is the enchantment. Thus, an enchanter will usually etch his runes into steel, carve them into wood and tattoo them on a creature. The item itself need not be of particularly high quality in order to be enchanted, though an enchanter will often use the best available resources – after all an exquisite halberd that has been enchanted with a Weaponblessing is inherently superior to a normal halberd with the same enchantment.

Requisite Spell

A character must have the requisite magical knowledge in order to enchant an object. Simply put, they must know at least one requisite spell in order to create a magical item. Note that a character only need know *one* of the requisite spells. In the case of Divine Magic, the spell must be ‘in mind’ for the entire duration of the enchantment.

Spirit Combat

Though many spirits may have access to various offensive abilities, all of them may attack any other spirit – or any creature that happens to be visiting their spirit world – in a manner similar to normal combat. They may also attempt to interact with the living by attacking a creature's soul. Some spirits even have spellcasting capabilities...

In return, corporeal creatures have regrettably few recourses to spiritual attacks. Normal attacks will not affect spirits. Magical weapons will harm spirits, though, as will some spells. The most effective way to take on spirits, however, is to either project one's own spirit into their world or fully shift one's being into that world.

Spirits versus Spirits

Movement, attacking and defending in the spirit world are principally similar to normal combat, except that the spirits involved move faster and obey their own metaphysical laws. The following should be borne in mind when spirits engage in combat in the spirit world:

- ☒ Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.
- ☒ Regardless of the apparent weapon used, a spiritual attack is made of the spirit's own willpower, rather than metal or wood as a real weapon is. As such it always inflicts only its Damage Modifier to a target (minimum of one point of damage).
- ☒ Similarly, armour is of no use in the spirit world. While a spirit may appear to be clothed in full plate armour, this is not in fact the case and the damage of an attack will not be reduced by any apparent armour. Note that some particularly powerful spirits may have magical items or abilities that endow themselves with armour that *is* effective in the spirit world, however.
- ☒ Spirit combat is actually a far more controlled battlefield than any found

in the physical world. There are no rocks to trip over, no armour straps to break, no sun to unexpectedly get in a combatant's eyes. Thus, while spirit combat is just as prone to critical hits and fumbles as any other combat, there are far fewer other mitigating factors. All spirit critical hits simply do maximum possible damage from their Damage Modifier and fumbles are simply failed attacks.

- ☒ Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.
- ☒ Spirits do not suffer injuries, though they will be dissipated (see page 46) if their hit points are reduced to zero.
- ☒ Spirits do suffer from Knockback but only if a blow exceeds their POW (rather than their SIZ).



BETWEEN ADVENTURES

By their very nature, adventurers tend to spend a great deal of their time in uncharted or hostile wilderness, hunting terrible beasts that prey upon the innocent, questing for runes, carrying out missions for their cults or any of a hundred other reasons.

From time to time, however, even the most devoted (or greedy) adventurers must leave the wilderness. Whether they are in need of healing, supplies, money, training or simply wish to spend a few days without the shadow of imminent death hanging over their heads, now and again adventurers must return to civilisation.

Just because the adventurers are now ensconced behind stone walls and surrounded by the press of humanity does not mean their lives come to a standstill. Even in the dubious safety of a city, there is still plenty for adventurers to do to occupy their time.

What Makes a City?

Throughout this chapter, reference is made to various sizes of settlements, from small villages to large cities. It is therefore useful for both the Games Master and players to know what generally differentiates a large town from a small city and so on. The two smallest rankings, the wilds and the hamlet, do not appear in many areas of this chapter, as they are too small for Player Characters to do much of anything in.

The Wilds

In *RuneQuest*, any area without human habitation is considered to be in the wilds. There may be some settlers here and there, either hermits or a single family, but these people will be eking out a subsistence living off the land, either as farmers or hunters. Money has little or no value here and any trade must be done according to the barter system – trading goods and/or labour for whatever is needed.

The Hamlet

A hamlet is a tiny village, usually with between one and five extended families living in the area. The vast majority of the hamlet's people will be involved in whatever the primary industry of the area may be – farming in grasslands, fishing on a waterway, logging or hunting in a forest. Much as with the wilds, the primary unit of exchange in a hamlet is bartering, though such people often have a few coins' worth of actual money as well.

The average hamlet will have a number of people with auxiliary skills. For instance, though all adults may be farmers, one or two may also have skill as thatchers or carpenters, trading their knowledge and labour in return for additional food or other goods. It is unlikely a hamlet will have even so much as a maintained shrine inside it. Citizens of a hamlet must rely on itinerant peddlers for any goods they cannot produce themselves. Such peddlers commonly pass through once a month or so.

This is the most common settlement type of Primitive peoples.

The Small Town

A small town is significantly larger than a hamlet, usually boasting a population of between 100 and 300 people. Like hamlets, the majority of the people in a small town will be involved in whatever the primary industry of the area is, but they will also have some citizens specialised in other trades. A small town will almost always have at least one dedicated thatcher, tool smith or farrier, carpenter, potter and weaver.

Most villages include a resident priest who serves as spiritual caretaker for the people and administer of a local shrine. Commonly, this priest would only qualify as an initiate in a larger city but it is not impossible to find a village shrine administered by a retired acolyte who attained great status in his youth.

Penetrating

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (twice)

A Penetrating weapon is made to bypass an opponent's defences, either through overwhelming power or amazing speed (depending upon the type of weapon). Opponents suffer a -10% penalty on parry tests to parry this weapon.

Swift

Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (twice)

A Swift weapon is perfectly balanced and designed to easily change direction and speed. This makes it incredibly hard to dodge. Opponents suffer a -10% penalty on dodge tests to dodge this weapon.

Warrior's

Weapon Effect, Minimum Craftsmanship: Exquisite, Stackable (four)

A Warrior's weapon is designed to aid the wielder do his job. Specifically, it grants a +5% bonus to all relevant Weapon skill tests when used. Thus a Warrior's battleaxe provides a +5% bonus to the wielder's 1H Axe or 2H Axe score, depending on how the wielder is using the weapon.

Home & Hearth

It is the lot of Player Characters to make their homes in roadside inns or on the rough trails of the wild. Many will go for year upon year without lying twice in the same bed or under the same roof. As the Player Characters continue to accumulate wealth and fame, however, they may one day turn their attention to creating a home of their own.

The Building Costs table lists construction costs for a variety of structures. As with all other prices in this chapter, there are variations depending upon where the character wishes to build. Of course, these prices are

highly fluid, depending on a number of factors beyond the scope of this book. For instance, if a character wishes to build a stone castle in a place where there is no quality stone, requiring him to import it from afar, the price should rise steeply.

The primary function of settlement size in the Building Costs table is to denote the availability and price of quality labour. Building a large castle in a heavily settled area allows the character access to significant numbers of workers. On the other hand, if a character has his heart set on building such a castle in the area of a large city, cost is likely to be the least of his concerns. A king, for example, will not look kindly on someone constructing a walled fastness next door to his palace. If the character decides to build his large castle in the midst of unclaimed wilderness, he can certainly do so without worrying about stepping on a noble's toes... but getting a sufficient crew out in the middle of nowhere to work on his castle will raise the price dramatically.

Maintenance

An unattended building will eventually lapse into disrepair. Later, it will lapse into rubble. In order to keep a building a good order, the owner must pay for maintenance and repairs at an annual cost of 2% of the building's construction cost. Obviously, this presumes nothing calamitous happens to the building.

Construction Time

There are a vast number of variables that can impact how long it takes to construct a new building but assuming availability of materials, the Games Master may use the following rule of thumb. Every construction worker generates 100 silver of the building's total construction cost for every full day of work. Thus, it would take eight men a single day to raise a commoner's house, while it would take 100 men 50 days to build a stone tower.

These times assume a workforce of nothing but workers. Construction time can be decreased by hiring journeymen and foremen (see below).

