

## Water Travel

Transporting goods and people by water is an essential element of most fantasy worlds, as well as a cusp event in the growth of a civilisation. A ship under sail can carry more cargo than a hundred horses and it can take that cargo to places horses cannot possibly reach.

The rules given in this section of the *RuneQuest Companion* provide the basic information necessary to incorporate ship travel and ship combat into a *RuneQuest* campaign. These are rules designed for efficiency and ease of use, not as an encyclopaedic treatise on the art of sailing, as such a topic could easily consume ten books this size.

## Ship Designs & Statistics

Each ship detailed in this chapter of the *RuneQuest Companion* shares the following characteristics, whether the ship in question is a mighty warship or a simple canoe.

**Length:** The distance from bow to stern.

**Beam:** The widest part of a ship – usually in the middle. Ships equipped with oars will have the beam of the ship increased when the oars are employed. The inclusion of oars is considered to increase a ship's beam to half again its original rating.

**Draft:** The depth of water needed for the ship to manoeuvre effectively and avoid running aground. This is the distance between the ship's keel and the waterline.

**Freeboard:** The minimum height between the ship's gunwale and the waterline. Comparing two ships' freeboards can help give the vertical distance a character needs to achieve when jumping from one to the other.

**Capacity:** This indicates the cargo capacity of the ship in tons. This number reflects the ship's cargo capacity in addition to the weight of the ship's rigging, crew, provisions and so forth.

**Speed:** The speed at which the ship travels per Combat Action / per 12 hour period. A ship that relies solely upon sails for propulsion is dependent on the wind for its speed (see page 75).

**Seaworthiness:** The ability of the ship to stand up to the rigours of sailing. All ships must undergo frequent maintenance in order to keep their Seaworthiness rating from deteriorating.

**Hull:** The hull acts as the ship's armour, just as a suit of chainmail does for a man.

**Structure Points:** Essentially, structure points are a ship's hit points. Damage to these represents damage to the integrity of the ship itself and ships do not heal of their own accord. A ship must be hauled into drydock for structure points to be repaired.

**Weapons:** This entry denotes the number of naval weapons that can be mounted on the ship.

**Ram:** This entry denotes whether or not the ship is capable of mounting a ram. Just because a ship can mount a ram, does not necessarily mean it will. The statistic given in parentheses indicates the damage a mounted ram will cause to a rammed ship.

**Skill:** Every ship has its own peculiarities and each design presents different challenges. This entry firstly denotes which skill is used when operating the ship (nearly always either Boating or Shiphandling). Also, though any ship can be operated under ideal conditions without the necessity of a skill test, when the ship and crew are called upon for more extreme endeavours, this modifier is applied to the skill test. Note that this modifier is in addition to any others the Games Master feels are appropriate.

## Barge

Operating off the same principles as a raft, a barge is a larger and sturdier vessel. It retains the raft's wide, flat bottom, which allows it to carry a good amount of cargo but its low Seaworthiness keeps it in its place as coastal vessel, or, more commonly, a transport that never leaves harbour.

## Rowboat

This small craft is often carried as an auxiliary boat aboard large ships, allowing the crew to come to shore without the need of a deep draft and docking facilities required by a ship.

**Hull:** 2

**Structure Points:** 15

**Seaworthiness:** 15

**Length:** 3m

**Beam:** 1.5m

**Capacity:** 0.5 tons

**Freeboard:** 0.6m

**Draft:** 0.3m

**Crew:** 1 rower

**Speed:** 2m / 16.8km

**Weapons:** None

**Ram:** No

**Modifier:** Boating +0%

**Cost:** 300 silver

## Trireme

Fast and deadly, the trireme is a mammoth warship. It mounts three banks of oars on either side and is an exceptional vessel for all types of warfare. Unfortunately, the large number of oars it mounts require a large number of rowers.

**Hull:** 4

**Structure Points:** 80

**Seaworthiness:** 18

**Length:** 37m

**Beam:** 4.5m

**Capacity:** 1.5 tons

**Freeboard:** 3m

**Draft:** 2.5m

**Crew:** 170 rowers, 25 officers and sailors, 20 soldiers

**Speed:** 6m / 51.6km when rowed

**Weapons:** Three

**Ram:** Yes (D4 points of damage for every metre of speed)

**Skill:** Shiphandling +0%

**Cost:** 25,000 silver



# TEMPLES

**B**astions of the faithful and fortresses of divinity, temples of all sizes and descriptions dot the landscape. Every temple is different, each with its own costs, abilities and resources. This chapter of the *RuneQuest Companion* takes a closer look at temples, what it takes to build, operate and maintain them, as well as what benefits they have to offer worshippers. The chapter closes with a look at an assortment of sample temples of varying sizes.

## Centres of Worship

Centres of worship can be found everywhere, from the mightiest cities to the smallest hamlets. The variety of gods worshipped at these centres will depend, of course, on many factors. Generally, a culture, nation or community has one or two favoured cults, which make up the lion's share of worship centres within that area. However, so long as a cult is not illegal or diametrically opposed to the prevailing religious beliefs, it is always possible for small centres of worship to less popular gods to be found.

In large part, it is up to the Games Master to determine the prevalence of any single cult or religion in his campaign world. The upcoming sourcebook on Glorantha will also contain information on which cults are most prominent in which areas of the world, as will future 'world' sourcebooks published for *RuneQuest*.

The size of a centre of worship often is tied directly to the size of the community it serves. For example, a major temple will likely never be found in a hamlet – such ostentatious expense would be wasteful on the part of the cult. On the other hand, it is entirely possible to find sites within major cities, though these sites will be devoted to little-known or outcast cults. Again, placement of centres of worship falls within the purview of the Games Master.

## Functions of a Temple

A temple is designed to serve the following functions. All temples, regardless of the cult, share these attributes.

### Worship

Obviously, this is the most important aspect of a temple. Here, a congregation meets regularly (once a week or more often) to offer supplication to a god. The ceremonies are usually led by a Rune priest or acolyte.

### Learn & Recover Magic

Doubtless the most important aspect of a temple as far as Player Characters are concerned, temples act as centres to learn and recover Divine Magic and cult-specific Rune Magic. All temples, no matter how small, allow the learning and recovery of some Divine Magic spells. However, the number of spells learnable at any given temple is dictated by the size of the temple (see page 9 for details).

### Temple Defence

All but the smallest centres of worship (and sometimes even the smallest) have divine defences to guard against an attack, allowing a temple to care for itself even in the absence of worshippers. The most basic defence is that of a permanent Consecrate spell in effect over the temple grounds – consult the Temple Defences table.

Where other magical defences are noted, these effects only take place within the consecrated area and are renewed on a regular or occasional basis by resident (or passing) clergy, normally in tandem with Extension spells. Common magical defences include: Absorption, Fear, Illusions, Madness, Reflection, Shield and True (Weapon) spells.

Of course, magical defence is not the sole bulwark against aggressors. Larger temples employ guardians to protect the faithful and the treasures of the temple, though not necessarily in that order. Drawn from the ranks of the worshippers, these guards are extraordinarily loyal. Temples of shrine size and larger will have resident guards and very large temples often employ nonhuman guardians as well.

