

You may only use Wall Leaping if not Overloaded, Exhausted or Debilitated. The entirety of your movement in a Combat Action may be made along a vertical surface, allowing you to bypass an obstruction that might otherwise block your path or even climb a wall at lightning speed. This can result in you running up a wall with one Combat Action, attacking an enemy with a second Combat Action, and then returning to the floor with a third Combat Action.

However, you cannot continue moving along a vertical surface from Combat Round to Combat Round – you must reach level ground (or a suitable perch) by the end of your last Combat Action in a round or fall.

## Levels of Experience

As characters gradually improve throughout their adventures and Quests, Games Masters may find it useful to grade them so he can match suitable challenges and encounters against their capabilities. There are five levels of capability in *RuneQuest*.

Many future published scenarios for *RuneQuest* will be designed with a specific power level of Player Characters in mind. For example, one scenario might be designed for Player Characters of 'Veteran' level. Another, of world-shaking events and terrible foes, might be designed for Player Characters of 'Hero' level. Thus, it is important for the Games Master to keep track of the approximate power level of the Player Characters in his campaign.

Note that these are not hard and fast, absolute benchmarks. For example, a Player Character may have only two skills at 75% or higher, but might have three or four between 70% and 74%. In such a case, the Player Character is clearly a 'Veteran' character, even if he does not, strictly speaking, fulfil the printed requirements.

When judging the level of a Player Character, Games Masters should consult the Beginning Play with Advanced Characters section. By comparing the Player Characters with the statistics listed for each level of experience, it is simple enough for the Games Master to determine the approximate level of any Player Character.

**Novice:** A Novice character is the kind created by the character creation rules in the Creating an Adventurer chapter. All such characters start as Novices and remain so until they become Seasoned.

**Seasoned:** Seasoned characters are those with at least five skills ranked at 50% or higher.

**Veteran:** Veteran characters are those with at least five skills ranked at 75% or higher.

**Master:** Master characters are those with at least five skills ranked at 100% or higher.

**Hero:** Hero characters are those with at least five skills ranked at 125% or higher.

## Beginning Play with Advanced Characters

Some players and Games Masters may wish to begin their *RuneQuest* campaign with Player Characters who are not neophytes to the ways of adventuring. Rather than attempting to correctly balance the number of trollkin to the strength of the Player Characters, the Games Master envisions a campaign that jumps immediately into the cut and thrust of an empire's politics or directly into combat with small armies of dark trolls. In such a case, the Games Master will likely wish the players to create Player Characters who have already been around the block a few times and have gained a level of experience commensurate with being seasoned adventurers, veteran warriors, masters in their fields or true heroes.

The following lists the ways a Games Master should alter character creation in order to create Player Characters of each individual experience level.

All advanced characters are created normally, including choosing cultural background and profession, until the time comes to spend free skill points.

### Seasoned

**Age:** A Seasoned character should be at least 19 years old.

**Free Skill Points:** A Seasoned character receives 150 free skill points and individual skills may benefit from a maximum of 50 free skill points.

**Money:** A Seasoned character should be given double normal starting funds to purchase equipment.

**Characteristics:** A Seasoned character gains 1D3 additional Characteristic points, which may be split between their Characteristics as desired.

# CREATURES

Once adventurers begin to move away from civilised cities, they will find many dark and loathsome creatures dwelling in the wilderness. If they are to complete their Quests, adventurers must learn to fight and defeat these creatures, however monstrous the enemy they face.

The creatures detailed in this chapter are all native to Glorantha, though many will also be present in other settings. Games Masters can use these creatures to construct their own scenarios before moving onto one of *RuneQuest's* main settings, or use them as a basis with which to create their own creatures to battle the players.

## Adventuring CREATURES

Every creature detailed in this chapter has a set of statistics that may be used to represent most of individuals of that species that the players face – these can be considered to be ‘average’ members of the species.

Alternatively, Games Masters are free to generate their own creature characters, using all the normal rules in the Creating an Adventurer chapter. Every creature listed in this chapter has random Characteristics and any important traits listed, allowing Games Masters to create a character from each creature race. In addition, Games Masters might like to use the experience rules from the Improving Adventurers chapter on page 97 to make more powerful creatures for players to confront. This is particularly relevant when creating ‘leader’ type characters. For example, if there is a broo lair within a scenario, it makes perfect sense to have perhaps a dozen of the ‘average’ broo and a leader who is much more powerful than the rest.

These rules also raise another interesting opportunity – all the rules are provided for players to try creature-based characters themselves, perhaps creating an adventurer who is a broo, dragonewt, elf or troll. Games Masters should be wary of letting such characters into their games too often. On the one hand, creature-based characters are very different and can be exciting to play. However, they can also be very powerful and when the adventurers travel to more civilised regions of their world, these characters

could be persecuted for what they are. After all, no one expects to see a troll walking down a city street!

Creature-based characters are normally best left to special campaigns where every player has such a character. For example, a Games Master might have a campaign where every player has a broo character and they pursue their own Quests for leadership of their tribe and dominance of the surrounding wilderness.

## CREATURES & Intelligence

Some of the creatures listed in this chapter have randomly determined INT, such as the broo with an INT of 2D6+6. Others have only a single number listed as their INT. A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient.

Fixed-INT creatures operate solely on instinct, rather than logic or intuition. This does not mean that all fixed-INT creatures with the same INT score are identically intelligent, but it does mean that all lions (INT 5) are more intelligent than horses (INT 4). Creatures with a very large fixed INT have rudimentary reasoning abilities, as well as a set of complex and finely-honed instincts.

## TRAITS

Many creatures have Traits, which are special abilities above and beyond their normal Characteristics, Attributes and Skills. The full description of these Traits and their effect on the game is covered here.

### Breathe Flame

The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to  $\frac{1}{2}$  the creature's POW in width.

**Special Rules**

*Combat Actions:* 2  
*Strike Rank:* +11  
*Movement:* 4m  
*Traits:* Dark Sight, Earth Sense  
*Skills:* Athletics 40%, Perception 40%, Resilience 40%, Stealth 30%, Survival 40%

*Typical Armour:* Troll skin (AP 1, no Skill Penalty)

**Dragon**

Solitary, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. Equipped with claws, fangs, astoundingly long lifespans and a surfeit of magic, a dragon is a formidable foe – potentially the greatest danger an adventurer will ever face.

**CHARACTERISTICS**

STR 20D6 (70)  
 CON 10D6 (35)  
 DEX 4D6 (14)  
 SIZ 10D6+30 (65)  
 INT 6D6 (21)  
 POW 4D6+12 (26)  
 CHA 6D6 (21)

**Dragon Hit Locations**

D20	Hit Location	AP/HP
1–2	Tail	12/20
3–4	Right Hind Leg	12/20
5–6	Left Hind Leg	12/20
7–8	Hindquarters	12/21
9–10	Forequarters	12/21
11–12	Right Wing	12/19
13–14	Left Wing	12/19
15–16	Right Front Leg	12/20
17–18	Left Front Leg	12/20
19–20	Head	12/20

**Weapons**

Type	Weapon Skill	Damage / AP
Bite	125%	1D10+3D12 / 4
Claw	95%	1D8+3D12 / 6
Tail	90%	1D20+3D12 / 8

**Special Rules**

*Combat Actions:* 3  
*Strike Rank:* +14  
*Movement:* 6m, 10m when flying  
*Traits:* Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight  
*Skills:* Athletics 120%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 180%, Resilience 120%, Tracking 110%

*Typical Armour:* Dragon scale (AP 12, no Skill Penalty)  
*Runes:* A typical dragon has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.

**Duck**

A race cursed during the Great Darkness by the gods for not siding with them against the forces of Chaos, Ducks are a twisted and embittered people. Whether they were



once human given a comedic form or birds cursed with flightlessness and intelligence is not known but they are rarely given high regard by other races and have suffered from the attentions of tyrants many times in their history. Ducks are often suspicious and mistrustful of others, rarely expecting an even break. Many turn to petty crime or other malicious behaviour but a small number manage to find a place in the world where their talents are valued by friends.

### CHARACTERISTICS

STR 2D6+3 (10)  
 CON 2D6+6 (13)  
 DEX 2D6+6 (13)  
 SIZ 1D6+6 (9)  
 INT 2D6+6 (13)  
 POW 3D6 (10)  
 CHA 2D6 (7)

### Duck Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

### Weapons

Type	Weapon Skill	Damage / AP
Shortsword	50%	1D6-1D2 / 3
Sling	60%	1D6-1D2
Buckler	40%	1D4-1D2 / 5

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +12  
*Movement:* 3m  
*Traits:* Excellent Swimmer  
*Skills:* Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

## Dwarf

Often at conflict with elves, an ancient conflict that stretches back to their creation, dwarfs are worshippers of the Earth and often have great skill as artificers and artisans. They will, however, set aside their differences to take up arms against the forces of Darkness. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both. Dwarf character is often avaricious but usually has a strong sense of honour. If not actively fighting elves, they will often hold them in deep mistrust and rarely does an elf comrade distinguish himself enough to earn respect from a dwarf.

### CHARACTERISTICS

STR 4D6 (14)  
 CON 2D6+12 (19)  
 DEX 2D6 (7)  
 SIZ 1D6+6 (9)  
 INT 2D6+6 (13)  
 POW 3D6 (10)  
 CHA 3D6 (10)

### Dwarf Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	5/6
4-6	Left Leg	5/6
7-9	Abdomen	5/7
10-12	Chest	5/8
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6

### Weapons

Type	Weapon Skill	Damage / AP
War Hammer	75%	1D8+1 / 3
Battleaxe	65%	1D6+1 / 3
Light Crossbow	45%	2D6
Target Shield	65%	1D6 / 8

