

# RuneQuest II

## ARMS AND EQUIPMENT



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# INTRODUCTION



This expansion for *RuneQuest II* offers a comprehensive guide to all manner of equipment, armour, weapons and other commodities for use in *RuneQuest* games. It is complete with all the characteristics needed for play and includes modifications to the core rules for special circumstances and other factors that equipment of various types may offer or impose.

In addition to 'standard' equipment, the book also covers Enchantments and Alchemy, both of which are magical or semi-magical disciplines that have a direct effect on equipment and rely on it for success.

Some of the items found herein are covered in the *RuneQuest Core Rulebook* but much more is on offer besides. This book allows Games Masters and Adventurers access to a vast array of items for the specific purposes of adventuring and also for use in terms of background colour and information. Thus, *Arms and Equipment* has much more to offer than simply being a catalogue of weapons and adventuring essentials.

## CULTURE AND AVAILABILITY

Not every item in this book should be made available to characters. Bear in mind the cultural and developmental limitations of your chosen campaign and its world. Black powder weapons, for

instance, may have little or no place in your campaign. Similarly, Adventurers hailing from primitive cultures, or campaigns set in a primitive world, will have a far lesser range of goods available than those described here. *Arms and Equipment* is therefore a toolkit for Games Masters to supplement their campaigns, and a reference for players on what to spend hard-earned or hard-won cash. Games Masters should be prepared to say No to players who, armed with this book, want to spend their money on items listed but are clearly restricted. *Arms and Equipment* is a resource, not an entitlement.

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## ARMS AND EQUIPMENT PREVIOUS EDITION

This book is an update of the previous edition of *Arms and Equipment*. Much is the same. However some rules for using, creating and modifying items have changed to bring them into line with *RuneQuest II*. Thus, whilst the first edition of *Arms and Equipment* is perfectly usable with *RuneQuest II*, there are some differences that this edition offers over and above the previous volume.

## WHAT ELSE IS NEEDED?

*Arms and Equipment* stands more or less complete. The *RuneQuest Core Rulebook* is essential, and *Monster Coliseum* may be desirable for creature statistics. However, for the most part, the book is complete and acts as a companion volume to *RuneQuest II*.

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# ADVENTURING GEAR AND BASICS

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This chapter covers a vast array of items that could be considered the core equipment for many walks of life, but is primarily focused on the life of a questing Adventurer. The items themselves might be mundane and simple, but when used in specific ways they become useful tools.

Also included in this chapter are extended descriptions and uses for the General Equipment found in *RuneQuest*, placed and elaborated on here to make this book a 'one-stop' collection of *RuneQuest* items currently published.

## THE ESSENTIAL ADVENTURING KIT

The following list represents the Essential Adventurers' Kit – for when a fast array of useful equipment is needed and players or their character do not have the time to select bespoke items.

The kit, as an inclusive bundle, costs 70 silver and has a total ENC of 17.



Nick Egberts





Item	ENC
2 weeks trail rations	1
Animal Call/Whistle	—
Animal Snare/Trap x2	4
Backpack	1
Bedroll	1
Belt	—
Boots (Common)	—
Chalk	—
Cloak (Common)	0.5
Crowbar	1
Flint, steel and tinder	—
Gloves (Common)	0.5
Hammer	1
Hand Mirror	—
Pitons (5)	1
Rope, 10m	2
Sack (large)	1
Spare water skin (empty)	—
String 5m	—
Torches x2 (6 hours)	2
Water Flask (full)	1

## ITEMS BY DESCRIPTION

**Acid, Vial:** A simple vial of acid presents a multitude of uses. Acid can quickly eat through rope, soften up metal, ruin a lock or serve as an impromptu weapon. It can also be used to inflict damage on individuals or objects (see page 53 of the *Run Quest Core Rulebook*).

**Altar, Portable:** Designed with the travelling priest in mind, the portable altar is a heavy polished wood case, properly sanctified by the priest's religion. Carefully engraved with the symbols and imagery of the church or cult, the heavy lid opens to reveal a silk-lined compartment designed to contain a large amount of religious paraphernalia. With a full stocked portable altar, a priest can hold services anywhere he travels and counts as a shrine for the purposes of learning Divine Magic.

**Altar Shroud:** Similar to but serving an almost opposite purpose from an altar cloth, an altar shroud is a large piece of linen or silk hemmed in all four corners to form a cover for any size of altar. Often inscribed with religious symbols of protection and warding, these cloth wraps keep the radiance of a consecrated altar bound, preventing it from being detected magically. Religious ceremonies require that the shroud be removed, but when not in use, a shroud can protect an altar from unwanted attention. This item is often used by persecuted religions, allowing them to operate in areas where they would otherwise be quickly discovered and eliminated.

**Anatomy Kit:** This kit of knives and sharpened flints incorporates only natural materials and very little metal. The mystical qualities of the items have been cleansed through intensive rituals and allow an individual to safely extract materials and body parts from creatures without contaminating them. The character using this kit receives a +10% bonus to all Heal Skill Tests made to extract materials from a dead creature.

**Animal Call/Whistle:** This is a small wooden, bone or even metallic whistle or instrument used to make attractive sounds in the particular style of animal. Commonly used by hunters to attract prey, or by scouts to communicate signals to one another in non-verbal ways, animal calls are seldom larger than a hand's span in size. Any character using an animal call to hunt can add +10% to his Survival skill for hunting purposes.

**Animal Snare/Trap:** Using a coiled spring or a weight and pulley, the animal snare/trap is designed to snatch small game animals like hares or pheasant with remarkable force – possibly killing the animal with the rapidly yanking noose. Placing the trap requires a successful Survival skill test, which will be the opposed number for the Perception tests of the animal (or anything SIZ 3 or less) that might trigger it. If the animal loses the test, the snap will spring with an attack skill of 75%, which the animal must Dodge or be held fast. The hit location snared will suffer 1D4 damage immediately and then be held two metres above the ground until released somehow.

**Anti-fungal Ointment:** One of the greatest hazards of travel in any hot, wet environment (such as a jungle or a tropical swamp) is fungal infection. There are funguses that grow like thick orange fur, that explode in long black tubes after gestating for weeks, that cause the skin to become brittle and blue as it flakes off the bleeding muscles. Various spells can deal with most of these easily enough. However, a well-prepared adventurer brings a supply of ointment with him that prevents these infections in the first place. Daily application of this preparation gives the character a +20% bonus to his Resilience skill when resisting fungal diseases. When purchased a jar of the ointment has enough material in it to provide protection for 10 days.

**Appraisal Kit:** An appraisal kit contains a variety of tools for identifying substances, alloys, and methods of manufacture. Using an appraisal kit grants you a +10% bonus to any Evaluate Skill Test to determine the value of a specific object. The kit contains enough disposable materials to be useful for 20 Skill Tests.

**Ashen Powder:** Few city folk have the ability to track effectively, aiding a rogue greatly in his ability to evade pursuit. Unfortunately, town guards often have animals to help in this regard. A tenacious pursuit by hunting hounds can tax even the most agile thief. Ashen powder is a mixture of gem dust and chimney ashes meant to be scattered behind a running figure. When a creature that tracks by



scent comes across a handful of ashen powder, it must make a Difficult Resilience Test. Failure indicates 1D3 of damage from the gem dust to the head and loss of any scent related tracking ability until the creature receives either magical healing or spends three days healing naturally.

**Back Travois:** This device enables adventurers to more easily carry their fallen comrades out of hazardous areas so they may receive treatment in a more hospitable location. The back travois consists of a sturdy leather harness (straps and buckles allow the harness to fit bipedal creatures from small to large) and a set of jointed wooden poles. The harness and poles connect together to form a simple triangle that of wood and leather that can support creatures of size large or smaller. The open end of the triangle rests across the wearer's shoulders, while the tip of the triangle drags on the ground behind – in most cases, the head of the fallen is positioned near the head of the wearer to avoid exacerbating any injuries. When wearing a back travois, a character's carrying capacity is doubled and his movement rate is reduced by one-half. A character can only transport individuals that are no more than five SIZ larger than himself with a back travois.

**Backpack:** This standard piece of adventuring equipment, held to the back with two shoulder straps, can hold 20 ENC of equipment. There is a more expensive version that has a reinforced frame, allowing for an additional 5 ENC of equipment to be strapped to the sides of the backpack as well, costing an additional 2 SP.

**Bag of Glass Beads:** Bags of glass beads cut like gemstones have few legitimate uses. They are most commonly used by criminals to dupe the foolhardy into purchasing their precious gems. Additionally, a character can drop a real gem into the bag, shake it up and force someone searching the bag to make a very Hard Evaluate Skill Test to spot the real gemstone, although someone with both time (at least one minute per gem, fake or otherwise) and skill will find it automatically. A bag of glass contains anywhere between 50 and 100 coloured glass gems of various sizes.

**Beads, Prayer:** Also known as malas, these smooth, highly-polished beads are strung together on wires of precious metal and used to count mantras or prayers during religious ceremonies. Their distinctive clicking becomes greatly magnified during the performance of a hymn, serving to keep the congregation coordinated and focused.

**Bedroll:** This includes a blanket and cushioned pad, usually carried tightly rolled and tied with a metre of leather cord. Without a bedroll, sleeping on the open ground does not count as complete rest for the purposes of healing or recovering from Fatigue. With 1D6 minutes to unroll and lash properly, a bedroll can also be used as a stretcher in an emergency. More expensive bedrolls made of silks and furs are available for a premium but offer no special bonuses other than superior comfort and luxury.

**Besom:** A ceremonial broom, the besom is used to 'sweep' negativity and lingering traces of energy out of a sacred space, cleansing it for a coming ceremony. During a rite, a besom is sometimes burned after use to negate the darkness it absorbed and banish whatever might still be lingering behind.

**Blackface:** This cream paste is darkened through charcoal and sepia ink. Safe to apply in moderate amounts, blackface dyes the skin of any user jet black for 4 hours per application. This colour is extremely helpful for blending in with shadows, adding a +10% bonus to Stealth Skill Tests when shadows are a prevalent factor. The paste will survive immersion in water and it is only through rigorous cleaning that it can be removed prior to its normal 4 hour lifespan.

**Blade Sharpener:** This V-shaped wooden handle is inset with abrasive stones angled specifically to give a blade an extremely sharp edge with practically no training on how to use it but repeated uses can make the temper on the blade brittle and easily blunted. Using the blade sharpener on any sort of non-iron bladed weapon (it has no effect on iron weaponry) for one hour restores 1 hit point to the weapon.

**Blessed Food:** Many rituals and ceremonies require the participants to share in a meal. Largely symbolic, these meals mark an important point in religious services, often calling down the blessings of the divine upon those who partake of this specially prepared and blessed food. The exact form of blessed food relies largely on the religion in question.

**Block and Tackle:** This is a mechanism of pulleys and counterweights useful for constructing traps, hauling up heavy items and so forth. It adds a +10% bonus to Mechanisms tests to make or disarm large traps and is required for some Engineering tests. If used in conjunction with a looped bottom for a climber's foot, Athletics tests for climbing are also at +10%. A Block and Tackle requires at least 10 metres of rope to function and 10 minutes to set up and take down properly.

**Blood Decoy:** In the waterways of the world there lurk a thousand dangers, each more terrible than the last. Fortunately the majority of these dangers are not malicious. They simply feed on whatever happens to be available. Intelligent travellers realise this and come prepared with blood decoys. Each decoy is a vaguely fist shaped object made of hard jelly. They smell a great deal like dried blood. When thrown into water (preferably far away from the area the traveller intends to cross) the decoy expands to several times its original size and gives off the unmistakable smell of blood. This lures the predators away from the travellers crossing point for 2d4 minutes.

**Body Sled:** Measuring around two metres long, this sled can hold a creature of up to large size. Designed for pulling captured quarry,



many use it instead to assist fallen comrades. The body sled increases the amount of ENC a character can carry without penalty by half, with any additional ENC above his normal maximum placed on the sled. If pulled over snow, the dragging load is doubled.

**Branding Iron:** For use with cattle, horses or slaves, the branding iron can be forged to apply a letter, symbol or family crest. Just heat and burn.

**Breath Bag:** This thin air-filled bladder contains enough air to double the amount of time a character can stay underwater before he begins to drown. This item is particularly popular in underground and island settings, where the extra air can mean the difference between life and death.

**Bull-roarer:** A musical wind instrument on the end of a long cord, a bull-roarer is played by spinning the instrument overhead quickly. The air passing through the weighed end creates a low, droning sound believed to be both attractive to good spirits and repulsive to bad ones. Some belief systems make a distinction between which direction a bull-roarer should be swung, with its effects reversing if used the wrong way.

**Candle, X Hour:** From the small, stubby candle that will burn for one hour to the metre long illumination votive used in cathedrals and temples, candles are a useful source of light that can be used nearly anywhere. Originally used by miners to mark the passage of time while underground, many Adventurers have adopted them for the same purpose. They are inexpensive and useful, as a candle illuminates a one metre radius when lit. Any wind stronger than a slight breeze will undoubtedly extinguish any candle.

**Candle, Religious:** A powerfully scented incense candle used in rituals and religious services all over civilisation, the powerful calming odour of the white smoke it gives off is said to help religious types find their centres and commune with their spiritual sides. Anyone of a specific religion who sits within one metre of a burning religious candle bought specifically for their faith regains one Magic Point every hour. The religious candle burns for six hours effectively, but due to the concentration of the scented oils in its creation, only 1D6 of them will possibly benefit the nearby faithful.

**Candle Snuff:** A candle snuff resembles a clapperless bell on a long metal arm. Used to quench candles during a ceremony, the candle snuff exists because many spirits are believed to take offence at flames being put out with a person's breath. It is also used in households where candles are lit out of reach and so require a toll to reach them in order to put them out.

**Candlemaking Kit:** Good or evil, holy or profane, the shrines and temples of almost any deity can be noted by the large number of candles that burn within its confines. Whether as a symbol of hope, an accent on an altar top or simply for illumination, churches consume a considerable number of candles. A candlemaking kit is a must for any large temple, providing all the wicks, tallow or

wax, and other accessories needed to produce 500 hours worth of candles before needing to be replaced.

**Cards:** Cards are a more elaborate form of game of chance, readily available only in cultures that have some form of printing press technology (mundane or magical). Otherwise cards are for officers, gentlemen and the nobility. Typically made on a thick rag paper cards have a single blank or patterned side and a painted side showing a value and some sort of traditional motif.

**Chain:** This is stout metal chain made of finger-wide links that can be used for countless different activities. It has an 4 AP and 8 HP per link, applying a -30% penalty to any Athletics tests to use brute force to break. If used as a weapon, it inflicts 1D6 damage.

**Chalice:** A large cup, usually fashioned of a precious metal, which is used to offer wine, blood, water, or other fluids to the gods during the performance of a hymn. When the hymn is completed, the congregation is often offered a drink from the chalice to seal their communion with their god.

**Chalk:** A 5cm length of white chalk, used for either marking or, with the use of a small grater (included in the cost), for filing into dust that can be scattered or tossed over other items, hands and so on, to absorb moisture or highlight things difficult to otherwise see.

**Clay and Wax Box:** Usually stored in a small iron case, this box consists of a pair of soft wax plates and a packet of fast hardening clay. To use a clay and wax box, a key is placed between the plates and the case is closed. When opened again, an imprint of both sides of the key remains behind. When clay is poured through a small hole in one side of the case, a false key is created. This clay key is crude, fragile, and only usable once, but it provides a +10% bonus to an Mechanisms Skill Tests made trying to open a lock the original key would open.

**Climbing Kit:** This sack of tools consists of a leather harness, several short lengths of rope, pitons and a variety of other specific utensils. The climbing kit provides a bonus of +20% to any Athletics skill tests made to climb, but requires 2D6 minutes to don properly.

**Codex:** This is a bound volume of 100 papyrus or parchment sheets. The price is for a blank codex; codices containing sage lore or runic spells are considerably pricier. Any sort of codex that contains enough information to be considered 'Research' for a skill's Improvement Roll will easily cost five times the listed amount.

**Compass:** Loadstone is a naturally occurring magnet that points towards the north when allowed to swing freely. A compass works by suspending a needle of loadstone in oil. This oil is sealed in a metal cylinder with a glass face. The user sits the compass on the ground. A few (1d4) rounds later the needle swings towards true north. Using a compass gives you a +30% bonus to any Skill tests made to determine direction.

