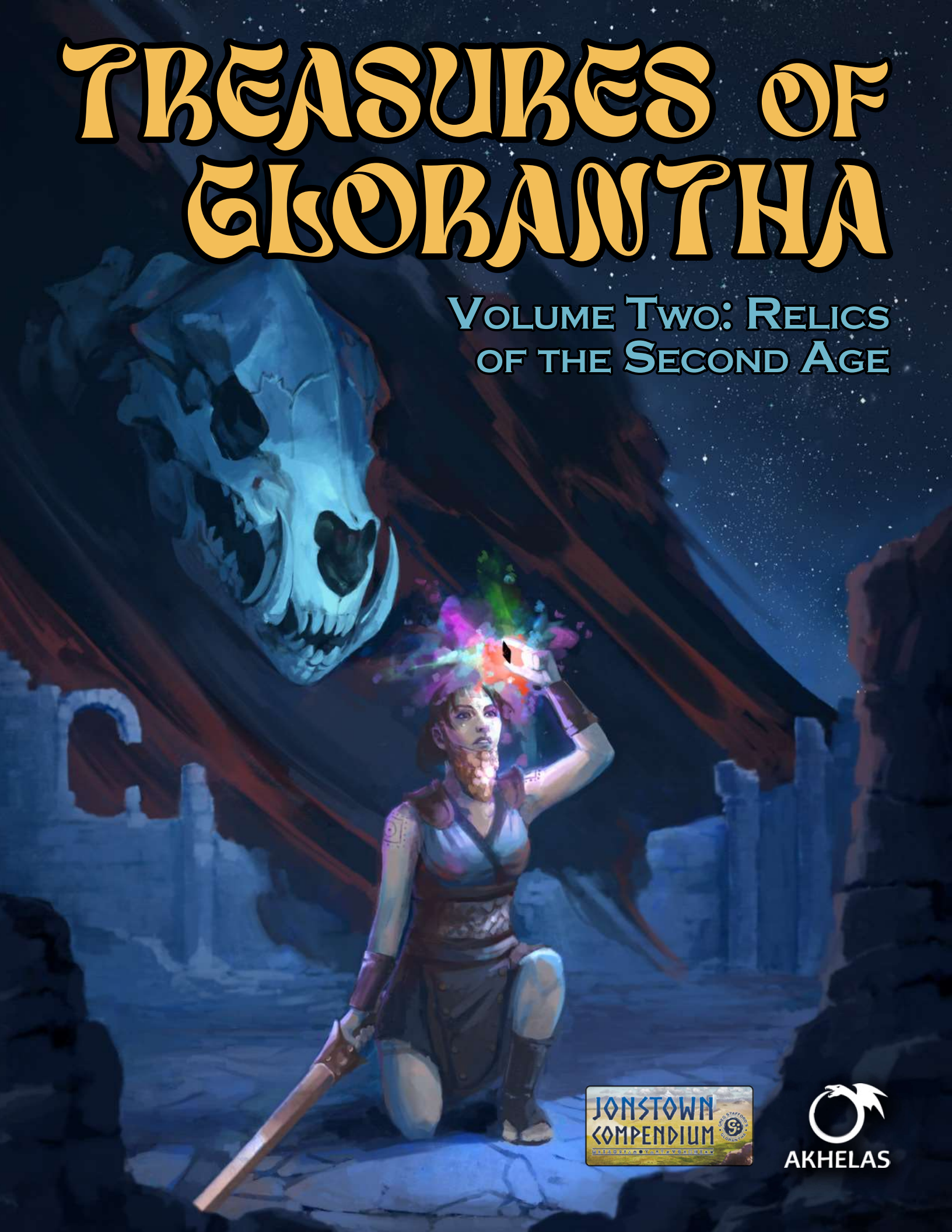


# TREASURES OF GLORANTHA

VOLUME TWO: RELICS  
OF THE SECOND AGE





# DRAGON-KING CHARIOT

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This gilded chariot's copper body follows the form of a dragon. The dragon's head and chest forms the front edge of the chariot, and its raised wings form the sides. Any riders feel as if they are atop the dragon's back while standing within the carriage. An ingenious undercarriage mechanism lets the shaft and front axle swing independently. A successful **Draconic Lore** or **Devise** roll identifies that the artifact is a chariot, rather than a metal sculpture.

In most circumstances the chariot's wheels and shaft have long since rotted away. An adventurer can replace the wheels and rods with a successful **Craft (Carpentry)** roll, making this artifact usable once more.

## Relationships

- **Associated:** EWF
- **Enemy:** Orlanth Adventurous
- **Friendly:** Dragonewts
- **Hostile:** Orlanthi

## Knowledge

Automatic, Few.

## History

The Dragon-King Chariot was once ridden into battle by the leaders of the EWF, or else those warriors most favored by them. Most scholars presume they were built during the height of the EWF to demonstrate its fantastic wealth and to project its military power. It is not known how many were made or who had the right to own one.

An adventurer with a **Draconic Lore** rating of 50% or greater knows that the Dragon-King Chariot's real marvel is the shaft and axle capable of turning on their own.

A Dragon-King Chariot might be found in any EWF ruins, such as the Upland Marsh or the Big Rubble.

## Procedure

The unique mechanism that allows a Dragon-King Chariot to turn smoothly is unlikely to be reinvented independently. An adventurer with **Craft (Carpentry)**, **Craft (Redsmithing)**, and **Devise** ratings of 90% or greater can attempt to

comprehend the mechanism. This requires a season of study, during which other training or research may not be attempted. At the end of the season, the adventurer may make an **INT×1** roll. If they succeed, the adventurer can reproduce the mechanism. If they fail, the adventurer may study the mechanism for a further season. Each additional season of study increases the INT roll's multiplier by 1.

Once the adventurer has comprehended mysteries of this design they can use **Craft** to reproduce the mechanism, and **Devise** to install the mechanism on another vehicle.

## Powers

A restored or intact Dragon-King Chariot is easy to steer due to the turning mechanism. This gives a +50% bonus to all Drive Chariot rolls.

The chariot's body, being made of enchanted copper, is incredibly durable. This provides 5 points of protection against attacks which would damage the chariot's hit points. The Dragon-King Chariot otherwise has the properties of a Heavy Chariot (*W&E* 94). For further information about chariots, see page 220 of the *RUNEQUEST* core rules.

## Value

The Dragon-King Chariot's gold gilding and copper provides intrinsic value. If melted down (destroying the copper's enchantment and the turning mechanism in the process), the resulting copper





22