RUNEQUEST

ROLEPLAYING IN GLORANTHA



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AND FRIENDS

CHAOSIUM INC.

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BY JEFF RICHARD, GREG STAFFORD, JASON DURALL, AND STEVE PERRIN

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This book is dedicated to Dave Arneson and Gary Gygax, who first opened Pandora's jar; to Ken St. Andre, who found it could be opened again; and to Greg Stafford, who showed us its limitless potential.

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without whom none of us would be reading this, or playing games in Glorantha.

May Arachne Solara bless and protect this book.

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"If you break down the walls that confine your view, and if the immensity and its endless uncertainty inspire you with fear, then the ancient stupor awakens in you, whose messenger is the white bird. There in the whirl of chaos dwells eternal wonder. Your world begins to become wonderful! Man belongs not only to an ordered world, he also belongs to the wonder-world of his soul."

—Carl Jung, Liber Novus

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Introduction

Mythology is more than old lies and stories, pseudo-scientific explanations for natural phenomena, or hidden secrets of forgotten lore. It is a state of mind and a way of life. It has a sentience and life of its own: a power. RuneQuest: Roleplaying in Glorantha lets you experience that state of mind and explore that way of life through the mythic realm of Glorantha.

What is RuneQuest?

RuneQuest first appeared in 1978, as the first roleplaying game published by The Chaosium, a quirky three-person company from the San Francisco Bay Area. RuneQuest took the young world of roleplaying games by storm; it cast aside many of the approaches most other games took. RuneQuest has no character classes, no experience points, no levels, and far fewer restrictions on how weapons, armor, and spells can be used. It uses a percentile-based D100 system instead of one based on the twenty-sided D20. Most importantly, instead of being set in a pastiche of medieval Europe and the stories of J.R.R. Tolkien, RuneQuest is set in Glorantha, a Bronze Age setting of myth and fantasy.

This book is the fourth edition of the RuneQuest rules written and published by Chaosium (although other companies have published licensed versions as well, most notably The Design Mechanism).

What is Glorantha?

Glorantha is a Bronze Age world, where people hold allegiance to tribe, city, and cult, not to abstract alignments or ideologies. Although humanity is the dominant species, their dominance is due only to the quarrelling of the **Elder Races**, who still rule large parts of the world.

Glorantha's main theme is religion and the magical relation of man to god. In Glorantha, the gods and goddesses are real, and through their followers and cults they play an active and important part in most major events. The Sun, Earth, Air, Water, Darkness, and Moon have powerful deities associated with them, as do powers such as Death, Fertility, Change, Stasis, Illusion, Truth, Disorder, and Harmony. There are lesser deities associated with things as diverse as cats, cows, boats, vengeance, and volcanoes.

Glorantha is a complete universe. It is self-contained, and from its myths to its molecules it must be taken on its own terms. You will find no worshipers of Zeus or Allah here. There are no Romans, Vikings, or Huns; although there are certainly empires, pirates, and nomads. Many creatures commonly rooted in other fantasy settings have no representatives here.

The world of Glorantha is fully described in The Guide to Glorantha from Moon Design Publications, but a summary is presented in this book.

Purpose of the Game

This game's title, RuneQuest: Roleplaying in Glorantha, describes its goal. **Players** create characters, known as **adventurers**, and play them in adventures managed and moderated by the **gamemaster**. Each player plays their adventurer consistent with how the adventurer is described on its **adventurer sheet**—defining the adventurer's abilities, personality, loyalties, loves, and hatreds. The rules model the adventurers' physical, mental, social, and spiritual characteristics, governing any interaction they have with the setting. This interaction is represented by the percentage chance to succeed in an action.

Each RuneQuest adventurer is tied to several **Runes**, the cosmic powers that define Glorantha and are manifested by the gods. Adventurers join the cults of their gods, from which they get magic and aid. As an adventurer progresses in their cult, they strengthen their connection to the Runes, gaining power and questing towards becoming a true **Hero**.

A RuneQuest adventurer is a member of society—a clan, tribe, city or other community. Adventurers have duties, loyalties, and conflicts beyond being mere freebooters, with ties to the world of Glorantha and the Runes as deep as they are profound.

Together with the gamemaster, the players create and negotiate the story. The result can be magical, like musicians jamming and coming up with something completely new and unexpected. A roleplaying game is not limited by constraints imposed by technology—the only limit is the imagination of those playing it!

Despite the breadth of situations covered by the game mechanics, the rules of RuneQuest are robust, not complex. Anyone new to tabletop roleplaying games should be able to quickly and easily master the game's mechanics.

MATERIALS

RuneQuest uses a variety of different dice—10 or 20-sided dice, 8-sided dice, 6-sided dice, and 4-sided dice. Certain combinations of or divisions of results rolled on those dice create other die rolls. These different dice allow for various ranges of probability.

Dice have standard abbreviations in these rules. "D" always stands for the word "die" or "dice." "D" is always followed by a number denoting the number of sides of the required die. D20 indicates a 20-sided die, D6 indicates a 6-sided die, and D100 indicates percentile dice.

Dice designations may be preceded by a number. That number calls for the roll of a specific quantity of that kind of dice. *For example, 2D6 requires that two 6-sided dice be rolled.*

Whenever a result of more than one die is called for, add the results together to form a single total.

Sometimes additions are made to specified die rolls. You might see "1D6+1," for instance. Add the number following the plus sign to the result of the 1D6 roll. The "1D6+1" means that the final sum must be between 2 and 7, though the actual total depends on the result of the 1D6 roll. Similarly, sometimes subtractions must be made to dice rolls. You might see "1D6–1," which results in a final sum of between 0 and 5.

Maximum Game Fun

When writing, thinking, and gaming in Glorantha, always ask yourself, "Now, in this situation what is the most fun?" and then go with it. That's Maximum Game Fun (MGF). Keep this principle in mind whenever you apply the rules of RuneQuest to any situation.

Occasionally, specified die rolls require that different dice be rolled at one time. If a weapon does 2D8+1D4 damage, for instance, the actual damage is found by rolling those three dice (two 8-sided and one 4-sided) and adding their results.

Reading the Dice

D100: Called **percentile dice**. To generate a D100 result, roll a D10 twice. The first roll is the "tens" roll, and the second is the "ones." If you roll a 5 the first time, and an 8 the second time, you've rolled 58. A roll of "00" equals 100. Some types of D10s are numbered as tens (10, 20, 30, etc.). These should be used as the "tens", and a normal D10 used for the "ones." In such cases, a roll of "10" (tens) and "0" (ones) means a result of 10, while "00" and "0" indicates a result of 100.

D20: The result is the number facing up.

D10: The result is the number facing up. Alternatively, use a D20 as a D10 by rolling a D20. If the number is over 10, subtract 10. A result of 12 equals 2; a result of 20 equals 10.

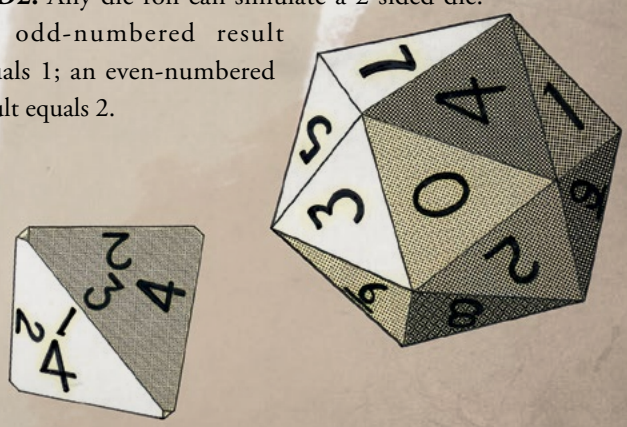
D8: The result is the number facing up.

D6: Most people are familiar with the D6. The result is the number facing up.

D4: Some D4s have the result number at the base of the pyramid, while others have it on the bottom: always read the number right-side-up.

D3: Simulate a 3-sided die by rolling a D6. Divide the result by two, then round up.

D2: Any die roll can simulate a 2-sided die. An odd-numbered result equals 1; an even-numbered result equals 2.



Rounding of Results

Occasionally you will need to divide numbers. Whenever a division result creates a fraction, always round in favor of the players. If an adventurer hits a monster for 7 points of damage, and for some reason the damage of 7 is halved, that would be rounded up to 4. If a monster hits a player for the same amount and the same halving occurs, the 7 halved would be 3.

Chance of Success

In most cases, determining the chance of success for any given action is very easy in RuneQuest. Most adventurer abilities, including skills, are expressed as a percentile chance of success on a D100 (an ability with a rating of "0%" has no chance of success). Just look at the adventurer sheet and you can determine your adventurer's chance of success for most actions.

Unique Features of RuneQuest

This edition of RuneQuest presents a novel approach to roleplaying, magic, and adventurer progression. To enjoy the game at its fullest you should use all the game elements summarized below.

Consequences of Violence

Combat is dangerous. It corresponds with what we imagine might happen in a melee: if someone swings a sword at your adventurer, they are in big trouble unless they can parry that sword with a shield or another weapon, or otherwise get out of the way. Human beings have a limited range of hit points—and there are no hero points or luck points to bail your adventurers out. In the end, every adventurer faces mortality's sharp bite.

No matter how skilled or powerful your adventurer is, disaster is potentially always around the corner. And so, combat is not something undertaken lightly.

Everyone Has Magic

A central theme of Glorantha is the relationship between mortals and the gods, between the mythical and Mundane Worlds.

Gloranthan religion and magic are basic to existence, and accepted by everyone. The gods are acknowledged, experienced, and exert powerful influence upon the world. The most prevalent religious practice in Glorantha is polytheism. An individual worshiper may have a special relationship with a chosen deity, but acknowledges and often worships other gods. Other religious practices exist as well, such as shamanism, philosophical materialism, and mystical illumination.

The omnipresence of magic in Glorantha means that day-to-day life is different in many ways from that which we experience. Life centers around a person's cult or religion. Magic is a source of both increased safety and ease of life, but is also a source of conflict and terror.

In Glorantha, magic plays a decisive, even primary, role in warfare. Priests cast bolts of lightning or call down flames from the heavens; shamans unleash spirits like the all-consuming Oakfed; Rune Masters of war or storm gods shatter regiments; and the Lunar Empire has units like the Field School of Magic, the Crater Makers, or the awesome Crimson Bat that devastates entire armies. In Glorantha, victory is often not on the side with the biggest battalions, but the side with the mightiest gods and spirits! This can have surprising results; for example, a band of hunter-gatherers,



backed up by powerful shamans, can overwhelm a superior civilized phalanx lacking magical support.

In melee combat, magic is similarly decisive. When two equally-skilled weapon masters fight, the one with the better magic usually wins. If you plan on having a combat-oriented adventurer, it is wise to have that adventurer join the cult of a war god!

Runes

Runes are a key feature of RuneQuest and the Gloranthan setting. They are cosmic archetypes—the elements, the powers, and the forms that make up the universe. An adventurer's affinity with a specific Rune affects their magical potential, personality, and even characteristics.

The Runes are the source of the gods' powers, and drove the cosmogonic cycle known as the **Gods War**. The Elemental Runes are commonly conceived as being arranged on a wheel, where Fire/Sky is overcome by Water, Water by Air, Air by Earth, Earth by Darkness, and Darkness by Fire/Sky before the wheel cycles again. Other Runes are inherently conflicting polarities, such as Life and Death.

These Runic conflicts are themes embedded deeply into the Gloranthan setting. As Rune affinities develop and the magical potential of an adventurer increases, they become Rune Masters, eventually taking part in the great cosmogonic cycle of the **Hero Wars**.

Magic and Mythology

The gods are active forces in the world, spirits omnipresent, and each year the mortal world must perform sacred rites and actions to revive the dying world and give birth to a new year. Gloranthan reality is defined by mythology, not by hard logic or physics.

This mythological reality is a defining feature of both Glorantha and RuneQuest. Adventurers may undertake actions that are in accordance with a myth, and their deeds often create new myths. Even seemingly mundane adventures such as looting an ancient tomb or stealing cattle may take on mythological overtones.

Ideals and Motivations

Heroic adventurers in Glorantha are often driven by powerful emotions and their spiritual and religious impulses. They have strong feelings about their world and are tied into the ongoing and eternal cosmic conflict. In RuneQuest, this is represented by **Rune affinities** and **Passions** that give significant bonuses and abilities. The gamemaster should always ensure that players have a say in the behavior of their adventurers, but players should also accept that high Passions and affinities risk being weakened through contrary behavior.

This does not result in your adventurer being forced into a mold, nor is it the intention of the system to take away your ability to make decisions for your adventurer. The system simply makes sure that adventurers act in ways that are consistent with the Runes and Passions that drive them, even when there is a cost.

An adventurer without deep Passions or strong Rune affinities is always weak and at a disadvantage compared to the passionate adventurers that throw themselves unreservedly into the Hero Wars.

Cults

An adventurer's **cult** is often their most important resource, providing communication between mortals and the cosmic entities known as gods. A cult is a community as well as a religion, and provides for the many needs of mortal beings.

Membership in a cult gives access to a fraction of its deity's power, manifested in the form of **Rune magic**. An adventurer must have a strong affinity with one or more Runes shared with a deity to join its cult. A cult also teaches less powerful—but more ubiquitous—magic called **spirit magic** to its members. In exchange, the member supports the cult with sacrifices, worship, and loyalty.

In short, the cult provides support for the adventurer's way of life. By advancing within a cult, an adventurer gains magical power and important temporal resources.

Kinship

In the violent world of Glorantha, an adventurer without kin is a lonely and isolated person. Adventurers have their immediate **family**—their parents, siblings, children, and spouse—and a larger kinship group such as a **clan**.

An adventurer's kin support them against enemies, ransoms them when captured, and avenges them when injured. All these functions are important during play, not just considerations for roleplaying.

For example, a blood feud is a threat to adventurers that could injure others when carried out by the relatives of their victims. A hapless herder might be avenged by their Rune Lord kinsman.

Passage of Time

Time can pass quickly. In RuneQuest, the assumption is that one **season** passes each time the adventurers have an adventure. In little more than a month of playing every week, a game year has passed. After a real year, the adventurers

may be a decade older. A long campaign may span a generation or more.

Adventurers typically have social **obligations** beyond adventuring. They are members of cults and clans, with seasonal holy days and other events. They may have farms to manage, warriors to command, or even tribes to lead. A seasonal time scale permits acknowledgement (and even role-playing) of these other obligations, without getting bogged down in daily details.

Epic Scale

Adventurers are part of a larger world. The game is epic in its scope and scale. Adventurers can participate directly in the events of the **Hero Wars**. An adventurer may perform a type of ritualized adventure called a **heroquest** to discover new magical secrets and better learn how become a **Hero**, a prominent figure in the great scheme of things.



Heroes and Heroquesting

A heroquest is a magical act where mortals directly interact with Gloranthan mythology. The participants endeavor to reenact mythological events to bring some of that magic into the Mundane World. Heroquests are fraught with peril, as they are unpredictable and often deadly. Failure can bring not only ruin to the heroquesters, but to their communities and cults.

A heroquester simultaneously interacts with Gloranthan mythology and with the Mundane World. A Hero is one that has walked this dangerous path and has been changed by it. The Hero is endowed with exceptional powers and uses those gifts to battle against enemies that endanger the peace and well-being of the community. And yet, the Hero is not bound by the rules and restrictions of the civilization they defend, and is rarely at home in the civilized world.

Gaming in Glorantha

Glorantha is a world of colossal proportions and depth, yet it has plenty of room for new ideas. If the gamemaster wishes to put orcs on some island in Glorantha or invent a new cult for a city, they should feel free. **Everyone's Glorantha will vary, and should vary to match every individual group's play style.**

With those caveats, here are suggestions players and the gamemaster should consider when gaming in Glorantha.

The Importance of Community

Adventurers fill the needs of their community, whether that community is a band of hunters, a clan of farmers and herders, a temple, or a cosmopolitan city-state. Without a community, an adventurer is nothing more than a destructive outlaw. Within a community, the adventurers are avatars,



personifications of a million dreams, prayers, and curses, and the hopes and fears of the future made flesh. The gamemaster should keep this in mind when planning the background of the game, and the players should remember this in the way they portray their adventurers.

Give the adventurers families, complete with siblings, parents, and other kin. Having a few of the adventurers be directly related either by blood or by duty helps reinforce that sense of community. Give them connections to their community and a reason to care about it. The adventurer creation process provides plenty of opportunities for shared relatives and social ties, as well as opportunities for adventurers to have fought alongside one another in past battles, or even to have been on opposite sides.

A side effect of linking the adventurers to a community is responsibility. Players will think twice about having their adventurers act like destructive killing machines when they need to consider the consequences.

Keeping it Bronze Age

Glorantha is firmly set in the ancient world, or even prehistory. It is for the most part a Bronze Age setting, characterized by: the ubiquity of **bronze**, instead of iron, as the primary metal; by writing as the preserve of a narrow professional elite (such as the Lhankor Mhy cult); and by the flourishing of urban civilizations (such as Nochet, Boldhome, and Furthest). Kinship groups or city-states are the usual form of social organization; a chieftain, king, queen, or other supreme authority holds power. The ruler is usually a priestly figure as well, and priest-kings are the norm in much of Glorantha. Temples are usually the most powerful institution in any Gloranthan community!

Most Gloranthan societies are polytheistic, and recognize multitudes of gods. Religions rarely proselytize. An adventurer belongs to the cult of their people by birth, social position, or occupation: the notion of "conversion" makes little sense to most Gloranthans. One can leave one's cult or join another, but one rarely completely abandons old gods for new; far more common is to add a new god to the existing multitude.

The Bronze Age elements of Glorantha are a good source of color for the gamemaster and players. Bronze armor is as much about protection as it is about displaying status (if not more about the latter). Buildings and statues are often brightly (even garishly) painted. Wine and other liquids are not stored in barrels, but in ceramic amphorae, which are sometimes decorated with painted designs or ornamentation.

Been to Glorantha Before?

As a game system, RuneQuest has been in active play since its original publication in 1978, and Glorantha is even more acclaimed and widespread as a setting. It is likely that readers of this book are already, to some degree, familiar with this game and its core concepts.

However, the following key features distinguish this edition of RuneQuest from prior ones:

- Extensive integration of the Glorantha setting into the rules.
- Adventurer generation includes family background and recent history.
- Passions, Reputation, and Runes as adventurer aspects.
- Augmenting abilities with Runes and Passions.
- Greater availability of Rune magic.
- Rune points as a resource.
- New rules for Sorcery and the Spirit World.
- Season-based campaign structure.
- Set in the year 1625, the dawn of the Hero Wars.



Keeping it Fantastic

Despite its similarities with the Bronze Age, Glorantha is very much a magical and fantastic world. Demigods as powerful as regiments of soldiers transform battlefields in ways that have no equivalent to warfare in our ancient world. The Lunar Empire has magical weapons such as a colossal flying Chaos demon that devours entire armies, and units of magicians who can call down comets to decimate their foes. Dragon Pass is dominated by Kero Fin Mountain, which at nearly twelve kilometers high is far taller than Mount Everest and looks more like a needle than a mountain. There are sleeping dragons many kilometers long that locals have long mistaken for strange ranges of hills. There are talking ducks and baboons, flying bulls, sentient fish, and numerous immortal beings and races. The landscape is dotted with the ruins of previous human civilizations, and even the ruins of ancient God Time places.

When playing and gamemastering in Glorantha, let your imagination go wild. Ignore that voice that demands rational thought and empirical data, and draw upon your unconscious fantasies. Draw upon dreams, folklore, and mythology.

Your Glorantha will vary, certainly, but just keep it fantastic.



GLORANTHA

GLORANTHA IS A WORLD OF MAGIC AND MYTHOLOGY. Everyone in Glorantha knows that mythology is real. All known facts and opinions agree on some points: the world is full of magical beings, both small and mighty, who can interact in certain ways with living mortals. Not all mythologies agree with each other but what is present here is broadly accepted by nearly everyone.

THE RUNES

Runes are intrinsic to Glorantha. They are the cosmic powers that define Glorantha and are manifested by the gods. Known from the earliest prehistory, Runes suffuse everything in and about the world. Some have even changed over time!

The earliest gods are associated with Runes. Some philosophers hold that the gods themselves are merely personifications of Runic forces. The real relationship between gods and Runes is likewise unclear: the very question uttered aloud in the wrong context has caused blood to be shed. Even the gods of knowledge are cryptic on this subject; the relationship may simply be beyond human comprehension.

To the pragmatic, it doesn't matter. Runes are symbols with latent power. People mark their possessions and even their bodies with Runes. Runes not only characterize reality, but can be used to manipulate the world. Looking at or writing a Rune isn't enough: these powers can only be unlocked by those with extensive training and preparation, such as shamans, priests, or sorcerers.

Types of Runes

There are four types of Runes: **Elements**, **Forms**, **Conditions**, and **Powers**. Each god has one or more specialties within the forces described by the Runes. These are the areas in which the god and its followers are the most effective and versatile. To say that a god is a Fire/Sky Rune god, an Illusion god, or whatever, is to say that the followers of that god specialize in those areas.

The specific Runes, categorized by class, are as follows:

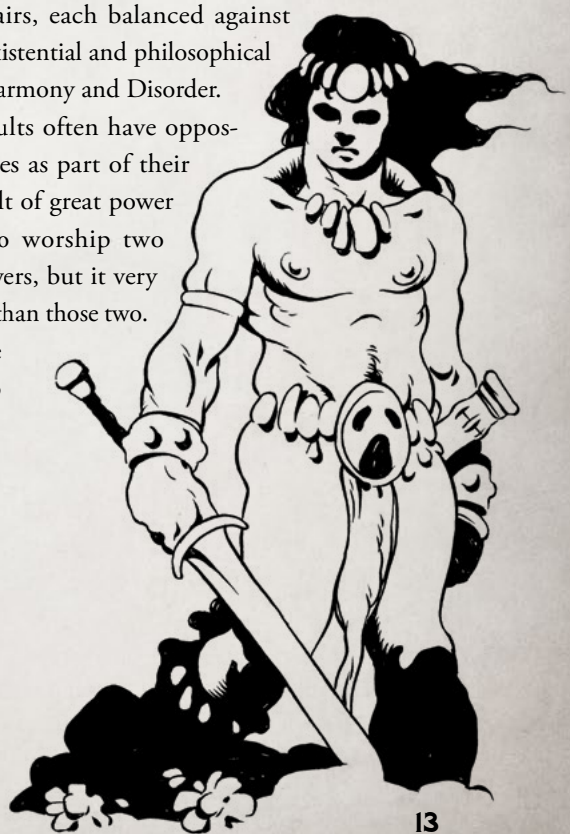
Elements

The Elements are what Glorantha is made of. Five elements are widely recognized, though a sixth—Moon—only grudgingly.

Powers

Said to symbolize the members of the Celestial Court, the Power Runes are unique in that they are formed in mutually antagonistic pairs, each balanced against another at an existential and philosophical level, such as Harmony and Disorder.

Opposing cults often have opposing Power Runes as part of their identities. A cult of great power may be able to worship two non-paired Powers, but it very rarely has more than those two. Cults rarely have access to two paired Powers.



Elements

Name	Symbol	Description
Darkness		The most ancient Rune, the First Born, from whom all other Elements were born or descended. Darkness was the first Element to arise out of the Primal Chaos.
Water		Water was born of Darkness. As an Element, it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth.
Earth		Earth is the third Element, Daughter of the Seas, Mother of the Sky, Wife to Many, Supporter of All. At least half the cults in Glorantha include the Earth in some manifestation or other, as Life-Giver, Stone-Father, Shaker, or Primal Ancestress.
Fire/Sky		The Sky is different from the Air, for Air separates the Sky and the Earth. After his defeat by his son, the Sky has been aloof from mankind, although vestiges of his worship, such as the Sun Dome Temple, are still present in the land.
Air		Air is the Fifth Born, the Son of Earth and Sky (Sky was also the son of Earth). He is the Breaker of Laws, Destroyer of Heaven, Fighter Against Darkness, and Liberator of the Sun. He usually manifests as a storm god, such as Orlanth in Sartar or the Storm Bull of Prax.
Moon		Moon is the Sixth Element, little accepted amongst her peers. Outside the Lunar Empire she has hardly any presence at all, though the Moon is sometimes considered a Condition Rune.

Powers

Name	Symbol	Description
Harmony		Said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered throughout Glorantha.
Disorder		Directly derived from Chaos. Anarchistic cults claim that this was the first step of creation from Chaos, therefore Disorder is the First Born of the Powers and the foundation of the universe.
Stasis		This Rune is closely connected with the art of alchemy, and the dwarves. They claim that this is the First Rune, for it provided the foundation from which all else was created.
Movement		Denotes the ancient wheel. As usual, there are claims for it to be the First Rune, for there would have been no growth from Chaos without it. Folktales speak of the World Bird which escaped from the Maws of Chaos upon this wheel.
Truth		A Rune of the ancient, all-seeing Sky gods. Said to represent the torch that mortals used to escape from Chaos in the Great Darkness and to survive until the Dawn. Yet another candidate for First Rune, for its constancy and order set creation apart from random, unsettled Chaos.
Illusion		The Puppeteer Troupe, the major cult of the Father of Illusion, always claimed that this was the First Rune, for without Illusion, there would be none of us to think we ever were. They refuse to explain further.
Fertility		Symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. This is the symbol of growth and life.
Death		Known to be the First Sword, the immortal and cursed weapon which the god Humakt used to bring Death to the world. Others claim this to be the first of the Runes, citing the separation of the world from Chaos as the first action in creation.

Forms

Name	Symbol	Description
Beast		This Rune is also called the Dragon's Eye, and is supposed to represent the armor plate over the eye of a dragon. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs) though no one has had the nerve to ask a dragon about it. It is thought to have originally been a Dragonewt Rune, and its complexity would indicate this.
Man		This Rune represents the humanoid shape and is common among all humanoid races. Some other races interpret it as "slave" or "food." It is said to represent Grandfather Mortal, and numerous folktales are told about him.
Plant		The symbol of the first life upon Glorantha. It is said to symbolize the first Plant god, a son of the Earth and Sea. Many cults have a connection with the Plant Rune, such as Aldrya, whose worship combines the Runes of Earth, Plant, and the Power Rune of Fertility.
Dragonewt		As exotic as the race it represents, it is found only in the Dragon Pass area. Unlike most of the other Form Runes, it is never used with an Elemental Rune.
Spirit		This Rune describes disembodied entities existing in the Spirit World.
Chaos		Descriptive of beings tainted by Chaos. The Chaos Rune might be combined with any other Rune, as nothing is totally safe from its influence.

Conditions

Name	Symbol	Description
Mastery		This all-purpose Rune can symbolize the mastery of mortals, of magic, or of elements. As the mastery of mortals, it describes a Hero; as the mastery of magic, it symbolizes any cult of reasonable power. The use of such Condition Runes usually masks the true identifying Runes of the cult or person described, although it may also signify the independence of a Hero or powerful magician from cult ties.
Magic		Almost redundant in this magic-rich world, this Rune describes how a cult or individual deals with the power of another Rune. Since it is impossible to deal with Runes without magic, this Rune is especially important.
Infinity		The mark of the gods. One who possesses the Infinity Rune is almost like a god. This Rune is not used lightly, as it implies total control of the power flow around the user, making them invulnerable to almost all magic. It is characteristic of gods, dragons, and the greatest Heroes only.
Luck		Thought to be both an expression of Chaos as well as the stamp of approval of the gods, this Rune is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.
Fate		Very few cults use this as an expression of the way of the world. Instead, it is used by downtrodden cultures that have no other explanation for their status, and conversely by those at the top, to justify their own positions.

Forms

These are descriptive Runes. A god is usually described as being of a Power or Element, and the form determines how its Power or Elemental force is expressed. The Form Runes have many variants and sub-Runes, and are sometimes known by other names, but these cover the ground adequately enough.

Conditions

There are five widely acknowledged Condition Runes. They indicate which aspect of an Element, Form, or Power is favored by a cult. Some cults believe that other Conditions exist, but they have not been as universally accepted.

THE WORLD OF GLORANTHA

Glorantha is not a globe, but instead is a slightly bulging, squarish lozenge, like the Earth Rune's shape. It floats upon Sramak's River, the **Primeval Ocean** that encircles the world. The Sky overhead is an off-center bowl, rotating about the Pole Star which marks its center and is the only stable point in the celestial dome. Between the Earth and Sky is the turbulent realm of the Air gods. Underneath both Earth and Water is the dark, silent Underworld.

Beneath the Sky and the Air, and sitting on top of the Earth, is the **Middle World**—the realm of mortals. It has a northern and southern continent, and many islands.

Beyond the Middle World are the lands of immensely powerful supernatural races, such as Altinela, Vithela, or Luathela. The beings of these lands occasionally come to the world of men, but few men ever travel to them. Some are areas of myth, like the Sea of Fire where the Sky fell to Earth and set everything burning, or the Lands of Dawn and Dusk where the Sun rises and sets each day. Only Heroes can travel to such realms and survive, and from there they can find their way to the very worlds of the gods.

Genertela is the northernmost continent. It is colder than the southern continent, and the northern-most regions are uninhabited except by ice demons and snow trolls. The White Sea separates the permanent winter from the northern lands of mortals. The



continent is temperate in climate, and in the south the seasons are moderate.

The great central oceans of Glorantha are mild and almost balmy, though seasons affect them. The many islands are pleasant places, semitropical in nature. Magasta's Pool, at the center of the world, is a gigantic whirlpool which draws all the waters of the world to it and drops them to the dark primordial sea below.

The inhabited lands of the southern continent developed independently from the north, though both cultures came into violent conflict during the Second Age. The northern coastal regions are extremely pleasant, but the temperature increases the further south one travels. Beyond the lands that men know are dense jungles and, finally, the arid and unlivable Burning Wastes.

Dragon Pass

Dragon Pass is probably the most important place in Glorantha. It is an extremely strategic location, sitting at the crossroads of Genertela. History has left it populated with numerous distinctive groups: many are remnants of bygone times. Recent history has brought in new invaders in the form of the **Lunar Empire**, and the near future doubtless provides more. Most important is the fact that Dragon Pass is an extremely magical region. It is the center of the world for many myths. Great events, magical and religious, occur there even now. Several demigods live there. Many prophets and scholars predict that the fuse of Dragon Pass will ignite the Disruption Keg of the Hero Wars.

The actual Dragon Pass is a narrow valley that crosses the continental divide near the sacred peak of Kero Fin, but over the centuries the name has come to be applied to the whole 225-kilometer-wide gap in the Rockwood Mountains, and to the region around this gap.

Dragon Pass is also one of the most militarily significant regions in Genertela. It offers the only passage suitable for armies to cross from Peloria (ruled by the Lunar Empire) in the north to the rich lands of Kethaela in the south. Much of the region is easily-defended terrain such as forests, hills, and mountains. Most importantly, its warlike population and many magical entities make it a daunting region for any army to pacify or conquer.

Gloranthan Society

Glorantha has far more to do with Mesopotamia, ancient China, Homer's Greece, Robert E. Howard's Hyboria, and the Shahnameh than it does with medieval Europe, *Le Morte d'Arthur*, or the Carolingian Cycle. Its heroes are the likes of Conan, Gilgamesh, Heracles, and Rostam, not Lancelot, Percival, and Roland.

Unlike some fantasy settings, there is no alignment, as such. People have **allegiances** to nations, cities, religions, and tribes, not to abstract concepts. It is also possible for people within the game to survive quite well with no allegiances whatsoever, except to themselves.

The gods, in the forms of their followers and cults, play an active and important part in most major events in Glorantha. However, most gods are complementary, and rarely oppose each other directly. Only the gods of Power are actively antagonistic; but only within their own spheres of interest.

Elder Races

The Elder Races of Glorantha predate the appearance of humans in the world. The Elder Races include many small, strictly local or otherwise insignificant creatures. Those powerful enough to dominate significant parts of the world are Aldryami (elves), broo, dragonewts, Mostali (dwarves), merfolk, and Uz (trolls).

Many obscure or lesser creatures live in Glorantha. Centaurs, giants, morokanth, newtlings, scorpion men, and Wind Children are only a few of the many lesser Elder Races.

Gloranthan Technology

Technologically, Glorantha is like the Bronze Age of Earth's history. This general statement is meant to illustrate the social development and cultural level of most of the people of the world. Bronze is common, and can be mined directly from the bones of the gods that died in the Gods War, which provide a ready source of the metal. Bronze is used throughout these rules to refer to the terrestrial metal to which it is most similar, but Gloranthan bronze also has some properties that are dissimilar from our earthly metal.

Unalloyed, or "pure" metals, such as iron, lead, tin, and copper, prevent a person from using magic unless the item it is made into is "sealed" to the Rune connected with that metal. Note that all coins are alloyed, as are gold and silver ornaments, and have no effect upon magic use.

Gloranthan Money

Gloranthan coinage is based on silver. While both gold and copper are used as coins, silver is by far the most common monetary metal. The Middle Sea Empire first introduced silver coinage into Glorantha. The basic currency in Dragon Pass and Prax is the **lunar** (abbreviated as L), a silver coin weighing a little more than 4 grams (1/8 of an ounce). Most coins in circulation were minted by the Lunar Empire and

are stamped with the symbols of the Red Goddess. Before the Lunar Conquest, silver coins called guilders were minted by the various city guilds in Sartar and Pavis. All these coins are roughly equivalent in value. A cow is worth about 20 L.

The first coinage of the world was gold, brought to the people by the enigmatic Gold Wheel Dancers. In their honor, gold coins are still called wheels. Gold, however, is scarce and very valuable. One golden wheel equals 20 L. Gold is still mainly used as a means of settling debts between rulers rather than by individuals.

The dwarves invented copper coins, but they were adopted by Issaries to facilitate trade between peoples. The copper coin is called a clack, or often just a copper. It takes ten clacks to equal one lunar.

The bolg is a troll unit of exchange made of lead. Argan Argar invented the bolg and it is the sole coinage used by that cult in paying trollkin mercenaries. The lead bolg is unique as a unit of money, for it is designed for use as a sling stone as well as handy cash.

Exchange rates between these currencies are described on page 403.

History

Glorantha was created from the **Primal Void of Chaos** by its deities. At first, there was no history, for the initial creation formed the period of magic and timeless simultaneity called **God Time**. In God Time, the entire world was populated with beings and races of the **Golden Age**.

The birth into this world of Umath, the Primal Air, shattered the period of peace, bringing crowding, confusion, and fear. This escalated into the Gods War. The universe exploded with strife, and Orlanth the Storm God used Death to kill the Sun God. Darkness shrouded the world and creatures from the Underworld invaded, claiming their place.

At the edge of the world, the Unholy Trio—Ragnaglar the Mad God, Thed the Mother of the Broo, and Mallia the Mistress of Disease—let Chaos loose. All the cosmos was turned upside down, as the Sun lay dead in Hell and night demons ran amok in the skies. The herds of Chaos came and devoured all the food, and people and their beasts starved. Once-friendly spirits of nature—Air and Water, Fire and Darkness—turned hostile, as each sought to take a piece of the dying world for themselves. Utter destruction seemed near.

But Glorantha was not destroyed. Spurred on by Hope and Chance, the **Seven Lightbringers**—Orlanth and his companions Chalana Arroy, Eurmal, Flesh Man, Ginna Jar, Issaries, and Lhankor Mhy—traveled through the Chaos-ridden Cosmos and, after harrowing adventures, liberated the life-giving Sun God. The joyful god leapt to his rightful place in the sky and the Dark was banished.

To keep entropic Chaos from coming to their realm again, the gods swore great oaths and compacts, resulting in the Great Compromise. Men call this **Time**. By altering the world, the gods saved it, and history began.

Time began with the **Dawn Ages**, periods of peace and growth, as the survivors rebuilt and taught themselves the way of the world inside Time. The Elder Races—Aldryami, dragonewts, dwarves, and trolls—were as healthy and as proud as humans. In Dragon Pass, on the continent of Genertela, the First Council was a balanced organization, including humans and non-humans, males and females, mortals and divinities.

This age of innocence could not last. Ancient feuds were remembered, and conflicts grew between peoples outside the Council. Dissent inside and enemies outside forced the formation of the Second Council, a warlike empire that grew in arrogance and power until it dreamed of bringing back the God Time.

The experiment ended in the birth of Gbaji the Chaos God, whose reign of terror kept Glorantha at war with itself for 50 years. This was the death-knell of the Elder Races: they have never had the same stature in the world since. This was the end of the Dawn Ages.

Out of this shattered world grew new political entities. Among the most powerful was the state called the **Empire of the Wyrms Friends**. This empire, centered in Dragon Pass, lasted for 500 years, proud of and famous for its friendship with the dragons and wyrms of the Pass. Its peoples and places thrived, contacted two other continents, and delved deep into spiritual byways. After 300 years, the traditional rulers were replaced by a ruling body of men and gods called the Third Council. Legends relate that there was no telling the men from the gods in the Council chambers.

But the magic of the Council could not counter the miseries of its worshipers, nor could they control the swords of the rebels who did not sacrifice to them. Foreign gods gained power and prestige as the provinces of the Third Council revolted or were overrun by invaders.

At last, the Council turned its energies to defending its worshipers. Epic battles raged across the land. Finally, in 1042, after being dormant for centuries, the dragonewts rose against the Council and slew them all.

Less than a century later, the human allies aiding in the destruction of the empire turned against the dragonewts. With few allies, the dragonewts seemed helpless before the

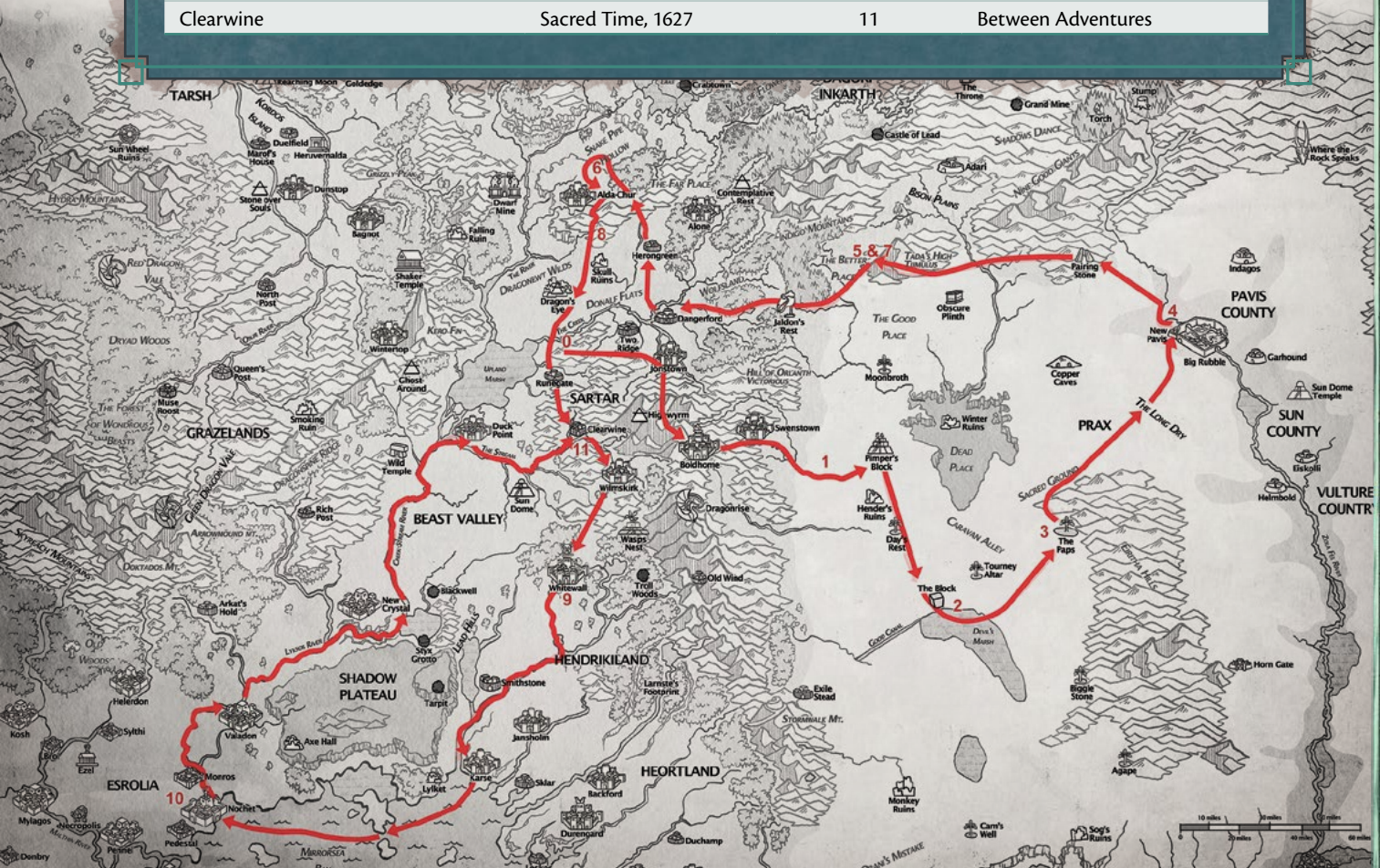
≈Vasana's Saga≈

Scattered throughout the book, set aside from the regular text, are passages from the work *My Life*, or more commonly, *Vasana's Saga*, a first-person narrative of the Hero Wars written (or dictated) by Vasana Ernaldoring, a Wind Lord companion of Prince Argrath. Unfortunately, the later sections of this work have been lost, and so the years from which all the excerpts are drawn were 1626–1627.

Vasana's account is remarkable for its honesty, chronicling both her triumphs and her defeats, and on several occasions acknowledging her own contribution to her failures. This makes *My Life* a pleasant contrast from the ceaseless boasting of Ethilrist's voluminous *A History of My Black Horse Troop*, which too many scholars consider the pinnacle of Hero Wars-era chronicles. Vasana was a significant participant in the early Hero Wars, and participated in many rituals and inner workings of several cults beyond her own.

During the years selected, Vasana traveled throughout Dragon Pass, Prax, and Kethaela, and her accounts contain useful descriptions of the places and people she encountered. Her full itinerary during this period has been marked on the accompanying map. The places and dates are also included in this list.

Place/Event	Date	Map	Chapter
Battle of the Queens	Fire Season, 1626	0	Game System
Swenston/Pimper's Block	Fire Season, 1626	1	Skills
The Block	Fire Season, 1626	2	Combat
The Paps	Earth Season, 1626	3	Runes
New Pavis	Darkness Season, 1626	4	Passions
New Pavis	Darkness Season, 1626	4	Reputation
New Pavis	Storm Season, 1626	4	Magic
Assembly Rocks	Sea Season, 1627	5	Spirit Magic
Snakepipe Hollow	Sea Season, 1627	6	Rune Cults
Sleeping City Ruins	Sea Season, 1627	7	Shamans
Battle of Sword Hill	Sea Season, 1627	8	Spirits
Whitewall	Fire Season, 1627	9	Spirit World
Nochet	Storm Season, 1627	10	Sorcery
Nochet	Storm Season, 1627	10	Equipment & Wealth
Clearwine	Sacred Time, 1627	11	Between Adventures





might of the Invincible Golden Horde, an alliance of most of the humans. Dragonewt nests were scoured with wildfire, planted with seeds laid by Chaotic parasites, sealed by diseases unnameable, and cursed by fear and loathing for any that would mourn them.

Heartless and relentless, humans crushed and plundered, but in 1120 when they closed in upon Dragon Pass, the assembled human armies met those who would mourn the loss of dragonewts. Dragons from across Time and Space assembled in their ancestral home to preserve the purity of their birthplace. The Dragonkill War got its name from what the dragons did, not what they suffered. Despite draconic indifference, humans have feared the dragons since that time. Now none seek to smash the dragonewts' eggs, though humans might plunder a nest city.

Dragon Pass was abandoned by humanity. Elsewhere, old empires shook and the seas were utterly closed to human crossing. New kingdoms rose to fill the power vacuums and new magics and deities broke free from ancient shackles.

North of Dragon Pass lies the land of Peloria, home of the ancient Dara Happan civilization founded by Yelm the Sun God in the Golden Age. After the fall of the Empire of the Wyrms Friends, the cruel Carmanian Empire conquered Peloria. The Carmanians threatened to extinguish the last lights of Peloria until seven desperate heroquesters conspired to revive a dead goddess—the **Red Moon**.

The Red Moon was a victim of the Great Darkness. She was robbed of immortality and death at the same time, making her unique among the gods in existing equally in both worlds. The terrible shock had torn her asunder, scattering her throughout the worlds. After questing deep into the Underworld along lost or forbidden paths, she was reformed as the Red Goddess. In her were balanced Constancy and Change, Life and Death, Love and Indifference, and all the dichotomies of the Universe, including Chaos. Her arrival in Time changed the face of the land. The Heartlands of Peloria submitted to the Red Goddess and overthrew the Carmanian Empire's rule.

After living in Glorantha a short time, the Red Goddess ascended to the heavens, where she remains in her cyclical beauty, viewing the land she left to her family below. The ever-reincarnating Red Emperor of the Lunar Empire is her son and her pride.

The Lunar Empire expanded from its founding. When defeated, it rebounded stronger than ever. The Lunars went north to the icy wastes, east to the bounds of the horse barbarian lands, and west until they were halted by the magical Syndics Ban. But in the south, the empire continued to grow and grow.

When the Lunars reached Dragon Pass, they found it populated again. Moreover, it was dominated by the Kingdom of Sartar, ruled by a wise dynasty cautiously maintaining the great and magical laws that gave it its strength. Despite initial defeats, the Red Emperor eventually marched almost unhindered into the Sartar capital of Boldhome in 1602. He defiled the Temple of Sartar and ravaged the city. So far, it was a typical Lunar conquest.

But the remnants of the Household of Sartar incited the natives to rebel against the empire. Starbrow's Rebellion in 1613 temporarily overthrew the Lunar Occupation. After the latest rebellion was ruthlessly put down by General Fazzur Wideread, a puppet Prince was installed in Boldhome.

To extend the Glowline and put an end to the uprisings, the Lunar College of Magic began to construct a Temple of the Reaching Moon in the foothills of the Storm Mountains. The location of this temple would enable the Lunars to vanquish the rebellious Storm God, winning the Middle Air as the uncontested domain of the Red Goddess.

Complete Lunar victory seemed imminent after the fall of Whitewall in 1621. But the final victory never came—rebellions erupted in Sartar and Heortland, the Lunar Army was routed in Esrolia by an alliance of rebels and Wolf Pirates, and Pavis fell to a new warlord called Argrath. Worshipers of the Death God assassinated the Lunar puppet, Prince Temertain.

In response, as the Lunars gathered to finally consecrate the Temple of the Reaching Moon in 1625, the Sartarites somehow summoned a True Dragon immediately beneath the Temple's foundations. It devoured the assembled priests and priestesses performing the dedication ceremony as well as half of the Lunar military in Dragon Pass. Called the Dragonrise, this catastrophic event awakened ancient draconic powers and thoughts quiescent since the Empire of the Wyrms Friends. People and beings across the world panicked at these terrifying phenomena and many set into motion their ancient curses, cosmic defenses, secret plans, and doomsday rituals.

Soon after the Dragonrise, Kallyr Starbow liberated Boldhome and proclaimed herself Prince of Sartar. The bravery and glory of Sartar's fight for independence attracted thousands of volunteers, and people from all over Glorantha became adventurers to take their places in its ranks.

The year is 1625. Now begins the long-prophesized period known as the Hero Wars: the fighting around Dragon Pass draws the greatest collection of Heroes in one place the world has ever seen. In these pages, adventurers begin their first steps upon the path to becoming Heroes, to take their places amongst others in the Hero Wars.

ADVENTURERS

The imaginary personae created and controlled by players are called **adventurers**. Those used by the gamemaster are called **non-player characters**. When these rules mention adventurers, the same rules almost always apply equally to non-player characters. The gamemaster controls all other characters in the game, from the Red Emperor to the most witless food trollkin.

Your adventurer is not expected to be an ordinary member of society (although you can certainly create one who is, if you choose). Instead, your adventurer is someone that might become a Hero, and take their place in the Hero Wars. The adventurer creation process reflects that bias, creating competent and resourceful adventurers early in their adventures.

Follow the steps below to create an adventurer. This procedure lets you create human adventurers from the greater Dragon Pass region (Sartar, Lunar Tarsh, Old Tarsh, Prax, Esrolia, and the Grazelands) that fit into their societies, even if as outlaws!

Future supplements will provide additional guidelines and support for creating adventurers from different lands, religions, and even different species!

Additionally, the RuneQuest Gamemaster's Screen Pack provides an alternate quick adventurer generation system which may be of interest when time is pressing.

GETTING STARTED

Before making adventurers, the players and gamemaster should discuss together the roles the players would like to take on and play. The gamemaster should let the players know whether they will be playing in a focused campaign with a specific theme, or whether the campaign will be open-ended, with a loose framework and no overarching plot.

The players and gamemaster should determine what Homelands are appropriate for the campaign. They may decide that all or most of the adventurers should be from the same tribe or clan. Some may even be brothers or sisters.

PROCEDURE

Follow these eight steps to create your adventurer. Each step is explained in more detail in the pages that follow.

- **Step 1: Homeland.** Choose your adventurer's Homeland.
- **Step 2: Family History.** Develop the family history for your adventurer, and their own history prior to their life of adventure.
- **Step 3: Rune Affinities.** Choose your adventurer's Runes. These quantify your adventurer's connection to specific Runes and drive personality and social impulses.
- **Step 4: Characteristics.** Determine characteristics and secondary attributes.
- **Step 5: Occupation.** Choose your adventurer's occupation.
- **Step 6: Cult.** Choose your adventurer's cult.
- **Step 7: Personal Skill Bonuses.** Allocate personal skill bonuses.
- **Step 8: Other Information.** Give your adventurer a name and determine other information needed, such as gender, equipment, family heirloom, etc.

≈Vasana's Saga≈

Consulting with the gamemaster about the starting locales, Vasana's player decides that Vasana is going to be a Sartarite from the Colymar tribe.

She reads the section about the Colymar tribe on page 106, and determines that her adventurer Vasana starts with the following Passions at 60%: Love (family), Loyalty (Colymar Tribe), and Loyalty (Ernaldori Clan).

Reading further, Vasana's player sees that members of the Colymar tribe get a +10% bonus to their Loyalty (Colymar Tribe), so Vasana's Loyalty (Colymar Tribe) starts at 70%.

Step 1: Homeland

Every adventurer has a Homeland, which helps determine initial customs, language, and religion. An adventurer's Homeland may be suggested, determined, or restricted by the gamemaster.

Six human Homelands surrounding Dragon Pass are presented in this book. Each Homeland has associated Rune modifiers, cultural skills, and cultural weapons, all detailed in later sections. Cultural stereotypes have been presented to let players know how outsiders typically perceive members of that culture. Players should feel free to defy expectations and play contrary to stereotypes, if desired.

Further information for adventurer generation is contained in the **Homelands** chapter.

Additional modifiers may be found in each homeland's writeup, under the **Local Modifiers** category. Once players have determined their adventurer's specific home region, with the gamemaster's consultation or approval, they can add these modifiers to their existing abilities.

Sartar

Sartar is the default Homeland for adventurers, a mountainous kingdom made up of Storm-worshiping hill tribes united by the royal house of Sartar. Sartar recently liberated itself from the Lunar Empire, and in doing so began the Hero Wars. It is now ruled by Kallyr Starbrow, and is a hotbed of magical questing, petty feuds, and would-be Heroes.

Cultural skills for Sartarite adventurers are provided on page 60, and the full writeup of Sartar, including local modifiers, is on page 103.

Cultural Stereotype: The Sartarites are quarrelsome, reckless, and fiercely independent. Men are emotional, often violently passionate, with swiftly shifting opinions and feelings. Women are cunning, practical, and vengeful. The Sartarites are devoted to Orlanth and Ernalda, and hate the Lunar Empire with a burning passion.

Common Cults: Orlanth, Ernalda, Babeester Gor, Chalana Arroy, Eurmal, Humakt, Issaries, Lhankor Mhy, Maran Gor, Storm Bull, Yelmalio.

Suggested Occupations: Farmer, Noble, Priest, Warrior.

Esrolia

This rich and civilized land is ruled by a matriarchy. Esrolia is the home of the Earth Mother Ernalda, and is the center for Earth worship. Its capital city, Nochet, is the largest city in Glorantha, ruled by the Queen of Esrolia.

Cultural skills for Esrolian adventurers are provided on page 60, and the full writeup of Esrolia, including local modifiers, is on page 109.

Cultural Stereotype: The Esrolians are civilized, curious, luxurious, and sensual. Their styles set the standards in many lands, including Dragon Pass. They are cosmopolitan, with knowledge of many distant realms. They dislike war, and favor negotiation over open conflict. Esrolian women are proud, ambitious, devious, and very practical. Men are emotional, loyal, reckless, and quarrelsome.

Common Cults: Ernalda, Argan Argar, Babeester Gor, Chalana Arroy, Eurmal, Issaries, Lhankor Mhy, Maran Gor, Orlanth.

Suggested Occupations: Healer, Merchant, Priest, Scribe, Thief.

Grazelands

The Grazelands are a region of grassy hills and valleys inhabited by the Grazeland Pony Breeders. This semi-nomadic tribe herds horses and rules over enserfed peasants originally from Esrolia, Sartar, and Tarsh. They are ruled in turn by the Feathered Horse Queen, a powerful Earth priestess.

Cultural skills for Pony Breeder adventurers are provided on page 62, and the full writeup of the Grazelands, including local modifiers, is on page 114.

Cultural Stereotype: The society of the Pony Breeders is rigid and patriarchal, with everyone's place determined by

age and birth. The tribe is divided into a dozen clans; clan chiefs are elected but few among the populace are eligible. The Pony Breeders consider themselves innately superior to all "groundsmen."

Common Cults: Yelm, Ernalda, Humakt, Issaries, Orlanth.

Suggested Occupations: Herder, Noble, Warrior.

Prax

These barbarian nomads reside in the chaparral plains east of Dragon Pass. Each tribe rides and herds the beast for which it is named: bison, bolo lizard, high llama, impala, rhinoceros, sable antelope, and even the horse-riding Pol-Joni. The horse is strictly taboo for most Praxians (except for the Pol-Joni).

Cultural skills for Praxian adventurers are provided on page 62–63, and the full writeup of Prax, including local modifiers, is on page 118.

Cultural Stereotype: The Praxians are proud and warlike nomads, who distrust outsiders and each other. They hate Chaos with a passion and eschew civilized cults. They live harsh, cruel lives in the wastes, in a state of near-constant war, and consider the very environment they live in potentially hostile. A popular refrain among the Praxians is *"Life is War."*

Suggested Occupations: Apprentice Shaman, Herder, Warrior (Light or Heavy Cavalry).

Note: Each tribe is described separately below.

Bison

The Bison Riders are dependent upon their heavy and slow animals for their livelihood. Like their beasts, the Bison Riders are big and thick, slow to move but terrible on impact.

Common Cults: Waha, Daka Fal, Eiritha, Storm Bull, Orlanth.

High Llama

The High Llama Riders are the smallest Great Tribe, but can be counted as the most powerful. Their beasts tower over other Praxian steeds and can run down even the swiftest skirmishers. They are said to fear no one on the plains.

Common Cults: Waha, Daka Fal, Eiritha, Storm Bull.

Impala

The Impala Riders make up for their diminutive size with numbers, being the most populous tribe in Prax. They rely on the speed and agility of their beasts to protect them.

Common Cults: Waha, Daka Fal, Eiritha, Storm Bull, Yelmalio.

Playing Inexperienced Adventurers

The default adventurer creation process generates adventurers that have already survived and experienced the opening moves of the Hero Wars. They are likely veterans of battle and may very well have mastered a skill.

The gamemaster and players may prefer to create inexperienced adventurers right after their initiation into adulthood (about 15 or 16 years old). In that case, players should not take any personal events in their adventurers' family histories (because they were not adults until the start of play) and should skip Step 7: Personal Skill Bonuses.

Playing More Experienced Adventurers

The default adventurer creation process generates adventurers around 21 years old. With gamemaster approval, a player can start with an older adventurer, but must decide to do so before family background is determined in Step 2: Family History.

Once you make this decision, subtract your desired age from 1625, add 16, and begin your adventurer's background rolls with that date, representing an early start to adventuring. If a parent is alive at that time, you should assume that your adventurer took part in the same events as your parent. Your adventurer survives any rolls that result in death (and earns an impressive scar), though your parent is not so lucky and meets their demise.

Older adventurers begin with additional skill points, Rune points, and spells, but must contend with the rigors of aging. The effect of additional age is described in Additional Experience on page 81.

Playing Related Adventurers

With an emphasis on family, clan, and tribe, RuneQuest is uniquely suitable for players wishing to play adventurers related to one another. If players and the gamemaster agree, they can elect to be siblings, half-siblings, cousins, or any other relatives of the same generation or a similar age.

First, the players should determine how closely their adventurers are related, and what grandparent or parent they have in common.

The process of adventurer generation is nearly identical, though closely-related adventurers can share events during the generation of family history, rolling together rather than rolling separately. This is determined on a year-by-year basis, with players electing to roll for the experiences their grandparents and parents underwent together, such as going off to war together, enduring famine, etc.

Modifiers, Passions, or other results are applied equally to each of the siblings, half-siblings, or cousins.



Pol-Joni

The Bastard Tribe, the Pol-Joni are horse-riders from Dragon Pass. They fought their way onto the plains, and have the magical and martial strength to remain there. They are sometimes considered one of the tribes of Sartar.

Common Cults: Orlanth, Humakt, Eiritha, Storm Bull.

Sable Riders

The Sable Tribe ride giant antelopes with curving horns. When the Lunar Empire invaded Prax, the Sables sided with them against the other Praxian tribes. The Sables later turned against the Lunar Empire, showing once again the temporary nature of any agreement among the Praxians.

Common Cults: Waha, Seven Mothers, Eiritha, Yelmalio.

Lunar Tarsh

The Kingdom of Tarsh is a province of the Lunar Empire and its rulers and urban populations have adopted the civilized culture and religion of the Lunar Heartlands.

Cultural skills for Lunar Tarshite adventurers are provided on page 63, and the full writeup of Lunar Tarsh, including local modifiers, is on page 126.

Cultural Stereotype: The Lunar Tarshites are proud and arrogant: they dominated Dragon Pass for the last generation. They are loyal to the Red Emperor and the Red Goddess but are now torn between partisans of King Pharandros and those of his uncle, the great general Fazzur Wideread.

Common Cults: Seven Mothers, Ernalda, Chalana Arroy, Humakt, Issaries, Lhankor Mhy, Yelmalio.

Suggested Occupations: Noble, Priest, Scribe, Warrior.

Old Tarsh

Old Tarsh is a group of tribes centered on the foothills of Mount Kero Fin that refuse to acknowledge the Lunar dynasty of Tarsh, remaining loyal to the Shaker Priestess. Once the core of the Kingdom of Tarsh, the tribes of Old Tarsh have been marginalized, and survive by hunting and raiding.

Cultural skills for Old Tarshite adventurers are provided on page 63, and the full writeup of Old Tarsh, including local modifiers, is on page 131.

Cultural Stereotype: The Old Tarshites are poor, but proud and fierce. They view themselves as the rightful rulers of Tarsh and see the Lunar Tarshites as temporary usurpers. They are notorious for being both vengeful and indulgent.

Common Cults: Maran Gor, Orlanth, Ernalda, Odayla.

Suggested Occupations: Bandit, Herder, Hunter, Warrior.

Abilities—Skills, Passions, and Runes

The various steps of adventurer creation provide bonuses and base values for abilities, which are added together to eventually define the competency of the adventurer. These are either Passions (Hate, Fear, Loyalty, Love, Devotion, Honor, etc.), skills (Battle, Dodge, Ride, etc.), or Runes (Harmony, Earth, Darkness, Water, Truth, etc.). A further type of ability is Reputation, a rating of how well-known your adventurer is.

These aspects are measured with a percentage value between 0 and 100 (or more), a range encompassing complete lack of any ability (0) to overwhelming competence or dominance of that aspect (100). A rating of 0 is a 0%, meaning a complete lack of skill, aptitude, or influence, while a 100% represents utter mastery of a skill, or the overwhelming influence of a Rune or Passion.

Starting Passions

Gloranthan epics are full of characters with conflicted loyalties, deadly feuds, and raging Passions. This game encourages such themes through qualities called **Passions**: game mechanics for quantifying your adventurer's emotional propensities.

As a member of a Homeland, your adventurer starts with three Passions at 60%. Depending on your family history, these Passions may increase or decrease, or your adventurer may get new ones from your family or personal history.

Passions and their use in play are described in the **Passions & Reputation** chapter.

Specific Passions Described

These are some of the more common Passions. Whenever the focus of a Passion is a category written in parentheses such as Devotion (deity) or Loyalty (tribe), pick a specific entity within that category. *For example, Devotion (deity) may be Devotion (Orlanth) or Loyalty (tribe) may be Loyalty (Colymar tribe).*

Devotion (Deity): Devotion to a deity is a common form of religious activity in Glorantha, and involves a personal dedication of one's life to a god.

Fear (Type or Individual): Fear is a powerful motivation, as much as hate or love. Some sample fears include: Chaos, Dragons, the ocean, or Undead. Fear can motivate an adventurer to flee or escape the object of that fear.

Hate (Group or Individual): Hatred motivates many people in Glorantha. Common hatreds in Glorantha include: Beast Men, Chaos, Dragonkind, Dwarves, a specific

individual, Lunar Empire, another clan or tribe, Trolls, Tusk Riders, and the Undead.

Honor: Honor is the preeminent warrior virtue, a personal code of integrity, pride, and dignity. An honorable adventurer keeps their word even when doing so is distasteful.

Loyalty (Temple, Leader, or Group): Loyalty is the basis of all of society beyond the family. Loyalty such as that owed to a temple, a leader, a kinship group such as a clan or tribe, or a city forms the basis of social organization. Pick the specific entity or entities that an adventurer owes loyalty to.

- **Loyalty (temple)** is the measure of an adventurer's bond with the temple hierarchy of their cult, as well as the loyalty owed to other worshipers at that temple.
- **Loyalty (clan, tribe)** is the measure of the bond an adventurer has with their specific clan or tribe. It typically includes an obligation to avenge slights or injuries against that community or its members.
- **Loyalty (city)** is the measure of one's willingness to live, fight, and die for one's city. It is the defining feature of citizenship.
- **Loyalty (individual)** is the measure of an adventurer's bond with a specific individual, such as a king, chief, or other patron. For example, a warrior owes personal loyalty to their warleader even to the death; in return, the warleader rewards their followers with compensation, support, or other privileges.

Love (Individual or Group): Love of family or of a lover is a natural emotion common to humankind in any age or culture.

- **Love (family)** in most Gloranthan societies refers to the immediate close family, the most important community one belongs to. Family members are expected to support, protect, and avenge each other. Kin-strife is widely considered the worst tragedy imaginable.
- **Love (individual)** indicates a deep feeling and attraction for another person. It usually implies physical and carnal commitment, although it may also include unrequited or platonic love.

Homeland Base Passions

Sartar
Love (family): 60%
Loyalty (clan): 60%
Loyalty (tribe): 60%

Esrolia
Love (family): 60%
Loyalty (city): 60%
Loyalty (clan): 60%

Grazelands
Love (family): 60%
Loyalty (clan): 60%
Loyalty (Feathered Horse Queen or Luminous Stallion King): 60%

Prax
Hate (Chaos): 60%
Love (family): 60%
Loyalty (tribe): 60%

Lunar Tarsh
Love (family): 60%
Loyalty (city): 60%
Loyalty (Red Emperor): 60%

Old Tarsh
Love (family): 60%
Loyalty (clan): 60%
Loyalty (Shaker Temple): 60%





Step 2: Family History

Your adventurer's **family history** strongly influences their drives and Passions. Occupations are largely hereditary in Glorantha, as is membership in most cults (although many notable exceptions exist). How a parent or grandparent lived or died helps establish your adventurer's identity.

This information can be written in the **Notes** section of the adventurer sheet, or on a separate piece of paper.

You can also skip the family history process entirely, which allows for a much faster adventurer creation process at the cost of a fuller, more complex background and deeper integration into Glorantha and its recent history. See **Skipping the Family History** (following) for guidance.

How to Use This Section

This section can be used to generate a deep family background for your adventurer, providing them with a rich personal history, connections to their family and community,

Clans

Most Gloranthans belong to groups united by actual or perceived kinship and descent. The most common of these groups is the clan. Clan loyalty is basic. If there is ever a dispute between members or families within a clan, the chieftain and council are expected to settle the matter quickly and pragmatically. At the same time, anytime a member becomes embroiled in difficulties with people or things outside the clan, the chieftain is expected to judge the situation properly and then rally or extricate the rest of the clan from the problem.

Most clans are exogamous, meaning that they marry people from outside the clan. Therefore, your grandparents came from different clans, and your parents are from different clans from each other. An adventurer's clan is determined by their parents:

Patrilineal: In a patrilineal clan (most common in the Grazelands), you belong to your father's clan.

Matrilineal: In a matrilineal clan (most common in Esrolia and among the Sable Riders), you belong to your mother's clan.

Mixed: In a mixed descent system (common in Sartar, Tarsh, and most Praxian tribes), you belong to your higher status parent's clan.

and additional benefits to skills and Passions. Gamemasters should keep in mind that this section is intended for creating player character adventurers. This is not intended to create the background for a typical resident of Dragon Pass!

1. Pick which family member had the most important impact on your adventurer's sense of identity. First, decide the grandparent that is most significant to your adventurer's story. If in doubt, pick a grandparent from your adventurer's clan (instead of a grandparent that married into your clan).

Then, pick whichever parent is most significant to your adventurer's sense of identity (that parent may die early in your adventurer's life but still cast a huge shadow over their life). If in doubt, pick the parent born to the grandparent already tracked.

Roll for your grandparent's occupation on the **Occupation** table (page 63), or pick a result. If the occupation seems unusual for that Homeland, roll again or pick an appropriate result.

Your parent does not have to belong to the same Homeland as your grandparent; similarly, your adventurer does not have to belong to the same Homeland as your parent. Your adventurer does not have to be biologically descended from their parent, such as in the case of being adopted, the product of an earlier marriage, a fosterling, etc. However, in such cases, you should explain why or how this happened.

2. Determine the occupations of your grandparent and parent. Use the **Occupation** table to choose or randomly determine your grandparent's and parent's occupations. Occupations tend to be hereditary, so if your adventurer's grandparent was a farmer but you then decide that your parent was a warrior, you should explain why or how they went against social expectations.

You can **always** pick your adventurer's occupation regardless of what your parent's or grandparent's occupations were.

D20	Occupation
1	Assistant Shaman
2	Bandit
3	Chariot Driver
4	Crafter
5	Entertainer
6–9	Farmer*
10	Fisher
11	Healer
12	Herder
13	Hunter
14	Merchant
15	Noble
16	Philosopher
17	Priest
18	Scribe
19	Thief
20	Warrior

* If Praxian or Grazelands Homeland, treat as Herder.

See **Step 5: Occupation** on page 63 for more information on occupations.

3. Determine events. Determine what events your grandparent and parent participated in and the results that each event had upon on your adventurer. Start with your grandparent's birth, then to the year 1582, going entry by entry until the adventurer is born (by default this is the year 1604). After your adventurer's birth, switch to determining events for your parent.

Some events are important only to certain Homelands. If your Homeland is listed as participating, you must roll or pick a result. If your Homeland is not listed in the Participating Homelands entry, you can skip the event if you choose. You can still choose to roll, even if your Homeland is not listed as participating. History has a way of affecting everyone, no matter where they're from.

You may choose the event or roll a D20 to get a random result. Depending on your Homeland (or your ancestor's Homeland if you wish that to be different) there may be modifiers to any dice roll. Modified roll results of 0 or less are treated as 1. Modified roll results of 21 or more are treated as 20. When an event indicates that a grandparent or parent is killed (or its equivalent), make no additional rolls for that ancestor.

If an event indicates that someone takes part in a later event, go directly to that event. If it takes place in the following year, do not roll for that year's event—just go directly to the event indicated.

Some events give the adventurer a Passion, Reputation, or even wealth. Wealth is straightforward, but Passions and Reputation are an additional type of inheritance, attitudes learned from the words and deeds of your parents and their parents. Write these down on your adventurer sheet.

If the event indicates that your adventurer gains a Passion (Love, Hate, Loyalty, Fear, Devotion, Honor, etc.) that Passion starts at 60%, unless indicated otherwise.

If your adventurer already has the Passion, increase it by +10%, unless indicated otherwise.

If more than one grandparent or parent experienced the same event that gives a Passion, that bonus is not cumulative. However, no Passion can be raised above 100% at this step.

If the event result indicates you gain Reputation, roll the appropriate dice and write that down in the Reputation section of your adventurer sheet. Your adventurer can gain Reputation thanks to the deeds of your grandparents and parents.

Skipping the Family History

Step 2: Family History is optional. It can take quite a while to go through, and may be inappropriate for one-shot games. If you do not want to use the family history section, do the following:

- Add up to three additional Passions to start at 60% each.
- Add +20% to one Passion of your choice.
- Add +10% to another Passion of your choice.

Short-Cut Version of the Family History

If you want a quicker version of the family history section to only determine your adventurer's prior background (but not that of your adventurer's parent or grandparent), skip ahead to the year 1622.

If your grandparent survives to the end of 1605, it is assumed that you retire your grandparent from the event table with dignity. Similarly, if your parent survives to the end of 1621, it is assumed that you retire them and do not continue subjecting them to the **Family History** table.

4. Determine your adventurer's past. Once your adventurer comes of age in 1622, you should determine what events they participated in.

Adventurers do not die during the family history process, regardless of what the result states! The gamemaster and player should improvise, modify, discard, or otherwise manipulate the results of the Family History in the interest of creating a more interesting or relevant background for the adventurer.

Your Grandparent's History

The life events of your most important grandparent may present a background of normalcy that your life contrasts with. Alternatively, their life may include events that triggered a cascade of conflict and feud that defines your life. Either way, your personal history starts here—with that of your most important grandparent.

Year 1561

Your grandparents were born by this year.

Year 1582

Participating Homelands: All.

King Tarkalor and his wife the Feathered Horse Queen went to war with the Lunar Empire to aid the Old Tarshites, aided by Praxian and Esrolian mercenaries and volunteers. The Red Emperor personally led the Lunar Army and when the armies met at the Battle of Grizzly Peak, the Lunar Army swept the field with their vastly superior magicians. Both King Tarkalor and his Queen were killed.

Of special note, your parents were born by this year.

Year 1582 Events

Modifiers

Esrolia, Prax: –5 to D20 roll.

Grazelands, Old Tarsh, Sartar: +5 to D20 roll.

D20	Event
1–10	Your grandparent was not present at the **Battle of Grizzly Peak**.
11–20	Your grandparent was present at the **Battle of Grizzly Peak** (below).

Battle of Grizzly Peak

Modifiers

Noble, Priest: +5 to D20 roll.

D20	Result
1–10	Survived. If Sartarite or Lunar Tarshite, continue to **Battle of Alda-Chur** (below). If other, your grandparent went home.
11–15	If Lunar Tarshite, your grandparent died in battle. Gain Loyalty (Red Emperor *or* King of Tarsh). If other, your grandparent was killed by Lunar spirits. Gain Hate (Lunar Empire).
16–20	If Lunar Tarshite, your grandparent died fighting the royal bodyguard. Gain Honor Passion and +1D3% Reputation. Otherwise, your grandparent died with great glory defending the king and queen. Gain Honor Passion and Loyalty (Sartar *or* Feathered Horse Queen). You have a famous ancestor and get +5% bonus to your Orate skill and +1D3% Reputation.



Battle of Grizzly Peak (1582)

Battle of Alda-Chur

D20	Result
1–18	If Sartarite, your grandparent witnessed the Alda-Churi acclaim Tarkalor's son Terasarin as Prince of Alda-Chur. Gain Loyalty (Sartar). If Lunar Tarshite, your grandparent retreated home.
19	Died in battle.
20	Died with great glory. Gain Honor Passion and +1D3% Reputation.

Year 1597

Participating Homelands: Esrolia, Grazelands, Lunar Tarsh, Sartar.

Lunar assassins killed members of the Sartar royal house in the Holy Country, and many got entangled in the cycles of murder and vengeance.

Year 1597 Events

Modifiers:

Grazelands, Old Tarsh, Prax: –5 to D20 roll.

Noble, Priest: +5 to D20 roll.

D20	Event
1–9	A normal year.
10	Died of other causes, see **Random Causes of Death** table (page 35).
11–17	Fought in the Holy Country, survived.
18–19	Fought in the Holy Country, witnessed murder of a member of the Sartar royal house. Gain Hate (Lunar Empire).
20	Died with great glory. If Lunar Tarshite, died trying to kill a member of the Sartar royal house. Gain Loyalty (Red Emperor). If other, died defending a member of the Sartar royal house. Gain Loyalty (Sartar) and +1D3 Reputation. Either way, gain a +5% bonus to your Orate skill because of your famous ancestor.

Year 1602

Participating Homelands: All.

The Lunar army invaded the kingdom of Sartar with great success, although at high cost, seizing the supposedly impregnable capital city by force and extinguishing the Flame of Sartar that united the legendary kingdom.

Year 1602 Events

Modifiers

Lunar Tarsh: +5 to D20 roll.

Sartar: +10 to D20 roll.

D20	Event
1–10	A normal year.
11–20	**Boldhome Campaign** (below).

Boldhome Campaign

Modifiers

Sartar: +5 to D20 roll.

Sartarite Noble, Priest, or Warrior: Additional +5 to D20 roll.

D20	Result
1–4	Plundered Boldhome. Gain 1D6×100 L.
5–13	Survived.
14–17	Killed in battle. Gain Honor Passion.
18–19	Devoured by the Crimson Bat. Your grandparent's soul no longer exists. Gain Hate (Chaos) at 70% or Hate (Lunar Empire) at 70% or add +20% to one of those Passions.
20	Died with great glory in the Battle of Boldhome. Gain Honor Passion and Devotion (deity), and +1D3% Reputation. If Sartarite, gain Hate (Lunar Empire).

Variations

The Family History presumes that your adventurer was born around 1604, comes of age at around 1622, and enters the game in the year 1625, at approximately 21 years of age. It also assumes that your adventurer's parents were born by at least 1582. This could be earlier, but the adventurer's parent or parents need to be born by 1582 at the latest.

If you want to create an older adventurer, read Additional Experience (page 81) first. There are significant consequences if you make an adventurer over 40 years old.

Once you have decided your adventurer's age, adjust the Family History accordingly. For example, if the adventurer is to enter the game aged 30 in the year 1625, then the adventurer was born in 1595 and their parents were born by at least 1567 to be able to participate in events from 1582 and beyond.

Do not roll any events for the adventurer's parents prior to the birth of the adventurer. Alternatively, you can roll for events but treat any result that kills the adventurer's parents prior to the birth of the adventurer as "nearly killing" the adventurer's parents.

Interim Years (1603–1604)

Participating Homelands: Esrolia, Lunar Tarsh, Sartar.

After the Boldhome Campaign, the Lunar Empire dominated Dragon Pass. Old rivalries reignited, and the Lunar authorities encouraged the tribes to kill each other off.

1604 is the year of your adventurer's birth, unless you have chosen to be older or younger. Your adventurer will be 21 in 1625, the year this game is set.

Interim Years Events

Modifiers

Esrolia, Lunar Tarsh: –5 to D20 roll.

Sartar: +5 to D20 roll.

(Roll once for the entire period.)

D20	Event
1–8	A normal year.
9–10	Died of other causes, see **Random Causes of Death** table (page 35).
11–15	Survived despite widespread conflict and feuds.
16	Resettled in New Pavis to escape Dragon Pass. Choose whether you pick your original Homeland modifiers or Praxian modifiers. You may return to Dragon Pass after 2D6 years (your choice).
17–18	Killed by Telmori. Gain Hate (Telmori).
19–20	Killed by rival tribe. Gain Hate (other tribe).

Year 1605

Participating Homelands: Esrolia, Grazelands, Lunar Tarsh, Sartar.

A major thrust by the Lunar army to invade the Holy Country, striking at heavily populated Esrolia. Countering with magical strength, the god-king Belintar stopped the Lunars by inflicting a decisive and humiliating defeat.

Year 1605 Events

Modifiers

Old Tarsh: –10 to D20 roll.

Prax, Sartar: –5 to D20 roll.

Esrolia: +10 to D20 roll.

D20	Event
1–5	Normal year.
6–10	Roll again on **Interim Years Event** table (page 31).
11–15	Fought in the **Feint to the Sea Campaign** (below).
16–20	Fought at the **Building Wall Battle** (below).

Feint to the Sea Campaign

D20	Result
1–17	Survived.
18–19	Killed at the siege of Karse. If Lunar Tarshite, gain Loyalty (Fazzur Wideread).
20	Died with great glory. Gain Honor and +1D3% Reputation. If Lunar Tarshite, gain Loyalty (Fazzur Wideread).

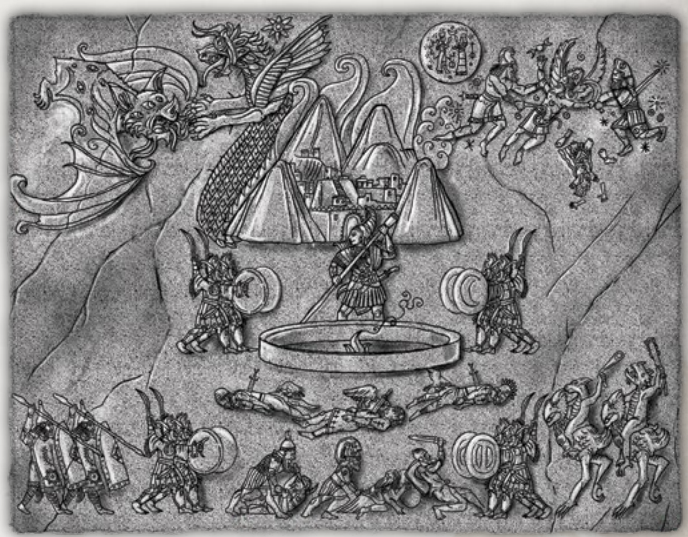
Building Wall Battle

Modifiers

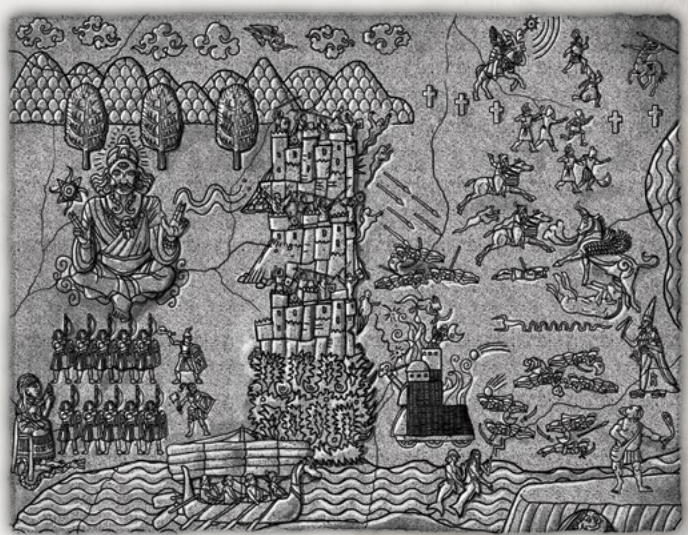
Lunar Tarsh: –5 to D20 roll.

Esrolia: +5 to D20 roll.

D20	Result
1–5	Killed by Belintar's magic. Gain Hate (Esrolians).
6–9	Killed in battle.
10–18	Survived.
19	Killed when Belintar raised the wall. Gain Devotion (deity).
20	Blessed by Belintar. Gain +1D3% Reputation, 1D6×100 L and Loyalty (Holy Country) at 70% or +20% if your adventurer already has it.



Fall of Boldhome (1602)



Battle of the Building Wall (1605)

Your Parent's History

If your grandparent has survived this long, congratulations! You can retire them with dignity because now it is time to determine your parent's history.

Your parent typically has the same occupation as your grandparent, determined by the **Occupation** table on page 63. However, you may always choose a different occupation, if desired.

If one of your parents dies, you may decide that the surviving parent remarries.

Marriage

If your adventurer's parents were married, they would have been married by the year 1605. Gloranthan societies recognize many different types of marriage, including Year Marriages (marriages intended to last only one year, but which can be renewed), polygamy and polyandry (marriage to more than one partner), and longterm marriages intended to ally two clans.

Year 1608

Participating Homelands: Lunar Tarsh, Prax.

The Lunar Empire invaded Prax. The Lunar army hopped from oasis to oasis but was raided and harried until it accepted peace before being allowed to enter the Paps. Despite propaganda, this was a nomad victory.

Year 1608 Events

Modifiers

Esrolia, Grazelands, Old Tarsh: –5 to D20 roll.

Prax: +10 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12–15	A normal year.
16–20	Fought in the **First Invasion of Prax** (below).

First Invasion of Prax

Modifiers

Lunar Tarsh: –10 to D20 roll.

Prax: +10 to D20 roll.

D20	Result
1–8	Survived numerous ambushes. Gain Hate (Praxians).
9–11	Died skirmishing in the plains. If Lunar Tarshite, gain Hate (Praxians). If Praxian, gain Hate (Lunar).
12–15	Survived.
16–18	Witnessed the Lunar submission to the Pap Priestesses. If Praxian, gain Loyalty (your tribe). If other, gain Devotion (deity).
19	Killed in battle.
20	Died with great glory. Gain Honor Passion and +1D3% Reputation.

Parental Siblings

If you wish to determine the number of siblings for your adventurer's mother and father, do the following:

- **Father:** Roll 1D6–1 to find the total number of your father's siblings. Next, roll 1D6 for each sibling: an even number results in a male sibling, and an odd number is female. These are your paternal aunts and uncles who lived to adulthood.
- **Mother:** To determine your mother's siblings follow the same process used for your father's siblings. These are your maternal aunts and uncles who lived to adulthood.

The fate of your parents' siblings can be determined by rolling on the following table:

D20	Fate
1–8	Alive and married.
9–12	Alive and unmarried.
13–18	Dead (was married).
19–20	Dead (never married).

You can give them names now or later, or the gamemaster can do so when it becomes relevant.

Though determining so many potential aunts and uncles might seem a needless detail, family is at the heart of the clan and tribe, and these relatives provide a rich tapestry connecting your adventurer to their clan, as well as offering up exciting opportunities for social maneuvering and adventure!

Year 1610

Participating Homelands: Lunar Tarsh, Prax

The Lunar army, this time better prepared and equipped, marched into Prax and defeated the nomads in battle, then occupied the surrendering city of Pavis. Jar-eel the Razoress, a Lunar demigoddess, came to Tarsh and liberated King Moirades to transcend his mortal coil. Although she later gave birth to Moirades' son, the king's eldest son Pharandros became King of Tarsh.

Year 1610 Events

Modifiers

Esrolia, Grazelands, Old Tarsh: –10 to D20 roll.

Sartar: –5 to D20 roll.

Prax: +10 to D20 roll.

D20	Event
1–4	A normal year. If Lunar Tarshite, then you witnessed **Jar-eel Liberates the King** (below).
5–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12–20	Fought in the **Second Invasion of Prax** (below).

Jar-eel Liberates the King

D20	Result
1–14	Acclaimed Pharandros as King. Gain Loyalty (Pharandros).
15–19	Witnessed Jar-eel elevate Pharandros as King. Gain +10% to Loyalty (Red Emperor).
20	Was blessed by Jar-eel the Razoress. Gain Love (Jar-eel the Razoress).

Second Invasion of Prax

D20	Result
1–17	Survived.
18–19	Killed at the Battle of Moonbroth.
20	Died with glory at the Battle of Moonbroth. Gain Honor Passion. If Lunar Tarshite or Sable Rider, gain Loyalty (Red Emperor). If other, gain Hate (Lunar Empire) or Hate (Sable Riders). If your adventurer already has Hate (Praxian), add +10% to that Passion.



Starbrow's Rebellion (1613)



Random Causes of Death

The following table can be used to determine a random cause of death for past family members.

Taking a Passion related to the cause of a family member's death is appropriate and encouraged. Alternatively, you can always work with the gamemaster to decide the cause of death for past family members.

D20	Death
1–3	Killed in a personal feud with another clan. Gain Hate (other clan) or Loyalty (own clan). You can define these later.
4–6	Killed in battle with a neighboring land. Gain Hate (other Homeland). Look at the map on page 134–135 and pick one.
7	Killed by Chaos (broo, disease spirit, ogres, scorpion men, etc.). Gain Hate (Chaos).
8–10	Killed by Elder Race (pick one: Aldryami, Beast Men, dragonewts, dwarves, trolls, tusk riders). Gain Hate (Elder Race).
11	Killed by spirits.
12–13	Killed in an accident.
14–17	Old age, illness.
18	Killed by monster.
19	Unknown cause, just disappeared.
20	Killed in a magical ceremony.

Year 1613

Participating Homelands: Grazelands, Lunar Tarsh, Prax, Sartar.

Outraged by the Lunar presence and urged on by social unrest, the Sartarites rebelled in strength and temporarily expelled the Lunar army. The Lunars regrouped, and under the leadership of General Fazzur Wideread soundly defeated the rebels. The Red Emperor appointed Fazzur Wideread the Governor-General of Dragon Pass.

Year 1613 Events

Modifiers

Esrolia, Old Tarsh: –10 to D20 roll.

Grazelands, Lunar Tarsh, Prax: –5 to D20 roll.

Sartar: +5 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table.
12–20	Fought in **Starbrow's Rebellion** (below).

Starbrow's Rebellion

Modifiers

Lunar Tarsh: –5 to D20 roll.

Sartar: +5 to D20 roll.

D20	Result
1–5	Killed in rebel uprising. Gain Hate (Sartarites).
6–15	Survived. If Lunar Tarshite, gain Loyalty (General Fazzur).
16	Killed in battle. Gain Honor Passion.
17	Killed by Lunar magic. Gain Hate (Lunar Empire).
18	Aided Kallyr Starbrow's escape from Sartar. Gain Loyalty (Sartar) and +1D3% Reputation.
19	Resettled in New Pavis after the rebellion was defeated. Choose whether you pick Sartarite or Praxian modifiers.
20	Outlawed by Lunars for 1D6 years. Gain Hate (Lunar Empire).

Year 1615

Participating Homelands: Grazelands, Lunar Tarsh, Old Tarsh.

A squabble between the Grazelanders and the Lunars broke into open war. The former, aided by King Ironhoof and his Beast Men, managed to evade and frustrate two massive invasion forces.

Year 1615 Events Table

Modifiers

Prax: –10 to D20 roll.
Sartar, Esrolia: –5 to D20 roll.
Lunar Tarsh: +5 to D20 roll.
Grazelands: +10 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12–20	Fought in the **Grazeland Campaign** (below).

Grazeland Campaign

Modifiers

Lunar Tarsh: –5 to D20 roll.
Grazelands: +5 to D20 roll.

D20	Result
1–5	Killed by Beast Men. Gain Hate (Beast Men).
6–15	Survived.
16–19	Killed in battle. Gain Honor Passion.
20	Died with great glory defending the Feathered Horse Queen. Gain Loyalty (Feathered Horse Queen) and +1D3% Reputation.

Year 1616

Participating Homelands: Esrolia, Prax.

A large army from the Holy Country was ambushed and slaughtered by the Ditali barbarians. At the same time, Harrek the Berserk and his Wolf Pirates destroyed the Holy Country navy. The god-king Belintar disappeared and the Tournament of the Masters of Luck and Death failed to produce a replacement. In Prax, a former slave of the Bison people founded the White Bull Society; many Praxians of all tribes flocked to join it.

Year 1616 Events

Modifiers

Lunar Tarsh, Prax: –10 to D20 roll.
Old Tarsh, Sartar: –3 to D20 roll.
Grazelands: –2 to D20 roll.
Esrolia: +10 to D20 roll.

D20	Event
1	A normal year for all except Praxians. If Praxian, go to the **White Bull Society Formed** (below).
2–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12–15	A normal year.
16–18	Fought in the **Lion King's Feast** (below).
19–20	Fought the **Wolf Pirates Navy** (below).

White Bull Society Formed

D20	Result
1–5	Refused to join the White Bull Society.
6–19	Joined the White Bull Society. Gain Loyalty (White Bull).
20	Rode with the White Bull. Gain Loyalty (White Bull) and Devotion (deity).

Lion King's Feast

D20	Result
1–15	Survived.
16–19	Killed in battle. Gain Loyalty (Esrolia).
20	Died with great glory. Gain Hate (Western Barbarians) and +1D3% Reputation.

Wolf Pirates Navy

D20	Result
1–10	Survived.
11–14	Drowned at sea. Gain Hate (Wolf Pirates).
15–18	Killed in battle. Gain Loyalty (Holy Country).
19	Saw Harrek the Berserk and survived. Gain Fear (Harrek the Berserk) and +1D3% Reputation.
20	Killed by Harrek the Berserk. Gain Hate (Harrek the Berserk).

Year 1618

Participating Homelands: Esrolia.

The Solanthi warlord Greymane led a massive army through Ditali and deep into the Holy Country, taking great plunder and avoiding a decisive battle.



Dismemberment of the Holy Country (1616)

Year 1618 Events

Modifiers

Esrolia: +10 to D20 roll.

All Others: –5 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12–15	Stayed in Nochet and watched the Western Barbarians pillage the countryside.
16–20	Fought **Greymane's Great Raid** (below).

Greymane's Great Raid

D20	Result
1–15	Survived.
16–19	Killed by raiders. Gain Hate (Western Barbarians).
20	Died with great glory. Gain Honor Passion and +1D3% Reputation.

Year 1619

Participating Homelands: Lunar Tarsh, Prax, Sartar.

The Lunar army invaded northern Hendriking lands and took the city of Karse. King Broyan of the Hendrikings retreated to the fortress temple of Whitewall with his companions and withstood every Lunar attempt to take the city. The Crimson Bat is sent to Dragon Pass to strike fear into any who would rebel against the Emperor.

Year 1619 Events Table

Modifiers

Esrolia, Grazelands, Old Tarsh: –10 to D20 roll.

Prax: –5 to D20 roll.

Sartar: +5 to D20 roll.

Lunar Tarsh: +10 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died of other causes, see **Random Causes of Death** table (page 35).
12	Fed to the Crimson Bat. Your parent's soul no longer exists. Gain Hate (Chaos) or Hate (Lunar Empire) starting at 70% or add +20% to one if you already have both Passions.
13–20	Fought in the **Hendriking Campaign** (below).

Hendriking Campaign

D20	Result
1–16	Survived.
17–19	Killed in battle. If Lunar Tarshite, gain Loyalty (General Fazzur).
20	Died with great glory. Gain Honor Passion and +1D3% Reputation. If Lunar Tarshite, gain Loyalty (General Fazzur).

Year 1620

Participating Homelands: Lunar Tarsh, Prax, Sartar.

The Lunar army decisively defeated the Malkonwal army in battle and accepted their surrender. The Hendriking king and his companions held out at Whitewall, defeating everything the Lunar army threw against them, including the Crimson Bat.

Year 1620 Events

Modifiers

Esrolia, Grazelands, Old Tarsh: –10 to D20 roll.

Prax: –5 to D20 roll.

Lunar Tarsh: +10 to D20 roll.

D20	Event
1–9	A normal year.
10–11	Died. See **Random Causes of Death** (page 35).
12–20	Fought in the **Heortland Campaign** (below).

Heortland Campaign

Modifiers

Sartar: –5 to D20 roll.

Lunar Tarsh: +5 to D20 roll.

D20	Result
1	Devoured by the Crimson Bat. Your parent's soul no longer exists. Gain Hate (Chaos) or Hate (Lunar Empire) starting at 70% or add +20% to one if you already have both Passions.
2	Killed in battle fighting Lunar Army. Gain Hate (Lunar Empire).
3–9	Survived.
10–11	Died. See **Random Causes of Death** (page 35).
12–16	Survived.
17–18	Killed in battle.
19–20	Devoured by the Crimson Bat after King Broyan repels it. Your parent's soul no longer exists. Gain Hate (Chaos) or Hate (Lunar) Passion starting at 70% or add +20% to one if you already have both Passions.

Year 1621

Participating Homelands: All

A Giant's Cradle floated down the Zola Fel to the sea. The Lunar army's attempts to seize it were thwarted by its defenders.

After more than two years of siege and tremendous cost in blood, treasure, and souls, the sacred fortress of Whitewall and its Orlanthi defenders fell to the Lunar army. The gods Orlanth and Ernalda were proclaimed dead and the Great Winter came to Dragon Pass, the Holy Country, and Prax. The Red Emperor decreed a full year of celebration.

Year 1621 Events

Modifiers

Sartar, Lunar Tarsh: –5 to D20 roll.

All Others: +5 to D20 roll.

D20	Event
1–2	**The Fall of Whitewall** (below).
3–20	**The Great Winter, Year One** (below).

The Fall of Whitewall

Modifiers

Lunar Tarsh: –5 to D20 roll.

Sartar: +5 to D20 roll.

D20	Result
1–5	Killed in assault on Whitewall.
6–15	Survived.
16–19	Killed in battle. Gain Devotion (deity).
20	Escaped with King Broyan. Gain Devotion (deity) starting at 70% or add +20% if you already have the Passion.

Great Winter, Year One

Modifiers

Lunar Tarsh: +10 to D20 roll.

Esrolia: +5 to D20 roll.

D20	Result
1–4	Froze to death making sure others were warm. Gain Love (family) +20%.
5–9	Starved to death making sure others were fed. Gain Love (family) +20%.
10–11	Died. See **Random Causes of Death** (page 35).
12–20	Survived.

Your History

If your parent has survived until now, congratulations! You should retire them with dignity, because now it is time to determine your adventurer's background.

An adventurer aged 21 in 1625 would have come of age in 1622 and can now roll on the **Events** table.

Year 1622

Participating Homelands: All.

The Red Emperor appointed Tatius the Bright as the Lunar governor-general of Dragon Pass, replacing Fazzur Wideread. King Broyan reemerged and his Hendriking tribe rose in rebellion, joined by many volunteers. Hordes of scorpion men emerged from Larnste's Footprint, serving the Chaos demigoddess called the Queen of Jab.

The Great Winter continued until the Battle of the Auroch Hills, when Broyan's rebel army ambushed and defeated the Lunar army by partially reviving Orlanth and Ernalda. The pro-Lunar queen of Esrolia was overthrown in a *coup d'état* and civil war erupted in that land.

Year 1622 Events

Modifiers

Prax: –5 to D20 roll.
Old Tarsh: –5 to D20 roll.
Esrolia: +3 to D20 roll.
Sartar: +5 to D20 roll.

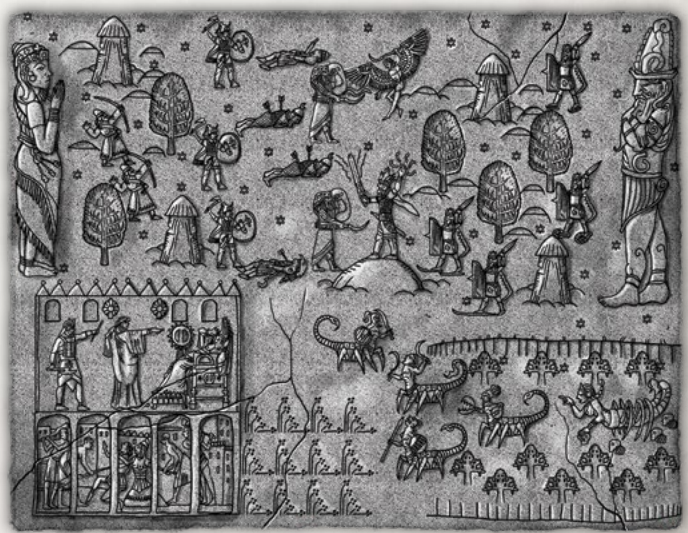
D20	Event
1–3	Nearly died of other causes, see **Random Causes of Death** table (page 35) and adjust the result so that your adventurer just barely survived.
4–14	**Great Winter, Year Two** (below).
15–19	Fought in the **Civil War in Esrolia** (page 40).
20	Fought in the **Battle of the Auroch Hills** (page 40).

Great Winter, Year Two

Modifiers

Esrolia, Lunar Tarsh: +5 to D20 roll.

D20	Result
1–5	Nearly froze to death. Kept alive by (roll D6 or pick one): 1. The love of another. Gain Love (individual). 2. The sacrifices of your family. Gain Love (family) +20%. 3. Murder and burning of enemies. Gain Hate (another clan or people). 4. Worshiping Oakfed to burn down local woods. Gain Hate (Aldryami). 5. Joining rebels and fighting in the **Battle of the Auroch Hills** (page 40) 6. Fleeing to Esrolia and fighting in the **Civil War in Esrolia** (page 40).
6–10	Nearly starved to death. Kept alive by (roll D6 or pick one): 1. The sacrifices of your family. Gain Love (family) +10%. 2. Going into the service of your chief or king. Gain Loyalty (clan or tribe) +10%. 3. Stealing food from strangers. Gain Hate (another clan or people). 4. Stealing food from your clan. Reduce Loyalty (clan) by –20%. 5. Being fed by your cult. Gain Loyalty (temple) 60%. 6. Being fed by the Ernalda Temple. Gain Devotion (Ernalda) 60%.
11–20	Survived.



Battle of Auroch Hills (1622)

Random Boons

Use this table to create a random boon for your adventurer:

D20	Event
1–2	Befriend one of the Elder Races (centaur, dark troll, dragonewt, dwarf, duck, elf, fox woman, Telmori werewolf, or Wind Child). Pick one. Gain +10% Lore (Elder Race), and the creature you befriended remains friendly towards you.
3–4	Fall in love. Gain a Love (specific person) Passion.
5–6	You gain a follower. Perhaps it is a free person who carries your shield and other weapons into battle. Perhaps it is a servant or slave who carries your stuff, makes your meals, or performs other manual labor. See Retinues on page 404.
7–8	Professional accomplishment. Gain +10% to any non-combat professional skill (choose this when you determine your adventurer's occupational skills below) and add one year's income to your starting wealth (see occupation descriptions).
9–10	You were gifted with a Family Heirloom. Decide what it is (page 83) and why you received it. If it was given to you by a person, gain a Loyalty to that person or add +10% to the existing Loyalty to that person.
11–12	Gain the favor of your temple. Gain Loyalty (temple), or add +10% to the existing Loyalty.
13–14	Your clan came strongly to your aid in a dispute with outsiders. Gain +10% Loyalty (clan) or add +10% to the existing Loyalty.
15–16	Your clan assigns you a hide of land (see page 404) for your services. Gain +10% Loyalty (clan) or add +10% to the existing Loyalty. Depending on your occupation, you may need to have tenants farm the land. See Retinues, page 404.
17–18	You gain the blessings of your ancestors. Gain either +10% to Love (family) or +10% to the Spirit Combat skill.
19	Gain the blessing of your god. When you determine your cult, you start with 1 extra Rune point (see page 73) towards that god. Gain Devotion (deity) or add +10% to the existing Passion.
20	You have a spirit bound into an animal or item. It has a POW of 3D6 and a CHA of 2D6. See Binding Enchantment, page 249.

Civil War in Esrolia

Modifiers

Lunar Tarsh: –5 to D20 roll.

Esrolia, Sartar: +5 to D20 roll.

D20	Result
1–5	Barely survived assassination by Old Earth Alliance partisans. Gain Hate (Esrolians).
6–15	Survived. Take part in the **Siege of Nochet** in 1623.
16–17	Barely survived assassination by Red Earth Alliance partisans of the Lunar Empire. Gain Hate (Lunar Empire).
18–19	Pillaged Red Earth supporters. Gain 3D6×100 L.
20	Fought gloriously protecting Queen Samastina from Red Earth assassins. Gain Honor and Loyalty (Queen Samastina). Gain +1D6% Reputation.

Battle of the Auroch Hills

Modifiers

Lunar Tarsh: –5 to D20 roll.

Sartar: +5 to D20 roll.

D20	Result
1	Nearly killed by rebel magicians. Gain Battle +5% and Hate (Sartarites) 60%.
2–5	Nearly killed in battle. Gain Battle +5%.
6–15	Survived. Gain Battle +5%.
16–17	Wounded honorably in battle. Gain Battle +5% and Honor.
18–19	Fought with great glory for the gods. Gain Honor and Loyalty (temple). Gain +1D6% Reputation.
20	Aided King Broyan in awakening Orlanth. Gain +5% Battle and Devotion (deity); continue to **Civil War in Esrolia**. Gain +1D6% Reputation.

Year 1623

Participating Homelands: All.

The new Esrolian queen gained a new ally when King Broyan and his ragged army of volunteers arrived and defeated the Grazeland Horse Army (the Feathered Horse Queen was killed soon after by her own bodyguards). The Lunar Army arrived in Esrolia and besieged Queen Samastina and King Broyan in Nochet. In the north, a gigantic swarm of trolls, trollkin, insects, and darkness creatures crossed Dragon Pass *en route* to the Castle of Lead.

Year 1623 Events

Modifiers

Grazelands +5 to D20 roll.

Esrolia: +15 to D20 roll.

D20	Event
1–9	A normal year.
10	Nearly died of other causes, see **Random Causes of Death** table (page 35) and adjust the result so that the adventurer just barely survived.
11–12	Random boon, see **Random Boons** table (page 40).
13–14	Nearly killed by Troll raiders. Gain Hate (Trolls).
15–16	**Civil Strife** (below).
17–20	Fought in the **Siege of Nochet** (below).

Civil Strife

D20	Result
1–5	Attacked and badly wounded by foreign soldiers or raiders. Pick a foreign culture (any homeland not your own or an immediate neighbor) and gain a Hate (foreign culture).
6–10	Attacked and badly wounded by members of a rival clan. Pick a neighboring clan from those provided in the Homeland writeups. Your clans now have a feud over the incident. Gain Hate (rival clan).
11–15	Killed a member of a neighboring clan who now seek vengeance. Gain Hate (rival clan).
16–20	Nearly killed by Elder Race (dragonewts, dwarves, elves, trolls, or tusk riders). Pick one and gain a Hate (Elder Race).

Siege of Nochet

Modifiers

Grazelands, Lunar Tarsh: –5 to D20 roll.

Esrolia, Sartar: +5 to D20 roll.

D20	Result
1	Fought with great glory. Gain Honor Passion and add +10% to Battle skill. Gain +1D3% Reputation.
2–5	Badly wounded by Earth magic. Gain Hate (Esrolians).
6–17	Survived. Add +5% to Battle skill. Take part in **Battle of Pennel Ford** in 1624 (page 43).
18	Nearly killed or temporarily driven insane by Lunar magic. Gain Hate (Lunar Empire).
19	Fought with great glory alongside King Broyan. Gain Honor and Devotion (deity) Passions, and add +10% to Battle skill. Gain +1D3% Reputation. Take part in **Battle of Pennel Ford** in 1624 (page 43).
20	Blessed by Queen Samastina. Gain Loyalty (Queen Samastina) and add +5% to Battle skill. Gain 1D6×100 L worth of gifts from the queen and +1D3% Reputation. Take part in **Battle of Pennel Ford** in 1624 (page 43).



Year 1624

Participating Homelands: All.

A new planet (called the Boat Planet) appeared in the Sky, prophesizing doom and change. Harrek the Berserk and his Wolf Pirates arrived in the Holy Country after circumnavigating the world. They allied with Queen Samastina and King Broyan, and routed the Lunar Army at the Battle of Pennel Ford. During the battle, Orlanth was freed from the Underworld and the constellation called Orlanth's Ring appeared with additional stars and quickly rose to the top of the sky.

After the battle, Harrek's companion Argrath, a Sartarite from New Pavis, traveled with a small group of followers to the border of Sartar and Prax and summoned the Praxian demigod Jaldon Goldentooth to recognize him as the White Bull.

That winter, Harrek and Broyan sacked the City of Wonders. That same winter, Humakti killed the Lunar client, King Temertain of Boldhome.

Your Siblings

If you wish, roll 1D6–1 to determine the number of your adventurer's own siblings. Then, roll 1D6 for each sibling: an even number results in a male sibling, and an odd number is female. Determine by choice or roll a 1D6 to determine which son or daughter number you are.

Each sibling can be assumed to be two years apart in age. If the parent's death occurs before they would be able to bear the indicated number of children, you may assume that the surviving parent remarried or had children outside marriage, making any further siblings your half-sisters and brothers.

If you have decided that another adventurer is a brother or sister, they should be added to this figure.

You are free to determine the fate of your siblings. If you wish to randomly determine their fate, roll on the Siblings table:

D20	Fate
1–10	Alive and married.
11–14	Alive and unmarried.
15–17	Dead (was married).
18–20	Dead (never married).

As with the determination of your adventurer's parents' siblings, these brothers and sisters represent a wealth of personal connections, rivalries, and alliances tying your adventurer to their family, and can be used by the gamemaster as sources of drama and opportunity.

These siblings can be named by the player or the gamemaster, as desired, as and when it becomes relevant.

In the event of your adventurer's death, you may even choose to use one of these siblings as your new adventurer, working with the gamemaster when creating their family history to create backgrounds as similar as desired, but also allowing for some individuality and personal experiences.

Year 1624 Events

Modifiers

Prax: –5 to D20 roll.

Esrolia: +10 to D20 roll.

D20	Event
1	If Praxian or Sartarite, go to **Jaldon Goldentooth Summoned** (below). For all others, it was a normal year.
2–9	A normal year.
10	Nearly died of other causes, see **Random Causes of Death** table (page 35) and adjust the result so that the adventurer just barely survived.
11–12	Random boon, see **Random Boons** (page 40) table.
13–14	**Civil Strife** (below).
15–20	Fought at the **Battle of Pennel Ford** (below).

Jaldon Goldentooth Summoned

D20	Result
1–10	Acknowledged Argrath as the White Bull and returned to your tribe. Gain Loyalty (White Bull).
11–15	Acknowledged Argrath as the White Bull. Gain Loyalty (White Bull). Take part in the **Liberation of Pavis** in 1625 (page 44).
16–18	Pledged undying loyalty to Argrath as the White Bull and to Jaldon Goldentooth. Gain Devotion (White Bull) and gain Loyalty (White Bull) at 70%, or add +20%. Take part in the **Liberation of Pavis** in 1625 (page 44).
19–20	Killed a member of your tribe who opposed allying with the White Bull. Gain Loyalty (White Bull) at 70% or add +20% and modify Loyalty (tribe) by –10%. Gain +1D6% Reputation. Take part in the **Liberation of Pavis** in 1625 (page 44).

Civil Strife

D20	Result
1–5	Attacked and badly wounded by foreign soldiers or raiders. Pick a foreign culture from the map (or ask the gamemaster for one) and gain a Hate (foreign culture). Give yourself a distinctive scar.
6–10	Attacked and badly wounded by members of a rival clan. Pick a neighboring clan from the map (or ask the gamemaster). Your clans now have a feud over the incident. Gain Hate (rival clan). Give yourself a distinctive scar.
11–15	Killed a member of a neighboring clan who now seek vengeance on your family. Gain Hate (rival clan).
16–20	Nearly killed by Elder Race (dragonewts, dwarves, elves, trolls, or tusk riders). Pick one and gain a Hate (Elder Race). Give yourself a distinctive scar.

Battle of Pennel Ford

Modifiers

Lunar Tarsh: –10 to D20 roll.

Sartar: +10 to D20 roll.

D20	Result
1	Nearly killed by Harrek the Berserk. Gain a hideous scar from the attack. Gain Fear (Harrek the Berserk) and add +5% to Battle. Gain +1D6% Reputation.
2	Saw Harrek the Berserk and survived. Gain Fear (Harrek the Berserk) and add +5% to Battle. Gain +1D3% Reputation.
3	Fought with great glory. Gain Honor or Devotion (deity), and add +10% to Battle. Gain +1D6% Reputation.
4–8	Nearly killed in battle. Add +5% to Battle and gain a distinctive scar.
9–14	Survived. Add +5% to Battle.
15–16	Nearly killed in battle. Add +5% to Battle and gain a distinctive scar.
17	Nearly killed or temporarily driven insane by Lunar magic. Gain Hate (Lunar Empire) and add +5% to Spirit Combat.
18	Fought with great glory. Gain Honor or Devotion (deity), and add +10% to Battle. Gain +1D6% Reputation.
19	Saw Harrek the Berserk in action. Gain Fear (Harrek the Berserk) and add 5% to Battle.
20	Fought with great glory. Gain Honor or Devotion (deity) and add +10% to Battle. Gain +1D6% Reputation. Pick whether you accompanied Argrath to **Jaldon Goldentooth Summoned** (above) or aided Harrek the Berserk in **Sacking the City of Wonders** (below).

Sacking the City of Wonders

D20	Result
1–5	Betrayed and robbed by Wolf Pirates and left for dead. Gain Hate (Wolf Pirates).
6–8	Cursed by guardians of the City of Wonders and nearly killed by spirits. Gain +10% to Spirit Combat.
9–14	Gain 1D6×100 L worth of plunder.
15–18	Stole a magic item. Roll 3D6+2 on the **Family Heirlooms** table (page 83).
19	Nearly killed by Harrek the Berserk. Gain Fear (Harrek the Berserk) and +1D3% Reputation.
20	Befriended Harrek the Berserk. Gain Loyalty (Harrek the Berserk) and roll 3D6+2 on the **Family Heirlooms** table (page 83). Gain +1D6% Reputation.

Year 1625

Participating Homelands: All.

The current year.

With the White Bull Society behind him, Argrath liberated Pavis from the Lunar Empire and was proclaimed King of Pavis. Argrath led his Praxian allies to Dragon Pass but was defeated by Lunar sorcery and retreated to Pavis. At the same time, King Broyan was killed by Lunar sorcery.

The Lunar Empire gathered thousands of magicians, priests, and nobles to consecrate the new Temple of the Reaching Moon and extend the Lunar Glowline over all of Dragon Pass. A group of Sartarite heroquesters led by Kallyr Starbrow invaded the Lunar ceremony and summoned a True Dragon beneath the temple. The dragon devoured the temple and the attendees; in minutes, most of the military and magical might of the Lunar Empire in the Provinces was annihilated.

The True Dragon then rose into the sky, revealing its impossible size—it was several kilometers long. It flew up high into the Middle Air towards the Red Moon. Millions of observers across Genertela witnessed the event; those in Peloria, Ralios, Kralorela, and the far West saw a "dragon-shaped cloud" obscure the Red Moon. Those closer saw and heard far more. Across Dragon Pass, ancient draconic powers and thoughts quiescent since the Empire of Wyrms Friends were awakened. In the Lunar capital of Glamour, the Red Emperor sacrificed much of his magic and power to drive the dragon back. The True Dragon spiraled around Dragon Pass, circled Mount Kero Fin and then returned to the huge crevice it had made where once stood the New Lunar Temple.

Kallyr Starbrow marched on Boldhome and proclaimed herself Prince of Sartar. A Lunar Tarsh army led by General Fazzur Wideread indecisively fought the Free Sartar Army. The Lunar Tarsh army retreated after Fazzur learned that King Pharandros (the King of Tarsh and Fazzur's nephew) had murdered many of Fazzur's kin and supporters while the mighty general was away campaigning. General Fazzur returned to Dunstop and gathered allies. In Old Tarsh, the Shaker Priestess appointed a new King of Wintertop, rather than allow Fazzur's son Onjur to become king.

Year 1625 Events

Modifiers

Lunar Tarsh: –10 to D20 roll.

Prax: +7 to D20 roll.

D20	Event
1	Nearly killed in the Dragonrise. Gain Fear (Dragons) at 80%.
2	Fought against the Praxians in the **Liberation of Pavis** (below).
3	Nearly killed in battle between Lunars and rebels. Add +5% to Battle. Give yourself a distinctive scar.
4–10	Witnessed the Dragonrise, survived. Gain Fear (Dragons). If Lunar Tarshite, go to **Betrayal of General Fazzur** (below). If Old Tarshite, witnessed the **Shaker Priestess Appoints a New King** (below). If Sartarite, participated in the **Liberation of Sartar** (below).
11–17	Witnessed the Dragonrise, survived. If Old Tarshite, witnessed the **Shaker Priestess Appoints a New King** (below). If Sartarite, participated in the **Liberation of Sartar** (below).
17–20	Participated in the **Liberation of Pavis** (below).

Liberation of Pavis

Modifiers

Lunar Tarsh: –10 to D20 roll.

Prax: +5 to D20 roll.

Sartar: +5 to D20 roll.

D20	Result
1	Sold into slavery. You may have later escaped, or you now belong to another. Gain Hate (Praxians) at 80%.
2	Badly wounded, robbed, and left for dead by Praxians or Sartarite rebels. Gain Hate (Praxians) or Hate (Sartarites). Give yourself a distinctive scar.
3–8	Nearly killed in battle. Add +5% to Battle. Give yourself a distinctive scar.
9–13	Survived. Add +5% to Battle.
14	Fought with great glory. Gain Honor. Add +10% to Battle and give yourself a distinctive scar. Gain +1D3% Reputation.
15–19	Acclaimed Argrath as King of Pavis. Gain Loyalty (Argrath) and +1D3% Reputation. Add +10% to Battle and gain 1D6×100 L in war booty.
20	Nearly killed or temporarily driven insane by Lunar demons when the Praxians came to Dragon Pass to destroy the New Lunar Temple. Gain Hate (Lunar Empire) and add +10% to Spirit Combat.

Betrayal of General Fazzur

D20	Result
1	Nearly died with great glory fighting Sartarites. Gain Honor. Add +10% to Battle and give yourself a distinctive scar. Gain +1D3% Reputation.
2–5	Nearly killed in battle. Add +5% to Battle and give yourself a distinctive scar.
6–10	Survived. Add +5% to Battle.
11–14	Betrayed General Fazzur for King Pharandros. Gain Loyalty (King Pharandros) and add +5% to Intrigue. Gain +1D3% Reputation.
15–19	Remained loyal to General Fazzur. Gain Loyalty (General Fazzur) and +1D3% Reputation.
20	An assassination attempt was made against you on orders of King Pharandros. Gain Loyalty (General Fazzur) and Hate (King Pharandros). Add +5% to Intrigue and gain +1D6% Reputation.

Shaker Priestess Appoints a New King

D20	Result
1	Offered as a sacrifice to the Cannibal Virgins but somehow survived. Gain Devotion (deity) and +1D3% Reputation.
2–6	Supported Onjur Fazzursson as king. Gain Loyalty (General Fazzur).
7–18	Witness Shaker Priestess acclaim Unstey as King of Wintertop. Gain Loyalty (Shaker Temple).
19–20	Nearly killed fighting followers of King Pharandros. Gain Hate (King Pharandros) and +1D3% Reputation, and give yourself a distinctive scar.

Liberation of Sartar

D20	Result
1	Fought with great glory. Gain Honor and Loyalty (Sartar), add +1D3% Reputation, and add +10% to Battle.
2–5	Nearly killed in battle. Add +5% to Battle and give yourself a distinctive scar.
6–10	Survived. Add +5% to Battle.
11–20	Witnessed Kallyr Starbrow acclaimed as Prince of Sartar in Boldhome. Gain Loyalty (Sartar) and add +5% to Battle.

Step 3: Rune Affinities

Every adventurer is tied to several of the Runes introduced on pages 14–15. These **Rune affinities** represent the strength and nature of your adventurer's presence in both the Middle World and the Gods World of Glorantha. Three categories of Runes make up an adventurer: Elemental, Power, and Form. This section describes the effects your adventurer's Rune affinities will have on them.

As with skills and personality traits, Rune affinities are expressed as a percentile chance of success. A Rune affinity with a rating of 0% has no chance of success, while an affinity with a rating of 95% almost always succeeds.

Your Rune affinities are directly tied to your adventurer's ability to use your cult's **Rune spells**, so keep that in mind when assigning the initial values.

Runes and Cults

To join your desired cult, your adventurer must have a score of at least 50% in one of the Runes affiliated with that deity. It is recommended that your adventurer share at least two Runes with the deity (if possible). The higher the Rune affinities' ratings are, the better your adventurer is at using the deity's Rune magic.

The Runes of the gods described in this book are listed below, and cult descriptions are provided on pages 288–331.

Elemental Runes

The six Elemental Runes represent the raw essence of the cosmos. The elements bind adventurers to the conflicts of the Gods War, and are behind their most primordial drives.

An Elemental Rune may be used to increase your adventurer's chance of success with another ability. This is called an **augment**. The ability being augmented must be:

- A non-combat skill within the Rune's Skill Category
- The sense skill associated with the Rune (see below)
- A combat skill using a weapon associated with that Rune (see below)

Additional information such as the organs, color, metal, and animal phyla associated with each Rune have been provided. You can find out more about augments on page 144.

Choosing Your Elemental Runes

Choose three Elemental Runes to be your primary, secondary, and tertiary Rune affinities. The primary Rune starts at a 60% affinity, the second at 40%, and the third at 20%. The other three Elemental Runes start at 0%, unless otherwise raised.

Add any cultural Rune modifiers based on your adventurer's Homeland.

- **Sartar:** Air Rune +10%
- **Esrolia:** Earth Rune +10%
- **Grazeland Pony Breeders:** Fire/Sky Rune +10%
- **Praxian Tribes**
  - **Bison Rider:** Air Rune +10%
  - **High Llama Rider:** Water Rune +10%
  - **Impala Rider:** Fire/Sky Rune +10%
  - **Pol Joni:** Air Rune +10%
  - **Sable Rider:** Moon Rune +10%
- **Lunar Tarsh:** Moon Rune +10%
- **Old Tarsh:** Earth Rune +10%

Vasana's Saga

Rolling to determine her family history creates an interesting background for Vasana, a lineage she can draw strength from and be proud to continue. Looking at the results of the rolls (and with some assistance from the gamemaster), Vasana's player devises the following background for her adventurer.

Grandmother

Vasana's paternal grandmother was Kaladatha, a scribe in the service of the Prince of Sartar. When she was a young woman, she rode to war alongside King Tarkalor and the Feathered Horse Queen. At the Battle of Grizzly Peak, she witnessed the death of her liege at the hands of the Lunar Empire. Kaladatha survived, and after the Battle of Alda-Chur, she witnessed the Alda-Churi acclaim Terasarin as Prince.

In 1597, Kaladatha traveled to the Holy Country as a companion of a member of the Sartar royal house and witnessed his murder at the hands of Lunar assassins.

In 1602, the Lunar army invaded the kingdom of Sartar. Despite being a scribe, Kaladatha died with great glory in the Battle of Boldhome.

Father

Vasana's father Farnan was a temple orphan who married Vareena, a priestess of Ernalda from the Ernaldori clan. Vasana was born in 1604. In 1613, Farnan abandoned the plow to join in Starbrow's Rebellion. After its defeat, he personally aided Kallyr Starbrow in her escape from Sartar, and then returned to Vareena's farm.

In 1619, Farnan left the farm again to fight against the Lunar Empire. His daughter Vasana wanted to follow him, but was too young. Farnan rallied to the rebel king Broyan of Whitewall, and fought against the Empire in the Hendriking campaign.

In 1620, Farnan was one of the volunteer defenders of Whitewall, then under siege by the Empire. In the Lunar assault on Whitewall, the Crimson Bat devoured Farnan, before it was defeated in turn by King Broyan. Farnan's soul was annihilated and his daughter swore revenge.

Vasana Farnan's Daughter

As soon as she was initiated as an adult, Vasana left her mother's farm to avenge her father against the Lunar Empire. In 1623, she followed King Broyan to the metropolis of Nochet, where she joined its defense against a Lunar siege.

She spent a full year in Nochet. When the Lunars broke camp, Vasana joined the pursuing army. At the Battle of Pennel Ford in 1624 she fought with great glory, and gained the attention of Argrath. When Orlanth's Ring rose in the sky, she devoted herself to the Returned God. She followed Argrath into Dragon Pass. When the White Bull summoned Jaldon Goldentooth, she swore undying loyalty to Argrath.

In 1625, Vasana joined the army of the White Bull in the liberation of Pavis. Pursuing honor again, she fought with great glory at the Liberation of Sartar, and was nearly killed in the process of killing a Lunar priestess. Here, she received a nasty scar down the right side of her face, almost to the jaw. After the Dragonrise, she returned to her mother's farm to recover.

We now know Vasana's past and have a good idea of the direction her life is taking. Her current skill and Passion bonuses are:

- Battle 25%
- Devotion (deity) 70%
- Hate (Lunar Empire) 90%
- Honor 80%
- Love (family) 60%
- Loyalty (Ernaldori clan) 60%
- Loyalty (Colymar tribe) 70%
- Loyalty (Sartar) 70%
- Loyalty (Argrath) 70%

Vasana also starts with a Reputation, based on the following:

- **Grandmother's glorious death at Battle of Boldhome:** +2%
- **Father aided Kallyr Starbrow:** +1%
- **Fought at Pennel Ford:** +5%
- **Fought at Second Moonbroth:** +2%

These total 10%, meaning that Vasana is not completely famous, but is beginning to make a name for herself.

Runes & Cults

Cult	Symbol	Name	Page
Argan Argar: God of Surface Darkness		Darkness	289
		Harmony	
Babeester Gor: The Avenging Daughter		Earth	290
		Death	
Chalana Arroy: Goddess of Healing		Fertility	290
		Harmony	
Daka Fal: Ancestor Worship		Man	291
		Spirit	
Eiritha: Herd Mother		Fertility	291
		Beast	
Engizi: The Sky River Titan		Water	292
		Movement	
Ernalda: Earth Queen		Earth	292
		Fertility	
		Harmony	
Eurmal: The Trickster		Disorder	294
		Illusion	
		Movement	
Humakt: God of Death and War		Death	296
		Truth	
Issaries: God of Communication and Trade		Harmony	298
		Movement	

Cult	Symbol	Name	Page
Lhankor Mhy: Lord of Knowledge		Truth	298
		Stasis	
Maran Gor: The Earthshaker		Earth	299
		Death	
		Disorder	
Odayla: Bear God		Air	300
		Beast	
Orlanth: Storm King, God of Farmers, Warriors, and Kings		Air	300
		Movement	
Seven Mothers: Recreators of the Red Goddess		Moon	302
		Fertility	
		Death	
Storm Bull: The Chaos Killer		Air	305
		Death	
		Beast	
Waha: The Butcher		Man	306
		Death	
Yelm: The Sun Horse		Fire/Sky	306
		Death	
		Fertility	
Yelmalio: Sun God of the Frontier		Fire/Sky	308
		Truth	
Yinkin: Shadowcat God		Air	310
		Beast	

Darkness

The element of Darkness was the first to withdraw itself from Chaos, its birth attended by tales of primeval wars of Darkness against Chaos. It is the element of the Underworld, the endless freezing darkness that preceded creation and still lurks and hungers under the earth and seas.



Characteristic: SIZ
Personality: To have a strong affinity with Darkness is to be cold, cruel, patient, and secretive.
Sense: Listen
Skill Category: Stealth
Weapons: Club, mace, rock
Organs: Stomach, fat
Color: Black
Metal: Lead
Phyla: Insect

Water

Within Water lies all the potential of the universe without darkness. It is the element of the seas, lakes, and rivers, and all the waters of the world.



Characteristic: DEX
Personality: To have a strong affinity with Water is to be mercurial, capricious, and mutable.
Sense: Taste
Skill Category: Agility
Weapons: Net, trident, whip
Organs: Heart, blood
Color: Blue
Metal: Quicksilver
Phyla: Fish

Earth

The element of matter and the terrestrial world, Earth is associated with the sensual aspects of both life and death. It is rich with life and gifts, sometimes terrifying and deadly. It is the Rune of physical things, and all things that live and grow atop and within the earth.



Characteristic: CON
Personality: To have a strong affinity with Earth is to be pragmatic, prudent, worldly, and sensual.

What Do the Elemental Runes Mean for My Adventurer?

Elemental Runes affect both the personality and the characteristics of your adventurer. Your choice of your primary Elemental Rune skews your adventurer towards the following personality and characteristic:

- The Darkness Rune is characteristic of hungry, secretive, and large adventurers (SIZ bonus).
- The Water Rune is characteristic of mercurial, changeable, and quick adventurers (DEX bonus).
- The Earth Rune is characteristic of practical, worldly, and sturdy adventurers (CON bonus).
- The Fire/Sky Rune is characteristic of pure and intellectual adventurers (INT bonus).
- The Air Rune is characteristic of violent, passionate, and strong adventurers (STR bonus).
- The Moon Rune is characteristic of mystical and magical adventurers (POW bonus).

Sense: Search
Skill Category: Communication
Weapon: Axe
Organs: Genitals, bone
Color: Green
Metal: Copper
Phyla: Reptile

Fire/Sky

The element of Fire/Sky is purification. It destroys polluting matter and withdraws upward from the Material World. It is the Sky Dome and the stars, with its greatest manifestation being the fiery Sun that brings light and warmth to the world.



Characteristic: INT
Personality: To have a strong affinity with Fire/Sky means to be pure, chaste, idealistic, and perceptive.
Sense: Scan
Skill Category: Perception
Weapons: Spear, bow
Organs: Brain, sinew
Color: Yellow
Metal: Gold
Phyla: Bird

Air

The element of strength and violence, Air forever separates Earth from Sky. It is the woe of the world and the savior of the cosmos. It is the element of weather, storm, wind, and the Middle Air.



Characteristic: STR
Personality: To have a strong affinity with Air means to be passionate, violent, proud, and unpredictable.
Sense: Sense Assassin, Sense Chaos, Smell
Skill Category: Manipulation
Weapon: Sword
Organs: Lungs, muscle
Color: Orange
Metal: Bronze
Phyla: Mammal

Moon

The element of Moon was destroyed in the Gods War but was reborn within Time as the Red Goddess. Her secrets are woven into balance and time, resulting in the Lunar cycles laid upon the surface of this world. The Moon accepts Chaos as part of the Cosmic Balance, and thereby earns the enmity of much of the rest of the world.



Characteristic: POW
Personality: To have a strong affinity with the Moon Rune is to seek spiritual liberation from the bondage of fear and ignorance.
Sense: None
Skill Category: Magic
Weapons: Curved blades such as the sickle-sword and the kopis
Organs: Inner eye, pineal gland
Color: Red
Metal: Silver
Phyla: None

Power | Form Runes

The Power Runes represent the strength and nature of an adventurer's personality and their social impulses in Glorantha. They are rooted in the cosmic dualities of the Gods World but also affect the Middle World. These Runes consist of four opposed pairs of Power Runes. They are not only essential to an adventurer's Rune magic; your scores in these Power Runes help you play your adventurer in a consistent manner, according to their actual activity in play.

Humans also have an opposed pair of Form Runes: Man and Beast. These Runes are handled identically to the Power Runes.

The Power and Form Runes are presented in opposed pairs. **The total value of the pair must always equal 100%, and when one Rune increases the opposite side always decreases by the same amount.** *For example, if your adventurer has a Man Rune of 75%, their Beast Rune is 25%.*

A Power or Form Rune may be used by your adventurer to augment any skill being used for an action in accordance with that Rune.

Vasana's Saga

Vasana takes the Air Rune at 60%—she wants to be a member of the Orlanth cult. But she decides to create some tension in her adventurer and takes the Moon Rune at 40%. As her third Elemental Rune, she chooses Earth at 20%.

For Vasana's Power/Form Runes, her player chooses Movement at 75%, given Vasana's love of adventure. That brings her Stasis Rune down to 25%. She chooses Death as her other Power/Form Rune, deciding that Vasana eschews simple material pleasures and that she is something of a "beggar warrior priestess."

As a Sartarite, her Air Rune is raised +10% to 70%. With 20 of her 50 additional points, she raises it further to 90%. She also raises Moon to 50% and her Truth Rune to 70%, reducing her Illusion Rune to 30%.

Vasana's personality is starting to emerge here—she's passionate, violent and unpredictable, rebellious, ambitious, and impulsive, while being ruthless, relentless, and ascetic. She views the truth as something objective and describes things as they truly are—even when others would prefer fictions. Finally, there is some part of her that seeks spiritual liberation from fear and ignorance.

Choosing Your Power | Form Runes

From the Power and Form Runes, choose two affinities to start with a value of 75 (with their opposing Runes starting at 25). The other pairs all start with values of 50/50.

Other Runes

Not all the Runes can be used by adventurers. Some belong to nonhumans, discorporate beings, and still others are conditions that modify Elements, Powers, or Forms.

The following Form Runes are associated primarily with entities other than humans:

- **Chaos:** This Rune indicates the taint of Chaos.
- **Dragonewt:** This is the Rune of the dragonewt species.
- **Plant:** This Rune is associated with vegetable life, including the elves.
- **Spirit:** This Rune identifies discorporate beings.

The Condition Runes modify other Runes, and some philosophers claim that they are a status, and not an inherent thing.

- **Law:** This Rune describes the immutable laws of the universe and is typically associated with sorcery.
- **Mastery:** The all-purpose Rune of heroes, it can be a symbol of Mastery of Men, of Magic, or of the Elements.
- **Magic:** The Rune of communication between the worlds, this Rune is almost redundant in Glorantha.
- **Infinity:** The mark of godhood and of the God Time.

Starting human adventurers do not begin with any affinity in these Form or Condition Runes, but they can be learned later. Upcoming RuneQuest sourcebooks will explore even more Runes. Non-human adventurers may begin with these runes, and are described in the Glorantha Bestiary.

The total on the two sides of the slash must equal 100. Subtract the values you've already assigned from 100. The resulting number is the opposite Rune affinity, and should be filled in on the adventurer sheet.

Harmony | Disorder



To be strong with the Harmony Rune is to put the welfare of one's self-defined community (which might be as small as a village or as large as their entire world) above one's own. Those aligned with this Rune are helpful, careful, compromising, generous, and compassionate—they make peace, not discord.

To be strong with the Disorder Rune is to place one's own welfare, advantage, or pleasure above all others. Such adventurers may be described as individualistic, impulsive, and contrary, or as greedy, thoughtless, and egocentric.

Stasis | Movement



To be strong with the Stasis Rune is to be resolute and unchanging. Such an adventurer may be described kindly as determined or dogged, and less kindly as doctrinaire or obstinate.

To be strong with the Movement Rune is to be changeable, energetic, rebellious, and ambitious. Such adventurers can adapt quickly to changing circumstances, but are also impulsive and reckless.

Truth | Illusion



To be strong with the Truth Rune is to view the truth as something objective, and outside of individual biases, interpretations, feelings, and imaginings. Such adventurers describe things as they truly are, both in matters small and large, no matter what the consequences.

To be strong with the Illusion Rune is to distort truths or fabricate untruths, for one's own ends or on behalf of others, or in some cases simply for the sake of doing so. Such adventurers view reality as something subjective, and subject to their imagination.

Fertility | Death



To be strong with the Fertility Rune is to enjoy the pleasures of the flesh, most notably sexual desire. Such adventurers are generous and giving, often without personal commitment between the persons involved.

To be strong with the Death Rune is to separate oneself from the material world and seek to deny or even destroy the world of the senses. Such adventurers are relentless, ruthless, and ascetic, willing to deny others and themselves.

Man | Beast



Human adventurers may also choose between a dueling pair of Form Runes: Man and Beast.

To be strong with the Man Rune is to be civilized, settled, sociable, and ethical. Such adventurers are uncomfortable in the wilderness, preferring lands tamed by humanity.

To be strong with the Beast Rune is to be bestial, savage, feral, wild, and untamed. Such adventurers are uncomfortable in cultivated lands, preferring the wilderness.

Distribute Additional Points

You may now distribute 50 points among any of your adventurer's Rune affinities. Remember that if a Power or Form Rune affinity is raised, the value of its opposing affinity must be reduced so that the total equals 100.

A value of 80% or more in any Rune indicates that your adventurer is strongly tied to the Rune. The Rune may affect your own control over your adventurer; their actions may be determined by the Rune and contrary to your wishes.

As the adventurer develops, these initial values may change, and various rewards may become available.

Step 4: Characteristics

Adventurers (and most other living creatures) are defined by seven **characteristics**:

- Strength (STR)
- Constitution (CON)
- Size (SIZ)
- Dexterity (DEX)
- Intelligence (INT)
- Power (POW)
- Charisma (CHA)

These characteristics are at the core of every adventurer and form the basis for determining attributes and skills (described later in this chapter). The following section explains what each characteristic represents.

Strength (STR)

An adventurer's STR represents raw muscular power. STR helps determine your adventurer's damage bonus, the amount of encumbrance your adventurer can carry and still function normally, what weapons can be used, and influences the starting value for Agility skills (see page 58). STR is used for tests of physical strength.

As explained in the **Between Adventures** chapter, STR can be increased through training and research, but only up to the species maximum of 21. See page 415 for more information.

Constitution (CON)

CON is the measure of the health of your adventurer. It is a component in determining hit points and healing rate (see page 55–56). The CON of your adventurer is used to stay conscious when badly wounded, and to resist disease and poison, and helps determine the amount of encumbrance your adventurer can carry and still function normally.

As explained in the **Between Adventures** chapter, CON can be increased through training and research, but only up to the species maximum of 21.

Size (SIZ)

SIZ measures the mass of your adventurer. It affects your ability to inflict and absorb damage. SIZ is a component in determining hit points and damage bonus: since mass helps increase the force of a blow. SIZ helps determine strike rank in combat. The **Adventurer Sizes** table (page 52) provides approximate values for height and weight for a humanoid adventurer, but are not intended to be restrictive.



These are suggested ranges. You can define your adventurer's actual height and/or weight higher or lower than these ranges, though generally increasing one should result in a corresponding decrease of the other.

As explained in the **Between Adventures** chapter, SIZ cannot be increased through training, but may increase through other means. As above, increases to SIZ do not necessarily indicate an adventurer got taller—it might indicate greater muscle mass or weight.

Adventurer Sizes

SIZ	Kg	Lbs	Cm	Ft/In
1	0.1–5	0.2–11	1–30	0'3"–1'
2	6–11	12–24	31–60	1'1"–2'
3	12–17	25–37	61–90	2'1"–3'
4	18–24	38–53	91–105	3'1"–3'6"
5	25–35	54–77	106–120	3'7"–3'11"
6	36–41	78–90	121–135	4'–4'5"
7	42–49	91–108	136–150	4'6"–4'11"
8	50–54	109–119	151–155	5'–5'1
9	55–58	120–128	156–160	5'2"–5'3"
10	59–64	129–141	161–165	5'4"–5'5"
11	65–70	142–154	166–170	5'6"–5'7"
12	71–75	155–165	171–174	5'8"
13	76–80	166–176	175–178	5'9"–5'10"
14	81–85	177–187	179–182	5'11"–6'
15	86–90	188–198	183–186	6'1"
16	91–95	199–209	187–190	6'2"
17	96-100	210–220	191-194	6'3"–6'4"
18	101–115	221–253	195–198	6'5"–6'6"
19	116–130	254–286	199–202	6'7"–6'8"
20	131–145	287–319	203–206	6'9"
21	146–160	320–352	207-210	6'10"–6'11"

Dexterity (DEX)

This is the measure of how fast and accurately your adventurer can perform different functions such as fighting, dodging, and other athletic activities. DEX helps determine strike rank in combat.

As explained in the **Between Adventures** chapter, DEX can be increased through training and research, but only up to the limit of the adventurer's initial DEX×1.5 or the species maximum (21 for humans), whichever is lower.

Species Maximum Characteristics

Species maximum amongst the various races portrayed is the maximum dice roll plus the number of dice. For example, the species maximum for 3D6 is 21 (6+6+6+3). If the characteristic concerned has an addition, such as 2D6+6, the remaining addition is considered as one die. Thus, a characteristic of 3D6+3 has a species maximum of 21+4, or 25.

The combination of a Rune and a Homeland characteristic modifier cannot increase a characteristic to above the species maximum, so any points above the maximum are ignored.

Intelligence (INT)

INT is a measure of your adventurer's ability to deal with abstractions and memorization. It is an important characteristic modifier for Knowledge skills. It also determines how many sorcery spells your adventurer may memorize.

INT cannot be increased through training and research.

Power (POW)

POW represents your adventurer's ability to work magic. It is also the measure of your adventurer's soul. A high POW shows the favor of the gods and integration with the universe; a low POW shows proportionately less. When casting magic, your POW is often pitted against others' POW to see if your spells have their desired effect.

POW can increase in several ways, as described in the **Between Adventures** chapter. Though it may vary over time, POW cannot normally rise above the total of the maximum possible rolled POW plus the minimum possible rolled POW, normally 21 for humans.

Charisma (CHA)

CHA is the measure of leadership and strength of personality. This is the ability to say *"Follow me!"* and find oneself leading a charge. It is more than mere appearance and should not be mistaken for beauty. It helps determine the starting bonus for Communication skills. It also limits how much Rune magic your adventurer can potentially cast and how many spirit magic spells they may possess.

CHA can be raised by a variety of means, but for humans, only up to the species maximum of 21.

Determining Characteristics

Each characteristic has a numerical value to determine how potent it is. Human adventurers typically have STR, CON, DEX, POW, and CHA between 3 and 18, and SIZ and INT between 8 and 18. When creating adventurers, these values are usually determined by rolling dice. These values are then modified by the adventurer's two highest Elemental Runes.

Roll 3D6 for STR, DEX, CON, POW, and CHA, and 2D6+6 for SIZ and INT. If the total of all these results is 92 or less, you may allot up to 3 more points to your adventurer's characteristics, as desired. No human characteristic can total more than 18 after you have allocated these extra points.

The Gamemaster's Guide contains optional methods of characteristic generation, and the gamemaster is free to come up with their own methods or point values as desired. It is strongly recommended that all adventurers use the same method of determination.

Rune Modifiers to Characteristics

The Runes themselves influence an adventurer's characteristics, influencing behavior and development physically, intellectually, spiritually, and even socially. Because of this, each adventurer gets Rune Modifier bonuses to the characteristics corresponding to their primary (highest) and secondary (second-highest) Elemental Rune affinities:

- Darkness — SIZ *or* CHA
- Water — DEX *or* CHA
- Earth — CON *or* CHA
- Air — STR *or* CHA
- Fire/Sky — INT *or* CHA
- Moon — POW *or* CHA

Primary Elemental Rune: +2 to the corresponding characteristic.

Secondary Elemental Rune: +1 to the corresponding characteristic.

Charisma may only be chosen once for a bonus.

If the primary or secondary Elemental Rune affinity changes, so does the characteristic affected by the bonus. If there are two Elemental Runes tied as highest, then pick one as primary, and one as secondary. If there are two Elemental Runes tied as second highest, pick one as secondary, and the other has no Rune Modifier.

Minimum Characteristics

RuneQuest is a game of extraordinary characters. An adventurer with every characteristic at average or below has little chance of survival. Adventurers should die because the players made a choice—whether to fight to the death, or to take a foolhardy risk—not because they didn't stand a chance due to bad characteristic rolls.

Therefore, it is Perfectly All Right to:

- Reroll any die result of 1.
- Discard an adventurer whose characteristics average 12 or less.
- Roll again for a characteristic if the initial result is 6 or lower (or 9 and lower in the case of INT or SIZ) and none of the other characteristics are above 13.
- Use some other combination of dice and choice, at the gamemaster's discretion.



These Rune Modifiers can result in a characteristic above 18. If the primary or secondary Elemental Rune affinity changes, so does the characteristic affected by the bonus. Rune Modifiers to characteristics are only applied during the adventurer creation process: changes to Rune ratings after play begins do not affect characteristics.

Homeland Modifiers to Characteristics

Some Homelands have modifiers to the characteristics of adventurers from that Homeland. Refer to the **Homeland Characteristic Modifiers** table to determine any modifiers. As with Rune Modifiers, these may adjust a characteristic above 18.

Homeland Characteristic Modifiers

Homeland	Modifier
Sartar	None
Esrolia	None
Grazelands	None
Bison Riders	+2 SIZ, −2 DEX
High Llama Riders	+1 SIZ, −1 DEX
Impala Riders	−2 SIZ, +2 DEX
Sable Riders	None
Old Tarsh	None
Lunar Tarsh	None

≈Vasana's Saga≈

Now let's roll up Vasana's characteristics. Vasana's player rolls 3D6 for STR, CON, DEX, POW, and CHA. The unmodified results are, in order: 15, 11, 11, 13, and 17. She then rolls for SIZ and INT, getting results of 10 and 15. This is a pretty good spread, and the gamemaster decides that no intervention is required.

As the total of Vasana's characteristics is below 92, she has 3 points to distribute among her characteristics, so she decides to add +1 to STR, CON, and POW.

Right now, her characteristics are: STR 16, CON 12, SIZ 10, DEX 11, INT 15, POW 14, and CHA 17. That's much better, and she will no doubt be highly competent and formidable in play.

Now it's time to look at Vasana's Runes and see how they influence her characteristics. Her highest elemental Rune is Air, so Vasana's player can choose to add +2 to either STR or CHA. She chooses CHA. Her second highest elemental Rune is Moon, so she adds +1 to her POW.

Vasana is a Sartarite, so she gains no modifier to her characteristics based on culture.

Thus adjusted, Vasana's characteristics are:

- STR 16 – This is a very good start! Vasana is really strong.
- CON 12 – Slightly better than average, but not bad.
- SIZ 10 – Vasana is on the small side of average. She's about 161 cm tall, and weighs about 60 kilograms. Her player decides that Vasana has grown up trying to overcompensate for her small size, and does not like to be taken lightly.
- DEX 11 – Perfectly average.
- INT 15 – Very good. She is quite smart.
- POW 15 – This is also good (thanks to the +1 bonus her Moon Rune gave her). As she learns magic, she has a good number of magic points, her chance of overcoming others with her magic is good, and she has a solid magical defense.
- CHA 19 – This is an incredible characteristic! Vasana is extremely charismatic and has an excellent chance of persuading others.

Attributes

Attributes are qualities numerically derived from the values of certain characteristics. Attributes include magic points, hit points, healing rate, damage bonus, maximum encumbrance, and skills category modifiers.

Movement is considered an attribute, but it is the same for every human (8 meters per melee round walking or 24 meters running) and does not need to be calculated.

Magic Points

An adventurer's magic points equal their current POW. Situations may result in magic points higher or lower than that number. Magic points are expended to activate spells. An adventurer using magic points to cast spells does not also lower their POW.

An adventurer reaching 0 magic points falls unconscious, and won't wake up until they regain at least 1 magic point.

All adventurers regain magic points at the rate of 1/4 of their current POW per every six hours—your adventurer can completely regain lost magic points in 24 hours.

If a more granular recovery rate is desired, the gamemaster may use the rate of 1/24 of your adventurer's magic points recovered per hour. The Meditate skill (described on page 182) is also useful for recovering magic points more rapidly.

≈Vasana's Saga≈

Vasana has a POW of 15, giving her 15 magic points. Dividing her total magic points by 4 means that Vasana regains 3.75 magic points per six hours, or 4 points every six hours and 24 minutes (if easier, round off in favor of the adventurer, so it would be six hours).

If she's in a situation where every hour counts (and who isn't, from time to time?), it might be more useful to note that she regains 1 spent magic point every hour and 36 minutes.

Hit Points

Hit points represent how much damage your adventurer can take before unconsciousness or death. The term refers to the **total hit points** of your adventurer as well as their **hit points per body location**.

- Total hit points are lost when your adventurer takes damage not specific to a specific location, like burns covering large areas, poison, or other injuries.
- Hit points per body location are lost when injuries are inflicted upon your adventurer's body in a specific part of the body, such as a head, chest, abdomen, or a limb.

An adventurer's hit points are equal to their CON, modified by SIZ and POW. The reason for the first is obvious: the larger your adventurer is, the more they can soak up damage before taking a mortal wound. Thus, an increase in SIZ equals an increase in hit points. POW also represents the favor of the gods, useful in many ways, particularly avoiding death.

Hit Point Modifiers

Characteristic	SIZ	POW
1–4	–2	–1
5–8	–1	—
9–12	—	—
13–16	+1	—
17–20	+2	+1
21–24	+3	+2
25–28	+4	+3
Each +4	+1	+1

Each hit location's hit points must be entered on the adventurer sheet. The amount of damage each hit location can sustain is determined in the **Hit Location** table below. It distributes hit points per hit location for all humanoids.

Whenever your adventurer takes damage, you must cross that amount off their total hit points as well as to the hit location's hit points. An adventurer dies when they lose all their total hit points.

If an adventurer loses all hit points in a location, that location is typically useless. The hit points of a hit location can go negative—if it goes far enough negative, that location may be maimed or even severed!

Hit Locations

Hit Location	Total Hit Points						
	1–6	7–9	10–12	13–15	16–18	19–21	Each +3
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

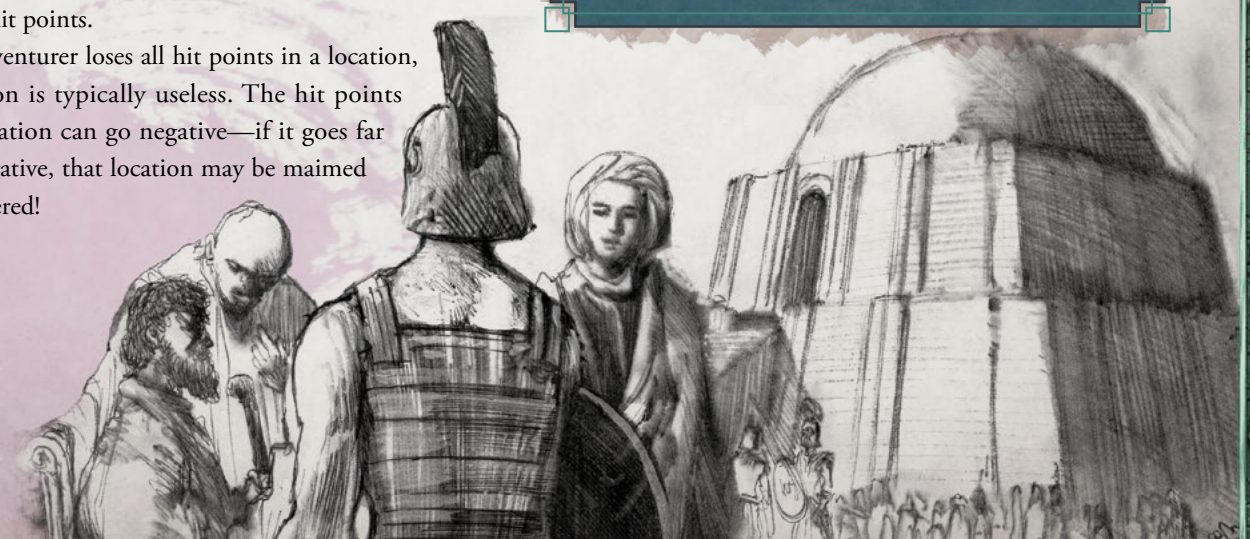
Hit points from the various hit locations can add up to more than the total hit points of your adventurer. However, when your adventurer has taken sufficient damage to surpass their total hit points, they will die at the end of the combat round unless healed to a positive hit point total when the round ends. It is possible that your adventurer can still die by bleeding to death, going into shock, etc. even though no area of their body is completely disabled.

As a hit location heals, your adventurer's total hit points recover at the same rate, up to their hit point total.

≈Vasana's Saga≈

Vasana's CON is 12. Her SIZ of 10 and her POW of 15 gives her no bonuses, so she has 12 hit points. This is average for a normal person, but for someone getting into danger regularly, it's a bit less than ideal. Vasana will need to fight more carefully than most, as she can't take a lot of damage in a fight.

The corresponding line of the Hit Location table gives her 4 hit points in each leg, 4 for the abdomen, 5 for the chest, 3 in each arm, and 4 for the head. These numbers are entered in the corresponding locations in the hit location diagram on her adventurer sheet.



Healing Rate

Natural healing from wounds and injuries is based on the adventurer's healing rate. Depending on the severity of the injury (page 146), the healing rate determines how many hit points are recovered in each hit location at the end of each week through natural healing.

Healing Rate

CON	Healing Rate
6 or less	1
7–12	2
13–18	3
Each +6 points	Additional +1

If the adventurer has multiple wounds in the same hit location, points restored from healing rate are spread evenly among those wounds, with any additional points going to the lightest injury.

≈Vasana's Saga≈

Vasana's CON is 12, healthy enough. Under normal circumstances, she has a healing rate of 2 hit points per week.

Damage Bonus

The modifier for damage an adventurer inflicts when physically striking or applying force is known as their **damage bonus**. This is an extra die roll, which is either added to, or subtracted from, the damage inflicted by a weapon or natural attack such as claw, bite, kick, etc. If a negative damage bonus takes a weapon's damage to 0 or below, no damage has been inflicted.

Add your adventurer's STR and SIZ together and consult the **Damage Bonus** table:

Damage Bonus

STR+SIZ	Damage Bonus
12 or less	–1D4
13–24	—
25–32	+1D4
33–40	+1D6
41–56	+2D6
Each +16 points	Additional +1D6

≈Vasana's Saga≈

Vasana's STR plus SIZ is 26, giving her +1D4 additional damage to her weapon use. This is a good bonus, as only very large and/or strong adventurers get a larger modifier.

Spirit Combat Damage

The amount of spiritual damage your adventurer inflicts in spirit combat. Add together POW and CHA and consult the **Spirit Combat Damage** table:

Spirit Combat Damage

POW+CHA	Damage
2–12	1D3
13–24	1D6
25–32	1D6+1
33–40	1D6+3
41–56	2D6+3
Each 16 points	Additional 1D6+1

Maximum ENC

The total amount of stuff (such as weapons, armor, etc.) measured in **encumbrance points** (or ENC) your adventurer can carry or wear and still function normally is determined by averaging their STR and CON. The maximum limit of this, however, is your adventurer's STR, even if it is lower than the average of STR and CON.

See page 150 for more information about Encumbrance.

≈Vasana's Saga≈

Vasana's STR is 16 and her CON is 12, averaging to 14. That is the maximum encumbrance she can carry without penalty.

If her STR was 12 and her CON 16, the average would be the same (14) but she would be limited to only being able to carry 12 points of ENC, due to her strength.

Strike Rank

Strike rank determines who acts first in a melee round. The lower the strike rank, the sooner in each round of combat your adventurer can act.

Your adventurer's melee combat strike rank is a combination of their strike ranks from DEX and SIZ (as determined in the tables below), and the strike rank for the weapon they are using (provided in the **Combat** chapter). For missile combat or spells, it is only the DEX strike rank and that of the weapon or spell. Write down the DEX and SIZ strike ranks on your adventurer sheet.

Later in adventurer generation, when you know what weapons your adventurer uses, write down the strike ranks for those weapons and add the DEX and/or SIZ strike ranks for the final strike rank value.

DEX Strike Rank: Consult the **DEX Strike Rank** table below to determine the DEX strike rank, then fill in the "DEX Strike Rank" entry on your adventurer sheet.

DEX Strike Rank

DEX	DEX Strike Rank
1–5	5
6–8	4
9–12	3
13–15	2
16–18	1
19+	0

SIZ Strike Rank: Find your adventurer's SIZ strike rank on the **SIZ Strike Rank** table below, then fill in the "SIZ Strike Rank" entry on your adventurer sheet

SIZ strike rank does not apply to missile fire. The size of your adventurer has no effect on how quickly they can loose arrows or throw weapons (see page 192).

SIZ Strike Rank

SIZ	SIZ Strike Rank
1–6	3
7–14	2
15–21	1
22+	0

Weapon Strike Rank: Each weapon has its own strike rank listed in the melee or missile weapon tables in the **Combat** chapter.

Vasana's Saga

Vasana's DEX is 11, giving her a DEX strike rank of 3, and her SIZ is 10, working slightly against her and giving her a SIZ strike rank of 2.

If she uses a broadsword with a weapon strike rank of 2, she attacks on strike rank 7. If she uses a dagger (weapon strike rank 3), she attacks on strike rank 8.

Skills Category Modifiers

In addition to the base chances common to every human, your adventurer's skills may be increased or decreased by their **skills category modifiers**. These simulate the natural ability or raw aptitude with groups of related skills. It is possible for skills category modifiers to add or subtract percentiles from skills—or to leave them unchanged.

Skills category modifiers may change if the characteristics from which they are derived also change.

Skills category modifiers also affect experience rolls, simulating the benefits of natural abilities when trying to improve a skill. This is explained in the **Game System** chapter.

To determine each skills category modifier, refer to each applicable characteristic on the charts (the left column), looking up its value (the top row), and totaling up the suggested modifiers (the bonus or penalty). The resulting number is the final skills category modifier.

Once determined, add the skills category modifiers to the base chances for the skills listed on the adventurer sheet which have a base chance greater than zero. Some of these skills will also be increased later in adventurer creation.

The lowest value a skill can have is 00%, which represents zero chance of success. A skill never has a minus value; if a bonus would make a skill start below 00%, write in 00%.

An adventurer's skills category modifiers do not apply to a skill with a 00% base chance until they have gained the ability, either through cultural, occupation, or cult bonuses, allocating skill points to it, or through training.

Agility Skills Category Modifier

Agility skills are physical skills of general bodily effort: Boat, Climb, Dodge, Drive Chariot, Jump, Ride, and Swim.

An adventurer's Agility skills category modifier is determined by referring to the following chart, consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Agility Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
STR	–5%	—	—	—	+5%	+5%
SIZ	+5%	—	—	—	–5%	–5%
DEX	–10%	–5%	—	+5%	+10%	+5%
POW	–5%	—	—	—	+5%	+5%

≈Vasana's Saga≈

Vasana's STR is 16, her SIZ is 10, her POW is 15, and her DEX is 11. Checking the table against Vasana's characteristics, we find that her STR modifier is —, her SIZ modifier is —, her POW modifier is —, and finally, her DEX modifier is —. These total 0, meaning she gets no benefit from her characteristics.

Thus, she has an Agility skills category modifier of +0%.

Communication Skills Category Modifier

Communication skills impart a message or feeling from one person to another: Act, Art, Bargain, Charm, Dance, Disguise, Fast Talk, Intimidate, Intrigue, Orate, Sing, Speak Own Language, and Speak Other Language.

An adventurer's Communication skills category modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Communication Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
INT	–5%	—	—	—	+5%	+5%
POW	–5%	—	—	—	+5%	+5%
CHA	–10%	–5%	—	+5%	+10%	+5%

≈Vasana's Saga≈

Vasana has a CHA of 19. Cross-referencing that on the Communication Skills Category Modifier table, we see this gives her a +10% bonus. Her INT and POW of 15 provide no bonuses, so her final Communication skills category modifier is +10%, applicable to all her Communication skills above 00%.

This is actually pretty good, and she will find that she's able to communicate well with others, to get her point across and express herself well, even without training.

Knowledge Skills Category Modifier

These mental skills require both formal knowledge and individual judgment: all Lore skills, Alchemy, Battle, Bureaucracy, Custom, Evaluate, Farm, First Aid, Game, Herd, Library Use, Manage Household, Peaceful Cut, Read/Write (language), Shiphandling, Survival, Treat Disease, and Treat Poison.

An adventurer's Knowledge skills category modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Knowledge Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
INT	–10%	–5%	—	+5%	+10%	+5%
POW	–5%	—	—	—	+5%	+5%

≈Vasana's Saga≈

Thanks to her INT 15, Vasana picks up a +5% to her Knowledge skills category modifier. Her POW offers her no bonus here. She's smarter than many, but it's already becoming clear that she's not going to be a scholarly type of adventurer.

Magic Skills Category Modifier

With these skills users manipulate magical energies to change the world: Meditate, Prepare Corpse, Sense Assassin, Sense Chaos, Spirit Combat, Spirit Dance, Spirit Lore, Spirit Travel, Understand Herd Beast, and Worship (deity).

The following magic skills are used in sorcery (see page 381) and are not commonly known to all adventurers: Combine/Separate, Dominate, Invoke, and Tap

An adventurer's Magic skills category modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Magic Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
POW	–10%	–5%	—	+5%	+10%	+5%
CHA	–5%	—	—	—	+5%	+5%

≈Vasana's Saga≈

Vasana's POW 15 and CHA 19 earn her modifiers of +5% each, which combine to give her a +10% Magic skills category modifier. This is a great bonus, and Vasana's player decides that this means she's intuitive and has a spiritual center that she's trying to encourage.

Manipulation Skills Category Modifier

Manipulation skills require good hand-eye coordination. They include Conceal, Craft, Devise, Play Instrument, Sleight, and all weapon skills, including shields, missile weapons, and natural attacks.

An adventurer's Manipulation skills category modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Manipulation Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
STR	–5%	—	—	—	+5%	+5%
DEX	–10%	–5%	—	+5%	+10%	+5%
INT	–10%	–5%	—	+5%	+10%	+5%
POW	–5%	—	—	—	+5%	+5%

≈Vasana's Saga≈

Vasana's high INT of 15 gives her a +5% Manipulation skills category modifier. This will come in handy with her Manipulation skills, but more importantly, means she gets a nice bonus to her skill with any weapon she tries to use.

Perception Skills Category Modifier

With Perception skills, adventurers receive and understand information from outside themselves: Insight (species), Listen, Scan, Search, and Track.

An adventurer's Perception skills category modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Perception Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
INT	–10%	–5%	—	+5%	+10%	+5%
POW	–5%	—	—	—	+5%	+5%

≈Vasana's Saga≈

Vasana's INT 15 gives her a +5% bonus to Perception skills. She is more perceptive than most, which is always useful when adventuring.

Stealth Skills Category Modifier

Successful use of Stealth skills can protect the user from detection by others: Hide and Move Quietly.

An adventurer's Stealth skills modifier is determined by consulting each relevant characteristic and its value, and adding up the bonuses listed (if any):

Stealth Skills Category Modifier

	1–4	5–8	9–12	13–16	17–20	Each +4
SIZ	+10%	+5%	—	–5%	–10%	–5%
DEX	–10%	–5%	—	+5%	+10%	+5%
INT	–10%	–5%	—	+5%	+10%	+5%
POW	+5%	—	—	—	–5%	–5%

Unlike many skills category modifiers, high characteristics in SIZ and POW can work against being stealthy, as it's easier to notice larger beings or those that tend to stand out in a crowd.

≈Vasana's Saga≈

Once again, Vasana's high INT of 15 comes to the rescue and gives her a +5% bonus on Stealth skills. She's able to figure out her surroundings quickly and determine the quietest or most unobtrusive way to move through her immediate environment, as well as having a clue as to how others would notice her.

Skill Base Chance

The base percentage chance for a given skill is expressed as a parenthetical value, such as (05) or (00). The base chance is the likelihood that any human would have to perform a skill successfully for the first time: most skills have base chances. A few skills have a base chance derived from a characteristic, such as (DEX×3).

Add the base chance to the appropriate skills category modifiers and to any cultural skill bonuses (see next section). Then add any occupation and cult skills bonus (explained in **Steps 5** and **6**), plus any personal skill bonuses (explained in **Step 7**). The result is the adventurer's current percentage in that skill.

Some skills, especially Knowledge and Magic skills, have a base chance of 00%, or zero. The adventurer's characteristic skill bonus does not apply to a skill with a base 00% chance until they have gained the ability at 01% or higher through cultural, occupation, or cult bonuses, allocating skill points to it or through training. *For example, an adventurer with a +10% Communication skills category modifier does not automatically know all new languages at 10%. These skills will remain at their base (00), or 0%, unless improved to 1% or higher, at which point the skills category modifier applies.*

Skills listed on page 61 in bold and shown on the adventurer sheet with a ☐ can be improved during play through experience, training, or research. Other skills can only be improved through training or research, or by extraordinary means.

Homeland Cultural Skill Bonuses

Each Homeland has cultural skill bonuses that should be applied now to the skill base values on the adventurer sheet.

- **Where there is a bonus—such as +10%—this value is added to the existing base chance.**
- **A value in parentheses—such as (25)—is the skill's base chance, replacing its existing base chance on the adventurer sheet.**

Where the listed skill is a broad category of weapons (such as 1H Axe), you should pick a weapon within that category (such as Battle Axe).

Cultural Weapons: These are the different types of weapons available to adventurers from different cultures. Where two or more weapons appear on a line, pick only one.

Sartar

Cultural Skills	Cultural Weapons
Ride (any) +5%	Dagger +10%
Dance +5%	Battle Axe +10%
Sing +10%	1H Spear +10%
Speak Own Language (Heortling) (50)	Broadsword +15%
Speak Other Language (Tradetalk) +10%	Composite Bow +10% or Sling +10%
Customs (Heortling) (25)	Javelin +10%
Farm +20%	Medium Shield +15%
Herd +10%	Large Shield +10%
Spirit Combat +15%	

Esrolia

Cultural Skills	Cultural Weapons
Bargain +5%	Battle Axe +15%
Dance +10%	1H Spear +10%
Intrigue +5%	Rapier +10%
Sing +5%	Self Bow +10%
Speak Own Language (Esrolian) (50)	Thrown Axe +10%
Speak Other Language (Tradetalk) +20%	Small Shield +15%
Customs (Esrolian) (25)	Medium Shield +15%
Farm +25%	Large Shield +10%
First Aid+5%	
Spirit Combat +15%	

Base Skill Values

Agility
- **Boat (05)**
- **Climb (40)**
- **Dodge (DEX×2)**
- **Drive Chariot (05)**
- **Jump (DEX×3)**
- **Ride (mount type) (05)**
- **Swim (15)**

Communication
- **Act (05)**
- **Art (05)**
- **Bargain (05)**
- **Charm (15)**
- **Dance (10)**
- **Disguise (05)**
- **Fast Talk (05)**
- **Intimidate (15)**
- **Intrigue (05)**
- **Orate (10)**
- **Sing (10)**
- **Speak Own Language (50)**
- **Speak Other Language (00)**

Knowledge
- Alchemy (00)
- Animal Lore (05)
- **Battle (10)**
- Bureaucracy (00)
- Celestial Lore (05)
- Cult Lore (specific cult) (05)
- **Customs (local 25/all others 00)**
- Elder Race Lore (race) (05)
- **Evaluate (10)**
- **Farm (10)**
- **First Aid (10)**
- **Game (15)**
- **Herd (05)**
- Homeland Lore (local) (30)
- Homeland Lore (other) (00)
- Library Use (00)
- **Manage Household (10)**
- Mineral Lore (05)
- **Peaceful Cut (10)**
- Plant Lore (05)
- Read/Write (language) (00)
- **Shiphandling (00)**
- **Survival (15)**
- **Treat Disease (05)**
- **Treat Poison (05)**

Magic
- **Meditate (00)**
- **Prepare Corpse (10)**
- **Sense Assassin (00)**
- **Sense Chaos (00)**
- **Spirit Combat (20)**
- **Spirit Dance (00)**
- Spirit Lore (00)
- **Spirit Travel (10)**
- **Understand Herd Beast (00)**
- **Worship (deity) (05)**

Manipulation
- **Conceal (05)**
- **Craft (specific craft) (10)**
- **Devise (05)**
- **Melee Weapon (Base Value)**
- **Missile Weapon (Base Value)**
- **Play Instrument (05)**
- **Shield (Base Value)**
- **Sleight (05)**

Perception
- **Insight (species/others) (20/00)**
- **Listen (25)**
- **Scan (25)**
- **Search (25)**
- **Track (05)**

Stealth
- **Hide (10)**
- **Move Quietly (10)**

Weapon Base Values

Melee Weapons
- **1H Axe (10)**
- **2H Axe (05)**
- **Broadsword (10)**
- **Dagger (15)**
- **Fist (25)**
- **Grapple (25)**
- **1H Hammer (10)**
- **2H Hammer (05)**
- **Kick (15)**
- **Kopis (10)**
- **1H Mace (15)**
- **2H Mace (10)**
- **Pike (15)**
- **Quarterstaff (15)**
- **Rapier (05)**
- **Shortsword (10)**
- **1H Spear (05) (includes Lance)**
- **2H Spear (15)**

Missile Weapons
- **Arbalest (10)**
- **Axe, Throwing (10)**
- **Composite Bow (05)**
- **Crossbow, All Types (25)**
- **Dagger, Throwing (05)**
- **Elf Bow (05)**
- **Javelin (10)**
- **Pole Lasso (05)**
- **Rock (15)**
- **Self Bow (05)**
- **Sling (05)**
- **Staff Sling (10)**
- **Thrown Axe (10)**
- **Throwing Dagger (05)**

Shields
- **Large Shield (15)**
- **Medium Shield (15)**
- **Small Shield (15)**



≈Vasana's Saga≈

As a Sartarite, Vasana starts with the following cultural skills, picking specialties where they are indicated, such as Bison for her Ride skill, and choosing Composite Bow over Sling.

The base chances for each skill have been included. Though her skills category modifiers are listed, they have not been added to the skills yet.

- **Agility (+0%):** Ride (Bison) 10%.
- **Communication (+10%):** Dance 15%, Sing 20%, Speak Own Language (Heortling) 50%, Speak Other Language (Tradetalk) 10%.
- **Knowledge (+5%):** Battle 40%, Customs (Heortling) 30%, Farm 30%, Herd 15%.
- **Magic (+10%):** Spirit Combat 35%.
- **Manipulation (+5%):** Dagger 25%, 1H Axe (Battle Axe) 20%, 1H Spear (Lance) 15%, Broadsword 25%, Composite Bow 15%, Javelin 20%, Medium Shield 30%, Large Shield 25%.

From her family history, Vasana also starts with Battle (a Knowledge skill) at 40%. She has skill with both medium and large shields, but given her relatively small SIZ, Vasana decides that she'll focus on using a medium shield versus a large shield, which she feels is unwieldly on bison-back as well as a potential source of encumbrance.

Grazelands

Cultural Skills	Cultural Weapons
Ride (Horse) +35%	Dagger +10%
Speak Own Language (Pure Horse Tongue) (50)	Lance +15%
Speak Other Language (Tradetalk) +10%	Broadsword +10%
Customs (Grazeland Pony Breeders) (25)	Composite Bow +15%
Herd +35%	Small Shield +15%
Spirit Combat +15%	Medium Shield +10%

Praxian Tribes

All Praxians start with Speak Own Language (Praxian) (50) and Speak Other Language (Tradetalk) at +10%. All Praxians get +10% to Survival.

Praxians get additional skills depending on their tribe.

Bison Rider

Cultural Skills	Cultural Weapons
Ride (Bison) +35%	Dagger +10%
Customs (Bison Tribe) (25)	Lance +15%
Herd +30%	Broadsword +10%
Peaceful Cut +15%	Javelin +10%
Spirit Combat +20%	Medium Shield +10%

High Llama Rider

Cultural Skills	Cultural Weapons
Ride (High Llama) +35%	Dagger +10%
Customs (High Llama Tribe) (25)	Lance +15%
Herd +30%	2H Dagger-Axe +10%
Peaceful Cut +15%	Pole Lasso +10%
Spirit Combat +20%	

Impala Rider

Cultural Skills	Cultural Weapons
Ride (Impala) +35%	Dagger +5%
Customs (Impala Tribe) (25)	Shortsword +10%
Herd +30%	Composite Bow +20%
Peaceful Cut +15%	Dart +10%
Spirit Combat +20%	Small Shield +10%

Pol-Joni

Cultural Skills	Cultural Weapons
Ride (Horse) +35%	Dagger +10%
Customs (Pol-Joni) (25)	Lance +10%
Herd +30%	Broadsword +15%
Peaceful Cut +15%	Composite Bow +10%
Spirit Combat +20%	Medium Shield +15%

Sable Rider

Cultural Skills	Cultural Weapons
Ride (Sable Antelope) +35%	Dagger +10%
Customs (Sable Tribe) (25)	Kopis +15% or 1H Axe +15%
Herd +30%	Lance +10% or Short Spear +10%
Peaceful Cut +15%	Composite Bow +10% or Javelin +10%
Spirit Combat +20%	Medium Shield +10%

Lunar Tarsh

Cultural Skills	Cultural Weapons
Dance +5%	Dagger +10%
Intrigue +5%	1H or 2H Spear +15%
Speak Own Language (New Pelorian) (50)	Kopis +10%
Speak Other Language (Tarshite) +20%	Composite Bow +10% or Sling +10%
Speak Other Language (Tradetalk) +10%	Javelin +10%
Celestial Lore +5%	Medium Shield +10%
Customs (Lunar Provincial) (25)	Large Shield +15%
Farm +25%	
Spirit Combat +15%	

Old Tarsh

Cultural Skills	Cultural Weapons
Dance +5%	Dagger +10%
Ride +5%	Battle Axe +15%
Sing +10%	1H Spear +10%
Speak Own Language (Tarshite) (50)	Broadsword +10%
Speak Other Language (Tradetalk) +10%	Composite Bow +10% or Sling +10%
Customs (Tarshite) (25)	Javelin +10%
Farm +15%	Medium Shield +15%
Survival +5%	Large Shield +10%
Spirit Combat +15%	

What Do Skill Percentages Mean?

At this point it is helpful to have some idea what the skill percentage ratings equate to. Some benchmarks for comparison:

- **Novice (25% or less):** A skill rating in this range suggests a largely untrained skill. The adage "knows enough to be dangerous" applies well here.
- **Amateur (26–50%):** Ratings in this range indicate a little talent, some rudimentary training, or dabbling in the skill.
- **Professional (51–75%):** At this rating, the adventurer can make a living using the skill.
- **Veteran (76–90%):** Skills in this range indicate advanced expertise.
- **Master (91%+):** Ratings of 91% or more indicate mastery of the skill.

If you want your adventurer to be useful in melee, it is recommended to take a weapon skill of 51% or higher. If your adventurer intends to regularly be in the thick of combat, it is suggested that your adventurer starts with a weapon skill in the veteran range. Combat is deadly and inexperienced fighters quickly die. If you want to play a largely non-combat adventurer, that's perfectly fine—just try to make sure you have some veteran warriors around to protect you when there is no alternative but violence.

Step 5: Occupation

Occupations include all ways adventurers can feed and support themselves and their families. In Glorantha, most people follow in the occupation of their parents, although some blaze their own paths.

Each occupation begins with a description of the occupation, and then the following entries:

Homelands: The homelands where the occupation is common. "All" indicates that the occupation is present in all Homelands.

Occupational Skills: Add the listed bonuses to these skills on your adventurer sheet. Where more than one bonus could apply to the same skill (e.g., Cultural Weapon +30% and Cultural Weapon +10%), two separate skills must be chosen (e.g., Battle Axe +30% and Broadsword +10%). Where a skill is ***bold italic***, this is a skill typically used to earn the adventurer's annual income.

Base Income: This is the basic annual income for the occupation. This is explained fully in the **Between Adventures** chapter.

What is Ransom?

Few Gloranthan societies have a centralized criminal justice system. Instead, crimes against a person are addressed by blood feud. If an outsider harms a member of a kinship group, justice requires that the rest of kinship group avenge the victim. Usually the entire clan joins in.

Ransom (also called "life price" or "weregeld") is a method of ending a blood feud by payment of goods and money in recompense for the damage done. The appropriate amount is set by custom and is based on social status. The family of the victim can refuse the ransom if they prefer vengeance, and if they accept it, they are responsible for collecting it.

One's ransom is also a measure of social rank. It is more expensive to kill a noble than a hunter! Standard ransoms are listed with each occupation.

Finally, one's ransom is the customary amount paid to free someone when they have been taken captive as the result of combat.

Standard of Living: This is the standard of living commonly associated with the occupation, and in some cases, its legal status. There are four levels of standard of living: Destitute, Poor, Free, and Noble. See page 403 for more information on these.

Cults: The cults commonly associated with that occupation. Cults that a significant majority of that occupation belongs to are bolded. Cults written in italics are not described in this book. Cults specific to a profession in a particular region have that region in parentheses.

Favored Passions: An adventurer may take **one** favored Passion at 60% or may increase **one** favored Passion already possessed by the adventurer by +10%. No Passion may be increased above 100%, however, during adventurer creation.

Ransom: The life price for members of that occupation. See the **What is Ransom?** sidebar.

Equipment: All adventurers can be expected to have the following gear: tunic/blouse, skirt/breeches, sandals/boots, loincloth, warm cloak (hide or woven-grass), headgear/hat/cap, belt knife, fire-making gear, and a water skin. In addition, each occupation lists the standard equipment that a typical adventurer with that occupation would gain and wear out every year. Write down any goods, coins, etc., in the equipment portion of the adventurer sheet. The equipment section also lists the adventurer as having their "cultural weapons." This means that the adventurer owns one of each of the weapon that they can use. An adventurer could own all the weapons listed if the player spread the adventurer's experience among all those weapon skills.

The gamemaster and players are encouraged to modify these occupations to fit their purposes.

Assistant Shaman

The assistant shaman helps the shaman to perform ritual duties, and in return is instructed in the deeper knowledge of shamanism. This is a significant role within the tribe, with considerable abilities and responsibilities, and should not be chosen lightly.

Homelands: All.

Occupational Skills: Speak Spiritspeech +20%, Sing +10%, ***Spirit Combat +30%***, Animal Lore +15%, Spirit Dance +10%, First Aid +15%, Spirit Lore +20%, Plant Lore +20%, ***Spirit Travel +20%***, Meditate +20%.

Standard of Living: Poor.

Base Income: 20 L.

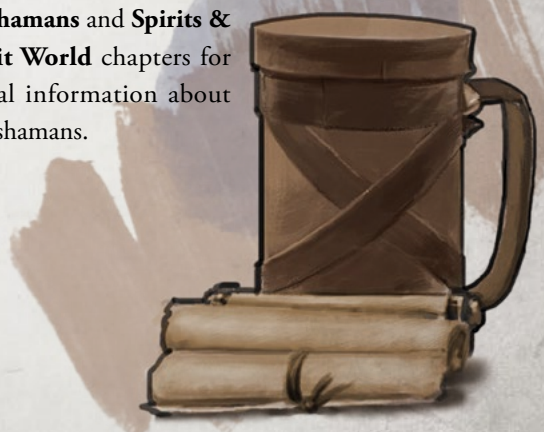
Cults: Daka Fal, Waha, Yelm (Grazelands).

Favored Passions: Loyalty (shaman).

Ransom: 250 L.

Equipment: A set of local herbs and powders used for healing and rituals, several small statuettes related to the shaman's power animal or ancestors, crafted goods worth 25 L, 5 L in coin, loincloth and robe, appropriate cultural weapons.

Note: An assistant shaman begins with the Second Sight spirit magic spell and another 2 points of spirit magic spells (in addition to any spirit magic learned from their cult, see pages 73). An assistant shaman does +1 spirit combat damage. See the **Shamans** and **Spirits & the Spirit World** chapters for additional information about assistant shamans.



Bandit

Bandits are found on the outskirts of many communities, preying on them like a wolf would prey on a herd. Some are there by choice; many more are outlaws and unable to return to their homes without severe repercussions.

Homelands: All.

Occupational Skills: Intimidate +10%, Hide +30%, First Aid +10%, Primary Weapon (pick a cultural weapon) +30%, Lore (Animal or Plant) +10%, Secondary Weapon (pick another cultural weapon) +10%, Survival +30%, Shield (pick type) +10%, Track +10%.

Standard of Living: Destitute.

Base Income: None.

Cults: Babeester Gor, Black Fang, Eurmal, Maran Gor, Odayla, Orlanth, Seven Mothers, Storm Bull.

Favored Passions: Love (family), Loyalty (band), or Hate (authority).

Ransom: None.

Equipment: Cultural weapons, hide or quilted skirt (2 pts. protection), cuirboilli cuirass (3 pts. protection), sleeping roll, booty worth 1D100 L.

Chariot Driver

Many tribes and temples use chariots to transport their Rune Masters around the battlefield and to act as mobile platforms for missile weapons and spell-casting. These charioteers are the exclusive chauffeurs of nobles and priests. They are often good warriors, but their primary goal is to be the finest chariot drivers in the tribe or temple.

Homelands: Esrolia, Lunar Tarsh, Old Tarsh, Sartar.

Occupational Skills: ***Battle +20%***, First Aid +10%, ***Drive Chariot +40%***, Whip +25%, Cultural Melee Weapon (pick type) +20%, Dance +15%, Cultural Missile Weapon (pick type) +20%, Scan +15%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Orlanth Adventurous, Seven Mothers (in Lunar Tarsh).

Favored Passions: Honor, Loyalty (leader), or Loyalty (temple).

Ransom: 500 L.

Equipment: Cultural weapons, whip, linothorax (3 pts. protection), leather greaves and vambraces (1 pt. protection), composite helm (2 pts. protection), 1D6 distinctive scars, wineskin, largess from leader or temple worth 150 L. The chariot itself belongs to the leader or temple.

Crafter

Crafters make items or offer services; sometimes for sale, more often for their clan, tribe, temple, or ruler. They specialize in a type of crafting, such as bronze working or pottery, each with its own Craft skill. In cities, crafters are organized into guilds, and are often called guildsmen.

The following list of crafts is by no means exhaustive:

- **Brewer:** Makes beer out of grain or wine out of grapes (depending on the location). *Base Income:* 80 L.
- **Carpenter:** Woodworker. *Base Income:* 60 L.
- **Jeweler:** Makes jewelry out of gemstones and precious metals. *Base Income:* 160 L.
- **Leatherworker:** Makes armor, horse tack, clothing, belts, etc. out of leather. *Base Income:* 60 L.
- **Mason:** Works stone for construction in buildings, fortifications, and roads. Masons know about the proportions of buildings, the process of assembling them, and the construction of devices to lift and move weights of stone. *Base Income:* 100 L.
- **Potter:** Makes pottery out of clay and paints it. *Base Income:* 80 L.
- **Redsmith:** Works bronze for weapons, armor, and other implements. *Base Income:* 80 L.
- **Tanner:** Makes leather out of skinned animal hides. *Base Income:* 80 L
- **Weaver:** Weaves cloth out of linen or wool. *Base Income:* 60 L.

Homelands: All (except Prax).

Occupational Skills: Art +10%, Evaluate +10%, Bargain +10%, ***Craft (primary) +30%***, Insight (Human) +10%, Craft (secondary) +20%, Lore (any) +10%, Devise +15%, ***Manage Household +30%***, Cultural Weapon (pick type) +15%.

Standard of Living: Free.

Base Income: Depends on Craft.

Cults: Depends on the craft—Ernalda (potters and weavers), Issaries (all), *Gustbran* (redsmith).

Favored Passions: Love (family), Loyalty (guild), or Loyalty (patron).

Ransom: 500 L.

Equipment: A set of tools needed for the craft, crafted goods worth 100 L, 20 L in coin, cultural weapons.

Guilds

Gloranthan guilds are quasi-kinship societies organized around a craft or occupation. In most cases, a member is "adopted" into a guild. Guilds also serve as cults to their patron spirit or founder, and offer regular sacrifices and feasts. In most cities, one must belong to a guild to have the right to practice a trade, but the guild has some sort of collective liability to outsiders.

Each guild tends to be independent; belonging to the Redsmith Guild in New Pavis does not make you a member of the Redsmith Guild in Boldhome! In large cities, there may be more than one guild for the same occupation—Nochet is notorious for street fights between rival guilds.

Entertainer

Professional poets, musicians, and dancers are highly respected by most Gloranthan cultures. They are regarded for their learning, either real or fraudulent.

Homelands: All.

Occupational Skills: ***Dance +30%***, Customs (any) +10%, Orate +10%, Insight (human) +10%, ***Sing +30%***, Lore (any) +10%, Speak (own) +30%, Cultural Weapon (pick type) +15%, ***Play (instrument) +30%.***

Standard of Living: Free.

Base Income: Depends on occupational skill used: for Singing, 100 L base income; for Dance or Play (instrument) 80 L base income.

Cults: *Donandar*, Ernalda, Eurmal, Orlanth, Seven Mothers.

Favored Passions: Love (person), Loyalty (patron), or Loyalty (tribe).

Ransom: 500 L.

Equipment: A musical instrument, 50 L in coin, 70 L in goods, cultural weapons, costume if appropriate.

Farmer

Farming is the mainstay of most Gloranthan societies. Farmers till or work specific local plots of land to raise crops and animals. They plow using a simple scratch plow pulled by two oxen. They raise a mixture of animals, grains, and roots, and are mostly self-supporting.

Homelands: All (except Prax)

Occupational Skills: Lore (local) +15%, Jump or Climb +10%, ***Farm +30%***, Craft (any) +15%, First Aid +10%, Scan +10%, Herd +15%, Cultural Weapon (pick type) +15%, ***Manage Household +30%***, Shield (pick type) +15%.

Standard of Living: Free.

Base Income: 80 L (for a free farmer, 40 L for a tenant farmer).

Cults: Ernalda, Orlanth, Seven Mothers (Lunar Tarsh), Yelmalio.

Favored Passions: Love (family), Loyalty (clan), or Loyalty (tribe).

Ransom: 500 L.

Equipment: Foodstuffs and livestock worth 120 L, cultural weapons, sickle, hammer, two draft oxen, composite helm (3 pts. protection).

Fisher

Anyone who principally lives by gathering food from the waters is a fisher; for example, lake dwellers who cast for fish with ring nets, spearmen who live besides river rapids rich with leaping salmon, or boatmen who ply the rivers and lakes.

Homelands: Esrolia, Sartar, Lunar Tarsh, Old Tarsh

Occupational Skills: ***Boat +30%***, Javelin, Self Bow, or Thrown Net (pick one) +20%, ***Swim +30%***, Short Spear +10%, First Aid +10%, Shield (pick type) +10%, River Lore +30%, Scan +10%.

Standard of Living: Poor.

Base Income: 60 L.

Cults: Engizi, Orlanth.

Favored Passions: Love (family) or Loyalty (clan).

Ransom: 200 L.

Equipment: Cultural weapons, 200 meters of rope or line, bobbin, small boat, jig lines or nets, hooks, baskets, gaff, salted or dried fish worth 60 L.

Healer

Healers minister to the sick and afflicted, binding wounds, treating disease, and aiding in childbirth. They are also valued as peacemakers between feuding groups. Healers typically use a combination of magic and chirurgery, and are often literate.

Homelands: All.

Occupational Skills: Orate +10%, ***Treat Disease +30%***, Alchemy +10%, Treat Poison +10%, ***First Aid +30%***, Devise +10%, ***Plant Lore +30%***, Insight (Human) +10%.

Standard of Living: Free.

Base Income: 80 L.

Cults: Chalana Arroy, Eiritha, Ernalda, Seven Mothers.

Favored Passions: Love (family), Loyalty (clan), or Loyalty (tribe).

Ransom: 500 L.

Equipment: Healer's kit (with lotions, ointments, salves, herbs, soaps, razor, tweezers, bandages), 20 L in coin, miscellaneous items worth 100 L.

Farmer


Warhammer
Leather Chestpiece
Battle Axe
Wooden & Leather Shield
Cestus
Leather Greaves
Self Bow & Arrows
Dagger

Noble



Herder

Herders live by tending animals, whether on foot or mounted. Herders may or may not own the animals they tend; most of a community's horses, cattle, sheep, and Praxian beasts (bison, high llama, impalas, and sable antelope) are marked and gathered into a single herd that is managed full-time by a herder.

For Praxian nomads, herders guard the wealth and sustenance of the clan, herding the tribe's beasts, as well as any taken in raids from others.

Homelands: All

Occupational Skills: Jump or Climb +10%, Scan +10%, Animal Lore +10%, Track +10%, Lore (local) +10%, Cultural Missile Weapon (pick type) +30%, First Aid +10%, Cultural Weapon (pick type) +10%, ***Herd +30%***, Shield (pick type) +10%, Peaceful Cut +30%.

Standard of Living: Poor.

Base Income: 60 L.

Cults: Eiritha, Orlanth, Waha, Yelm, Yinkin.

Favored Passions: Love (family), Loyalty (clan), or Loyalty (tribe).

Ransom: 500 L.

Equipment: Cultural weapons (including appropriate missile weapon), herd animals worth 120 L, staff, herding animal (typically a shadowcat or dog).

Hunter

Hunters kill wild animals for meat, sinew, horn, and hide. Hunters are experienced stalkers of mountain, wood, and plain, culling bison herds, systemically killing local predators, operating lines of traps for furs and so on.

Homelands: Grazelands, Old Tarsh, Prax, Sartar.

Occupational Skills: ***Animal Lore +30%***, Scan +10%, Lore (local) +10%, ***Track +30%***, Conceal +10%, Hide +10%, Listen +10%, Cultural Missile Weapon (pick type) +30%.

Standard of Living: Poor.

Base Income: 40 L.

Cults: Foundchild, Odayla, Orlanth, Waha, Yelm (Grazelands), Yinkin.

Favored Passions: Love (family) or Loyalty (clan).

Ransom: 250 L.

Equipment: Cultural weapons (including appropriate missile weapon), hunting animal (typically a shadowcat or dog), snares, furs worth 120 L.

Merchant

Merchants ply the trade routes connecting the Lunar Empire and the Holy Country. They can plan their trade seasons or caravans years in advance, and take advantage of financing and bills of exchange. They might use loans to nobles to lever special favors, or might find themselves being unbearably extorted by the same.

Homelands: All.

Occupational Skills: Ride +10%, Customs (any) +10%, ***Bargain +30%***, Insight (Human) +10%, Speak Other Language (any) +10%, Read/Write (any) +10%, Speak Other Language (Tradetalk) +30%, ***Manage Household +30%***, Evaluate +30%.

Standard of Living: Free.

Base Income: Special (based on trade goods).

Cults: Issaries, Argan Argar, *Etyries*, Seven Mothers.

Favored Passions: Love (family), Loyalty (clan), or Loyalty (tribe).

Ransom: 500 L.

Equipment: Writing equipment, fine clothes worth 40 L, cultural weapons, 500 L in goods, 150 L in coins, small statuette of trade god, broad-brimmed leather hat (1 pt. protection), leather greaves (1 pt. protection), leather vambraces (1 pt. protection), linothorax (3 pts. protection), staff.

Noble

Nobles live by the work of others. In return, nobles coordinate, speak for, and protect their community. Rulers and leaders often come to their position through merit, but many noble offices tend to be hereditary. Nobles can be surprisingly accessible, welcoming chances to display their courage, prowess, generosity, and wisdom.

In Glorantha, many nobles are also priests. Among the Orlanthi, chiefs and kings are also priests, and the martial aristocracy called thanes evolved out of the priesthood in the Second Age. During this time, it was discovered that an armed militia of farmers and herders could be overcome by a smaller band of elite troops. Chieftains chose their companions to fulfill this martial role among the community instead of the priests. It should be noted that thanes are always thanes to someone else; such allegiances fit nicely into the Orlanthi concept of loyalty to their chosen leaders.

Where nobility is also a priestly office, adventurers still use the skills and equipment list given below.

Homelands: All.

Occupational Skills: Ride (any) or Drive Chariot +10%, Insight (Human) +10% , Intrigue +10%, Read/Write (own) +10%, ***Orate +30%***, ***Manage Household +30%***, Speak Own Language +10%, Cultural Weapon (pick type) +30%, Customs (own) +10%, Shield (pick type) +30%.

Standard of Living: Noble.

Base Income: Variable (most nobles have at least five hides of land).

Cults: Ernalda, Orlanth, Seven Mothers, Waha, Yelm.

Favored Passions: Honor, Loyalty (leader) or Loyalty (tribe).

Ransom: 1000 L.

Equipment: Bronze cuirass (6 pts. protection), bronze greaves and vambraces (6 pts. protection), closed helmet (5 pts. protection), cultural weapons, two riding animals, noble clothing worth 60 L, 200 L in coin, 450 L worth of jewelry, vessels, and other luxury goods.

Philosopher

Philosophers can be found in urban centers throughout Dragon Pass, seeking to understand the cosmos through abstract reasoning. Many wander from city to city, supporting themselves through teaching. Philosophers learn sorcery, and start having mastered the understanding of one Rune and one technique (see the *Sorcery* chapter). They also start with three sorcery spells.

Homelands: Esrolia, Sartar, Lunar Tarsh.

Occupational Skills: ***Read/Write (any) +50%***, (Sorcery spell) +10%, Orate +25%, ***Lore (any) +30%***, (Sorcery spell) +20%, Library Use +10%, (Sorcery spell) +10%, Lore (any) +10%, Meditate +20%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Lhankor Mhy, Seven Mothers, Aeolianism (see page 389), *Invisible God*.

Favored Passions: Love (Wisdom)

Ransom: 150 L.

Equipment: Writing implements and materials (with small wooden carrying case), blank parchments worth 50 L, one or two philosophical works, a bronze dagger, walking staff, small portable platform, robes, 50 L in coin.

Priest

A priest is a specialist in using Rune magic for the benefit of the cult members. They are representatives of their deity and their cult forms the focus of their life. Some priests (popularly called Rune Priests) are fully supported by the resources of their temple (which often is treated as their own property).

Other priests are "part-time" and their activities only partially supported by the resources of the temple. These priests are popularly called "God-talkers," and often support themselves, at least in part, through a second occupation.

An adventurer can become a priest only if they meet the requirements for acceptance. However, adventurers whose parents were priests or are priests in training use the skills and equipment lists given below.

Homelands: All.

Occupational Skills: Any cult skill +10%, Lore (Cult) +30%, Dance +10%, Read/Write (own) +10%, Orate +10%, ***Manage Household +10%***, Sing +30%, Worship (deity) +30%, Meditate +10%.

Standard of Living: Noble.

Base Income: Variable (depends on temple's resources but most priests have at least five hides of land).

Cults: All (except Daka Fal, Eurmal, and Waha).

Favored Passions: Devotion (deity) or Loyalty (temple).

Ransom: 1000 L.

Equipment: Open helmet (4 pts. protection), heavy scale hauberk (5 pts. protection), cuirboilli greaves and vambraces (3 pts. protection), artifacts and regalia of deity, noble clothing worth 60 L, cultural weapons, one riding animal. 160 L in coin, 450 L worth of jewelry, vessels, and other luxury goods.

Requirements for Acceptance: As per God-talker, Rune Priest, or Rune Lord (see these in the Cults chapter). If the adventurer does not meet these requirements, they are serving as an assistant priest or are the favored kinsperson of a Rune Master.

Scribe

Literacy in Glorantha is largely confined to a small elite of nobles, priests, and scribes. Scribes serve as the equivalent of common civil professions—lawyer, teacher, bureaucrat, accountant, engineer, scholar, and so on—and are typically in the service of a Knowledge Temple or as part of the household of a ruler.

Homelands: All (Prax is only Pavis).

Occupational Skills: Speak (any) +10%, Lore (any) +30%, ***Bureaucracy +30%***, Lore (any) +10%, Customs (any) +30%, Read/Write (any) +30%, Library Use +10%, ***Read/Write (own language) +50%***, Evaluate +10%.

Standard of Living: Free

Base Income: Depends on occupational skill used: Bureaucracy = 200 L base income; Alchemy or Customs = 160 L base income; Read/Write = 120 L base income.

Cults: Lhankor Mhy, Seven Mothers.

Favored Passions: Loyalty (temple) or Loyalty (tribe).

Ransom: 1000 L.

Equipment: Writing implements and materials (with small wooden carrying case), three bundles of reports and notes worth 100 L, blank parchments worth 50 L, a tin disk carved with the calendar, an old letter of introduction from a senior scribe, a bronze dagger, 80 L in coin.

Thief

Though members of every culture steal, only civilized lands have enough people to support internal predators. A professional thief likely follows one or more of these professions: burglar, cutpurse, henchman, pimp, pitchman, racketeer, or smuggler.

Homelands: Esrolia, Lunar Tarsh, Sartar.

Occupational Skills: Climb +10%, Devise +10%, ***Disguise +30%***, ***Sleight +30%***, Fast Talk +30%, Hide +10%, Lore (local) +10%, ***Move Quietly +30%***, Cultural Weapon (pick type) +15%.

Standard of Living: Poor.

Base Income: 30 L.

Cults: Eurmal, Orlanth, *Lanbril*.

Favored Passions: Love (family) or Loyalty (gang).

Ransom: 250 L or none.

Equipment: Lock picks, jimmy, other appropriate tools, appropriate light one-handed weapon, mask, 20-meter rope with grapple, sack, hooded lantern, 30 L in coin, secret thieves mark.

Warrior

Professional warriors are the bodyguards and personal retinues of nobles and priests. Others are mercenaries who hire themselves out to various employers throughout Glorantha. War is their profession, for they do not need to till fields or tend animals. Warriors fight as either infantry or cavalry, which in turn can be divided into Heavy and Light, as determined by weapons and armaments. With each type of warrior, pick (or randomly determine) the weapon combination used.

Types of Warriors

Heavy Infantry

These warriors specialize in heavy weapons and armor, sacrificing speed for shock value. They typically fight in a phalanx.

To determine the unit weapons, pick one set or roll 1D6:

Heavy Infantry Unit Weapons

D6	Unit Weapons
1–4	1H Weapon (pick type) and Large Shield.
5–6	2H Weapon (pick type). Yelmalio cultists may use pike and shield.

Note: Unit weapons are normally also cultural weapons.

Homelands: Lunar Tarsh, Esrolia, and Sartar. The Sun Dome Temples are famed for their heavy infantry.

Occupational Skills: Sing +10%, Scan +10%, ***Battle +30%***, All Unit Weapons (including shield) +25%, First Aid +15%, Other Weapon (pick type) +25%, Listen +10%, Tertiary Weapon +15%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Argan Argar, Babeester Gor, Humakt, Seven Mothers, Yelmalio.

Favored Passions: Honor, Loyalty (leader) or Loyalty (unit).

Ransom: 500 L.

Equipment: Heavy scale hauberk (5 pts. protection) or disk plate cuirass (5 pts. protection) and studded leather skirt (3 pts. protection), plate greaves and vambraces (6 pts. protection), closed helmet (5 pts. protection), appropriate weapons, 1D3 distinctive scars, sleeping roll, good clothing, 20 L in coin, war booty worth 2×D100 L.

Light Infantry

These are skirmishers and missile users, scouts and foragers. They are often used as a skirmishing screen ahead of the main army.

To determine the unit weapons, pick one set or roll 1D6:

Light Infantry Unit Weapons

D6	Unit Weapons
1–2	Sling, 1H Weapon (pick type), Small Shield.
3–4	Javelin, 1H Weapon (pick type), Medium Shield.
5	Self Bow, 1H Weapon (pick type), Medium Shield.
6	Throwing Axe, 1H Weapon (pick type), Medium Shield.

Homelands: Esrolia, Sartar, Old Tarsh, Lunar Tarsh.

Occupational Skills: ***Battle +30%***, Hide +10%, First Aid +15%, Move Quietly +10%, Survival +10%, All Unit Weapons (including shield) +25%, Listen +10%, Other Weapon (pick type) +25%, Scan +10%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Babeester Gor, Humakt, Maran Gor, Orlanth Adventurous, Orlanth Thunderous, Storm Bull.

Favored Passions: Honor, Loyalty (leader) or Loyalty (unit).

Ransom: 500 L.

Equipment: Linothorax (3 pts. protection), cuirboilli greaves and vambraces (3 pts. protection), composite helm (3 pts. protection), appropriate weapons, 1D3 distinctive scars, sleeping roll, good clothing, war booty worth 2×D100 L.

Heavy Cavalry

These mounted warriors engage in direct contact with the foe, usually with lances, sometimes with swords, maces, or axes. They are used for the charge, meant to break up infantry formations and ride them down.

To determine the unit weapons, pick one set or roll 1D6:

Heavy Cavalry Unit Weapons

D6	Unit Weapons
1	Composite Bow, Lance, 1H Weapon (pick type).
2–5	Lance, 1H Weapon (pick type), and Medium Shield.
6	Javelin, Lance, 1H Weapon (pick type).



≈Vasana's Saga≈

Vasana is determined to be a Heavy Cavalrywoman. She decides her unit used Composite Bow, Lance, and 1H Weapon (she picks Broadsword). She can pick one more weapon at +20% and asks the gamemaster if she can put that bonus towards a shield. The gamemaster approves, so she applies the bonus to her Medium Shield skill.

Because of her occupational skills, her skills are now as follows (note that her skills category modifiers have not yet been added):

- **Agility (+0%):** Ride (Bison) 45%.
- **Communication (+10%):** Dance 15%, Sing 30%, Speak Own Language (Heortling) 50%, Speak Other Language (Tradetalk) 10%.
- **Knowledge (+5%):** Battle 70%, Customs (Heortling) 30%, Farm 30%, First Aid 20%, Herd 15%.
- **Magic (+10%):** Spirit Combat 35%.
- **Manipulation (+5%):** Dagger 25%, 1H Axe (Battle Axe) 40%, 1H Spear (Lance) 40%, 1H Sword (Broadsword) 50%, Composite Bow 40%, Javelin 20%, Large Shield 25%, Medium Shield 50%.
- **Perception (+5%):** Listen 35%, Scan 35%.

Her player decides that with an Honor of 90%, Vasana's favored Passions are high enough, so she does not take any additional Passions from Vasana's occupation.

Homelands: All. In Prax, the Bison, High Llama, Pol-Joni, and Sable tribes all have Heavy Cavalry.

Occupational Skills: ***Battle +30%***, First Aid +10%, Ride (any) +35%, Listen +10%, All Unit Weapons +25%, Scan +10%, Other Weapon (pick type) +20%, Sing +10%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Humakt, Orlanth Adventurous, Orlanth Thunderous, Seven Mothers, Storm Bull, Waha, Yelm (Grazelands).

Favored Passions: Honor, Loyalty (leader) or Loyalty (unit).

Ransom: 500 L.

Equipment: Heavy scale hauberk (5 pts. protection) or disk plate cuirass (5 pts. protection) and studded leather skirt (3 pts. protection), plate greaves and vambraces (6 pts.

protection), closed helmet (5 pts. protection), appropriate weapons, riding animal, 1D3 distinctive scars, sleeping roll, good clothing, 20 L in coin, war booty worth 2×D100 L.

Light Cavalry

These mounted warriors are armed with missile weapons, typically bows or throwing javelins. They skirmish with the foe, withdrawing from any offensive only to turn around and counterattack once the offensive is spent.

To determine the unit weapons, pick one set or roll 1D6:

Light Cavalry Unit Weapons

D6	Unit Weapons
1	Composite Bow, 1H Weapon (pick type), Small Shield.
2–3	Composite Bow, Lance, 1H Weapon (pick type).
4	Javelin, 1H Weapon (pick type), Medium Shield.
5	Lance, 1H Weapon (pick type), Small Shield.
6	Lance, 1H Weapon (pick type), Medium Shield.

Homelands: All. In Prax, the Impala, Pol-Joni and Sable tribes all have light cavalry.

Occupational Skills: Ride +35%, Listen +10%, Sing +10%, Scan +10%, ***Battle +30%***, All Unit Weapons (including shield) +25%, First Aid +10%, Other Weapon (pick type) +20%.

Standard of Living: Free.

Base Income: 60 L.

Cults: Humakt, Orlanth Adventurous, Orlanth Thunderous, Seven Mothers, Storm Bull, Waha, Yelm (Grazelands), Yelmalio.

Favored Passions: Honor, Loyalty (leader) or Loyalty (unit).

Ransom: 500 L.

Equipment: Linothorax (3 pts. protection), cuirboilli greaves and vambraces (3 pts. protection), open helm (4 pts. protection), riding animal, appropriate weapons, 1D3 distinctive scars, sleeping roll, good clothing, war booty worth 2×D100 L.



Step 6: Cult

Children become adults after a formal initiation ceremony, parts of which are the most closely held magical secrets of the community. Nearly every adult is initiated into the cult of a specific deity. However, more important than being initiated is the deity to which an adventurer is initiated.

An adventurer should start play as an initiate of a cult. The player should select the cult of a deity that the adventurer has at least one Rune with a rating of at least 50% in common with the deity.

As an initiate, your adventurer starts play with 3 Rune points dedicated to that cult. Rune points measure the connection between the cultist and the deity and determine how much of the deity's magic the cultist can call upon.

Additional points of POW can be sacrificed to increase the number of Rune points (and Rune spells) at the start of play.

Each cult entry contains the following entries:

Runes: Only those Runes present on the adventurer sheet are listed—many cults have additional Runes beyond this.

Cult Starting Skills: Each cult has starting skills taught to its members. Add the listed skill bonuses to these skills. Add an additional +20% to one of these starting skills and +15% to another. In addition, all initiates start with the following skill bonuses: Cult Lore (deity) +15%, Worship (deity) +20%, Meditate +5%.

Suggested Special Rune Magic: Your adventurer can cast all common Rune spells known by the cult. A summary list of common Rune spells appears below.

Additionally, choose three special Rune spells available to the cult and listed in this section of each cult description. These are the special Rune spells your adventurer can use. If your adventurer has sacrificed additional points of POW to increase the number of starting Rune points, choose one additional special Rune spell for each additional point of POW sacrificed.

Not every spell available to the cult is listed—these are suggested spells for starting adventurers. For more information about the Rune spells available to the cult, refer to the **Rune Cults** and **Rune Magic** chapters.

Cult Spirit Magic: If your cult teaches spirit magic, choose 5 points of cult spirit magic. The spirit magic spells taught by the cult are listed. An initiate can start with spirit magic spells taught by an associated cult.

Cult Sorcery: If your cult teaches sorcery, you may start with up to three sorcery spells from the cult's list. If this option is taken, you do not start with any cult spirit magic.

Favored Passions: An adventurer may take **one** favored Passion at 60% or may increase **one** favored Passion already possessed by the adventurer by +10%. No Passion may increase above 100% because of this.

Notes: Any special requirements or benefits gained by the initiate are listed here.

Associated Cults: These gods are worshiped by the cult in conjunction with the primary god. An initiate may learn spirit magic from an associated cult. Associated cults listed in *italics* are not detailed in this book.

Argan Argar

God of Surface Darkness

Cult Starting Skills: Speak Other Language (Darktongue) +20%, Read/Write (Darktongue) +15%, Sing +10%.

Special Rune Magic: Create Shadow, Dark Walk, Dismiss Darkness Elemental (small or medium), Enchant Lead, Safe, Summon Darkness Elemental (small or medium only), and Suppress Lodril.

Cult Spirit Magic: Darkwall (2 pts.), Detect Magic (1 pt.), Glamour (2 pts.), Protection (var.), and Vigor (2 pts.).

Prohibited Spirit Magic: Light and Lightwall.

Favored Passions: Devotion (Argan Argar), Loyalty (temple).

Associated Cults: Ernalda

Babeester Gor

The Avenging Daughter

Cult Starting Skills: 1H Axe +15%, 2H Axe +20%, Intimidate +10%, Speak Other Language (Earthtongue) +10% .

Special Rune Magic: Axe Trance, Berserker, Dismiss Earth Elemental (small only), Earth Shield, Shield, Slash, and Summon Earth Elemental (small only).

Cult Spirit Magic: Bladesharp (var.), Demoralize (2 pts.), Detect Enemies (1 pt.), Disruption (1 pt.), Heal (var.), Strength (2 pts.), and Vigor (2 pts.).

Favored Passions: Devotion (Babeester Gor), Loyalty (temple), Hate (Oathbreakers).

Notes: Only women can join.

Associated Cults: Ernalda, Maran Gor.

Chalana Arroy

Goddess of Healing

Cult Starting Skills: First Aid +20%, Treat Disease or Treat Poison +15%, Sing +10%.

Special Rune Magic: Comfort Song, Cure All Disease, Cure Chaos Wound, Cure Poison, Harmony, Heal Body, Healing Trance, Regrow Limb, Restore Health, Resurrect, and Summon Healing Spirit.

Cult Spirit Magic: Befuddle (2 pts.), Dullblade (var.), Heal (var.), Light (1 pt.), Shimmer (var.), and Sleep (3 pts.).

Favored Passions: Loyalty (temple).

Notes: Chalana Arroy cultists take an oath never to harm an intelligent creature or needlessly cause pain to any living thing.

Associated Cults: Ernalda, Eurmal, Issaries, Lhankor Mhy, Orlanth, Storm Bull, Yelm.



Common Rune Magic

Common Rune magic is known to almost every cult. An adventurer gains access to all common Rune spells available to the cult at initiation—there is no need to gain each spell individually!

These spells can easily be divided into three categories:

- **Spells About the Cult:** Command Cult Spirit, Divination, and Sanctify. These spells pertain to activities common to every cult.
- **Spells About Spells:** Dismiss Magic, Extension, and Multispell. These spells modify other spells.
- **Generic Spells:** Find Enemy, Heal Wound, Soul Sight, Spirit Block, and Warding. These spells are so common there is no need to gain each individually.

Spells using the Magic Rune (ᚱ) can be cast using any Rune affiliated with the cult and god.

These Rune spells are known to most cults. Adventurers know and can cast all these spells, as well as those specific to their cults.

Common Rune Magic Spells

Spell	Rune Point Cost
Command Cult Spirit	2 points
Dismiss Magic	1 point
Divination	1 point
Extension	1 point
Find Enemy	1 point
Heal Wound	1 point
Multispell	1 point
Sanctify	1 point
Soul Sight	1 point
Spirit Block	1 point
Warding	1 point

Daka Fal
Ancestor Worship



Cult Starting Skills: Speak Other Language (Spiritspeech) +20%, Spirit Combat +15%, Sing +10%.

Special Rune Magic: Axis Mundi, Discorporation, Free Ghost, Incarnate Ancestor, Restore Health, Resurrect (one-use), Spirit Guardian, Spirit Melding, Summon Ancestor, Summon Specific Ancestor, and Summon Spirit Teacher.

Cult Spirit Magic: All.

Favored Passions: Love (Family), Loyalty (Shaman).

Associated Cults: Odayla, Yinkin.

Eiritha
Herd Mother



Cult Starting Skills: Understand Herd Beasts +20%, Herd +15%, Sing +10%.

Special Rune Magic: Bless Animals, Dismiss Earth Elemental (small or medium), Speak with Herd Beasts, and Summon Earth Elemental (small).

Cult Spirit Magic: Farsee (var.), Heal (var.), Slow (1 pt.), and Spirit Screen (var.). All initiates start with the Ignite spell as an additional spirit magic spell that does not count against their 5 points of starting cult spirit magic.

Favored Passions: Love (family), Loyalty (temple), Loyalty (tribe).

Notes: Only female Praxians can join Eiritha's cult.

Associated Cults: Ernalda, Storm Bull, Waha.

Engizi
The Sky River Titan



Cult Starting Skills: Boat +20%, Speak Other Language (Boatspeech) +15%, Swim +10%.

Special Rune Magic: Breathe Air/Water, Dismiss Water Elemental (small or medium), Fireshield, Strongnet, Summon Naiad, and Summon Water Elemental (small or medium).

Cult Spirit Magic: Coordination (2 pts.), Extinguish (var.), Heal (var.), Mobility (1 pt.), River Eyes (1 pt.), and Shimmer (var.).

Favored Passions: Loyalty (temple), Devotion (river god).

Associated Cults: Orlanth Thunderous.

Ernalda
Earth Queen



Cult Starting Skills: Dance +20%, Animal Lore +15% or Plant Lore +15%, Sing +10%, Speak Other Language (Earthtongue) +20%.

Special Rune Magic: Absorption, Arouse Passion, Bless Champion, Bless Crops, Bless Pregnancy, Charisma, Command Snake, Command Swine, Dismiss Earth Elemental (any size), Earthpower, Gnome to Gargoyle (one-use), Heal Body, Inviolable, Regrow Limb, Reproduce, Restore Health, Summon Earth Elemental (any size), and Summon Household Guardian.

Cult Spirit Magic: Befuddle (2 pts.), Demoralize (2 pts.), Heal (var.), Second Sight (3 pts.), Shimmer (var.), Slow (1 pt.), Strength (2 pts.), and Vigor (2 pts.). All initiates start with the Ignite spell as an additional spirit magic spell that does not count against their 5 points of starting cult spirit magic.

Favored Passions: Devotion (Ernalda), Loyalty (temple), Loyalty (high priestess).

Associated Cults: Argan Argar, Babeester Gor, Chalana Arroy, Eiritha, Maran Gor, Orlanth, Storm Bull, Yelm, Yelmalio.

Eurmal
The Trickster



Cult Starting Skills: Dodge +20%, Fast Talk +15%, Charm +10%.

Special Rune Magic: Illusory Motion, Illusory Odor, Illusory Sight, Illusory Sound, Illusory Substance, Illusory Taste, and Reflection. Plus, each shrine has its own special Rune spell. See page 294.

Cult Spirit Magic: Varies with the shrine. Disruption (1 pt.), Glamour (2 pts.), Ignite (1 pt.), Shimmer (var.), and Silence (1 pt.) are most common.

Favored Passions: Hate (Authority).

Associated Cults: Chalana Arroy, Issaries, Lhankor Mhy, Orlanth.

Foundchild
Hunting God



Cult Starting Skills: Track +15%, Peaceful Cut +20%, Sing +10%.

Special Rune Magic: Beastmaster, Draw Beast, and Sureshot.

Cult Spirit Magic: Disruption (1 pt.), Mobility (1 pt.), Multimissile (var.), Slow (1 pt.), and Speedart (1 pt.).

Favored Passions: Love (family), Loyalty (temple).

Associated Cults: Odayla, Waha, Yinkin.

Humakt
God of Death and War



Cult Starting Skills: 1H Sword (pick type) +20%, Other Weapon (pick type) +10%, Intimidate +15%.

Special Rune Magic: Bind Ghost, Detect Truth, Morale, Oath, Sever Spirit, Shield, Sword Trance, Truesword, and Turn Undead.

Cult Spirit Magic: Bladesharp (var.), Coordination (2 pts.), Demoralize (2 pts.), Detect Enemies (1 pt.), Detect Undead (1 pt.), Disruption (1 pt.), Fireblade (4 pts.), Heal (var.), Parry (var.), Protection (var.), Repair (var.), Strength (2 pts.), and Vigor (2 pts.).

Notes: Humakt initiates must take one of Humakt's gifts and its corresponding geas. See the description of Humakt cult on page 296.

Favored Passions: Honor, Loyalty (temple), Devotion (Humakt).

Associated Cults: None.

Issaries
God of Communication and Trade



Cult Starting Skills: Bargain +15%, Speak Other Language (Tradetalk) +20%, Sing +10%.

Special Rune Magic: Create Market, Lock, Passage, Path Watch, and Spell Trading.

Cult Spirit Magic: Countermagic (var.), Detect Enemies (1 pt.), Farsee (var.), Glamour (2 pts.), Glue (var.), Mobility (1 pt.), and Repair (var.).

Favored Passions: Loyalty (temple).

Associated Cults: Chalana Arroy, Eurmal, Lhankor Mhy, Orlanth.

Lhankor Mhy
Lord of Knowledge



Cult Starting Skills: Read/Write (any) +20%, Lore (any) +15%, Sing +10%.

Special Rune Magic: Analyze Magic, Clairvoyance, Find (substance), Knowledge, Mind Read, Reconstruction, Translate, and Truespeak.

Lhankor Mhy cultists may start with up to five points of cult spirit magic **or** up to three cult sorcery spells.

Cult Spirit Magic: All Detect Spells (1 pt. each) and Farsee (var.).

Cult Sorcery: Cultists trained in sorcery start as having mastered the principles of the Truth Rune and the technique of Command (see page 381). They may add +25%, +10%, and +10% to any three spells chosen from the following list: Enhance INT, Identify Otherworld Entity, Geomancy, Logical Clarity, Logician, Reveal Rune, Solace of the Logical Mind, Speak to Mind, or Total Recall.

Favored Passions: Loyalty (temple).

Associated Cults: Chalana Arroy, Eurmal, Issaries, Orlanth.

Maran Gor
The Earthshaker



Cult Starting Skills: 1H Axe (pick type) or Mace +20%, Dance +20%, Intimidate +10%, Speak Other Language (Earthtongue) +10%.

Special Rune Magic: Blast Earth, Command Dinosaur, Create Fissure, Dismiss Earth Elemental (small or medium), Shake Earth, and Summon Earth Elemental (small or medium).

Cult Spirit Magic: Befuddle (2 pts.), Bladesharp (var.), Bludgeon (var.), Demoralize (2 pts.), Disruption (1 pt.), Dullblade (var.), Heal (var.), Ironhand (var.), Strength (2 pts.), and Vigor (2 pts.).

Favored Passions: Devotion (Maran Gor), Loyalty (temple).

Notes: Any can join, though males cannot become Rune Priestesses, and only eunuchs can become God-talkers.

Associated Cults: Babeester Gor, Ernalda.

Odayla
Bear God



Cult Starting Skills: Track +15%, Peaceful Cut +20%, Sing +10%.

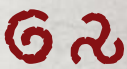
Special Rune Magic: Bear's Skin, Bear's Strength, and Claws.

Spirit Magic: Detect Life (1 pt.), Disruption (1 pt.), Heal (var.), Mobility (1 pt.), Protection (var.), Slow (1 pt.), Speedart (1 pt.), Spirit Screen (var.), and Strength (2 pts.).

Favored Passions: Love (family).

Associated Cults: Daka Fal, Foundchild, Orlanth, Yinkin.

Orlanth
Storm King, God of Farmers, Warriors, and Kings



Cult Starting Skills: Orate +15%, Speak Other Language (Stormspeech) +20%, Sing +10%.

Special Rune Magic: Dismiss Air Elemental (small or medium only), Increase/Decrease Wind, Summon Air Elemental (small or medium only), Summons of Evil, and Wind Warp available to all subcults. Each subcult has additional special Rune magic spells

Cult Spirit Magic: Bladesharp (var.), Demoralize (2 pts.), Detect Enemies (1 pt.), Disruption (1 pt.), Heal (var.), Mobility (1 pt.), Protection (var.), and Strength (2 pts.).

Favored Passions: Devotion (Orlanth), Hate (Chaos), Honor, Loyalty (temple).

Special Note: Orlanth has two major subcults: Adventurous and Thunderous. The player must pick the subcult their adventurer belongs to. See the description of these cults, following.

Associated Cults: Chalana Arroy, Ernalda, Eurmal, Issaries, Lhankor Mhy, Odayla, Storm Bull, Yinkin.

Orlanth Adventurous (Warrior Subcult)

Spirit Magic: Fanaticism, Protection.

Special Rune Magic (Adventurous subcult only): Dark Walk, Earth Shield, Flight, Leap, Lightning, Mist Cloud, Shield, and Wind Words. There is also an all-female variant of the Adventurous subcult called Vinga Adventurous, which has access to all the above Special Rune Magic plus the Fearless spell.

Special Note: Add +10% to any sword skill.

Orlanth Thunderous (Priest Subcult)

Spirit Magic: Extinguish, Second Sight.

Special Rune Magic (Thunderous subcult only): Cloud Call, Cloud Clear, and Thunderbolt. An initiate of Orlanth Thunderous has no limit to the size of Air Elemental that can be Summoned or Dismissed.

Special Note: Add +10% to Dance.

Seven Mothers
Recreators of the Red Goddess



Cult Starting Skills: Speak Other Language (New Pelorian) +20%, Read/Write (New Pelorian) +15%, Sing +10%.

Special Rune Magic: Dismiss Elemental (specific type must be specified: no air elementals, small only), Dismiss Lune (any size), Madness, Mindblast, Reflection, Regrow Limb, Summon Lune (any size), and Summon Elemental (specific type must be specified: no air elementals, small only).

Cult Spirit Magic: Befuddle (2 pts.) and Glamour (2 pts.) at the normal point cost. Any other spirit magic spell at twice the normal point cost.

Favored Passions: Loyalty (temple), Loyalty (Red Emperor).

Associated Cults: *Red Goddess*.

Storm Bull
The Chaos Killer



Cult Starting Skills: Cultural Weapon (pick type) +15%, Sense Chaos +20%, Intimidate +10%.

Special Rune Magic: Berserker, Dismiss Air Elemental (small only), Face Chaos, Impede Chaos, and Summon Air Elemental (small only).

Cult Spirit Magic: Demoralize (2 pts.), Detect Enemies (1 pt.), Dispel Magic (var.), Fanaticism (1 pt.), Heal (var.), and Protection (var.).

Favored Passions: Devotion (Storm Bull), Hate (Chaos), Loyalty (Storm Khan).

Notes: All Storm Bull cultists can learn the Sense Chaos skill (see page 305).

Associated Cults: Chalana Arroy, Eiritha, Ernalda, Orlanth, Waha.

Waha
The Butcher



Cult Starting Skills: Peaceful Cut +20%, Spirit Combat +15%, Sing +10%.

Special Rune Magic: Axis Mundi, Discorporation, Dismiss Earth Elemental (small only), Shield, Summon Spirit of Law, and Summon Earth Elemental (small).

Cult Spirit Magic: Countermagic (var.), Detect Spirit (1 pt.), Distraction (1 pt.), Heal (1 pt.), Protection (var.), Second Sight (3 pts.), Slow (1 pt.), Speedart (1 pt.), Spirit Screen (var.), and Vigor (2 pts.).

Favored Passions: Devotion (Waha), Loyalty (khan).

Notes: Restricted to male Praxians. Initiates may not learn more than one point of the Heal Spell.

Associated Cults: Eiritha, Storm Bull.

Yelm
The Sun Horse



Cult Starting Skills: Ride +20%, Speak Other Language (Firespeech) +20%, Sing +10%.

Special Rune Magic: Cloud Clear, Command Horse, Dismiss Fire Elemental (small), Fight Disease, Shield, Summon Fire Elemental (small), and Sureshot.

Cult Spirit Magic: Befuddle (2 pts.), Coordination (2 pts.), Detect Enemies (1 pt.), Disruption (1 pt.), Extinguish (var.), Farsee (var.), Firearrow (2 pts.), Fireblade (4 pts.), Heal (var.), Ignite (1 pt.), Light (1 pt.), Lightwall (4 pts.), Mobility (1 pt.), Multimissile (var.), Slow (1 pt.), and Speedart (1 pt.).

Favored Passions: Honor, Love (Family), Loyalty (temple), Devotion (Yelm).

Warrior


Rhomphia
Throwing Axe
Dagger Axe
Dagger
Chest Armor
Helmet
Pike

Notes: Restricted to male Pure Horse People. Members of the cult must ride and herd only horses, and may not practice agriculture. The god is called "Yu-Kargzant" by the Pure Horse People, but is widely called "Yelm" by everyone else. Female Pure Horse People usually worship the Feathered Horse Queen, a representative of Ernalda.

Associated Cults: Chalana Arroy, Ernalda, Yelmalio.

Yelmalio
Sun God of the Frontier



Cult Starting Skills: Celestial Lore +15%, Speak Other Language (Firespeech) +20%, Sing +10%.

Special Rune Magic: Catseye and Sunbright.

Cult Spirit Magic: Coordination (2 pts.), Detect Gold (1 pt.), Farsee (var.), Lantern (1 pt.), Light (1 pt.), Lightwall (4 pts.), and Repair (var.).

Favored Passions: Honor, Loyalty (temple), Devotion (Yelmalio)

Notes: An initiate may take a gift and its geas from Yelmalio (see page 308).

Associated Cults: Ernalda, Yelm.

Yinkin
Shadowcat God



Cult Starting Skills: Speak Other Language (Beastspeech) +15%, Track +20%.

Special Rune Magic: Catseye, Charisma, Claws, and Identify Scent.

Cult Spirit Magic: Coordination (2 pts.), Detect Life (1 pt.), Disruption (1 pt.), Glamour (var.), Heal (var.), Mobility (1 pt.), Silence (1 pt.), Slow (1 pt.).

Favored Passions: Love (family), Loyalty (tribe).

Associated Cults: Daka Fal, Foundchild, Odayla, Orlanth.

Step 7: Personal Skill Bonuses

Adventurers have personal interests beyond that demanded by their occupation, cult, and culture. Add +25% to any four skills on the adventurer sheet, and +10% to five more skills.

No skill may be raised to above 100% in this step. If your adventurer has a skill at 100% or greater through a combination of base chance, history, boons, skill category bonus, cultural skill bonus, occupational skill bonuses, and cult skill bonuses, you cannot add additional personal skill bonuses to that skill.

Vasana's Saga

With her Air Rune of 90% and her Movement Rune of 75%, Vasana's player decides that Vasana is an initiate of one of Orlanth's subcults, the cult of Vinga Adventurous (see page 300). The cult benefits are the same as Orlanth's (page 76).

After adding the starting skill bonuses bonuses for being a member of a cult and those bonuses specific to her cult, Vasana's skills are:

- **Agility (+0%):** Ride (Bison) 45%.
- **Communication (+10%):** Dance 15%, Orate 25%, Sing 40%, Speak Own Language (Heortling) 50%, Speak Other Language (Stormspeech) 20%, Speak Other Language (Tradetalk) 10%.
- **Knowledge (+5%):** Battle 70%, Cult Lore (Orlanth) 20%, Customs (Heortling) 30%, Farm 30%, First Aid 20%, Herd 15%.
- **Magic (+10%):** Meditate 5%, Spirit Combat 35%, Worship (Orlanth) 25%.
- **Manipulation (+5%):** Dagger 25%, 1H Axe (Battle Axe) 40%, 1H Spear (Lance) 40%, 1H Sword (Broadsword) 60%, Composite Bow 40%, Javelin 20%, Large Shield 25%, Medium Shield 50%.
- **Perception (+5%):** Listen 35%, Scan 35%.

Vasana's player selects the following Special Rune Magic spells: Summon Air Elemental, Lightning, and Shield. As an initiate of Vinga Adventurous, she will be limited to summoning small or medium air elementals, which is nothing to ignore.

She also decides to take Devotion (Orlanth) as a favored Passion. As Vasana already has 70% in that Passion, she increases it +10% to Devotion (Orlanth): 80%. She's passionate about her god, and makes sure to observe all the rituals and ceremonies. Due to Vasana's status as an initiate of Orlanth Adventurous, she gets +10% to her Broadsword skill, her weapon of choice.

Finally, Vasana's player gives her 5 points of spirit magic from Orlanth or his associated cults. She picks Mobility (1 pt.), Demoralize (2 pts.), and Heal (2). These spells will be incredibly useful for her role as a warrior.

≈Vasana's Saga≈

Vasana's player decides she wants Vasana to be good at Ride, Lance, and Broadsword, improving on her abilities as a Heavy Cavalrywoman and adds +25% to these three skills. She has one remaining skill for a +25% bonus, so, she decides Vasana should be literate, and adds +25% to Read/Write in the Theyalan script.

For the five skills gaining a +10% bonus, she picks Battle Axe, Meditate, Orate, Read/Write New Pelorian, and Scan skills. After allocating Vasana's personal skill points and adding her skills category modifiers, Vasana's skills are:

- **Agility (+0%):** Ride (Bison) 70%.
- **Communication (+10%):** Dance 25%, Orate 45%, Sing 50%, Speak Heortling 60%, Speak Stormspeech 30%, Speak Tradetalk 20%.
- **Knowledge (+5%):** Battle 65%, Cult Lore (Orlanth) 25%, Customs (Heortling) 30%, Farm 30%, First Aid 25%, Herd 20%, Homeland (Sartar) 35, Read/Write New Pelorian 15%, Read/Write Theyalan 30%.
- **Magic (+10%):** Meditate 25%, Spirit Combat 45%, Worship (Orlanth) 35%.
- **Manipulation (+5%):** Dagger 30%, 1H Axe (Battle Axe) 55%, 1H Spear (Lance) 70%, 1H Sword (Broadsword) 90%, Composite Bow 45%, Javelin 20%, Large Shield 30%, Medium Shield 55%.
- **Perception (+5%):** Listen 40%, Scan 50%.

Vasana's best skills are Broadsword 90%, Battle 65%, Ride (Bison) 70%, 1H Spear (Lance) 70%, and 1H Axe (Battle Axe), and Medium Shield (each at 55%). Her Spirit Combat is 45%. She is a good solid veteran warrior, but with a respectable Spirit Combat ability.

If applying a personal skill bonus increases a skill beyond 100%, any benefit beyond 100% is discarded and the skill is 100%. It is possible to increase skills beyond 100% with experience earned through gameplay, however (see page 416 for more information).

Related Languages

Many Gloranthan languages are related to one another, and some fluency in one language might equal the ability to speak and be understood by someone speaking another language. Similarly, literacy in one language gives some rudimentary ability in related languages.

Spoken Languages of Dragon Pass on page 173 provides information on how skill in one language equates to lesser skill in a related tongue, and **Scripts of Dragon Pass** on page 181 addresses the relationship between the written languages.

When creating your adventurer, consult these sections if desired to determine any related languages your adventurer knows. These are "free" and do not have to be paid for with personal skill bonuses, but they can be improved with those points.

Further improvement in these languages—spoken and written—is handled as if they are separate skills, and they do not improve automatically if the related language skill improves.

Step 8: Other Information

Using the information gathered in the prior steps, it's time to personalize your adventurer, bringing them to life.

Gender

Gloranthans have a range of concepts regarding gender identity. The Orlanthi recognize four sexes (biological male, biological female, neither, and both) and six genders (male roles, female roles, females in male roles, males in female roles, both roles, neither roles). They recognize at least seven types of marriage. There are several polyandrous traditions and polygamy is not unknown. Many Orlanthi heroes married to Ernalda priestesses also have had male lovers (often of the same sex and gender). Their only serious taboo on sexuality involves those that have not been initiated as adults.

Nonetheless, some cults are restricted by sex and/or gender.

Name

Lists of names are contained in the Names section of each Homeland in the next chapter. Select a name that sounds right to you or make one up.

Age, and Year Born

Your adventurer is assumed to be 21 years old. With gamemaster approval you can be older or younger, although it impacts the family history table.

To determine the specific season, week, and day of birth, you can follow this procedure:

- **Season:** The highest rated Elemental Rune is your season of birth. If Moon is the highest rated, use the season that corresponds to your second-highest rated Elemental Rune.
- **Week:** Your highest rated Power Rune corresponds to the week within that season. If you have two equally high Power Runes, pick one.
- **Day:** Roll 1D8 to determine what the day of the week your adventurer was born:

D8	Day
1	Freezeday
2	Waterday
3	Clayday
4	Windsday
5	Fireday
6	Wildday
7	Godsday
8	Roll again or pick a day

Handedness

All adventurers are assumed to be right-handed unless the player choses for them to be left-handed. Left-handedness is associated with dragons (dragonewts are all left-handed) and considered unlucky.

Scars

Some background results yield one or more impressive scars. You can pick the location and nature of these scars, based on their origin, or the gamemaster might make suitable suggestions. If in doubt, use the hit location table to determine where the scar is located on your adventurer's body.

Additional Experience

In Step 2, you might have decided to create an adventurer older than 21 years old.

For every 10 years older you make your adventurer, add the following bonuses:

- Add +5% to four different occupation or cult skills.
- Add +3 points of POW to your adventurer's cult Rune points.
- Add +1 point of spirit magic/sorcery spells.
- Maturity has a price, however. For each two-year interval or fraction above age 40, subtract –1 point from STR, CON, or DEX (you pick).

As described on page 79, these skill bonuses cannot increase a skill beyond 100%.

Adventurers gain no additional experience over the age of 60, although they do lose characteristic points.

Sex and Marriage

"Sex is easy. Marriage is hard, and the Gods bless the sworn bond."
— Heort's Laws

Orlanthi religion celebrates sexuality as the cup of life. Ernalda is the goddess of women and of sex, and has many lovers and husbands among the gods, although Orlanth is first among them. Orlanth and his half-brother Yinkin had many amatory adventures with countless goddesses and several gods. The fertilizing rain that makes agriculture possible is thought of as the corporeal love of Orlanth and Ernalda. Orlanth even has a female incarnation, Vinga, who is worshiped by women who wield Orlanth's magic.

Heort's Laws (an ancient document stating the laws and customs of the Heortling people) recognize four sexes (female, male, neuter, and hermaphrodite) and at least six genders (female, male, vingan, nandan, helering, and none). Unmarried sex between adults is not frowned upon, regardless of the sex or gender of the parties.

Because sexuality is so open, the marriage oath is significant. Marriage among the Orlanthi is a mutual bond between participants and their clans. The class of the marriage and its terms are carefully negotiated between the parties and their families. Since marriage is sanctified by divine oath, violating that oath is dangerous.



Family

You should choose names from the Homeland list for your adventurer's father's name and for your adventurer's mother's name. You can do the same with any siblings or other kin created in **Step 2**, or just wait until later to name them.

Tribe, City, and Clan

With your gamemaster's approval, pick a tribe or city from your Homeland that your adventurer belongs to. With your gamemaster, pick or make up a clan that your adventurer belongs to (see the example tribes and clans from the **Homelands** chapter, pages 99–135).

These are the communities (alongside your adventurer's temple) that your adventurer is most likely to have loyalty to.

Family Heirloom

Each beginning adventurer may roll once on the **Family Heirlooms** table to find one additional valuable and colorful possession. Make up the where and why of this if necessary. If you decide you don't want the item provided, ignore it, or you can try to sell it once play begins (if appropriate).

Starting Reputation

The starting Reputation for an adventurer depends on their family history and occupation. Simply by being a member of a clan or other community, an adventurer starts with a Reputation of 5%. Most Poor occupations add no Reputation, most Free occupations add +5%, and most Noble occupations add +10%.

An adventurer might get a Reputation bonus due to their family history and/or a **Family Heirloom**. Roll on that table if indicated.

Movement

Movement is rated in movement units (MOV), each unit equaling 3 meters. All human adventurer can move 8 movement units in a melee round (up to 24 meters), unless stated otherwise.

Write this down on the adventurer sheet.

≈Vasana's Saga≈

As a Heavy Cavalrywoman, Vasana starts with excellent armor—a disk plate cuirass (ENC 3) on the chest and a studded leather skirt (ENC 1) for the abdomen, plate greaves (ENC 2) and vambraces (ENC 2) and a closed helmet (ENC 1). She also has a broadsword (ENC 1), battle axe (ENC 2), lance (ENC 3), medium shield (ENC 2), and composite bow (ENC 2) as cultural weapons.

The total ENC for her armor is 9 ENC, that of her weapons is another 10 ENC. Given that her maximum ENC is only 14, Vasana cannot carry all her weapons while wearing armor. She normally leaves her lance (ENC 3) and her battle axe (ENC 2) on her riding animal—which she decides is a cavalry bison. The bison will be more-than-capable of handling that extra ENC. This equipment is described in the Game System chapter.

Vasana also has 20 L in coin and war booty worth 100 L. There's no need to describe what it is in any detail, but Vasana figures that it's a variety of trophies or gifts given during her service, as well as her share of any plunder.

As for the memorable scar, her player decides that it's a deep and long scar running from her temple across her cheek to her jaw, something to remember from battle.

Her player later rolls a 9 on the Family Heirloom table. She gets a POW storage (10 magic points) crystal. This, her player decides, is Vasana's only connection to her father, killed by the Crimson Bat, his soul destroyed and gone forever.

Vasana starts with a total Reputation of 20%; +10% from her Family History, +5% for being a member of a clan, and +5% for being a warrior. She's actually already got a bit of a name for herself, and she has yet to begin play!

Family Heirlooms

D20	Heirloom
1	You have an ancestor worshiped as a hero by your cult. Gain Devotion (deity) or Loyalty (temple) or add +10% if already possessed. You also get +5% bonus to your Orate and +5% to your Reputation.
2	You have a famous hero as an ancestor. Add +10% to the Orate skill and +5% to your Reputation.
3	A pot of woad (see Rune magic spell Bless Woad, page 322), 1D6 points of potency.
4	1D3 pots of Rhino Fat. Each pot contains enough to add 1 point of armor to all hit locations, which can be worn below clothing and armor, though the smell is quite pungent. One application takes ten minutes to apply and lasts one hour, though the smell of rancid meat lingers.
5	A bronze or ceramic votive image of your god that adds +10% to the Worship (deity) skill.
6	A brooch or buckle depicting a fat, grinning dwarf that is a 2-point spell matrix for Heal 2 (see page 265).
7	Small stone figurine of a crested dragonewt pointing in a direction. The figurine is a 1-point spell matrix for a Find (substance) spell (see page 329); the player chooses what specific substance.
8-11	Magic POW storage crystal that can hold up to 2D6+3 magic points or serve as a spirit-binding matrix (see page 249).
12	An awakened small animal (SIZ 2 or less, such as a cat, a lizard, a bird, etc.) with 3D6 INT and 3D6 POW. Otherwise it is normal for its species. The animal knows 3 points of spirit magic of the player's choice. It can speak the adventurer's language and serves as a loyal companion, but is otherwise independent. See the Glorantha Bestiary for additional information on such creatures.
13	1D6 healing potions that heal 1D10 points of damage each.
14	Necklace worth 2D6×100 L containing a 2-point spirit magic matrix for Glamour 2 (see page 262).
15	Ancient gold serpent armband with 2 points of a spirit magic matrix (see page 265), worth 2D6×100 L.
16	A finely-made musical instrument, imbued with magical properties (add +20% to Play Instrument when used).
17	Finely made weapon (+1 HP and worth twice as much as normal) containing a 2-point spirit magic spell matrix (Bladesharp, Bludgeon, Multimissile, or Strength; see page 265).
18	An ingot of iron or some other pure Rune metal weighing 1D3 ENC. If enchanted, the metal could be forged into a weapon, piece of armor, or other object. The item will have half again the number of hit or armor points, and each point of ENC provides a 5% chance that the wearer/user cannot cast magic, or that magic spells cast on them will have no effect.
19	An ostentatious metal helmet (normal AP and ENC but worth thrice normal) and containing a 2-point spirit magic matrix (Countermagic, Protection, or Spirit Screen; see pages 265 for more information).
20	Roll twice. If this roll comes up again, roll twice more.



Pregenerated Adventurers

These adventurers are here for use as ready-to-play adventurers, or by the gamemaster to use as non-player characters. Vasana is described in the adventurer generation system, while her companions are used throughout this book in the examples of play.

Skills category modifiers have been calculated for each adventurer; listed skills have those modifiers already included. For convenience, their language skills (Speak, Read/Write) are listed separately from their Communication and Knowledge skills.

Vasana Farnan's Daughter

Initiate of Orlanth, Vinga Adventurous subcult. Female, age 21. Veteran heavy cavalrywoman of the Ernaldori clan of the Colymar Tribe.

I am Vasana, the daughter of Farnan, a hero of Starbrow's Rebellion, slain and devoured by the Crimson Bat. In my war of revenge against the Lunar Empire, I gained the attention of Argrath at the Battle of Pennel Ford. I was sorely wounded at the Second Battle of Moonbroth, granting me this terrible scar across on the left half of my face. I returned to my mother's farm to recover, and now I am ready for adventure.

My friends know me for a fearsome bison rider, a skilled hand with a sword, and a devout worshiper of Orlanth Adventurous. My honor is my greatest strength.

Vasana is a small but athletic woman with red hair and a vicious scar across one side of her face. Despite her small size, she rides a bison and is more than capable of commanding warriors and priests more senior than herself.

Vasana's grandmother was a scribe in the service of the Princes of Sartar, and died with great glory in the Battle of Boldhome. Vasana's father was Farnan, a temple orphan who married Vareena, a priestess of Ernalda from the Ernaldori clan. Farnan joined Starbrow's Rebellion and later personally aided Kallyr Starbrow in her escape from Sartar. He died defending Whitewall in 1620, devoured by the Crimson Bat. Farnan's soul was annihilated and Vasana, then a teenager, swore revenge.

As soon as she was initiated as an adult, Vasana left her mother's farm to avenge her father against the Lunar Empire. In 1623, she followed King Broyan to the metropolis of Nochet, accompanied by her half-sister Yanioth. At the Battle of Pennel Ford, she fought with great glory, and gained the attention of Argrath. Vasana followed Argrath into Prax and joined the army of the White Bull in the liberation of Pavis. Pursuing honor again, she fought with great glory at the Second Battle of Moonbroth, and was nearly killed (receiving a nasty scar on her face) in the process of killing a Lunar priestess. After the Dragonrise, she returned to her mother's farm to recover.

Vasana

STR 16 **CON** 12 **SIZ** 10 **INT** 15 **DEX** 11
CHA 19 **POW** 15 **Hit Points:** 12 **Move:** 8
DEX SR: 3 **SIZ SR:** 2
Runes: Air 90%, Death 75%, Earth 20%, Moon 50%, Movement 75%, Truth 70%.
Rune Points: 3 (Vinga Adventurous)



Rune Spells: All common Rune spells, plus Fearless, Lightning, and Shield.
Spirit Magic: Demoralize (2 pts.), Heal 2, Mobility (1 pt.).
Magic Points: 15+10 (POW storage crystal) = 25.
Passions: Devotion (Orlanth) 80%, Hate (Lunar Empire) 90%, Honor 70%, Loyalty (Argrath) 70%, Loyalty (Colymar Tribe) 70%, Loyalty (Ernaldori Clan) 60%, Loyalty (Sartar) 70%.
Reputation: 20%
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+3
Healing Rate: 2
Armor: Bronze disk plate cuirass (5 pts.), bronze greaves and vambraces (5 pts.), studded leather skirt (3 pts.), closed helm (5 pts.).
Skills: *Agility +0%*: Dodge 22%, Ride (Bison) 70%. *Communication +10%*: Dance 25%, Orate 45%, Sing 50%. *Knowledge +5%*: Battle 65%, Cult Lore (Orlanth) 25%, Customs (Heortling) 30%, Farm 30%, First Aid 25%, Herd 20%, Homeland (Sartar) 35%. *Magic +10%*: Meditate 25%, Spirit Combat 45%, Worship (Orlanth) 35%. *Manipulation +5%* (includes all weapon skills). *Perception +5%*: Listen 40%, Scan 50%, Search 30%, Track 10%. *Stealth +5%*: Hide 15%, Move Quietly 15%.
Languages: Speak Heortling 60%, Speak Stormspeech 30%, Speak Tradetalk 20%, Read/Write New Pelorian 15%, Read/Write Theyalan 30%.
Magic Items: 10-point magic point storage crystal, a bronze image of Orlanth that adds +10% to Worship (Orlanth).
Treasures: Carries 20 L in coin.
Ransom: 500 L.

Vasana Attacks

Weapon	%	Damage	SR	Pts
Broadsword	90	1D8+1+1D4	7	12
Lance	70	1D10+1+3D6	6	10
Battle Axe	55	1D8+2+1D4	7	10
Medium Shield	55	1D4+1D4	7	12
Composite Bow	45	1D8+1	3	7

Vasana Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	5/4
Left Leg	5–8	5/4
Abdomen	9–11	3/4
Chest	12	5/5
Right Arm	13–15	5/3
Left Arm	16–18	5/3
Head	19-20	5/4

Vasana's Bison

Vasana rides a trained cavalry bison. When she attacks someone on foot from bison-back, she rolls 1D10+10 to determine hit location. When she uses her lance while charging with her bison, she uses the bison's damage bonus, and not hers!

STR 36 **CON** 17 **SIZ** 34 **DEX** 12 **POW** 10
Hit Points: 23 **Move:** 12
Damage Bonus: +3D6
Base SR: 3
Combat: A bison can butt or trample in the same melee round, but not both.
Armor: 3-point hide.
Healing Rate: 3

Bison Attacks

Weapon	%	Damage	SR
Butt	50	2D10+3D6	8
Trample	50	6D6 to downed foe	8

Bison Hit Locations

Location	D20	Armor/HP
Right Hind Leg	1–2	3/7
Left Hind Leg	3–4	3/7
Hindquarters	5–7	3/9
Forequarters	8–10	3/9
Right Fore Leg	11–13	3/7
Left Fore Leg	14–16	3/7
Head	17–20	3/8

Yanioth Vareena's Daughter

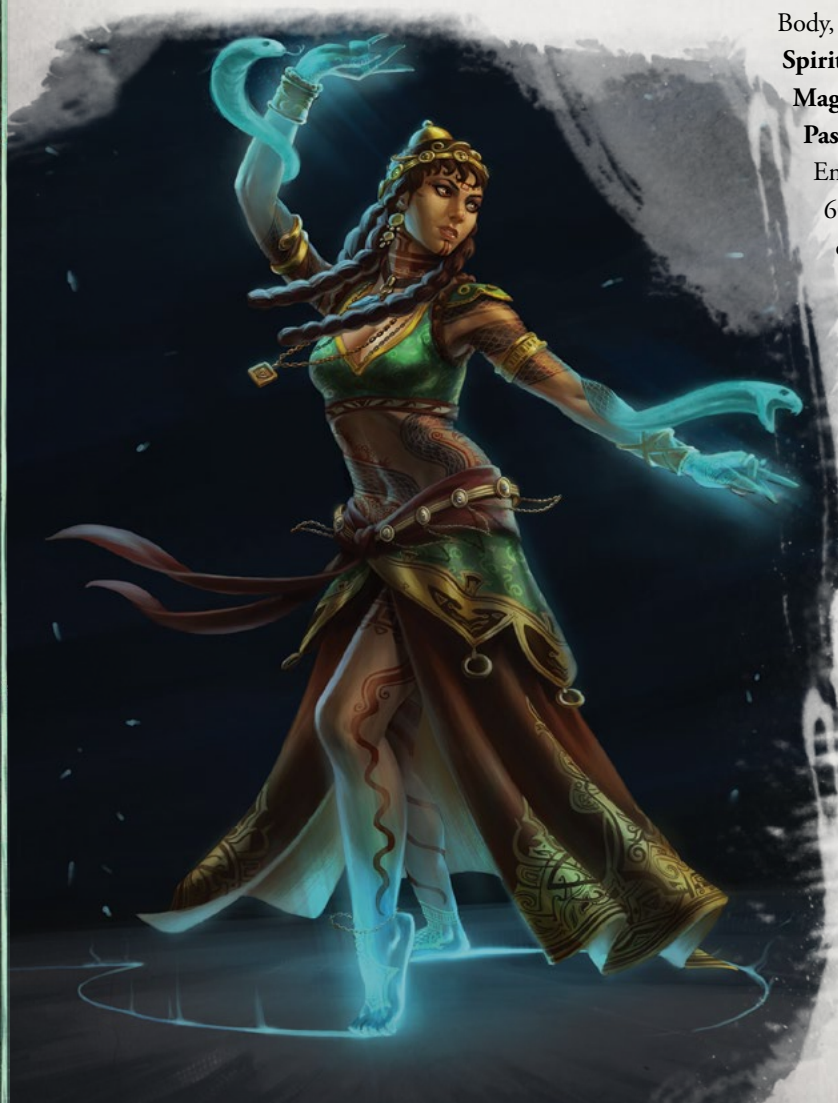
Initiate of Ernalda. Female, age 23. Apprentice priestess of Ernalda of the Ernaldori clan of the Colymar Tribe.

Call me Yanioth Vareena's Daughter, and like my mother, you will know me as a priestess of Ernalda. Praised be the Earth and all its secrets!

I know the sacred dances of life and lust as well as the rites of birth and renewal. I speak to spirits of the higher worlds and those of the earth, and I know the ways of knitting flesh and bone to their wholeness.

With my half-sister Vasana, I ventured to Nochet, and there I earned the blessing and favor of Queen Samastina. Now I travel with Vasana, following the path my goddess has set before me.

Yanioth is a voluptuous woman with brown hair in braids that twist like snakes. She wears the traditional vestments of an Ernaldan priestess, and has a tone ranging from lofty to occasionally salacious. Despite this, she is helpful and generous to her friends, and ruthless towards her enemies.



She is Vasana's half-sister, sharing the same mother, Vareena, but with a different father. Yanioth's grandmother died at Grizzly Peak defending the Feathered Horse Queen, and her mother (Vareena, a priestess of Ernalda) stayed completely out of the next twenty years of conflict.

It was a great shock to her mother that Yanioth accompanied her half-sister to Nochet, where she gained the blessing and favor of Queen Samastina. Yanioth was present at the Battle of Pennel Ford, accompanied Argrath to summon Jaldon, and helped acclaim Kallyr Starbrow as Prince.

Yanioth

STR 11 **CON** 12 **SIZ** 15 **INT** 16 **DEX** 15
CHA 17 **POW** 15 **Hit Points:** 13 **Move:** 8
DEX SR: 2 **SIZ SR:** 1

Runes: Air 30%, Beast 85%, Darkness 40%, Earth 90%, Fertility 85%.

Rune Points: 4 (Ernalda). Note that Yanioth has already sacrificed 1 additional point of POW.

Rune Spells: All common Rune spells, plus Charisma, Heal Body, Inviolable, Summon Earth Elemental (any size).

Spirit Magic: Befuddle (2 pts.), Heal 3.

Magic Points: 15 + 10 (POW crystal) = 25

Passions: Devotion (Ernalda) 80%, Hate (Lunar Empire) 60%, Love (Family) 70%, Loyalty (Argrath) 60%, Loyalty (Colymar Tribe) 70%, Loyalty (Ernaldori Clan) 70%, Loyalty (Feathered Horse Queen) 60%, Loyalty (Queen Samastina) 60%, Loyalty (Sartar) 60%.

Reputation: 26%

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Healing Rate: 2

Armor: Esrolian bodice and dress (0 pts.).

Skills: *Agility +5%*: Dodge 35%, Swim 40%. *Communication +10%*: Dance 65%, Orate 60%, Sing 70%. *Knowledge +5*: Battle 35%, Cult Lore (Ernalda) 40%, Customs (Heortling) 30%, Farm 30%, First Aid 50%, Herd 20%, Homeland (Sartar) 35%, Plant Lore 25%, Manage Household 35%. *Manipulation +10%* (includes all weapon skills). *Magic +10%*: Meditate 35%, Spirit Combat 70%, Worship (Ernalda) 70%. *Perception +5%*: Insight (Human) 35%, Listen 30%, Scan 30%, Search 30, Track 10%. *Stealth +5%*: Hide 15%, Move Quietly 15%.

Languages: Speak Earthtongue 30%, Speak Heortling 60%, Speak Tradetalk 20%, Read/Write Theyalan 10%.
Magic Items: 10-point magic point storage crystal.
Treasures: Rich from the favor she received from Queen Samastina in Nochet, Yanioth starts with 160 L in coin and 1,050 L worth of jewelry, vessels, and luxury goods.
Ransom: 1,000 L.

Yanioth Attacks

Weapon	%	Damage	SR	Pts
Dagger	35	1D4+2+1D4	6	6
Battle Axe	55	1D8+2+1D4	5	10
Medium Shield	65	1D4+1D4	6	12
Composite Bow	45	1D8+1	2	7

Yanioth Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	0/4
Left Leg	5–8	0/4
Abdomen	9–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19-20	0/4

Earth Elemental

Yanioth can spend Rune Points to ask Ernalda to send her any size of earth elemental.

Once summoned, Yanioth must cast Command Cult Spirit (a 2-point common Rune spell) to control the elemental. If successful, it will follow her orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Abilities: An earth elemental can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). An earth elemental can carry a person and "swim" through the soil if it has STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The earth elemental can only do this with an unresisting passenger. An earth elemental can carry several people if its STR is sufficient.

Attack: In combat, the earth elemental uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to its own volume. It can engulf about one human-sized victim per cubic meter of volume.

The depth of the pit depends on the size of the elemental. A small earth elemental simply engulfs the victim's legs. A medium earth elemental can swallow victim up to the neck, covering the chest and abdomen as well as the legs. A large earth elemental can swallow its victim completely, engulfing all hit locations. In this case, the victim also will asphyxiate (as per the suffocation rules) unless they break free.

After burying a victim, the earth elemental closes the pit, doing its damage bonus as damage to all hit locations engulfed. An earth elemental can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a location, because the pulverized dirt is too fine for a second attack. The victim is held by the earth elemental in any case, and must overcome the elemental's STR with their own to break free and crawl out of its grip. If an earth elemental lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the earth elemental's grip.

Elemental Characteristics

	Small	Medium	Large
Cost to Summon	1	2	3
Volume (meters^3)	1	3	10
Hit Points	10	19	29
STR	10	19	29
POW	11	17	20
Damage Modifier	0	1D6	3D6
Movement	3	3	3

Harmast Baranthos' Son

Initiate of Issaries. Male, age 21. Wealthy farmer of the Ernaldori clan of the Colymar Tribe.

Harmast is my name, and I am the firstborn son of the great chieftain Baranthos. You have no doubt heard of me. My clan, the Ernaldori, are loyal Sartarites, famed for our prudence and our success.

True, my clan defended Colymar tribal lands while others rushed off to war, but when they returned, where were the thanks for our service? I fought in the Battle at Pennel Ford alongside my kinsfolk, and saw the crowning of the Prince of Sartar.

My friends and enemies alike know me for a man of words, an envoy and skilled negotiator, but they also know that this fine sword at my side is not for show.

Harmast is from a noble lineage of the Colymar tribe. His father is the chieftain of the Ernaldori clan, and his grandfather and great-uncle were kings of that tribe. His family is famed for their loyalty to Sartar and for their caution: Harmast's family survived the Lunar Occupation with their lives (and wealth) intact, whereas others of their clan perished.

Harmast was initiated into the cult of Issaries, and tried to avoid the growing conflict in Dragon Pass, preferring talk and negotiation to warfare. However, following the Great Winter, Harmast fought a duel with a thane from the Grey Dog clan and killed him; the thane's kin have sworn vengeance upon Harmast. Harmast fought at the Battle of Pennel Ford, alongside his kinfolk, Vasana and Yanioth. He witnessed the Dragonrise and fought for Starbrow during the Liberation of Sartar, acclaiming her as Prince.

Of average size and appearance, Harmast has close-cropped dark hair and surprisingly bright eyes. His garments and gear are well made and boast ornate decorative motifs, a clear display of his family's wealth. He is occasionally a bit arrogant, and quickly defensive when it comes to his choice to remain and defend his family's farm estate when others of his kin answered King Broyan's call.

Harmast is a dealmaker: when he can't negotiate a way out of a problem, he relies upon his fearsome skills as a duelist. Generally, he tries to remain out of conflicts, but does not hesitate to act decisively when drawn into them.

Harmast

STR 13 **CON** 9 **SIZ** 13 **INT** 19 **DEX** 18
CHA 10 **POW** 16 **Hit Points:** 10 **Move:** 8
DEX SR: 1 **SIZ SR:** 1

Runes: Air 90%, Darkness 20%, Fire 60%, Harmony 90%, Movement 75%.

Passions: Hate (Grey Dog) 60%, Love (Family) 80%, Loyalty (Colymar Tribe) 60%, Loyalty (Ernaldori Clan) 60%, Loyalty (Issaries Temple) 60%, Loyalty (Sartar) 80%.

Rune Points: 3 (Issaries)

Rune Spells: All common Rune spells, plus Passage, Path Watch, and Spell Trading.

Spirit Magic: Detect Enemies (1 pt.), Farsee (1 pt.), Glamour (2 pts.), Mobility (1 pt.).

Magic Points: 16

Reputation: 15%

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Healing Rate: 2

Armor: Plate cuirass (6 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).

Skills: *Agility +10%*: Dodge 46%, Ride (Horse) 40%. *Communication +5%*: Bargain 65%, Dance 20%, Orate 50%, Sing 35%. *Knowledge +10%*: Battle 30%, Cult Lore (Issaries) 30%, Customs (Heortling) 70%, Farm 35%, Herd 25%, Homeland (Sartar) 40%, Manage Household 50%. *Magic +5%*: Meditate 10%, Spirit Combat 65%, Worship (Issaries) 55%. *Manipulation +20%* (includes all weapon skills). *Perception +10%*: Insight (Human) 60%, Listen 35%, Scan 35%, Search 35%, Track 15%. *Stealth +15%*: Hide 25%, Move Quietly 30%.

Languages: Speak Heortling 60%, Speak Tradetalk 45%, Read/Write Theyalan 20%.

Magic Items: Three healing potions that heal 1D10 points of damage each.

Treasures: Carries 150 L in coin, has two riding zebras.

Ransom: 500 L.

Harmast's Zebras

Harmast rides a Praxian zebra (and has a second), and must dismount to fight, as neither has been trained to be steady in combat. Each has MOV 12. Characteristics are not needed.

Harmast Attacks

Weapon	%	Damage	SR	Pts
Broadsword	100	1D8+1+1D4	6	12
Battle Axe	40	1D8+2+1D4	6	10
Dagger	55	1D4+2+1D4	7	6
Medium Shield	80	1D4+1D4	6	12
Javelin	45	1D8+1	1	7

Harmast Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	6/4
Left Leg	5–8	6/4
Abdomen	9–11	6/4
Chest	12	6/5
Right Arm	13–15	6/3
Left Arm	16–18	6/3
Head	19–20	5/4





VISHI DUNN

Initiate of Waha. Male, age 21. Assistant shaman of the High Llama Tribe.

I am Vishi Dunn, known more the Spirit World than this one. As shaman of the Blue Llama clan, I ranged far and wide, seen much war and death. Some have called me Vishi Kinslayer, but that name was born of loyalty, not betrayal.

I believe that there is no greater chance for peace than Argrath's promise. I saw Pavis liberated, and there I found friends in Vasana and and her allies. Now I ride with them and offering counsel and warnings from the Spirit World, if any will listen.

Pay no attention to Cousin Monkey, my lackey. He is a coward and says little of value.

Vishi Dunn is a High Llama Rider of the Blue Llama clan. He has the shaved head and queue of the High Llama Tribe, and is heavily tattooed. He wears a bright yak-wool robe with ornate designs upon it, and rough sandals, though he prefers to go barefoot when possible. His skin is dark, testament to years in the sun.

His grandfather fought for the High King at Grizzly Peak and was killed by Lunar spirits, and his father was killed by the Lunar Empire at the First Battle of Moonbroth.

During his initiation, Vishi was almost killed by spirits. He was apprenticed to a shaman, Sabera Spiritrider, who taught him how to interact with the Spirit World. When he heard that the White Bull would try to summon the demigod Jaldon Goldentooth, Vishi went to Jaldongrave to witness it. Jaldon returned, and Vishi Dunn swore loyalty to the White Bull. When one of his kinsmen opposed allying with Argrath, Vishi killed him. Now he is called Kinslayer, a nickname he does not deny.

Vishi followed Argrath and Jaldon to liberate Pavis, and befriended Vasana. He accompanied her back to Dragon Pass. He is intensely loyal to Argrath, almost a zealot.

Vishi Dunn

STR 13 **CON** 13 **SIZ** 12 **INT** 18 **DEX** 13
CHA 15 **POW** 19 **Hit Points:** 13 **Move:** 8
DEX SR: 2 **SIZ SR:** 2
Runes: Air 55%, Death 80%, Man 85%, Moon 60%, Water 50%.
Rune Points: 3 (Waha)
Rune Spells: All common Rune spells, plus Axis Mundi, Discorporation, and Shield.
Spirit Magic: Detect Spirit (1 pt.), Heal 1, Second Sight (3 pts.), Spirit Binding (1 pt.), Spirit Screen 3.
Magic Points: 19
Passions: Hate (Chaos) 60%, Hate (Lunar Empire) 70%, Honor 60%, Love (Family) 60%, Loyalty (Argrath) 80%, Loyalty (High Llama Tribe) 50%, Loyalty (Sabera Spiritrider, mentor) 60%.
Reputation: 9%
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+4
Healing Rate: 3
Armor: Loincloth and robe.
Skills: *Agility +10%*: Dodge 36%, Ride (High Llama) 65%. *Communication +15%*: Sing 45%. *Knowledge +15%*: Animal Lore 40%, Battle 30%, Cult Lore (Waha) 35%, Customs (Praxian) 40%, First Aid 50%, Herd 50%, Homeland (Prax) 45%, Peaceful Cut 50%, Plant Lore 45%. *Magic +10%*: Meditate 40%, Spirit Combat 95%, Spirit Dance 45%, Spirit Lore 40%, Spirit Travel 65%, Worship (Waha) 35%. *Manipulation +20%* (includes all weapon skills). *Perception +15%*: Listen 40%, Scan 40%, Search 50%, Track 10%. *Stealth +10%*: Hide 20%, Move Quietly 20%.
Languages: Speak Praxian 65%, Speak Heortling 25%, Speak Spiritspeech 50%, Speak Tradetalk 20%.
Magic Items: 14-point magic storage crystal.
Treasures: Carries 5 L, high llama. He has saddlebags of loot worth 400 L, plunder from sacking Pavis.
Ransom: 250 L.
Follower (Boon Companion): An intelligent baboon called Cousin Monkey, an unapologetic coward.



Vishi Dunn Attacks

Weapon	%	Damage	SR	Pts
Lance	50	1D10+1+1D4	4	10
Dagger-Axe (2H)	60	3D6+1D4	5	10
Dagger	45	1D4+2+1D4	7	7
Pole Lasso	45	Grapples	5	4

Vishi Dunn Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	0/5
Left Leg	5–8	0/5
Abdomen	9–11	0/5
Chest	12	0/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	0/5

Vishi Dunn's High Llama

Vishi rides a trained cavalry high llama. This mount is so tall its rider rolls 1D10+10 for hit locations when attacking, even against mounted foes.

When he attacks with a lance, Vishi uses his llama's damage bonus!

STR 36 **CON** 15 **SIZ** 42 **DEX** 11 **POW** 13
Hit Points: 22 **Move:** 12
Damage Bonus: +4D6 **Base SR:** 3
Combat: A high llama can bite and kick one or two foes at the same time or can rear and plunge against one foe.
Armor: 2-point hide.

High Llama Attacks

Weapon	%	Damage	SR
Bite	35	1D8	8
Kick	50	1D8+4D6	8
Rear and Plunge	35	2D8+4D6	8

High Llama Hit Locations

Location	D20	Armor/HP
Right Hind Leg	1–2	2/7
Left Hind Leg	3–4	2/7
Hindquarters	5–7	2/9
Forequarters	8–10	2/9
Right Front Leg	11–13	2/7
Left Front Leg	14–16	2/7
Head	17–20	2/8

Cousin Monkey, Baboon

STR 17 **CON** 11 **SIZ** 10 **INT** 13 **DEX** 13
CHA 10 **POW 13** **Hit Points:** 11 **Move:** 10
Runes: Beast 80%, Disorder 75%.
Spirit Magic: Countermagic 2, Heal 2, Mobility (1 pt.), Spirit Screen 2.
Magic Points: 13
Passions: Love (Family) 60%.
Damage Bonus: +1D4
Combat: Stabs first with spear and closes to Claw or Bite.
Armor: 1-point fur.
Skills: Climb 90%, Dodge 26%, Animal Lore 30%, Spirit Combat 50%, Worship (Grandfather Baboon) 35%, Listen 40%, Scan 35%, Track 25%, Move Quietly 45%.
Languages: Speak Beastspeech 30%, Speak Praxian 10%.

Cousin Monkey Attacks

Weapon	%	Damage	SR	Pts
Claw	50	1D6+1+1D4	8	—
Bite	40	1D8+1+1D4	8	—
Short Spear	30	1D6+1+1D4	6	10
Sling	30	1D8	2	—

Cousin Monkey Hit Locations

Location	D20	Armor/HP
Right Leg	1–2	1/3
Left Leg	3–4	1/3
Abdomen	5–7	1/5
Chest	8–10	1/5
Right Arm	11–13	1/3
Left Arm	14–16	1/3
Head	17–20	1/4

Vostor Son of Pyjeem

Initiate of the Seven Mothers, Male, 21 years old. Heavy infantry soldier from Dunstop.

Hold before you strike, brave adventurers!

It is true that I am a Lunar, out of Dunstop in Tarsh, but I have renounced any allegiance to the Lunar Empire, and have chosen to follow a destiny other than that of invader.

My name is Vostor. Though I am a deserter, I am no common traitor! I put my kopis-sword and shield to use serving the Red Emperor in Nochet and at the Battle of Pennel Ford, and in his name I was nearly maimed by the savage called Harrek the Berserk. While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but to leave, or face imprisonment or assassination.

I have found acceptance, even friends, among my former enemies, and now I am my own man, seeking my own path in the world.

Vostor, Son of Pyjeem, is from a long line of Lunar Tarshite soldiers from Dunstop. He has a thick mop of black hair, piercing eyes, and a powerful physique, but his most noticeable feature is a ragged row of fearsome scars across the right side of his face and his right arm, healed but still testament to the terrible injury he suffered.

Vostor's grandfather fought and died for the Red Emperor at the Battle of Grizzly Peak. His son Pyjeem followed General Fazzur Wideread, but died with great glory in the Hendriking Campaign when Vostor was still a child.

At adulthood, Vostor joined the Dunstop Foot and was shocked when the Red Emperor replaced Fazzur Wideread as the Governor-General of Dragon Pass. Nonetheless, he followed his regiment to Esrolia and fought valiantly in the siege of Nochet. However, the Empire failed to take the city. At the Battle of Pennel Ford Vostor was nearly killed by Harrek the Berserk, gaining the terrible scars across his face and right arm. Vostor returned to Dragon Pass to recover but, during the retreat from Sartar, partisans of King Pharandros tried to assassinate him as part of a purge of those officers who were loyal to Fazzur.

Rather than be murdered, Vostor deserted and sought allies amongst his former enemies in Sartar.

Vostor

STR 16 **CON** 15 **SIZ** 13 **INT** 15 **DEX** 15
CHA 10 **POW 15** **Hit Points:** 16 **Move:** 8
DEX SR: 2 **SIZ SR:** 2

Runes: Air 50%, Disorder 75%, Earth 50%, Illusion 75%, Moon 80%.
Rune Points: 3 (Seven Mothers)
Rune Spells: All common Rune spells, plus Madness, Mindblast, Summon Fire Elemental (small).
Spirit Magic: Befuddle (2 pts.), Glamour (2 pts.), Heal 1.
Magic Points: 15
Passions: Fear (Dragons) 60%, Fear (Harrek the Berserk) 60%, Hate (King Pharandros) 60%, Honor 70%, Love (Family) 60%, Loyalty (Dunstop) 60%, Loyalty (Fazzur Wideread) 80%, Loyalty (Red Emperor) 60%.
Reputation: 19%
Ransom: 500 L.
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+1
Healing Rate: 3
Armor: Heavy scale hauberk (5 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).
Skills: *Agility +5%*: Dodge 35%. *Communication +0%*: Dance 15%, Intrigue 15%, Sing 30%. *Knowledge +5%*: Battle 55%, Celestial Lore 15%, Cult Lore (Seven Mothers) 25%, Customs (Lunar Provincial) 40%, Farm 35%, First Aid 30%, Homeland (Lunar Tarsh) 30%. *Magic +5%*: Meditate 15%, Spirit Combat 45%, Worship (Seven Mothers) 35%. *Manipulation +10%* (includes all weapon skills). *Perception +0%*: Listen 40%, Scan 65%, Search 25%, Track 5%. *Stealth +5%*: Hide 15%, Move Quietly 15%.
Languages: Speak Heortling 10%, Speak New Pelorian 70%, Speak Tarshite 30%, Speak Tradetalk 20%, Read New Pelorian 20%.
Magic Items: A spell matrix for Heal 2 in the form of a belt buckle depicting a fat, grinning dwarf.
Treasures: 125 L in coin and booty.

Vostor Attacks

Weapon	%	Damage	SR	Pts
Kopis	80	1D8+1+1D4	6	12
Short Spear	45	1D6+1+1D4	6	10
Dagger	45	1D4+2+1D4	7	7
Medium Shield	35	1D4+1D4	7	12
Large Shield	90	1D6+1D4	7	16
Javelin	30	1D10+1D2	2	8
Composite Bow	50	1D8+1	2	7

Vostor Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	6/6
Left Leg	5–8	6/6
Abdomen	9–11	5/6
Chest	12	5/7
Right Arm	13–15	6/5
Left Arm	16–18	6/5
Head	19–20	5/6

Fire Elemental

Vostor can spend 1 Rune point to ask the Seven Mothers to send him a small fire elemental.

Once the elemental is summoned, Vostor must cast Command Cult Spirit (a 2-point common Rune spell) to control the elemental. If successful, it will follow his orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Abilities: A fire elemental will ignite any flammable object it touches. It can heat metal (and eventually melt it), bake stone, set fires, and, of course, burn people. Fire elementals float through the air at the same rate as they move on the ground.

Attack: In combat, a fire elemental engulfs its victims in flame. It can surround about one human-sized victim per cubic meter of volume. At the end of each round that the victim is engulfed, a roll of 3D6 is matched against the CON of the victim. If the attack is successful, the victim takes the 3D6 damage directly to their general hit points. If unsuccessful, 1/2 the amount rolled is applied to the victim's general hit points. Armor will not protect against this damage, but Protection and Shield spells will.

Elemental Characteristics

	Small
Cost to Summon	1
Volume (meters^3)	1
Hit Points	10
STR	10
POW	11
Damage Modifier	0
Movement	6



Sorala Daughter of Toria

Initiate of Lhankor Mhy. Female, 21 years old. Scribe from Nochet.

Let me be brief here, for I am in the middle of composing a treatise and I do not wish to lose the trail of thought.

I am Sorala, a scholar out of the Lhankor Mhy temple in Nochet. My mother taught me in the ways of writing and reading, and instilled in me a great love for the pursuit of knowledge. History, languages, lore, rhetoric, logic, and even the paths of sorcery are among my specialties. My translations of Second Age Auld Wyrmish brought me great acclaim among my peers.

But do not think me a mere book-mite or meek copier: I have fought and shed blood for Queen Samastina and King Argrath, and put my sword to work as readily as my stylus!

I have joined a small group of adventurers and travel with them now, wishing to explore more of my homeland of Dragon Pass.

Sorala is an adventurous and athletic scholar, with long brown hair. Her attire is practical and nondescript, aside from the bejeweled veil she wears as a "beard."

Sorala is the granddaughter of a Lhankor Mhy sage at the Nochet Knowledge Temple. He aided the House of Sartar against Lunar assassins and died with great glory when Belintar raised the Building Wall. Her mother was Toria, also a sage of Lhankor Mhy. She survived the Lion King's Feast but died with great glory during Greymane's Great Raid.

After a lengthy apprenticeship, Sorala was initiated into the Lhankor Mhy cult. During the civil war in Esrolia, Sorala supported the usurper Samastina, and fought gloriously to protect her from Red Earth assassins. During the siege of Nochet, she was blessed by the Earth Queen, and fought with distinction at the Battle of Pennel Ford. Sorala accompanied Argrath White Bull to Pavis, and acclaimed him as King of Pavis. In Pavis, she befriended Vasana and Yanioth, and accompanied them back to Dragon Pass.

Sorala is a noted sage specializing in the Second Age, particularly regarding the city of Old Pavis and in Auld Wyrmish writings.

Sorala

STR 13 **CON** 11 **SIZ** 12 **INT** 20 **DEX** 17
CHA 15 POW 13 **Hit Points:** 11 **Move:** 8
DEX SR: 1 **SIZ SR:** 2

Runes: Air 40%, Earth 35%, Fire 60%, Harmony 75%, Man 75%, Truth 95%.

Rune Points: 3 (Lhankor Mhy)

Rune Spells: All common Rune spells, plus Analyze Magic, Clairvoyance, Knowledge (2).

Sorcery Techniques Mastered: Truth Rune, Command Technique.

Sorcery Spells: Reveal Rune 25%, Logician 55%, Solace of the Logical Mind 15%.

Magic Points: 13

Passions: Devotion (Lhankor Mhy) 80%, Hate (Lunar Empire) 60%, Honor 80%, Loyalty (Argrath) 80%, Loyalty (Clan) 60%, Loyalty (Family) 60%, Loyalty (Nochet) 60%, Loyalty (Queen Samastina) 70%.

Reputation: 18%

Skills: *Agility +10%*: Dodge 44%. *Communication +10%*: Bargain 20%, Dance 30%, Intrigue 20%, Orate 30%, Sing 30%. *Knowledge +10%*: Battle 50%, Bureaucracy 50%, Cult Lore (Lhankor Mhy) 30%, Customs (Esrolian) 35%, Empire of Wyrm's Friends Lore 35%, Farm 45%, Homeland (Esrolia) 40%, Old Pavis Lore 60%, Troll Lore 30%. *Magic +5%*: Meditate 35%, Spirit Combat 40%, Worship (Lhankor Mhy) 30%. *Manipulation +20%* (includes all weapon skills). *Perception +10%*: Listen 35%, Scan 35%, Search 35%. *Stealth +20%*: Hide 30%, Move Quietly 30%.

Languages: Speak Esrolian 60%, Speak Heortling 50%, Speak Tradetalk 30%, Read/Write Auld Wyrmish 60%, Read/Write New Pelorian 50%, Read/Write Theyalan 90%.

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Healing Rate: 2

Armor: Linothorax hauberk (3 pts.), cuirboilli greaves and vambraces (3 pts.), full helmet (6 pts.).

Magic Items: Small stone figurine of a crested dragonewt containing a Find Magic matrix (see page 329). When used it points in a desired direction.

Treasures: 500 L in coin, jewels, and booty; writing implements and materials; tin disk carved with calendar; letter of introduction from the Knowledge Temple in Nochet.

Ransom: 1000 L.

Solara Attacks

Weapon	%	Damage	SR	Pts
Broadsword	70	1D8+1+1D4	5	12
Battle Axe	35	1D8+2+1D4	5	8
Medium Shield	50	1D4+1D4	6	12
Sling	45	1D8	1	—
Thrown Axe	65	1D6+1D3	1	8

Solara Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	3/4
Left Leg	5–8	3/4
Abdomen	9–11	3/4
Chest	12	3/5
Right Arm	13–15	3/3
Left Arm	16–18	3/3
Head	19–20	6/4



Nathem Son of Nhean

Initiate of Odayla. Male, age 34. Hunter from Old Tarsh.

It is true that I have not seen much battle, nor have I witnessed many of the great events that have shaped this land. I have instead spent most of my life in the heartland of Old Tarsh, hunting and knowing the ways of the woods and of its denizens. I threw my lot in with the rebels in the Battle of the Aurochs Hills, but even then I was uncertain of my place in the world at large.

The Dragonrise changed me, and I knew the time had come to act. I left the quiet farm and forest that had been my whole world, and went to Nochet, seeking adventure. I found it in the form of a group of adventurers, and I have put my woods-craft and bow to work alongside them.

They know me for my silence. I am always watching, listening, and waiting. When I act, it is decisively.

Nathem is a sturdy, quiet man with a thick, forked beard and a head shaved clean. His clothing is rough, mostly patched leather and thick linen. His eyes are dark and his skin shows long years spent in the outdoors under the sun. His skin is marked with complex patterns of Runes and scars.

Some are born to greatness, while others are thrust into turbulent times and find their merit. For Nathem son of Nhean, neither is true. Born a farmer in Old Tarsh, Nathem learned the huntsman's trade from his father, protecting their steading against the occasional raiders or wolves, hunting to support the family in lean times. Aside from the tragic deaths of his sisters during the second year of the Great Winter, Nathem saw little turmoil or strife, until he joined the rebels at the Battle of the Aurochs Hills. He discovered within himself a taste for adventure, and a curiosity about the world outside of the Bush Range.

Returning to the farm, Nathem settled back into rural life, though it was now ill-fitting. The day he saw the godlike presence of the Dragonrise, he knew the world had changed forever, and he could not sit and watch. Nathem left home then, hiking across the countryside, eventually throwing his lot in with a group of adventurers led by a fierce warrior named Vasana. He has found fast friends among them, putting his bow-skill to great use alongside them.

Nathem

STR 14 **CON** 18 **SIZ** 14 **INT** 12 **DEX** 17
CHA 12 **POW** 15 **Hit Points:** 19 **Move:** 8
DEX SR: 1 **SIZ SR:** 2

Runes: Air 60%, Beast 75%, Darkness 20%, Death 65%, Disorder 70%, Earth 50%, Movement 90%.
Rune Points: 3 (Odayla)
Rune Spells: All common Rune spells, plus Bear's Skin, Bear's Strength, Claws.
Spirit Magic: Detect Life (1 pt.), Heal 1, Mobility (1 pt.), Speedart (1 pt.), Strength (1 pt.).
Magic Points: 15
Passions: Love (Family) 70%, Love (Clan) 60%, Loyalty (Shaker Temple) 80%, Honor 60%,
Reputation: 0%
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+1
Healing Rate: 3
Armor: Leather hunting garb (1 pt.), leather hood (1 pt.), cuirboilli hunter's vambrace (3 pts., left arm only).
Skills: *Agility +10%*: Dodge 49%, Ride 15%. *Communication +0%*: Dance 15%, Sing 30%. *Knowledge +0%*: Animal Lore 30%, Battle 15%, Cult Lore (Odayla) 15%, Customs (Tarshite) 25%, Farm 25%, First Aid 20%, Homeland (Old Tarsh) 30%, Old Tarsh Lore (Local) 35%, Peaceful Cut 30%, Survival 30%. *Magic +5%*: Meditate 40%, Spirit Combat 35%, Worship (Odayla) 15%. *Manipulation +10%* (includes all weapon skills): Conceal 15%, *Perception +0%*: Listen 50%, Scan 60%, Search 35%, Track 50%. *Stealth +5%*: Hide 30%, Move Quietly 45%.
Languages: Speak Heortling 25%, Speak Tarshite 50%, Speak Tradetalk 10%.
Magic Items: Finely made composite bow (+1 hit points, contains 2-point Multimissile spell matrix).
Treasures: Carries 42 L, snares, furs worth 120 L, trained shadowcat companion (see below).
Ransom: 250 L.

Nathem Attacks

Weapon	%	Damage	SR	Pts
Composite Bow	70	1D8+1	6	8
Battle Axe	45	1D8+2+1D4	6	8
Dagger	35	1D4+2+1D4	7	4
Medium Shield	40	1D4+1D4	6	12
Long Spear	25	1D8+1+1D4	3	10
Broadsword	30	1D8+1+1D4	5	12
Javelin	30	1D10+1D2	1/MR	8

Nathem Hit Locations

Location	D20	Armor/HP
Right Leg	1–4	1/7
Left Leg	5–8	1/7
Abdomen	9–11	1/7
Chest	12	1/8
Right Arm	13–15	1/6
Left Arm	16–18	3/6
Head	19–20	1/7

Shadowcat

STR 8 **CON** 15 **SIZ** 6 **DEX** 26 **POW** 9

Hit Points: 14 **Move:** 10

Damage Bonus: — **Basic SR:** 3

Combat: A shadowcat first attacks with both claws and its bite simultaneously. If both claws hit, the shadowcat hangs on and rips with its hind claws on the next round, while continuing to bite.

Armor: None.

Healing Rate: 3

Skills: Dodge 50%, Hide 75%, Move Quietly 90%.

Shadowcat Attacks

Weapon	%	Damage	SR
Claw	50	1D6	8
Bite	40	1D6	8
Rip	80	3D6	8

Shadowcat Hit Locations

Location	D20	Armor/HP
Right Hind Leg	1–2	0/4
Left Hind Leg	3–4	0/4
Hindquarters	5–7	0/6
Forequarters	8–10	0/6
Right Front Leg	11–13	0/4
Left Front Leg	14–16	0/4
Head	17–20	0/5





Homelands

The Geography of Dragon Pass

Dragon Pass is the main theater of the Hero Wars and thus most completely described here. The human lands of Dragon Pass and those immediately adjacent are covered in this chapter: Esrolia, Grazelands, Prax, Sartar, Lunar Tarsh, and Old Tarsh.

Future supplements will provide information on other homelands and regions of Glorantha.

Homelands of Dragon Pass

Dragon Pass naturally falls into several geographic divisions. These are:

- **The Grazelands**, roughly the southwestern quarter of Dragon Pass.
- **Esrolia**, the civilized lands southwest of Dragon Pass.
- **Prax**, the chaparral plains east of Dragon Pass.
- **Sartar**, roughly the southeast quarter of Dragon Pass and including the Quivin Mountains.
- **Lunar Tarsh**, roughly the northwest quarter of Dragon Pass.
- **Old Tarsh**, the lands immediately around the great mountain Kero Fin.



Homeland Format

Each homeland contains the following entries:

- **Stereotype:** How outsiders tend to stereotype people from this homeland.
- **Common Attitudes:** Common opinions held by the people from this homeland.
- **Politics:** The politics of this homeland if appropriate.
- **Names:** Common male and female names.

Types of Locations

Chaos Nests

These foul places are where things of Chaos have been allowed to gather and grow: they are festering places worth destroying just for the sake of sanity and the universe.

Woods

The woods of Dragon Pass are predominantly oak, lime, and hornbeam. Higher up, beech, silver fir, and spruce are common, with fir, spruce, and rowan on the mountain slopes.

Elf Woods

These primordial forests are inhabited by Aldryami, and are inhospitable to men and trolls. Green elves inhabit higher elevation coniferous forests like the Stinking Forest; brown elves are prevalent in lower elevation deciduous woods.

Hills

Much of Dragon Pass is covered in stony hills that rise above the surrounding valleys. The hills can be very rugged: cliffs, gorges, ravines, caves, rock formations, and magical locations make travel outside the valleys difficult and dangerous. The hills are important pasturage for sheep and cattle.

Mountains

The mountains in Dragon Pass are rugged and many are snow-capped year-round. The Quivin Mountains include peaks over 3,000 meters high and the Skyreach Mountains have peaks over 4,000 meters high. Kero Fin is the highest peak in Dragon Pass, a divine needle of a mountain, towering an impossible 12 kilometers high. Wheeled vehicles or pack animals must use the few passes to cross the mountain ranges that divide Dragon Pass; most are not passable during the snow seasons.

Marshes

These wetlands are ill suited for agriculture, but are often rich with aquatic and avian life. They often have more unsavory inhabitants as well, such as the walking dead that reside in the Upland Marsh.

Open Country

This includes fertile lands suitable for hunting, herding, hiding, etc. These lands include some trees, occasional villages, and the like.

Prax

Prax is the wide, semi-arid plains east of Dragon Pass. The area is the sacred homeland of the Praxian animal nomads. The land is poor for crops but the grazing is good. Some parts of Prax have good grasslands every year; the rest grows little more than sparse grass and chaparral, even though great amounts of rain may fall in winter and spring. Little or no rain falls the rest of the year. The surface of the land is mostly hard clay and sand, and the water runs off or goes underground, lost to the inhabitants.

Rivers

Many rivers cut through Dragon Pass. Many are navigable for much of their length by barge or boat. Smaller rivers can be crossed by boat, but they are incapable of carrying significant cargo loads.

There are two Great Rivers, considered to be the manifestations of powerful gods: the Oslir (sometimes called the Blue Dragon) in the Grazelands and Tarsh; and the Creek-Stream River (sometimes called the Engizi) in Sartar and Esrolia. Others, though less significant on a large scale, are all important for the fishing and fowl, and an aid to transportation.

All the rivers shown on the map are hazards to crossing, and where they are navigable, cannot be easily crossed except by boat.

Troll Lands

Places such as Dagori Inkarth, Cliffhome, the Shadow Plateau, and the Troll Woods are dominated by dark trolls and other creatures of Darkness. Spirits of Darkness may roam freely here, bringing shadow even during the day. There are even near-physical entities of gigantic proportions, capable of moving about the terrain. Humans wisely avoid troll lands.



Cultivated Lands

Most of the population of Dragon Pass resides in fertile valleys. The cultivated lands are divided into small grain fields marked by low walls built from the stony ground. Small fruit orchards and vineyards are common. Several terms are used to describe human settlements.

- **Village:** A village is a small settlement, usually with fewer than 100 inhabitants. They are most often clustered around larger settlements in river valleys, but may also be in isolated wilderness areas.
- **Town:** A town is larger than a village but much smaller than a city, with a population of 300–1,000 permanent inhabitants. A town has a weekly market.
- **Fort:** Dragon Pass is littered with strongly fortified settlements and residences. They are typically on the top of a hill, with large embankments of earth or stone topped with timber palisades. The enclosure includes buildings such as residences, barns and stables, and usually a temple. The area is typically large enough to hold all the nearby residents and their livestock.
- **Small City:** A small city contains anywhere between 500–6,000 residents and is the largest size a settlement reaches before it must bring in food from beyond the immediate area. Goods are manufactured here, such as weapons, armor, fine clothing, etc. Holy places in a small city usually include several temples and many shrines to the local gods and spirits. A sorcerer is likely here. The cities of Dragon Pass are all strongly fortified.
- **Large City:** A city of 6,000–25,000 permanent residents is very large for Glorantha. A large city is typically the center of a small kingdom or the capital of an imperial province. A large city is a major importing center of food and other goods, and a major manufacturing center of luxuries and works of art. Temples to many gods are in large cities, including great temples to the major gods of the region, along with temples for foreign gods worshiped by immigrants or visitors, and countless small shrines dedicated to obscure local demigods, heroes, and spirits.
- **Metropolis:** A metropolis numbers over 25,000 people, and there is only one in this region—the Esrolian city of Nochet. A metropolis requires good water transport and a strong central administration to acquire and distribute food to the residents. A metropolis has multiple great temples, and a multitude of smaller temples and shrines.
- **Tribes:** Most tribes presented here are associated with the city they are allied or otherwise associated with. However, some powerful tribes such as the Colymar tribe of Sartar claim large areas of land and even rule any cities within their domain. These tribes are typically listed independently below.

TRAVEL

The Royal Roads

The rugged and mountainous terrain of Dragon Pass is difficult to travel through except along the roads that connect the largest centers of population and those that are used for trade between the Holy Country and Peloria. The best of these are the Royal Roads of Sartar.

The Royal Roads are under the special jurisdiction of the Prince of Sartar. They are straight and broad, and paved with slabs of stone. At intervals, the road widens to allow shrines and wayside rest stops. Watchtowers and guard posts are spaced along the road. They are under the protection of the Prince, and any offense committed on them is an offense against the Prince. They are regularly patrolled, making them the safest and most-traveled roads of the land.



Movement Rates

The amount of time it takes to go from one place to another in Dragon Pass depends on how hard the route traveled is and whether the travelers are mounted, on foot, or with wagon. A group can only go as fast as its slowest member.

Movement Rates

Description	Kilometers per Day
Royal Road in good weather	50 km mounted 40 km by foot 25 km by wagon
Royal Road in bad weather; trade road in good weather	40 km mounted 30 km by foot 15 km by wagon
Herders' path in good weather; trade road in bad weather	30 km mounted 25 km by foot 12 km by wagon
Herders' path in bad weather or travel through wilderness	20 km mounted 15 km by foot 5 km by wagon
Snow storm; mountains	8 km mounted 5 km by foot None by wagon

How to Use the Homeland Sections

Climate

The climate in Dragon Pass is largely determined by prevailing wind and elevation.

Dragon Pass is one of the windiest regions in Glorantha. Three winds dominate in Dragon Pass:

- **Southwesterlies:** These warm and moist winds blow from the Solkathi Sea, bringing rain and mild weather.
- **Northerlies:** These cold continental winds originate atop Valind's Glacier in the far north and blow across the Pelorian plains and down the Rockwoods. They bring very strong, destructive thunderstorms.
- **Easterlies (Desert Winds):** The high-pressure zone usually in residence over the Wastes helps generate the violent and powerful Desert Winds of Storm Bull. These magical winds are the Storm Bull's fury; warm and highly-charged with raw powers. The Wild Hunter often rides them. These dry howling blasts carry acid dust, poisonous gases, and debris from the inland Chaos devastation, which Storm Bull still protects for his lord, Genert the Land God.

Elevation also has a significant impact on climate. For every 1,000 meters of elevation, the temperature drops about 6° C. Nearly all of Dragon Pass is above 600 meters.

Explanation of Temperature and Precipitation Charts

- **Season:** The early portion of a season is the first four weeks: Disorder, Harmony, Death, and Fertility weeks. The late portion of a season is the last four weeks: Stasis, Movement, Illusion, and Truth weeks.
- **Temp:** The average nightly low/average daily high, in Celsius.
- **Rainfall:** In a typical year this is the amount of precipitation that will fall.
- **Days of Rain:** In a typical year this is the number of days that it will be rainy.
- **Prevailing Winds:** The normal winds come from the stated direction, and are presented first. Other winds, presented second, blow intermittently.
- **Snow:** The average amount of snow that will fall, in centimeters.

Inhabited Places

Each inhabited place uses the following format and terminology.

- **Culture/Religion:** The culture (including main language) and main pantheon of the place.
- **Local Modifiers:** Any modifiers to abilities—Passions, skills, or Runes—common to natives from this place. Adventurers should add these modifiers, if appropriate.
- **Ruler:** Either just a title, or a name and, if useful, a quick personal history.
- **General Information:** The text gives general information, history, etc., of interest or importance.
- **Locations:** Significant places known to outsiders, with names in italics.

Uninhabited Places

Forests, mountains, and rivers have brief information provided.

Sartar

The Kingdom of Sartar is the epicenter of the Hero Wars. Its eponymous founder united the lawless tribes that lived as exiles and organized them into a unified principality. After marrying the Feathered Horse Queen, Sartar was named King, and Sartar began a rapid growth to power and prestige.

Sartar was occupied by the Lunar Empire for a generation, but overthrew Lunar rule in 1625.

The Sartar Homeland also includes the Hendriki of Whitewall, even though they have never been ruled by the Princes of Sartar.

Short History

Sartar unified the tribes in eastern Dragon Pass in 1490 and married the Feathered Horse Queen in 1495. Under Sartar's rule, the people turned from pillage to trade. Sartar and the Feathered Horse Queen set up tax posts, temples, and treasuries. Sartar built roads and forts to protect the farmers and traders from trolls and nomads. He and his heirs fostered literacy, experimentation, and culture.

In 1602, the Lunar Empire invaded the kingdom and sacked Boldhome. The royal house resisted vigorously and, due to this, received Hero status posthumously. Agents and assassins hunted the survivors across the world.

After a generation of sporadic rebellions against Lunar domination, the Empire attempted to eradicate the cult of Orlanth (the patron god of the hill tribes). Instead of Dragon Pass being pacified, Sartar erupted in rebellion. In 1625, desperate heroquesters raised a True Dragon that destroyed the Lunar Army and its priests. Kallyr Starbrow, the rebel warleader, liberated Boldhome and proclaimed herself Prince of Sartar. Sartar is now free of the Lunar Occupation.

Stereotype

Sartarites are quarrelsome, reckless, and fiercely independent. Men are emotional, often violently passionate, with swiftly shifting opinions and feelings. Women are cunning, practical, and vengeful. Sartarites are devoted to Orlanth and Ernalda, and hate the Lunar Empire with a burning passion.

Note on Wine Making

The famous Clearwine of the Colymar is a white wine grape. It is grown during the dry Fire and Earth Seasons and left on the vine until after the first harsh frost in Dark Season. The grapes are harvested while still frozen and fermented over the winter to make ice wine.

Sartarite Names

Female: Andrasta, Beneva, Berra, Dorasa, Esrolvula, Ferenasa, Ivarne, Jareen, Kallyr, Leika, Onelisen, Vareena, Vasana, Yanioth.

Male: Andrin, Argrath, Broyan, Farnan, Garadangian, Harmast, Jarang, Saronil, Tarkalor, Vargast, Venharl.

Common Attitudes

Sartarites are loyal to their clan above all, and are devoted to their gods, especially to Orlanth who is the patron of the kingdom. They hate the Lunar Empire, and are willing to ally with non-humans and even dragons to fight against it.

Politics

Sartar is divided into more than a score of tribes—federations of clans each led by a tribal king and council. Feuds are common between clans and sometimes result in tribal warfare. Each city leads a confederation of tribes. The cities and tribes are united by the Prince of Sartar, who serves as High Priest of Orlanth Rex, commander-in-chief, and arbitrates disputes between the tribes.

The current Prince is Kallyr Starbrow, and her rule is in its infancy. Though she has not yet lit the Flame of Sartar, most of the tribes acknowledge her.



Religion

Orlanth is the patron god of the Kingdom of Sartar. Most free males are initiated into the Orlanth cult. Sartar is home to two great temples to Orlanth: Boldhome (founded by King Sartar), and the Hill of Orlanth Victorious where Orlanth (and later, Harmast Barefoot) began his Lightbringers' Quest.

The most popular cult is that of Ernalda the Earth Queen, wife of Orlanth.

Most free women are initiated into the Ernalda cult. Every clan has a minor temple to Ernalda and many tribes have a major temple. Barntar, son of Orlanth and Ernalda, is a popular agricultural god.

The other gods of the Lightbringers pantheon are worshiped by most Sartarites, and a sizeable minority is initiated into their cults. Lhankor Mhy, Issaries, Humakt, and Chalana Arroy are the most significant. Trickster cults, once forbidden and practiced in secret, are now out in the open, and Eurmal is publicly worshiped.

A small minority belongs to the Yelmalio cult, although most Yelmalio cultists reside in the semi-autonomous tributary state, the Sun Dome County.

Odayla and Yinkin are small cults, with rarely more than a few worshipers in a single clan.

Climate

Sartar has many microclimates due to its hills, valleys, and snow-capped mountains. Eastern Sartar is drier than western Sartar. The temperature and precipitation of Clearwine, in the Colymar tribal lands, is presented here. Its elevation is approximately 850 meters.

Regions

Alda-Chur

Culture/Religion: Tarshite/Orlanthi
Ruler: King Pharandros
Tribes: Dinacoli, Princeros, Tovtaros, Vantaros.

The second-largest city in Sartar, Alda-Chur is an important trade center linking the Lunar Empire with Sartar. Alda-Chur serves as the religious and political center for a confederation of four tribes.

A pro-Lunar warlord ruled Alda-Chur for over a decade, but he was devoured in the Dragonrise. Lunar rule continues but has been dramatically weakened.

Locations

Dwarf Mine (Dwarf city): One of the friendliest dwarf leaders of the world lives here, a practitioner of Openhandism and Individualism. He has been known to give out gifts or offer rentals for unusual prices, and some of his rentals are for unusual mercenaries, like the Cannon Cult. The entrance to Dwarf Mine is guarded by the Stone Men, proud statues carved from living stone and animated by the Dwarves' arcane wisdom.

Skull Ruins: The shattered skull of a True Dragon lies at the end of the Bone Hills. Within the great white stone hill formed by the dragon's skull are five caves: the Left Eye, the Glarer, the Snort, the Lug Hole, and the Maw.

Snakepipe Hollow: In ancient wars against Chaos, deep in the time of Darkness, the earth collapsed to trap Chaos here, so a conquering army could charge down from one end and destroy all it met. It worked… almost. Some evil burrowed away, and although the conquerors pursued it deep into the tunnels, some still escaped. That Chaos is there still. It sometimes erupts and always poses a menace. Snakepipe Hollow is called "Ginijji" in ancient sources, and at least one of its tunnels leads directly into the Underworld. The "Snake Pipe" for which the hollow is named was a wondrous artifact owned by a mighty Earth temple located here in the God Time.

Clearwine Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	5/21	15	20	Southwesterly	—
Sea-Late	10/22	15	18	Southwesterly	—
Fire-Early	15/25	7	7	Southwesterly	—
Fire-Late	21/31	3	3	Southwesterly	—
Earth-Early	12/25	2	3	Desert Winds/ Southwesterly	—
Earth-Late	7/18	3	4	Desert Winds/ Southwesterly	—
Dark-Early	–1/11	6	6	Desert Winds/ Northerly	5
Dark-Late	–10/4	6	8	Desert Winds/ Northerly	40
Storm-Early	–6/5	15	15	Northerly	70
Storm-Late	–1/16	7	18	Northerly	5
Sacred Time	2/20	8	9	Southwesterly	—

Total Precipitation: 87 cm rain and 120 cm of snow.

Sartar



1625s.t

Alone

Culture/Religion: Tarshite/Orlanthi
Tribes: Amad, Bachad, Tres.

This small city was founded in 1583 by Prince Terasarin of Sartar for Tarshite survivors of the Battle of Grizzly Peak. Surrounded by deep and hostile forests, Alone serves as the religious and political center for a confederation of three tribes. The city has pledged loyalty to Argrath of Pavis.

Locations

Vale of Flowers: This is the richest portion of Dagori Inkarth, well-watered by rains and winter snows. Immense flowers and insects fill valley after valley, as well as the occasional giant.

Woods of the Dead: These dark woods are ruled by a vampiric entity called the King of the Ghouls, and inhabited by his ghoul minions.

Boldhome

Culture/Religion: Heortling/Orlanthi
Local Modifier: Loyalty (Sartar) 60% or +10% (if already taken)
Ruler: Prince Kallyr

The capital of Sartar, this city is built high above the plains in a split valley amid peaks sacred to Orlanth and his pantheon. The founder, Sartar, built it to fulfill an ancient challenge and prophecy. The city serves as the political and religious center of the kingdom, and a center of trade and learning.



Following the Dragonrise, Kallyr Starbrow liberated Boldhome and was acclaimed Prince of Sartar by the assembled free peoples.

Colymar Tribe

Culture/Religion: Heortling/Orlanthi
Local Modifier: Loyalty (Colymar Tribe) +10%
Ruler: Leika Black Spear, Taraling clan, 1613–1615, 1625–present; beloved of the people for her prowess and feared by the Lunars. The empire conspired with her rivals and her own tribe exiled her. She served King Broyan in exile, and helped slay the Crimson Bat. She returned when the usurper was eaten by the Brown Dragon.

Just as Sartar is the default Homeland for adventurers in Dragon Pass, the Colymar is the default tribe for adventurers from Sartar.

The first tribe of Sartar, both in history and in status, the Colymar number about 12,300 people. They are famous for their winter-grown Clearwine grapes, which they make into Clearwine. The Colymar were early supporters of Sartar, who saved their king from assassins.

The Colymar were bitter enemies of the Lunar Empire until the empire conspired to exile the anti-Lunar queen Leika Ballista. For ten years, Kangharl "Blackmoor," a pro-Lunar usurper, served as tribal king. However, the usurper was devoured by the Brown Dragon at the Dragonrise in 1625, along with the rest of the Lunar Army. Soon after, Queen Leika returned to Clearwine, along with many exiles and adventurers, and reclaimed kingship of the tribe.

Clans: Anmangarn, Antorling, Arnoring, Enhyl, Enjossi, Ernaldori, Hiording, Konthasos, Narri, Orlmarth, Taraling, and Varmandi.

Major Temples: Ernalda, Orlanth

Minor Temples: Elmal, Engizi, and Issaries. In addition, every clan has a minor temple to Ernalda and Orlanth.

Locations

Apple Lane (village): This market hamlet is in territory disputed by the Colymar and Malani tribes. It is noted for its inn, tradehouse, and a small temple to Uleria.

Clearwine Fort (small city): This town is the oldest continually occupied human settlement in Dragon Pass. Clearwine is the political and religious center of the Colymar tribe, the most powerful tribe in Sartar. It sits within the ancient walls built by a God Time demigod. There is a weekly market, temples and shrines to the tribal gods, and many vineyards to the north and south. The main Earth temple of the region is outside the walls of Clearwine Fort.

Gejay Hills: These hills separate the Colymar from the Malani tribe. They are a mix of oak woodland and grassland. The area is populated by herders and bandits.

Runegate Fort: This town was destroyed by the Crimson Bat in 1602 but has been since rebuilt. To the north is Horse Town, where the "Hyaloring" clans breed, raise, and sell horses. The town has a temple to Elmal the Horse God.

Stael's Hills: This range of hills overlooks The Creek and separates the Colymar from the Malani tribes.

Duck Point

Culture/Religion: Durulz/Orlanthi

This small city was built by Sartar to forge bonds with the beasts and other strange peoples along the River. The wood and stone buildings familiar to other Sartarite cities intermingle with the woven wattle-and-daub buildings of the ducks. Duck Point is the way-station between the ducks and the rest of Sartar and an important transit point for all river traffic between Sartar and Esrolia.

Locations

Beast Valley: The land southwest of Duck Point is set aside and protected by ancient magic, whose perpetrators, the Empire of the Wyrms Friends, are long dead. The origins of its residents are unknown, some claiming divine parentage and others perverse surgery and sorcery. Collectively, they are the Beast Men, and all seem to be part man and part animal. They live peaceful lives here, untroubled save when they choose to be. They meet once each year to dance amid the standing stones of Wild Temple in a bloody and spectacular affair.

Jonstown

Culture/Religion: Heortling/Orlanthi

Tribes: Cinsina, Culbrea, Malani, Torkani.

Rulers: Queen Ivartha Skinner, King Ranulf, Queen Amalda, Queen Hundara.

This small city is an important marketplace for the tribes of Sartar. The city boasts the famed Jonstown Library, founded by King Sartar's son Eonistaran the Sage. Only slightly less famous is the House of Peace, a major temple of Chalana Arroy.

The tribes around Jonstown include some of the most notable tribes of Sartar. The Cinsina and Culbrea both played a major role in the liberation of Sartar, while the Malani are feared because Humakt is their tribal patron.

Locations

Cinsina (tribe): This tribe numbers about 8800 people. They are often called the Wolfslayers because of their feud with the Telmori werewolves.

Sample Clans

The Ernaldori

The Ernaldori are the original royal clan of the Colymar tribe. Their lands are near Clearwine Fort; as a result they are often called the Clearwine Clan. They are a large clan, numbering about 1,600 people. Ernalda is the patron deity of the clan, and her priestess speaks for the goddess with the entire tribe. Baranthos the Old has been clan chieftain since 1602 and is responsible for war and dealing with outsiders.

The clan tattoo is of a snake surrounded by vines.

The Varmandi

The Varmandi are a small clan of the Colymar tribe, numbering less than 500 members. Their lands are in the Gejay Hills between Apple Lane and the Malani tribe, where they herd cattle and sheep. The Varmandi have had many violent feuds with the neighboring Orlev clan of the Malani tribe. Their chief is Korol Serpent-Tongue, who many outsiders consider little better than a bandit.

The clan tattoo is a stylized bear.



Culbrea (tribe): This tribe numbers about 5,000 people. The Hill of Orlanth Victorious is within the Culbrea lands.

Dangerford (fort): This fort guards the most important crossing point over The Creek. Its strategic location means it has been the place of countless battles. Arkat fought one of his great victories here and a large mound north of the ford marks that historic battle.

Hill of Orlanth Victorious: The most sacred Orlanthi hill in Dragon Pass. Here Orlanth and his companions set off upon the Lightbringers' Quest during the Great Darkness.

Larnste's Table: This steep-sided mesa is a major temple to Orlanth Mastakos. In 1613, Fazzur Wideread defeated Kallyr Starbrow's Sartar Free Army here.

Malani (tribe): This tribe numbers about 6,000 people. They have a dispute with the Colymar over lands given to the Malani by the Lunar Empire during the Occupation.

Red Cow Fort (town): This town rests within ancient walls built by a God Time demigod. It is the political and religious center of the Cinsina tribe.

Two Ridge Fort (town): This ancient fortress was fashioned atop a steep-ridged butte at the end of the Oakland Back, and includes farms and pastures. This is the political and religious center of the Malani Tribe, and has temples to Orlanth and Humakt.

Lismelder

Culture/Religion: Heortling/Orlanthi

Local Modifier: Hate (Undead) 60% or +10% (if already taken)

This small tribe numbers about 4,000 people. The Lismelder are famous for their great beer. They are noted friends and allies of the ducks, who aid them against the undead of the Upland Marsh.

Locations

Indrodar's Necklace: This circle of six stone megaliths is a well-known entryway into the Underworld. The local Humakti claim this is where Humakt emerged from the Underworld bearing Death.

Upland Marsh: This plot was solid earth once, until ensorcelled by Delecti the Necromancer, a sorcerer who reached magus level about 800 years ago. He did it to save himself and his followers from the Golden Horde. It succeeded, and he "lives" there still, an immortal vampire. Within the treacherous bogs, streams, and sandbars are many undead strongholds. Delecti's Ruins, vast acres of fallen buildings, are inhabited by his bizarre undead constructs. In the waters swims an undead killer whale.

Sun Dome Temple

Culture/Religion: Heortling/Yelmalio

Local Modifier: Fire/Sky Rune +10% (instead of Air Rune +10%)

The ranking Light Son of the Yelmalio cult rules this small self-sufficent theocracy centered on the Sun Dome temple itself. King Tarkalor granted this land to the cult in 1579 after defeating the Kitori who previously ruled the area. The cult survives surrounded by hostile Orlanthi tribes through its drilled pikemen—the famous Sun Dome Templars. It fiercely defends its independence, until the right price comes along, at which point the inhabitants of military age become dedicated mercenaries.

This Sun Dome Temple is the ranking Yelmalio temple in Dragon Pass, and the other temples often look to it for direction.



Swenstown

Culture/Religion: Heortling/Orlanthi

Tribes: Aranwyth, Balkoth, Dundealos, Kheldon.

This small city in the semi-arid eastern foothills of Sartar is the political and religious center for a confederation of four tribes. It is an important place of trade with the tribes of Prax.

The tribes around Swenstown include the noble Kheldon tribe that claims the rich valley between Boldhome and Swenstown. Kallyr Starbrow is queen of the Kheldon tribe. The Aranwyth are horse-riding herders of sheep and cattle, while the Balkoth herd sheep and goats. The old Dundealos tribal dynasty was destroyed by the Empire in 1615 and replaced with Lunar settlers, but the Lunars were in turn destroyed by the Dragonrise. A Pol-Joni adventurer reforged the tribal ring and now rules the restored tribe.

Locations

Battle Valley: This valley on the edge of the Telmori Wilds is the traditional route from Prax to the verdant Staglands. It is home to a small but influential troll clan.

Killard Vale: Sacred mountains surround this fertile valley below Boldhome. The Killard Vale is the home of the Kheldon tribe.

Six Sisters: These limestone massifs were spirits active during the Empire of Wyrms Friends, and were particularly unfriendly to trolls. Each had the head of a particular animal and a beautiful human body.

Telmori Wilds

Culture/Religion: Telmori/shamanic

Local Modifier: Inhabitants are Telmori werewolves (see the Glorantha Bestiary).

These rugged woods and hills are inhabited by a tribe of werewolves called the Telmori. The Telmori are listed among the tribes of Sartar, despite being considered non-human by the other tribes. They are tainted by Chaos.

Whitewall

Culture/Religion: Heortling/Orlanthi

Tribes: Hendriki (includes Bacofi, Curtali, Olontongi, Volsaxi, and others)

This ancient fortress temple built atop solid rock is the religious center for the Hendriki tribal confederation. The Hendriki tribes are closely related to the Sartarites, speaking the same language and worshiping the same gods. Indeed, the lands of Sartar were settled by Hendriki colonists three centuries ago.

Long thought impregnable, Whitewall fell to the Lunar Empire in 1621 after nearly three years of siege, despite its white stone walls, 15 meters high and 10 meters thick. King Broyan of the Hendriki reclaimed Whitewall in 1622, but the temple and its fortifications were badly damaged. King Broyan went to Esrolia the following year and did not return to Hendrikiland until 1624, only to be killed by Lunar sorcery in 1625.

Whitewall still shows the scars of the Lunar siege, and although it is still an important religious center, its political importance is greatly reduced.

Locations

Karse (small city): This small city is the main port for the Hendriki.

Larnste's Footprint: This large, Chaos-tainted valley is surrounded by steep cliffs. The unnatural Syphon River flows uphill into the Footprint. Within is the Foulblood Woods, a Chaos forest grown from the poisoned blood of Larnste's wound. It is inhabited by scorpion men ruled by the Queen of Jab. A forest made entirely of stone trees grows at the edge of the Foulblood Woods and halts the spread of the Chaos within.

Sen Senrenen: The ancient homeland of the Hendriki, the local clans have a reputation as fierce bandits and powerful magicians. Tombs of ancient kings and demigods litter the landscape.

Troll Woods: The half-troll, half-human Kitori tribe occupies these woods. They once collected tribute from the Hendriki, until Tarkalor of Sartar defeated them.

Wilmskirk

Culture/Religion: Heortling/Orlanthi
Tribes: Balmyr, Locaem, Olontongi, Sambari.
Ruler: Vamastal Greyskin

This small city is the political and religious center for a confederation of four tribes. It has a surprising number of temples and is the main market for southern Sartar. It is famed for its artists and crafters.

The tribes of the Wilmskirk confederation suffered greatly during the Lunar occupation and later liberation. The Sambari tribe is now predominant, with their king, Vamastal Greyskin, one of the new Prince's counselors. The Olontongi are a new tribe, formed in 1624 during the Hendriking uprising out of the ruins of the Kultain and Sylangi tribes.

Locations

Dragon's Rift: This 10-kilometer long chasm is over a kilometer deep in places and marks where the True Dragon rose to devour the New Lunar Temple in 1625. Plumes of smoke still rise from the rocky bottom where the True Dragon lies quiescent.

Fame Grave (town): This ancient fortress is the political and religious center of the Locaem tribe. It is surrounded by equally ancient barrow mounds inhabited by spirits of legendary heroes.

Locaem (tribe): This tribe numbers about 6,800. The tribe has been in disorder since the Dragonrise, and the Colymar now demand the return of lands given to the Locaem by the Lunar Empire during the Occupation.

Wasps Nest: The giant wasps that inhabit this cavernous hive were tamed long ago by a tribe of primitive cultists called the Wasp Riders. The giant wasps prey on cattle, horses, sheep, and even humans.

ESROLIA

Esrolia is a civilized queendom in the Holy Country. Esrolian families are matrilineal and ruled by matriarchs. It is densely populated; "too dense," say many. The residents here are mostly farmers worshiping Ernalda the Earth Mother and her family. The Mother here has many lovers, although Orlanth is her husband and her favorite. Barntar is the most popular men's god.

Although Esrolia is primarily rural and agricultural, it has a large urban population and is a great center of trade. Esrolia has powerful mercantile interests and its ships travel to far-off distant ports. Esrolian architects, artists, crafters, healers, and scribes are among the greatest in Glorantha.

Stereotype

The Esrolians are civilized, curious, luxurious, and sensual. Their styles set the standard for status for many lands, including Dragon Pass. They are cosmopolitan, with knowledge of many distant realms. They tend to refrain from martial pursuits, preferring to hire mercenaries. Esrolian women are proud, ambitious, devious, and very practical. Men are emotional, loyal, reckless, and quarrelsome.

Common Attitudes

Esrolians are loyal to their kin, their cities, and their queen. They believe women make better rulers than men. Esrolians revere the Earth goddesses, and Ernalda especially. They dislike war, and favor negotiation over open conflict.

Politics

The government of Esrolia consists of several ruling families of women who vie for dominance over the others and who usually maintain an uneasy but peaceful alliance. Queens, who are also High Priestesses of Ernalda, rule the cities; the queen of Nochet is traditionally titled Queen of Esrolia.

The current Queen of Esrolia, Samastina, overthrew her pro-Lunar predecessor, Hendira, in a coup in 1622. She uses her wealth and charms to gain allies, including the late King Broyan of Whitewall and Argrath White Bull. By 1625 she secured her queendom from the Lunar Empire, the Pure Horse People, and the Western Barbarians. The raids and piracy of her former ally Harrek the Berserk and his Wolf Pirates are now her biggest threat, as they threaten the ocean trade that is the source of Nochet's wealth.

Sample Clans

The Hulta

The Hulta are an ancient clan of Nochet that claim descent from one of the daughters of Ernalda. Numbering about 1,500 members, they are one of the ruling houses of the city, with many properties and rights, and many client clans. The clan (and its clients) is ruled by Grandmother Varadis from her walled compound in Nochet.

During the reign of Queen Hendira, the Hulta, along with the Delaeos and Evaeo clans, formed the core of the Old Earth Alliance against Lunar influence in Esrolia.

The clan marks its members with a stylized tattoo of a black-haired goddess.



Esrolian Names

Female: Aranda, Davorela, Derandela, Erinalartha, Hendira, Mirava, Nerestina, Oraneva, Samastina, Serenalda, Serzeen, Varanis.

Male: Barntaros, Dormal, Dovaropos, Esrolakar, Hendrestos, Irillo, Jarstakos, Kesten, Orstanor, Sestar.

Religion

Esrolia is the home of the Earth goddesses. Ernalda the Earth Mother is the patron deity of Esrolia. Most free women are initiated into the Ernalda cult. Esrolia is home to numerous great temples to Ernalda and other Earth goddesses, including vast temple complexes at Ezel and Nochet.

Ernalda took many husbands and lovers; all are worshiped in Esrolia. Orlanth is foremost and most important, but Argan Argar, Flamal, Lodril, Magasta, Storm Bull, and even Yelmalio are worshiped here (although not always by those names).

Esrolia is home to great temples for many normally minor deities, including Chalana Arroy, Issaries, Lhankor Mhy, and other Orlanthi deities. There are even temples to foreign cults such as the Invisible God.

Climate

Esrolia is a sub-tropical region. The temperature and precipitation of Nochet is presented as an example. Nochet is in the rain shadow of the Vent and the Caladraland ranges, and as a result it receives less rain than Dragon Pass.

Nochet Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	9/25	13	15	Southwesterly	—
Sea-Late	14/26	10	12	Southwesterly	—
Fire-Early	19/29	6	8	Southwesterly	—
Fire-Late	25/35	6	7	Southwesterly	—
Earth-Early	16/29	5	6	Southwesterly	—
Earth-Late	12/22	5	6	Southwesterly	—
Dark-Early	5/16	2	5	Northerly	—
Dark-Late	–1/9	3	11	Northerly	5
Storm-Early	0/10	5	18	Northerly	—
Storm-Late	1/16	6	18	Northerly	—
Sacred Time	6/25	6	9	Southwesterly	—

Total Precipitation: 67 cm rain, with 5 cm snow.

Esrolia



1625s.t

Regions

Ezel

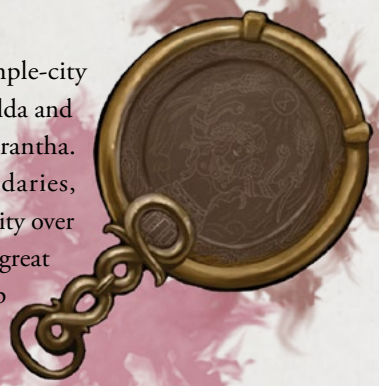
Culture/Religion: Esrolian/Earth

Local Modifiers: Earth Rune +10%, Devotion (Ernalda) 60%

Ruler: Grandmothers' Council (allied with Queen Samastina)

Locations

Ezel (temple city): This temple-city is the sacred womb of Ernalda and her greatest temple in Glorantha. Within its sacred boundaries, Ernalda has absolute authority over all. At the center, thirteen great temples have been cut deep into the rock.



Longsi Land

Culture/Religion: Esrolian/Orlanthi

Local Modifiers: Air Rune +5%, Herd +10%

Rulers: Queen Nevaleen of Kosh and Velentru the Wild Man

Longsi was a king of the Haradlaro people who allied with the Grandmothers against the Hendrikings during Aranda's War and received the city of Kosh in return. The shepherds of Longsi Land worship Orlanth and Heler and have a reputation for being troublemakers and bandits. It is now a province of Esrolia.

Locations

Belernos (small city): This city near the Old Woods is the religious center of Longsi Land, with ancient shrines to Ketha, Entru, and Orlanth. The city has an ancient friendship with the elves of the Arstola Forest.

Brol (small city): This city gets its name from the mineral springs of Brol, known for their healing properties. The city bought its safety from Greymane in 1618 with a tremendous ransom. On the other side of the river from Brol is Tenrala, a city destroyed in the Adjustment Wars, but recently resurrected.

Kosh (large city): The huge limestone walls of this ancient city were built by Vogarth Big Man during his contests with the elves. The city's merchants are wealthy from wool and wine. Kosh is famed for its temple to the land goddess Ketha and her storm god husband.

Tenrala (small city/ruins): In the ancient ruin of Tenrala, Queen Marimarja, one of the Newly Awakened, has opened the Broken Well, blessed the Shimmering Garden, and received the Hundred First Mothers from Samastina.

Lyksos River

The Lyksos River drains northern Esrolia and empties into the sea at Nochet. The river gained tremendously in volume and prestige after Belintar cut the New River to divert the Creek-Stream River to flow into the Lyksos. It is the main artery for waterborne traffic between Dragon Pass and the Holy Country.

Necropolis

Culture/Religion: Esrolian/Orlanthi (if living)

Local Modifiers: Death Rune +10%, Prepare Corpse +20%

Rulers: Keepers of the Dead

Upriver from Rhigos and connected to Ezel and Nochet by the Sacred Road is Esrolia's greatest necropolis. Called the Megapolis Necropolis or Koravaka in the past, it is a large island on Bakana Lake and is the remnant of a place once called Owderia in the God Time. The island is covered with hundreds of thousands of tombs, mausoleums, monuments, crypts, sarcophagi, and other buildings of the dead. Even though nobody sends their dead here anymore, it is still growing in population.

The Keepers of the Dead, an order of priestesses from Ezel, regularly lead worship and offer sacrifices to keep that great multitude of the dead happy. Once a year, the dead leave the Necropolis and travel the Sacred Road from Ezel to Nochet.



Nochet

Culture/Religion: Esrolian/Orlanthi

Local Modifiers: Bargain +10%, Speak Other Language (Tradetalk) +10%

Ruler: High Queen Samastina

The capital city of Esrolia, Nochet is the biggest, richest, and most cosmopolitan city in Glorantha with more than 100,000 inhabitants. It has many great temples to the goddesses of Earth, as well as to other Orlanthi and foreign deities. Superlatives abound when describing Nochet.

Locations

Dormal Temple: This marks the place where the first sea voyage began that overcame the Closing. It is sacred to sailors across the world.

Grace Temple: The largest Ernalda temple in Nochet and one of the largest in the world, with hundreds of priestesses.

Great Hospital: The largest Chalana Arroy temple in Glorantha and attended to by the Sisters of Mercy.

Great Library: The largest temple library to Lhankor Mhy in Glorantha.

Harbor Market: The richest Issaries market in Glorantha, famed for its massive statues of Goldentongue and his two sons. Here, one can find goods and merchants from all over the world.

Sacred City: The temple palace of the Queen of Esrolia.

North Esrolia

Culture/Religion: Esrolian/Orlanthi
Local Modifiers: Earth Rune +5%, Farm +10%
Ruler: High Queen Samastina

The cultural heart of Esrolia, this fertile land has recovered quickly from the Great Winter and the depredations of the subsequent civil war.

Locations

Monros (small city): This city, named after a Second Age king, is located at the junction of two important roads and a ferry across the Lyksos River. A rich sanctuary of the goddess Ernalda and her warrior daughter Vinga is outside the city walls, surrounded by citrus orchards. In 1620, the goddesses confronted the Feathered Horse Queen and forced her army to retreat from Esrolia.

Pedestal (small city): This town is named after Belintar's Pedestal, a great magical pillar that dominates the skyline and served as a center of the God-King's cult.

Pennel (small city): This market city is built at a strategic ford across the Malthin River. It is surrounded by rich fields and orchards.

North March

Culture/Religion: Esrolian/Orlanthi
Local Modifiers: Air Rune +5%, Herd +10%
Ruler: Queen Entaressa of Valadon

This upland region marks the divide between Esrolia and Dragon Pass. The land suffered greatly through the Great Winter but recovered. Trade caravans now work their way from Nochet to Valadon and on to Boldhome.

Locations

Arkat's Hold (small city): This fortified city sits below a dark stone fortress atop an artificial hill, both raised by Arkat's magic in the Gbaji Wars. The fortress is called the House of Black Arkat, and its priests are sorcerers who maintain the forbidden lore of Arkat, despite centuries of persecution.

Building Wall: This structure erected itself by magic during the Building Wall Battle in 1605 and thwarted a large-scale Lunar invasion into Esrolia. Its appearance varies along its length, sometimes like a coral with pointed spikes (rumored to be venomous to the touch), sometimes like an earthen rampart topped by Esrolian square shields. Belintar ordered several units of militia to stand where the wall would rise, and incorporated them and their spirits into the wall.

New Crystal City (small city): This city near the ruins of lost Elmalvo was constructed by Belintar from a fragment of the Gift of the Sun Crystal. With the aid of the gods of Kethaela, Belintar grew the fragment into a huge crystalline building with spires of green, blue, yellow, red, and white.

Valadon (large city): Also called Willford, this city in the North March of Esrolia is the lowest fordable place on the Lyksos River. Valadon is best known for its annual harvest festival celebrating Esrola and Argan Argar.

Rhigos

Culture/Religion: Esrolian/Orlanthi
Local Modifiers: Fertility Rune +5%, Bargain +10%
Ruler: The Demivierge of Rhigos

Rhigos was the end of the Trade Road across Maniria and once surpassed Nochet in size and wealth, but was eclipsed by Nochet with the Opening of the Seas. The Demivierge of Rhigos is the current queen of the city, a virgin famed for her sexual promiscuity and carnal hedonism.

South Esrolia

Culture/Religion: Esrolian/Orlanthi
Local Modifiers: Earth +5%, Farm +10%
Ruler: The Demivierge of Rhigos

With abundantly rich, fertile soil, this is the agricultural heart of Esrolia.

Locations

Dizbos (small city): This fortress-city was once wealthy from trade with the Trader Princes of Maniria, but it has suffered from war with the Western Barbarians.

Donbry (small city): This city is famed as the home of Vogarth Big Man, a demigod much loved throughout Esrolia.

Jorsh (small city): Garzeen's Bridge, an arched stone bridge built by Belintar, crosses the Gorphing River here. The shops and houses of merchants have been built atop the bridge, and a shrine to Issaries blesses all.

Mylagos (large city): This wealthy city on the Malthin River is famed for its sanctuary of the Six Daughters. Each year the goddesses make a procession from Ezel to the sacred

Navel Stone in Mylagos, their arrival celebrated with a week's worth of sacrifices, feasts, games, and ecstatic ceremonies.

Roskoth (small city): This market city of the Red Earth Alliance dominates the broad Malthin Vale in South Esrolia. It is surrounded by grain fields and orchards.

GRAZELANDS

The Grazeland Pony Breeders call themselves the "Pure Horse People." They are descendants of the ancient Hyaloring people who ruled Saird and Peloria at the Dawn. They exclusively ride and herd horses, and do not plough, craft metal, or practice trades other than warfare and priestly offices.

The Pure Horse People typically have golden-tan skin, with yellow-blonde hair; a minority has black, brown, or reddish-hair. Their eyes are typically blue or grey. Men and women grow their hair long; men usually grow beards and mustaches. They are stereotypically described being of great stature and beauty. Adults are marked with tattoos of their gods, clan, warrior society, personal Runes, and other magical symbols.

The Pure Horse People speak an obscure Pentan language known as "Pure Horse Tongue." It is spoken only by the Grazelanders as a primary language, but it is very similar to the language of the horse barbarians of northern Peloria. The Pure Horse People use it only among themselves, preferring Tarshite, Esrolian, Sartarite, or Tradetalk with outsiders.



Grazelander Names

Female: Andretta, Eneera, Harsta, Inkarne, Mirina, Sorana, Verala, Virkala, Vistera, Yorastina.

Male: Benstbel, Dastaldarin, Dastalpolti, Endars, Hendroste, Jandetin, Jardankorda, Penraltan, Yanasdarin, Yanordras.

The Pure Horse People claim dominion over the local farmers, who they call *vendref*. *Vendref* are of Orlanthi origin, descendants of settlers from Esrolia and Saird enslaved by the Pure Horse People during the resettling of Dragon Pass. They are tied to the land, and work as bonded agriculturalists, artisans, merchants, tradesmen, and scribes. The *vendref* are not always complacent serfs, and sometimes serve their overlords as warriors or join invading armies, and have even moved *en masse* to a new location. Many among the *vendref* are adroit at getting and using wealth, a skill considered to be beneath the attention of the Pure Horse People. The Pure Horse People must be careful how they treat the *vendref*, and their rule is far lighter than that of a slave and its owner. *Vendref* cannot be bought or sold, they live in their customary villages or towns, retain half the fruits of their labor, and can and do buy their freedom.

Stereotype

The Pure Horse People are aloof, traditionalist, arrogant, and contemptuous of "ground people" (farmers and those who herd livestock other than horses). They love their horses above all other things and worship the Feathered Horse Queen as a living goddess.

Common Attitudes

The society of the Pure Horse People is rigid and patriarchal, with everyone's place determined by age and birth. The tribe is divided into a dozen clans; clan chiefs are elected but few among the populace are eligible. Most Pure Horse People consider themselves innately superior to all "groundsmen."

Politics

The Feathered Horse Queen is the High Priestess for the Grazelands and is its sovereign ruler. She serves for life, and her successor is chosen from among her daughters. She receives revenues from tolls on passing traders and a

Grazelands



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percentage from all trade with outlanders. She is guarded by fanatical Humakti from the Hiia Swordsman subcult.

The current Feathered Horse Queen is called "Reaches All." She is the daughter of the previous Feathered Horse Queen and a king of Tarsh, making her the half-sister of King Pharandros. She became Feathered Horse Queen upon the death of her predecessor during the Dragonrise.

The Luminous Stallion King is the leader of the Pure Horse People, although he defers to the sovereignty of the Feathered Horse Queen. He serves as the chief Sun priest, warleader, and chief judge for the Pure Horse People. He has far fewer sources of revenue than the Feathered Horse Queen and traditionally relies on raiding, tribute, or mercenary work to reward his followers.

Religion

The Pure Horse People worship an ancient Fire/Sky pantheon headed by Yelm, whom they call Yu-Kargzant the Sun Horse. Arandayla the Horse Goddess is beloved by all and Hyalor the Rider is revered as the first king of the people at the Dawn.

The Earth goddesses have great authority in the Grazelands. The Feathered Horse Queen incarnates imposing Earth powers for her worshipers and is the embodiment of sovereignty for all Dragon Pass. She is the High Priestess of the Earth for both the Pure Horse People and the *vendref*, and the Shaker Temple and many other cults throughout Dragon Pass recognize her authority. Her goddess has many names: she is called Ernalda by the Orlanthi; Dendara by the Dara Happans; and La-ungariant by the Pure Horse People. She is also considered the current incarnation of Sorana Tor, the divine priestess of Kero Fin. The Feathered Horse Queen offers sacrifices to those names and more.

The *vendref* worship Ernalda and Barntar, as well as Maran Gor. Issaries, often called Kanestal the Counter, is a popular cult in the market towns, and Lhankor Mhy scribes serve the Pure Horse People rulers. A local subcult of Humakt, founded by the hero Hiia Swordsman, serves as the bodyguards of the Feathered Horse Queen.

Sample Clans

The Four Gifts

The Four Gifts clan of the Pure Horse People are strongly tied to the Golden Bow cult. They have an ancient dislike of dragonewts. Their name comes from the magical gifts they received from Ironhoof and other magical inhabitants of Dragon Pass that enabled them to survive their near destruction at the hands of the dragonewts. The clan has their winter pastures in the Mare Graze Valley and is led by Oxus the Sun Lord.

Climate

Located in the rain shadow of the Western Rockwoods, the Skyreach Mountains, and the Hydra Hills, the Grazelands are the driest region of Dragon Pass, although still significantly wetter than Prax.

Queen's Post, with an elevation of 880 meters, is presented as an example.

Regions

Black Horse County

During the reign of King Phargentes, the Red Emperor granted the headwaters of the Oslir River to Sir Ethilrist, even though the Empire had no claim on the territory.

Queen's Post Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	5/19	8	10	Southwesterly	—
Sea-Late	11/24	7	9	Southwesterly	—
Fire-Early	18/29	3	4	Southwesterly	—
Fire-Late	21/35	1	2	Southwesterly	—
Earth-Early	15/27	4	4	Southwesterly	—
Earth-Late	8/19	4	4	Southwesterly	—
Dark-Early	–2/3	4	8	Northerly	20
Dark-Late	–5/–1	6	8	Northerly	60
Storm-Early	–5/3	12	18	Northerly	80
Storm-Late	1/5	12	18	Northerly	—
Sacred Time	4/16	7	9	Southwesterly	—

Total Precipitation: 67 cm rain with 160 cm snow..

Ethilrist made himself and his Black Horse Troop lords over the local *vendref* here and now rules the inhabitants of this valley as Black Horse County.

Locations

Muse Roost: The fortress-palace of Sir Ethilrist, noted for its temple to Arkat and the Invisible God. Barracks for the soldiers and crafters' workshops surround the central citadel. High stone walls, built at some impossible price by the dwarves of Dwarf Mine, surround the city. The Treasury of Ethilrist holds incredible riches and prizes, gathered from across the continent and over many years.

Dragonspine Ridge

These mountains rise abruptly from the surrounding hills and are sharp, almost triangular. Their angular shape and steep sides make them extremely difficult to cross except at Dragon Pass. They are the backbone of the dragon Sh'harkazeel, covered in earth and vegetation.

Golden Horse Valley

This fertile valley in the upper Oslir River is the heart of the Grazelands. The pastures are reserved for the Pure Horse People, but there are several small *vendref* villages, particularly near Queens Post.

Locations

Portran: This ruin from the Empire of Wyrms Friends is avoided by the Pure Horse People.

Queens Post (small city): This small city in the Grazelands is under the protection of the Feathered Horse Queen.

Hiia's Valley

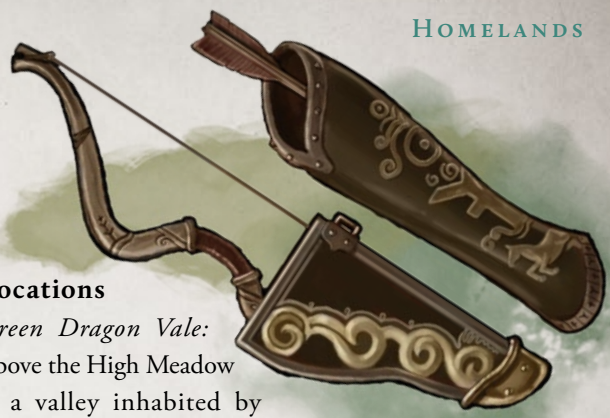
This valley is mostly agricultural and populated by *vendref* villages. The natives of this valley are even more loyal to the Feathered Horse Queen than normal, getting a +10% to that Passion.

Locations

Smoking Ruins: These ruins within an ancient Vingkotling hill fort are permanently thick with smoke. The smoke comes from a smoldering heap of troll corpses that has been burning for the last four centuries.

High Meadow

Jaldon's Wrong River flows through this meadow valley. The grasslands here are reserved for the Pure Horse People and their animals.



Locations

Green Dragon Vale: Above the High Meadow is a valley inhabited by a True Dragon. Although substantially covered by soil and vegetation, the outline of the dragon is nonetheless unmistakable.

Mare Graze Vale

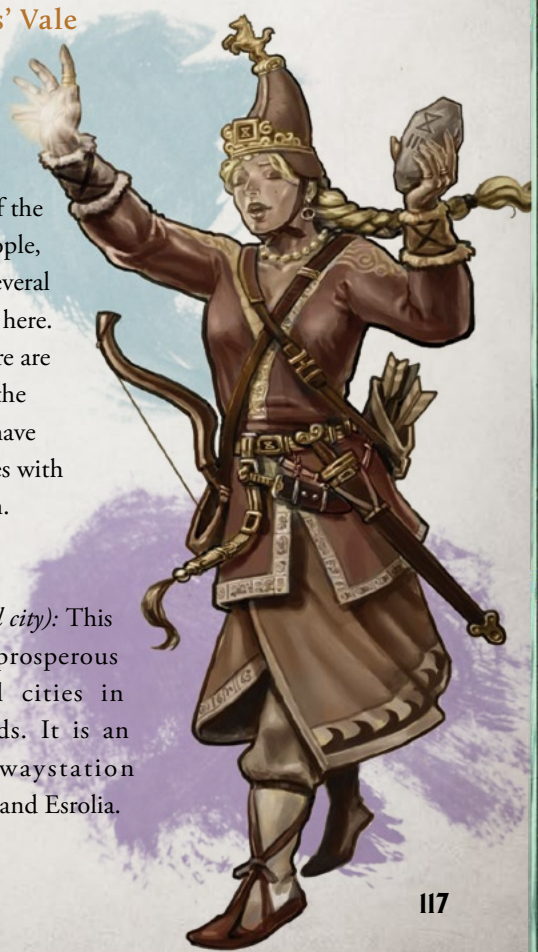
Most of the grassland here is reserved for the Pure Horse People and their animals, but there are several small *vendref* villages scattered about. The *vendref* of this valley speak Tarshite and follow Tarshite customs.

Locations

North Post (small city): This small city in the Grazelands is under the protection of the Feathered Horse Queen. Trade between the Grazelanders and the Lunar Empire takes place here.

Seven Foals' Vale

The best pastures in this fertile valley are reserved for the herds of the Pure Horse People, but there are several *vendref* villages here. The *vendref* here are culturally like the Esrolians and have strong trade ties with that queendom.



Locations

Rich Post (small city): This is the most prosperous of the small cities in the Grazelands. It is an important waystation between Tarsh and Esrolia.

PRAX

The beast-riding nomads of Prax are an ancient and widespread culture. They are proud of their way of life and distrustful of other cultures. They wander through a wide range of territory, tending herds of their own and captured animals, skirmishing with neighboring tribes, hunting, and meeting with others of their own tribe. They are chronically short of raw materials for metal-working, but know every secret of utilizing the resources of their environment.

There are five Great Tribes of Prax, all descendants of the original people who migrated from the Spike with their mighty leader, Storm Bull. Four of the tribes are based on a pairing of humans (which the Praxians call two-legs) and beasts (which they call four-legs), each named after the beast of the tribe: the Bison, High Llama, Impala, and Sable. The fifth tribe consists of the four-legged and intelligent Morokanth who are paired with two-legged, unintelligent herd-men.

Praxian beasts eat different things: bison eat green, moist grasses; impala eat brown, dry grasses; high llamas eat leaves from bushes and scrub; herd-men are omnivorous, but primarily eat roots; and sable antelopes eat almost anything. Because the Praxian beasts have different diets, different tribes can share a single area without competing for grazing.

Mythos and History

In the God Time, there were two kinds of people in Prax: the two-legs, called men; and the four-legs, called animals. They lived together as equals, sharing the bounty that came to them without effort. Prax was so rich and fertile then, that if you dropped a seed you had to step back when the tree sprang up all covered with leaves and fruit.

Those who lived without struggle and effort could not survive when Oakfed, Fire Spirit, and the Devil blasted the plains. The edible plants disappeared and only the coarse chaparral remained. Many men and animals starved, for they had never learned to seek their food, or what to look for, or how to prepare it if they did find something.



Then Waha was born to Eiritha. He taught the people new skills they needed to survive in a new and hostile world. Waha and Foundchild taught the people to hunt the food that no longer came to them. They learned to gather grubs, lizards, and other small creatures, roots, berries, and vegetables in those rare places where any food was to be found. The doom of the plains was postponed, but not averted: too much land had been blighted, and even Waha could not show the people food where there was none.

Then Waha performed his greatest deed: he arranged the Survival Covenant. His mother, Eiritha, through her connections with Ernalda, would support most of the people with the plants she sent from her home beneath the earth: the other people would live on the bodies of those who ate the plants. The peoples of Prax, both men and animals, agreed that this sacrifice was necessary for the survival of all. The men and animals of Prax chose lots to see who would eat, and who would be eaten. In most cases, men won. The exception was the Morokanth: of all the animals on the plains only they would treat men as their herd beasts.

Neither side was satisfied with the outcome. Men thought they should dominate all the animals, Morokanth thought more animals should have been dominant, and each suspected the other of cheating to gain its position.

So, a new way of life began on the plains. The herd creatures lived on the plains while the people lived off them. Waha taught the tribes the duties they had toward their herds in return for the sacrifice the herd creatures had made so that all might live. From Waha the tribes learned to use weapons to fight their foes and protect the herds; they learned the Peaceful Cut to let their herd creatures die peacefully and without fear; they learned to use the flesh, bone, skin, and sinew efficiently that their beasts might not die unnecessarily; and from Eiritha they learned to find food and water for the herds, and how to bury the beast's tail (or its hand in the case of the herd-men) with a special prayer to send the beast's soul back to the Mother of Herds.

Praxian Names

Female: Delenda, Durinda, Egajia, Ernyne, Lalira, Lomeena, Norayeep, Saberak, Varaema, Varaneena.

Male: Harjoon, Nameed, Maharo, Orgdaka, Roneer, Surrak, Talkil, Toras, Vishi, Wahagrim.

Stereotype

Praxians are cruel, tough, and savage, and live in a constant state of war with each other and their harsh environment. They hate horses, disdain foreigners, and their greatest ambition is to increase the size of their herds. They hate Chaos and blame it for everything bad in the world.

Common Attitudes

Praxians value tradition highly. Courage and knowledge of the ancient ways are the primary virtues for all Praxians. Honesty is required towards members of the same tribe, but not expected towards outsiders. Hatred of Chaos is a necessity, and any mercy or compassion exhibited towards anything of Chaos is considered the supreme moral flaw, usually punishable by death.

Religion

Praxians know that many gods once existed in their lands, but were destroyed by terrifying forces of Chaos. Chaos is the force of doom and destruction, responsible for all that is bad and evil in the world, and never to be spared. These monster gods would have annihilated all existence except that Storm Bull intervened and defeated their leaders. The fierce Rage Bellower, as Storm Bull is popularly called, is the mainstay which preserves the universe.

Eiritha is the Herd Mother, source of life and wife of Storm Bull. She was buried beneath the earth millennia ago. She still sends out herds of wild and free animals from a secret cave. The people of Prax are utterly dependent upon the Bounty of Eiritha for their daily existence upon the bleak plains.

Waha the Founder is the culture hero who determined the way of life appropriate for the surviving Praxians. He is the son of Storm Bull and Eiritha, and was born at the end of the Gods War, after his father had slain the Devil and long after his mother was hidden beneath the earth. Waha freed the herd beasts and women from the Darkness, tamed fire, taught men how to kill and dress beasts, established customs, and first learned the songs of power which banish evil and call the spirits to help.

Other deities include Babeester Gor, Chalana Arroy, Daka Fal, Foundchild the Hunter, Humakt, Issaries, Lhankor Mhy, Orlanth, the Seven Mothers, and Yelmalio.

Tribes

Bison Riders

Bison Riders are brown-skinned and dark-haired. Most men wear beards, even in the hot Praxian summer. Like their beasts, the Bison Riders are big and thick, slow to move but terrible on impact.

The livelihood of the Bison Tribe is dependent upon their heavy and slow namesake animal. Their clans are large, up to a thousand members or more, and travel in huge herds. Khans have multiple wives, and other men may as well, based on their deeds.

Bison Riders prefer to charge into almost any enemy, relying on the force of their beasts to break any line standing against them. They scorn the bow as unmanly, and dress in the thick cured hides of their brethren beasts. Heavy lances and trusty blades make up their armaments.

In 1610, the Bison Tribe was one of the defenders of Prax against the Lunar invasion. They were defeated at the First Battle of Moonbroth and the survivors fled past Vulture's Country to the Wastelands. They were the first to embrace the White Bull and have returned to Prax following their victory over the Lunars in 1624.

High Llama Riders

High Llama people are tall, with olive-colored skin and black hair and eyes. Men and women often shave their heads except for a ponytail at the back, with the womens' longer and more decorated than those of the men. They dress lightly, sometimes wearing only leather straps and loincloths. They travel in small groups of 10 to 20 people, gathering in larger groups only for reasons of religion, marriage, and war.

High Llama people are the smallest Great Tribe, but can be counted as the most powerful. Their beasts tower over other Praxian steeds and can run down even the swiftest skirmishers. The men are armed with long spears and long-handled axes to reach the earth, clothe themselves in leather, and are said to fear no one on the plains.

The High Llama Tribe stayed out of the way of the invading Lunars and continued in their ancient, isolated ways. More than any other tribe, they are insulted by the presence of riding horses in Prax.

Prax


Mountains
Beautiful Ruins
Throne
Redwood Forest
Roundlake Mountains
Desolation Hills
Dagori Inkarth
Grand Mine
Shadows Dance
Torch
Indigo Mounts
Cashi's Skull
The Great Caves
Adari
Where the Rock Speaks
Redstone
Bison Plains
Stinthorn
Nine Good Giants Mountains
Daytime Woods
Sleeping City Hills
The Better Place
Tada's High Tumulus
Division
Indagos
Pavis County
Obscure Plinth
Bullford
Wolf Hills
The Good Place
Pavis & Big Rubble
The Six Sisters
Forloss Hills
Moonbroth
Copper Caves
Garmond
Sun
New Bog
Sun Dome Temple
County
Winter Ruins
Dead Place
Vultures Country
Pimper's Block
Elsyoli
The Lone Dry
The Paps
Rory's Well
Helmbold
Hender's Ruins
Sacred Ground
Day's Rest
Caravan Alley
Eritha
Chomoro
Tourney Altar
The Block
Barbarian Town
Devil's Marsh
Horn Gate
Gimmur Mounts
Raus Fort
Great Bog
Biggle Stone
North Head Acres
Eyes Rise Flats
Five Eyes
South Bog
Knight's Fort
Agape
Monkey Ruins
South Head Acres
Oroni's Mistake
Lokazzi
Sog's Ruin
Cam's Well
Corflu
The Sentinel
Feroca

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Impala Riders

Impala Riders are pygmies. They are dark-skinned and sinewy; men, women, and children normally shave their heads completely. They scorn protective armor, preferring to trust in the speed of their beasts to protect them. They are a clever and wily people, never closing with a foe if possible, but standing back and filling the sky and their enemies with their arrows. Although experts at the bow, they are quite weak in close combat.

Impala people make up for their lack of stature with numbers, being the most populous tribe in Prax. Impalas graze in huge herds. Married males each claim a batch of pasture which they guard for use by their females and young. Bachelors are left to fend for themselves and form skittish warrior bands that earn their keep by chasing off predators and raiding outsiders.

Like the Bison Tribe, the Impala people were leaders of the defense of Prax against the Lunar invasion. After their defeat in 1610, they shared the Bison Tribe's exile in the Wastes past Vulture's Country until their recent return to Prax with the White Bull. Despite that shared hardship, both tribes claim they were betrayed by the other and have a bitter rivalry.

Morokanth Tribe

The Morokanth are non-human and they outrage the other tribes by herding human-descended Herd Men. Morokanth are quadrupedal, clawed, and their hides range from black to grey. They are generally nocturnal, and have better night vision than humans. They have an excellent sense of smell.

Morokanth follow the Waha-Eiritha traditions strictly, as it is one of their claims to legitimacy in Prax. Males are the warriors and herdsmen, while females own most property and are the nurturers and healers. They are always quick to point out when their human co-religionists stray from the Waha way.

Morokanth have a worse reputation than they deserve outside of Prax. Outlanders believe that Morokanth are vicious man-eaters, and frighten naughty children with tales of Morokanth. This is due to ignorance: they do not know of the Survival Covenant, and they have not experienced the hard life of the plains of Prax, nor or they would know of the desperation that drove men and beasts to risk becoming herd-things in return for a chance to survive at all.

Outlanders do not realize that the humans of Prax also eat and otherwise use herd-men. Morokanth view herd-men primarily as slaves rather than as meat for the stew-pot. Even when outlanders see herd-men in human camps their own expectations blind them. They do not know that herd-men are unintelligent animals in human form. Thus, Morokanth alone have the reputation for being "man-eaters."

Outside Prax, Morokanth are thought to be either dangerous butchers by the common folk or sources of great profit by black-market slave traders. The greatest exception is the Lunar Empire, which accepts anyone or anything willing to obey the Lunar Way.

For more information on the Morokanth, see their entry in the Glorantha Bestiary.



Sample Clans

Flower Bison

The Flower Bison clan is a collection of related families that worship the Flower Bison spirit as an ancestor and protectress. They number about 800 members. The khan of the Flower Bison clan is Narmeed Whirlvishbane. His wife Varaneena Cow-eye is the clan's senior Herd Mother.

The clan identifies its bison and human members with a stylized flower.

Sable Riders

Sable people have black hair and dark eyes. They wear trousers and often a short cloak over the front and back. Wealthy Sable people often wear fancy headdresses decorated with sable horns or feathers. Unusually, their Herd Queens are more important than their Khans. Whenever a decision which affects the clan is made, the Queen has as equal a say as the Khan, even in matters of war. Some Sable people are polygamous, although the women choose the shared husband, rather than the man picking his wives.

Sable people ride giant antelope with curving horns. Because of the crescent shape of these horns, they are sometimes called Lunar Deer.

Each clan has men of a different troop type mixed together. Some are lightly armed skirmishers, while others are prepared for close combat. Sable people travel in bands of 20 to 30 people.

The Sable Tribe is unique among the tribes for their embrace of the Lunar religion due to the ancient ties between them and their distant kin from within the Empire. The Sable Riders allied with the Lunar invaders and enjoyed the privileges of client status within the Lunar Empire. With the defeat of the Lunar Empire in 1624, the Sable Tribe lost their ascendency and many have fled past Vulture's Country into the Wastes.

Independent Tribes

In addition to the Five Great Tribes of Prax there are several lesser tribes, known as the Independents. They include the Baboon Troop, Basmoli Berserkers, Bolo Lizard People, Cannibal Cult, Men-and-a-Half, Pavis Survivors, Rhino Riders, Sun Dome Templars, and Unicorn Riders. They use the Peaceful Cut and their presence on the plains of Prax is accepted by the Five Great Tribes. The Independent tribes have little to do with one another and are often found as mercenaries on opposite sides of battle.

Pol-Joni

The Pol-Joni Tribe is the last tribe of Prax. They are made up of riders who pay respect to Eiritha, but do not respect the sanctity of the Paps or perform other sacred rites. The other tribes consider them to be outlaws and their most heinous crime is that they ride horses and herd cattle. This division between riding and herding animals is contrary to the Compact with Waha, and the tribe is known as the "Bastard Tribe" for this reason.

The tribe is originally from Dragon Pass, founded in 1420 by Derik Pol-Joni to protect old Tarsh from the nomads. They worship the great gods Orlanth and Ernalda and their Rune magics are sufficient to keep the other tribes from dislodging them from their toehold in Prax.

The Pol-Joni offer an alternative way of life to the young men of the tribes, and there are contingents of High Llama, Bison, Impala, and Sable Riders within the Cattle People.

Climate

Prax was beloved of Eiritha and was fertile and pleasant, but she gave its essence to aid the Storm Bull against the Devil. Now, little grows here, even though great amounts of rain may fall during Dark, Storm, and Sea Seasons. Little rain falls the rest of the year. The surface of the land is now hard clay and sand, and the water runs off or goes underground,

Prax Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	7/24	10	21	Southwesterly	—
Sea-Late	10/29	4	12	Southwesterly	—
Fire-Early	18/43	—	—	Desert Wind	—
Fire-Late	10/32	—	—	Desert Wind	—
Earth-Early	10/29	2	2	Desert Wind	—
Earth-Late	7/24	2	4	Desert Wind	—
Dark-Early	–7/18	2	4	Desert Wind/ Northerly	20
Dark-Late	–4/13	4	8	Desert Wind/ Northerly	20
Storm-Early	–1/13	6	16	Desert Wind/ Northerly	10
Storm-Late	–1/18	8	20	Desert Wind/ Northerly	5
Sacred Time	4/21	8	20	Southwesterly	—

Total Precipitation: 46 cm of rain and 55 cm of snow. Note that the snow only lasts until the next Desert Wind, which invariably melts it.



and is lost to the inhabitants. Adventurers frequently see river-courses with only a trickle of water in them. By Fire season, the number of streams flowing in the center of Prax can be counted on one hand. Trees and bushes sometimes line the watercourses and tap underground waters beneath the dry soil. Still, it is possible to meet little more than rock and sand during a journey across the interior. Late summer thunderstorms have sometimes saved travelers from death by dehydration.

Regions

Prax

Prax is the relatively flat region between the River of Cradles in the east and the hills and mountains which separate it from Dragon Pass and the Holy Country in the west, and between the mountains of Shadows Dance in the north and the coastal zone and the sea in the south.

Locations

Barbarian Town (town): This settlement has been founded, abandoned, refounded, and abandoned again many times over the centuries. It serves as a market place for the Pol-Joni bands, and has always been a wild brawling place that attracts outlaws and others exiled from more civilized lands and from Prax.

The Block: Before Time began, a great mountain of Truth called "the Spike" sat at the center of the world. During the Gods War, a Chaos army invaded the Spike and their profane nature caused it to explode, sending pieces of "truestone" hurtling through the cosmos. One huge chunk bounced off the sky and hurtled to earth. It landed in Prax where the Storm Bull was wrestling the Devil. The huge rock smashed into the Devil, smearing him across the plain and removing him from his body.

The rock, now called "the Block," still sits in Prax, a half-kilometer on each side and two kilometers tall, flanked by hills of dirt. Beneath are the Devil's remains, eroding under the ministrations of the Good River.

The Block, the world's largest piece of truestone, is rarely mined. It is nearly unbreakable: only adamant, a mythic metal of forged truestone, can cut raw truestone. Any tool made of truestone is a god-treasure, unknown to men.

Further, the Block is a Storm Bull holy place, guarded by his worshipers. They believe that removing any truestone aids the Devil; they prevent mining and patrol the hills to keep anyone from searching for impact fragments. They sometimes trade truestone they have confiscated from others.

The Block is 130 kilometers southwest of Pavis.

Caravan Alley: A popular route from Sartar for traders. Its path runs between the oases of Day's Rest, Tourney Altar, and Biggle Stone, and includes routes to the Block, the Paps, and many meeting camps in-between.

Dead Place: In his fight against the Devil the Storm Bull was thrown to earth, nearly dead. His mate, Eiritha, hidden in the earth, stripped the ground of its power, and gave it all to her lover. Revived and resurgent, the Storm Bull sprang again at his foe and fought him off until the Block pinned the Devil to his death.

The area of Prax which Eiritha stripped of its potency has remained dead to this day. Only the hardiest plants grow here, and they are mainly poisonous. When flash floods or rainfall rushes water into this region it dries quickly, leaving a fine alkaline dust which hangs in the air, damaging



lungs and burning skin, kicked up by feet in this windless, ghostly region of gullies. Brigands and outlaws often use it as a safe place, for normal folk have nothing to do with it.

Among the Dead Place's most noxious traits is that any Rune points used here are lost permanently, requiring fresh POW to be sacrificed once the worshiper has left the area. The land sucks up all power used within its confines. Perhaps, if magic is constantly used in the Dead Place for many centuries, the land will once again be at least as yellow as the rest of Prax, but no one seems inclined to sacrifice to do so.

The Dead Place is 80 kilometers southwest of Pavis.

Moonbroth (oasis): This oasis on the Pavis Road is a major stopping point for caravans traveling across Prax. Famed for its geysers and hot springs, as well as the mysterious prophetic spirit of the oasis, Moonbroth was the location of the decisive battle where the White Bull and his Praxians defeated the Lunar Army in 1625.

Paps: The Paps are the holy ground of Eiritha and her son, Waha. The Paps themselves are a maintained ruin dating from the God Time, when the earth was far more fertile. The priests and priestesses in the Paps maintain a luxurious existence, quite removed from the toils of the nomadic life. Vestiges of many cults no longer worshiped anywhere can be found at the Paps.

The Paps are 70 kilometers south/southwest of Pavis.

Pimper's Block: A slave market on the border between Dragon Pass and Prax. Once a simple altar shared by the Orlanthi and Praxians, it has long been used as a place to ransom back captured kin. By tradition, Morokanth are not allowed here.

Tourney Altar (oasis): This natural stone amphitheater is the center of the Humakt cult in Prax, and has served as the site of sacred combat since at least the time of Tada.

Pavis

Culture/Religion: Heortling/Orlanthi

Local Modifier: Loyalty (Argrath) 60% or +10% (if already taken)

Ruler: Argrath

In 1550, a band of settlers moved some 190 kilometers east from Sartar into Prax and founded a prosperous trading post and fort outside the walls of the Rubble of Old Pavis. The Spirit of Pavis, which had protected the ruins of the Rubble, made a compact with Orlanth and moved to the new settlement for a new life.

A large wave of Sartarite colonists came to New Pavis in the wake of the Lunar conquest of Sartar. In 1610, New Pavis surrendered to the Lunar Empire. In 1625, New Pavis was liberated from the Lunar Empire by Argrath White Bull, who has proclaimed himself King of Pavis.

The nearby Rubble is a major attraction for adventurers who wish to mine for robbers' loot, treasure, or ancient artifacts.

Locations

Big Rubble: In the year 800, the giants revolted against the treatment their cradles were receiving at the hands of the Jrusteli God Learners at Robcradle and Corflu. A band of giants smashed Robcradle and in its place erected the cyclopean walled city of Paragua to watch over the progress of their cradles. They then waited for their ally, the river Zola Fel, to weaken Corflu.

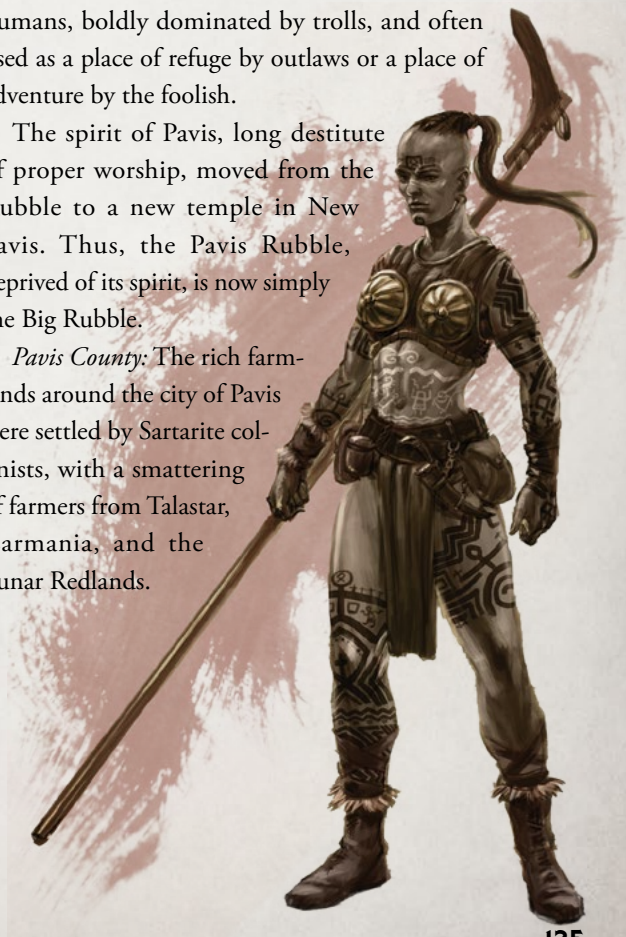
However, in 830 the hero Pavis fought the giants and drove them from Paragua. He moved his people within the immense walls and began the first human habitation of the site.

The city of Pavis was a firm ally of the Empire of the Wyrms Friends, and sometimes friend and sometimes foe of the surrounding Praxian nomads for 300 years. At last, during the fall of the Empire of the Wyrms Friends, the mighty city fell to the nomad hero Jaldon Goldentooth.

Since then, the ruins have been furtively occupied by humans, boldly dominated by trolls, and often used as a place of refuge by outlaws or a place of adventure by the foolish.

The spirit of Pavis, long destitute of proper worship, moved from the Rubble to a new temple in New Pavis. Thus, the Pavis Rubble, deprived of its spirit, is now simply the Big Rubble.

Pavis County: The rich farmlands around the city of Pavis were settled by Sartarite colonists, with a smattering of farmers from Talastar, Carmania, and the Lunar Redlands.



River of Cradles

Gigantic cradles once floated down the River of Cradles. They are recorded in the God Time archives, and sporadically in the First and Second Ages. Jrusteli God Learners plundered the cradles for the many magical artifacts meant to keep the giant children safe and help them grow into powerful adult giants. Zola Fel is the river god of the River of Cradles.

At first, the Jrusteli boarded the cradles at sea, but too many evaded them and reached their destination. The greedy Jrusteli built the city of Corflu on the mouth of the river, only to find that the nomads of Prax were robbing cradles before they reached that point. Finally, sometime around 750, the Jrusteli founded the city of Robcradle further up the valley, to catch the cradles before the nomads could get to them.

Robcradle was destroyed by the giants, and the river itself doomed Corflu. By the start of the Third Age, the valley was calm and serene, but barren of cradles, save for one in 1621.

Since the beginning of the Third Age, the river valley has provided an excellent grazing ground for the warring tribes of Prax to fight over. The northern part of the valley (Pavis County) has been settled by Sartarite colonists; the middle valley is the site of an ancient Sun Dome colony. The lower valley had been settled by Lunar farmers, but that colony was destroyed in 1625.

Sun County

Culture/Religion: Old Pavic/Yelmalio

Local Modifier: Fire/Sky Rune +10% (instead of Air Rune +10%)

Rulers: Vega Goldbreath, Belvani Dragonfriend

This isolated Sun Dome Temple is a tenacious legacy of the Second Age. It is an authoritarian theocracy ruled by the Yelmalio cult. The farmers of Sun County have fiercely maintained their autonomy from both Praxian nomads and the Lunar Empire.

Sun County is currently in civil turmoil as two contenders claim the title of Count. Argrath recognizes one claimant, Belvani Dragonfriend; the other, Vega Goldbreath, has seized control of the Sun Dome Temple itself.

Vulture Country

Vulture Country and the Genert Wastes are even dryer and less hospitable than the lands of Prax to the west.

LUNAR TARSH

The strip along the Oslir River from Furthest to the Temple of the Reaching Moon is densely settled with colonists from the Lunar Heartlands. Most have been there several generations, the descendants of those granted land by King Phargentes. They speak New Pelorian as their primary language, although many speak Tarshite as well.

Stereotype

The Lunars of Tarsh are arrogant lowlanders who worship foreign gods and tolerate Chaos. They consider themselves superior and more civilized than the other peoples of Dragon Pass, having adopted many of the trappings of Dara Happan civilization. The Lunars are ruthless, ambitious, and lust for power, without a concern for the consequences.

Common Attitudes

Much of the urban population of Lunar Tarsh is culturally akin to that of the Lunar Heartlands. They have a hereditary Lunar nobility that rules over peasant clans that maintain many of their old Orlanthi traditions. The nobles are loyal to the Red Emperor and are initiated into Lunar cults (typically the Seven Mothers) at adulthood.

Maize is a staple crop in the Lunar settlements around Furthest and the Temple of the Reaching Moon.

Politics

The King of Tarsh serves as the High Priest of the Seven Mothers, commander-in-chief, and chief judge for the tribes and cities of Tarsh. He governs with the assistance of a small council (or "ring") of eminent Tarshites, which typically includes his advisors, royal companions, important cult leaders, generals, and representatives of the cities. The king is served by royal scribes of the Irrippi Ontor cult (who have marginalized the scribes of the Lhankor Mhy temples).

Until recently, Fazzur Wideread was the most powerful noble in Tarsh and second only to the king. The uncle of King Pharandros, holding the imperial offices of Provincial General and Governor-General of Dragon Pass, Fazzur was a valued counselor and loyal supporter of his nephew. However, in early 1622, the Red Emperor removed Fazzur from his imperial offices. Although Fazzur remained the king's preeminent general, King Pharandros attempted to assassinate Fazzur's most powerful supporters in 1625, while the general was fighting in Sartar. The king failed and Fazzur has returned to his family lands on Kordros with many armed

Lunar Tarsh



1625s.t

supporters. Fazzur now rules much of Kordros Island without regard for decrees coming from Furthest.

Tarsh in Flames

Lunar Tarsh is in an undeclared civil war between the supporters of King Pharandros and those of Fazzur Wideread. Both sides are casting about for allies in the rest of Dragon Pass, and as a result, it is entirely possible to see Lunar Tarshites (from either side of the conflict) cooperating with former enemies in Sartar or Prax. Religious differences between the Seven Mothers and Orlanth cults can be put aside for this internecine feud.

Religion

In Lunar Tarsh, the Seven Mothers is the state cult. Hon-eel is the patron goddess of the ruling royal dynasty and her temple enjoys many privileges throughout Tarsh. Yanafal Tarnils is the war god for the Native Tarsh Corps, and Irrippi Ontor is the god of the royal scribes. Hwarin Dalthippa is another popular Lunar war goddess. The cults of the Red Goddess and Yara Aranis are centered on the Temple of the Reaching Moon; although these two cults are very small, they are very powerful, both magically and politically.

Although the cult of Orlanth has been proscribed by the Lunar rulers (with mixed success), Ernalda and Barntar are still the most popular cults and worshiped by most farmers. Humakt is the primary war god.

Sample Clans

The Orindori

This powerful clan rules the city of Dunstop and the surrounding lands. They also have possessions and great influence in Bagnot. The Orindori came to prominence during a civil war nearly two centuries ago and, have been staunch allies of the king in Furthest until very recently. They are a Lunar clan and their nobility dominates the local Lunar cults.

The ruler of the Orindori is Fazzur Wideread.

There are two Sun Dome Temples of the Yelmalio cult in Tarsh. Other Fire cults such as Yelm (for nobles) and Lodril (for commoners) are popular in the Lunar settlements.

The King of Tarsh presides over sacrifices to these new gods as well as to the traditional gods of the Lightbringer and Earth pantheons; however, the Lunar kings never make sacrifices to Orlanth.

Climate

At about 750 meters of elevation, Furthest is the southernmost Pelorian lowland city. For over a century, the annual Lunar Kalikos Expedition has moderated the harsh winters. Prior to that time, the winter lows were about 6° C colder than now and regularly got over two meters of snow.



Lunar Tarshite Names

Female: Eteodona, Harsta, Hawarin, Hyjemkosta, Jorendona, Kana, Kerentha, Sandene, Yaranbora, Yenesting.

Male: Annstad, Fazzur, Halifijeem, Illaro, Maroftoor, Moirades, Onjur, Phargentes, Phoronestes, Vostor.

Regions

Bagnot

Culture/Religion: Tarshite/Orlanthi

Local Modifiers: Earth Rune +10% instead of Moon Rune +10%.

Bagnot was the original capital of the kingdom, founded by Arim the Pauper, and was the capital of the Tarsh Exiles from 1491–1582. Although now ruled by the Lunar kings, Bagnot is still an important religious center for the gods of Old Tarsh. It is at the edge of the Glowline (see page 303), and defended by high stone walls built by King Moirades.

Locations

Dinosaur Graveyard: This area of granite blocks is littered with the bones of countless dinosaurs that have come here to die over the centuries.

Grizzly Peak: This sacred hill rises dark and forbidding above the surrounding plains. In the God Time, Vingkot slew the Sky Bear and its body lay like a great hill upon the earth that Vingkot claimed as his own. In 1582, the great Sartarite High King Tarkalor was killed by the Lunars at the Battle of Grizzly Peak, along with his companions.

Dunstop

Culture/Religion: Tarshite/Lunar

Ruler: Fazzur Wideread

Dunstop is the second city of Tarsh. Ernalda is the patron goddess of the city, and her greatest temple in Tarsh, the Heruvernalda, is about 16 kilometers away. Its inhabitants have a reputation for being cultured and martial, as well as forceful and pragmatic. Dunstop is the home of the powerful Orindori noble clan, whose members include Fazzur Wideread and his sons Onjur and Annstad.

Locations

Duelfield: These rich fields mark where King Marofdul killed his uncle King Halifitoor. There is an altar to the slain and reborn Earth King here.

Furthest

Culture/Religion: Tarshite/Lunar

Ruler: King Pharandros

The capital of Tarsh, Furthest is a Lunar colony built during the reign of Phoronestes on the site of an older settlement. Located on the upper Oslir River, Furthest is an important center of trade, Lunar culture, and regional administration.

A planned city, Furthest has straight streets laid out in a grid pattern, Sylilan architecture, and formidable walls. As is typical with cities in the Lunar Heartlands, there are more temples than government buildings. Temples to the Lunar and Pelorian gods are more numerous, wealthier, and more prestigious than those to the gods of Old Tarsh.

Furthest Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	4/18	10	12	Southwesterly	—
Sea-Late	10/23	8	10	Southwesterly	—
Fire-Early	18/30	6	5	Southwesterly	—
Fire-Late	20/35	6	5	Southwesterly	—
Earth-Early	12/26	8	8	Southwesterly	—
Earth-Late	5/18	8	8	Southwesterly	—
Dark-Early	−3/10	4	8	Northerly	15
Dark-Late	−4/2	6	8	Northerly	40
Storm-Early	−2/11	10	15	Northerly	20
Storm-Late	4/11	12	18	Northerly	20
Sacred Time	4/16	8	9	Southwesterly	—

Total Precipitation: 86 cm and 95 cm of snow.

Furthest is the most important cultural center in the Lunar Provinces. The University of the Provinces is not a specific location within the city, as teachers teach wherever there is space, typically in homes or in public spaces.

Locations

Temple of the Reaching Moon: One of the powerful temple complexes built by the Lunar Empire to hold and extend the Glowline. Criminals and rebels are sacrificed to feed Yara Aranis and to power the magical web. The temple is defended by a regiment of Lunar magicians and their guards.

Goldedge

Culture/Religion: Tarshite/Yelmalio

Local Modifiers: Fire Rune +10% instead of Moon Rune +10%.

This is one of the Sun Dome Temples of the Yelmalio cult. The city is home to the Goldedge Foot Regiment of the Provincial Army.

Slavewall

Culture/Religion: Tarshite/Lunar

This trading town on the edge of Tarsh is the site of a slave market dealing in captives from as far away as Balazar and Prax.

Sample Tribes

The Hendarli

This tribe of about 10,000 people once dominated the lands between Bagnot and Wintertop. Illaro Blacktooth was the tribal king but renounced that title to be crowned as King of Tarsh in 1455. Since the rise of the Lunar kings, the Hendarli have slowly declined but have survived through their unshakeable alliance with the Shaker Priestess. After the fall of Bagnot in 1582, the Hendarli retreated to Wintertop Fort.

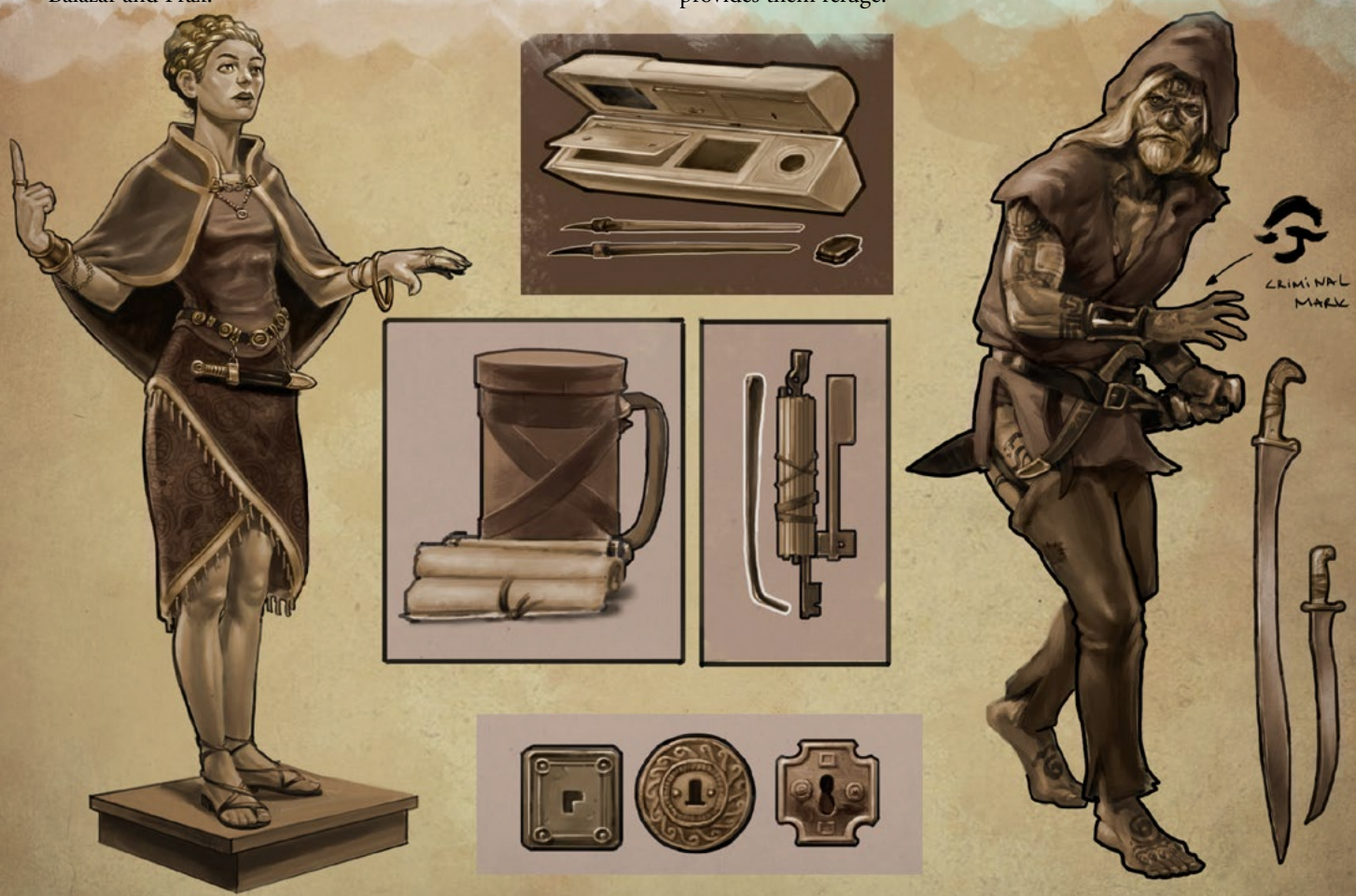
Talfort

Culture/Religion: Tarshite/Lunar

Talfort is the northern gateway to Tarsh. An important fortress and market center, the citadel of Talfort is built on a steep hill overlooking the Oslir.

Old Tarsh

The Tarsh Exiles or Old Tarshites are a group of tribes in the foothills of Mount Kero Fin that refuse to acknowledge the overlordship of Furthest. They maintain their precarious independence from their base at Wintertop Fort, where good defensive terrain and the protection of the Shaker Temple provides them refuge.



Old Tarsh



1625s.t

Prior to 1582, Bagnot was the capital of the Tarsh Exiles and a line of fortified cities and towns from Dunstop to Slavewall defended their independence. One by one, these cities fell to King Moirades, the resurgent Lunar king.

The Tarsh Exiles have little arable land and support themselves through herding, hunting, and raiding.

Stereotype

The Tarsh Exiles left their homes after the Lunar Empire conquered their territory, having decided it was better to live as wild robbers close to the grim goddess Maran Gor than to submit to the hated empire. They are a hard and ruthless people, scorning the plow in favor of raiding.

Common Attitudes

The Old Tarshites are tough, hardy, and ruthlessly practical. They are devoted to the gods of Earth and Air, who rule their land.

Politics

The Shaker Priestess is the unquestioned authority, but does not involve herself in mundane issues of justice, trade, or petty raids. In 1625, the Shaker Priestess appointed Unstey of Wintertop to be the king of all the Tarsh Exile clans.

Important Cults

The native gods of Old Tarsh are the Lightbringers and Earth pantheons. Ernalda and Orlanth are the most popular cults and worshiped by most farmers. Maran Gor the Earthshaker is a very important goddess for the tribes of Old Tarsh, particularly those near Kero Fin and the Shaker's Temple.

Old Tarshite Names

Female: Durlindia, Erantha, Ernadali, Harsta, Inkarne, Jorendona, Kerentha, Oriane, Sandene, Yaranbora, Yenesting.

Male: Arim, Barterim, Danbal, Halifijeem, Jornkalor, Maroftoor, Ovardul, Palashee, Pyjeemstoor, Varstpoor.

Humakt is the primary war god. The other Lightbringers cults are popular throughout Old Tarsh. Odayla and Yinkin are both popular hunter's gods.

Climate

Wintertop is in a mountain valley at the base of Kero Fin Mountain. Its climate is strongly influenced by its proximity to that huge mountain, and it receives the most snow of any human settlement in Dragon Pass. Its elevation is approximately 850 meters.

Regions

Bush Range

Culture/Religion: Tarshite/Orlanthi

These rugged hills are dotted with ancient ruins from other ages, and populated by herders, hunters, and bandits. Dinosaurs are plentiful here, making farming difficult.

Locations

Falling Ruins: This ruin is cursed and dangerous; it is notorious for the fragments of a mystical ladder which still fall from the Sky into the ruins from time to time. Within

Wintertop Temperature and Precipitation

Season	Temp	Rainfall	Days of Rain	Prevailing Winds	Snow
Sea-Early	2/16	12	14	Southwesterly	—
Sea-Late	8/21	10	12	Southwesterly	—
Fire-Early	15/26	6	5	Southwesterly	—
Fire-Late	18/32	6	5	Southwesterly	—
Earth-Early	12/24	8	8	Southwesterly	—
Earth-Late	5/16	8	8	Southwesterly	—
Dark-Early	−5/5	4	8	Northerly	30
Dark-Late	−8/−2	6	8	Northerly	60
Storm-Early	−8/0	14	10	Northerly	140
Storm-Late	−2/2	14	10	Northerly	70
Sacred Time	−1/12	8	9	Southwesterly	5

Total Precipitation: 96 cm, including 305 cm snow.

the ruins lives Elemenoria, the Great Temptress, who can grant wishes for a terrible price.

Miskander's Tower: This tower was built as a refuge by a powerful mystical advisor to King Moirades, exiled by Jar-eel the Razoress in 1610.

Dragon Pass

This gap in the Dragonspine Range, about 25 kilometers southwest of Wintertop, provides the easiest passage north and south through the region. The gap was once built to resemble a tremendous dragon, with a gaping maw through which traffic must pass. Much of this was damaged during the final fighting against the Empire of the Wyrms Friends.

Kero Fin

This incredible peak towers 12 kilometers into the air and is visible from hundreds of kilometers around. It appears like a needle rising upward out of sight into the sky. The most important of the Great Sacred Peaks of the Orlanthi, Kero Fin is usually cloaked in clouds, as befits the mother of Orlanth.

Shaker Temple

Culture/Religion: Tarshite/Earth Pantheon
Ruler: Shaker Priestess

This is the largest Earth temple complex in Dragon Pass, with strong ties to the Tarsh Exiles of Wintertop Fort. It is home to Maran Gor, Goddess of Earthquakes and Destruction, and sister of Ernalda. It was built where the blood of Grandfather Mortal was spilled.

Wintertop

Culture/Religion: Tarshite/Orlanthi
Ruler: King Unstey

Wintertop Fort is the highest settlement upon the steep approaches to Kero Fin. It is a small town ready to provide porters, climbers, and haulers to anyone who pays. The inhabitants call themselves the Tarsh Exiles, are openly anti-Lunar Orlanthi, and have allied themselves with the bloodthirsty priestesses of the Shaker Goddess.




Map of the
Dragon Pass
1625 ST.
Talfort
Furthest
Slavewall
Ivory Plinth
Stinking Woods
Goldedge
Farsh
Temple of the Reaching Moon
Kordos Island
Cedgon Town
Stinkwheel Ruins
Duchist
Herrivernalda
Minos's House
Grizzly Peak
Snakepipe Hollow
Hydra Mounts
Stones Over Souls
Dunstop
Dwarf Mine
Bagnot
Alda Chup
Longdoe Hills
Fort Engoll
Valley of the Chalk Men
Vale of Bones
Herongreen
Skull Ruins
Blue Bear Fort
Red Dragon Valley
Shaker Temple
Dragonewt Wilds
Dragon Eye
Donalf Flat
Dangerford
North Post
Tarsh Exiles
Kero Fin
Two Ridge
Steel Hills
Dryad Woods
Winterton
Upland Marsh
Ghosts Around
Gelay Hills
Jonstown
Runegate
Queen's Post
Muse Roost
Black Horse County
Forest of Wondrous Beasts
Grazelands
Smoking Ruins
Dragonspine Ridge
Duck Point
Stone Nest Ruins
Highwyrm
Skytreach Mountains
Wild Temple
Old Elf Ruin
Gold Torch Inn
Sun Dome
Wilmskirk
Green Dragon Valley
Arrowmound Mt.
Rich Pass
Wasp Nest
Doktados Mt.
Beast Valley
Whitewall
Troll Wood
New Crystal City
Blackwell
Old Woods
Styx Grotto
Blackwind Marsh
Shadow Plateau
Tar Pit
Smithstone
Hendrikiland
Janshalm
Esrolia
Axe Hall
The Tangle
Bottomland Marsh
Sklar
Backford
Durengard
Mirrorsea Bay
Leskos
Vizel


Rockwood Mountains
Vale of Flowers
Boathouse Ruins
Roundlake Mountains
Throne
Redwood Forest
Grand Mine
Torch
Stump
Desolation Hills
Dagon Nitrath
Shadows Dance
Crash Skull
Indigo Mounts
The Great Caves
Adari
Where the Rock Speaks
Dragonewt City
Bison Plains
Wine Good Giants Mountains
Daytime Woods
Sleeping City Hills
The Better place
Toda's High Tumulus
Division
Hills
Indagos
Pavis County
Obscure Plinth
Bullford
Pavis & Rubble
Wolf Hills
The Good Place
The Sir Sisters
Copper Caves
Carfound
Sun
Moonbroth
Prax
New Bog
Sun Dome Temple
County
Winter Ruins
Dead Place
Swenstown
Pimper's Block
The Long Dry
Vultures Country
Elkscull
The Papa
Helmbold
Hender's Ruins
Sacred Ground
Rory's Well
Day's Rest
Eritha
Chomaro
Tourney Altar
The Block
Devil's Marsh
Gimmuz Mounts
Raus Fort
Great Rock
Biggle Stone
North Head Acres
Stormwalk Mountain
Knight's Fort
Agape
Monkey Ruin
South Head Acres
Lokazzi
Sog's Ruin
Cam's Well
0 km 20 40 60 80 100 km



GAME SYSTEM

Prior chapters have addressed adventurer creation and the elements that compose them—abilities such as skills, passions, Runes—while this chapter addresses the various systems by which adventurers interact with the world, whether in the form of the environment, other characters controlled by the gamemaster, or other adventurers.

TIME IN THE GAME

When you play RuneQuest, you'll find that the **"real" time** you spend playing as players and gamemaster has little to do with how game time passes for your adventurers in Glorantha. **Game time** is imaginary time, and has little to do with the passage of real time experienced by the players and the gamemaster. This section discusses how the rules handle the passage of game time.

One of the first questions to consider when handling actions in the game is *"What happens when?"* The following terms define time throughout the rules.

Campaign Time

Generally, one adventure occurs per season. The "one adventure per season" suggestion emphasizes the fact that adventures are extraordinary affairs, and that the adventurers have lives to lead. Much of an adventurer's time is not their own; farmers must work the fields; warriors must guard their lords; and even priests must spend most of their time worshiping the gods and managing their temple.

At the end of each season, adventurers make **experience rolls** (page 415), determine the results of **training** (page 416), and other bookkeeping tasks. See the **Between Adventures** chapter for more information on these aspects of improvement.

At the end of each year, during **Sacred Time** (page 420), adventurers determine the economic and magical circumstances of their community, as well as their own economic circumstances. They make aging and family rolls, and perform other related types of bookkeeping. Sacred Time is also a propitious time for heroquesting and other important magical rituals (see page 420). Sacred Time is addressed in the **Between Adventures** chapter.

Real Time

Real time is when the same amount of time passes for the players and gamemaster as it does for your adventurers. It usually only occurs when you're speaking in character or when you're otherwise describing the passage of time from your adventurers' perspectives.

Narrative Time

Narrative time is the quick passage of time that moves the game along. It passes at whatever rate the gamemaster says it does. When nothing is happening, the gamemaster can simply remark that *"Several days pass,"* so that the game can move on. The gamemaster can make a year pass in the same number of syllables.

Full Turn

A **full turn** represents 5 minutes or 25 **melee rounds** (see below). It is used to denote a passage of time longer than a melee round. Few combats outside of actual battle last a full turn.

Melee Round

A **melee round** is about 12 seconds long and represents the basic unit of time used in combat. One complete round of attacks, parries, spells, and movements happens during a melee round. Melee rounds are described in more detail in the **Combat** chapter, on page 191.

≈Vasana's Saga≈

1626, Early Fire Season.

News came to Boldhome that King Pharandros was leading what was left of the Provincial Army to conquer Sartar. Despite her unhealable wounds and the grief that had turned her face into a grim mask, Kallyr rallied us. Four tribes joined her: the Cinsina, the Culbrea, the Malani, and my own Colymar. I had earned the right to serve in Kallyr's guard, and I feared the fate of Sartar rested on this battle.

My half-sister Yanioth joined me, although she was no warrior. My kinsmen Harmast and Korol followed me as well. However, they refused to fight behind Kallyr's banner, preferring to fight for our own Colymar and Queen Leika.

At dawn on Godday of Movement Week, the Lunar army crossed The Creek near where it meets the Upland Marsh. We formed up at the base of Old Top. Prince Kallyr took the center, her jeweled brow shining fiercely. The Rune Priests chanted songs of power, and the Rune Lords prepared to incarnate some fraction of the Lightbringers' powers. The tribes were assembled to her right and left, each led by their kings and queens. Several, including my own Queen Leika, had long grudges with the Prince, but came because of need and the oaths of their ancestors.

The Lunar army was larger, Tarshites and Heartlanders who had survived the Dragonrise and had been kept in reserve despite the Revolt of the Redlands. I could see King Pharandros riding back and forth atop his proud red stallion.

The initial battle began almost hesitantly. The Lunars tentatively probed our position, and our counter-attacks were desultory. I began to despair whether Kallyr would ever lead us into the fray.

Shortly after Yelm reached the top of the Sky Dome, madness struck, and everything was plunged into Chaos. A dozen or more Lunar magician-warriors appeared behind us with a flash of blue and red. Their curved iron swords flashed furiously, and sprays of blood flew everywhere—I saw Korol fall beneath their cursed blades. I threw myself between one of the assassins and my Prince, thrusting my sword deep into his chest, but before I could withdraw my weapon, another magician-warrior tore open my belly with her kopis, and I fell to the ground. I cursed my weakness as all went black.

I woke the next day on a field to the sounds of chants to the Goddess of Mercy. My sister's magic had kept me alive, and the songs of the White Ladies had healed the worst of my wounds. I soon learned that Prince Kallyr had fallen immediately after I did, surrounded by slain bodyguards. The Lunar magician-warriors had died too, but the damage was done: Kallyr was dead, and the White Ladies could not revive her, even with their Rune spells. My kinsman Korol died as well.

Despite this terrible loss, the Sartarites were victorious on the field. When Kallyr fell, Queen Leika Black Spear and our Colymar tribe drove the enemy into The Creek, where they drowned, bringing the Lunar attack to a stop. King Pharandros retreated across The Creek.

The next day Queen Leika harassed the survivors so much that the Lunars retreated to Alda-Chur. King Pharandros, fearing the machinations of his rival Fazzur Wideread, quickly returned to Furthest with his most loyal officers and regiments. Our good Queen had won a very impressive victory.

Our losses were terrible. Prince Kallyr Starbrow was dead and would not return. King Ranulf of the Culbrea and Queen Amalda of the Malani had also fallen in battle. My tribesfolk had suffered few casualties, and all but one of my kinsmen were unharmed. The Colymar took possession of Kallyr's body and brought her corpse back to Boldhome to be burned.



Skill and ability Time

The use of abilities can also mark the passage of time. Though combat skills can be repeated melee round after melee round, a skill which represents a process may represent the passage of hours or even days of game time, with a single roll representing the entirety of the time spent.

Typical times required to perform certain skills or abilities are provided below, though these may vary widely depending on how they are used and the surrounding circumstances.

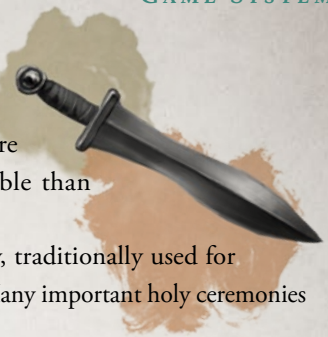
- **Instantaneous:** Invoking a Rune affinity or a Passion.
- **A Few Seconds to a Melee Round:** Weapon attacks, Dodge, First Aid (to stop bleeding), Hide, Jump, Listen, Lore, Sense Assassin, Sense Chaos, Spirit Combat, Spirit Dance, Scan.
- **1–5 Minutes (up to a Full Turn):** Act, Bargain, Climb, Customs, Conceal, Dance, Fast Talk, First Aid (to heal damage), Insight, Intimidate, Lore, Listen, Move Quietly, Play Instrument, Read/Write, Sing, Sleight, Speak, Spirit Lore, Swim, Treat Disease, Treat Poison.
- **5–30 Minutes (up to 6 Full Turns):** Act, Boat, Charm, Customs, Dance, Devise, Disguise, Herd, Intrigue, Lore, Orate, Peaceful Cut, Play Instrument, Read/Write, Search, Shiphandling, Sing, Speak, Spirit Travel.
- **30–60 Minutes (6–12 Full Turns):** Battle, Boat, Charm, Customs, Herd, Lore, Orate, Read/Write, Shiphandling, Track.
- **1 Hour to Many Days:** Alchemy, Battle, Bureaucracy, Charm, Farm, Herd, Library Use, Lore, Manage Household, Meditate, Prepare Corpse, Read/Write, Shiphandling, Survival, Worship.

As noted above, invoking a Rune or Passion, even when augmenting another ability, is instantaneous and does not add to the time to perform that other ability. However, an adventurer cannot invoke more than one Rune or Passion at the same time.

Day

One day in Glorantha is the time needed for the sun to traverse the sky from east to west. One night is the time needed for the sun to traverse the Underworld from west to east again.

Days are named for one of the five elements (Freezeday, Waterday, Clayday, Windsday, and Fireday). Elemental influences vary in intensity by the day of the week. Windsday has more Air Rune energies available than usual, for example.



A sixth day is Godsday, traditionally used for worship and meditation. Many important holy ceremonies occur on this day.

One day each week is considered the "wild" day (Wildday). Wildday is an unformed piece of Time, often propitious to various Chaos magics. The most powerful local deity may be worshiped on this day.

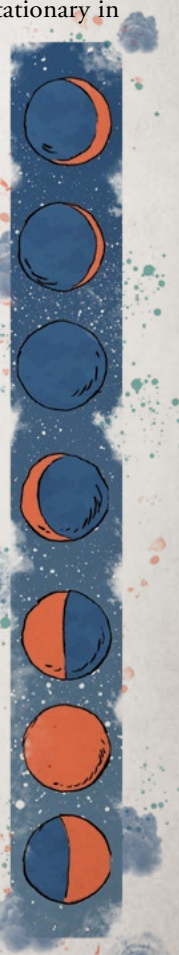
Week

One week is made of seven days: one for each of the five elements, one Godsday, and one Wildday. The day of the week has an impact on the ease of the casting of some types of magic.

Lunar Phase

The Goddess of the Red Moon is neither dead nor alive, but cycles from life to death to life again. Ever since her Apotheosis, the Red Goddess has remained stationary in the sky, rotating on her axis, filling Glorantha with a mystical flux. In the daytime, her phase is constant; and at night she gradually turns her face, entering a new phase of the moon.

The phases of the Red Moon last for one full day, and half of two nights. The cycle of all seven phases takes one week. In order, the daily phases are:



- **Crescent-go:** In Dragon Pass this phase occurs on Freezeday.
- **Dying:** In Dragon Pass this phase occurs on Waterday.
- **Black Moon:** In Dragon Pass this phase occurs on Clayday.
- **Crescent-come:** In Dragon Pass this phase occurs on Windsday.
- **Empty Half:** In Dragon Pass this phase occurs on Fireday.
- **Full:** In Dragon Pass this phase occurs on Wildday.
- **Full Half:** In Dragon Pass this phase occurs on Godsday.

Vasana's Saga

1626, Early Fire Season.

We arrived in Boldhome two days later. The news of Kallyr's death brought great grieving and fear. Kallyr's kin insisted that the Prince be given a full week to return from her death. When that time expired, mobs prevented Kallyr from being burnt, and so her body lay atop the pyre at the Temple of Orlanth.

When another week passed, blows were exchanged at the King's Square. The tribal leaders could not agree on a successor to Kallyr, for she was widely said to be the last of the royal house and was without heir.

During this time, my kinfolk and I resided in the Colymar tribal manor as was our right, but spent our time meditating in the temples or drinking clearwine at Geo's Pocket, although Yanioth required persuading at first. To honor my grandmother, I went to the Knowledge Temple and engaged a sage to improve my poor calligraphy.

Meanwhile, the tribal chiefs debated and argued. Queen Leika was acknowledged as the most powerful, but could not unite the other chiefs behind her. This vexed Leika greatly. So long as a potential heir still lived, Leika was just one tribal leader among many. I heard our queen say, "Kallyr had but a drop of Sartar's blood, but that was enough despite her many failings."

After Kallyr's body had lain in state for over three weeks, untouched by rot or decay, the Colymar lit the pyre without notifying the other tribes. Queen Leika then led her followers out of Boldhome, leaving only fear and uncertainty. She no doubt hoped that once Kallyr was truly gone, the tribes would accept her leadership.

I refused to aid Leika. I knew of another heir to the House of Sartar: Argrath White Bull. I had fought for him and helped proclaim him King of Pavis. I had seen the markings of Sartar on him and determined to go to New Pavis. I rallied my kinfolk to my plan (although, truth be told, I think Harmast would have gone to find Argrath even if I had not suggested it).

So, we left Boldhome and traveled to Swenstown, to find a caravan with which to cross the plains of Prax.

The specific Lunar Phase has a major effect on the strength of Rune magic from Lunar cults.

Seasonal Time

A season is made up of eight weeks, each named for one of the eight Powers: Disorder, Harmony, Death, Fertility, Stasis, Movement, Illusion, and Truth.

There are five seasons:

- **Sea Season** is spring. This season follows the rebirth of the Sacred Time, and during it the young gods of the new age are free to exert their influence on the world.
- **Fire Season** is summer. This is a time of warming and ripening, when the plans and schemes of men mature and bear fruit, as do the herds and fields. Energies are ripe for activities, intellectual pursuits, and outward expansions.
- **Earth Season** is fall, with harvest and food gathering against the hard time to come. The forces of life draw to themselves, leaving the fields and pastures to the soon appearing cold and darkness, but this also is the time of the greatest plenty, and a period of joy and festivity.
- **Dark Season** is winter, and there is great hardship and gloom across the world. Weaker beings should hide now, hoarding their food and spouting cheerful stories before their crackling fires. Only the boldest go forth.
- **Storm Season** is a cold monsoon, the time of greatest violence and danger. The air gods rule this season, and their energies are always of a violent and unpredictable nature. This time is like the War of the Gods; this bloody season can undo the effort of a whole year, and troubles begun here often inadvertently allow Chaos to slip into the world.

At the end of each season, adventurers get to make experience checks, POW gain rolls, and other improvement rolls. See the **Between Adventures** chapter for more information.

Sacred Time

Sacred Time is two weeks in length but is considered as one 14-day period. It is a period of rebirth during which great ceremonies are held and nations put away strife to celebrate the coming spring. Oracles are sought and spells are cast to protect the land. All religious persons participate

in reenactments of their creation myth, the massive release of energy during this season a major factor in rejuvenating the cosmos. Failure to complete these actions results in Chaos sweeping into the world again.

Sacred Time is normally spent in non-adventuring activities, such as determining the prosperity of the adventurers and the community, and reading the omens for the coming year. The only adventure that might occur during Sacred Time is a heroquest supported by the community, and such heroquests are extraordinary.

See the **Between Adventures** chapter for more information.

Ability Use

Most important actions require the use of an **ability**: a skill, a Rune, or a Passion. Each is specifically defined in later chapters. How to use these abilities mechanically is the subject of this section.

Many abilities are normal functions that anyone can perform. Walking across a room or opening a door can be said to be abilities, but every adventurer is considered competent enough to perform these actions without checking to see if they were successful. The adventurer is assumed to have an **automatic success**.

For any ability performed in a dramatic circumstance, an ability roll is required. It is usually obvious when an ability roll should be made, but if in doubt, the gamemaster should consider the consequences of failure. Does the chance of failure heighten tension and make for an exciting possibility? Will a failure add fun to the game? If the answer to either is *"Yes,"* then the gamemaster should have the player make an ability roll.

Skill Base Chance

All skills have a **base chance**: the chance that any capable person would have to perform the skill for the first time. Base chances are found printed on the adventurer sheet. An individual adventurer's skills category modifiers may adjust such chances, so that even at the beginnings of their careers different adventurers have different skill ratings. Any percentiles of the skill learned through previous experience or training are added to the base chance.

Example: *Despite her affinity with the Earth, Yanioth the Ernalda priestess has never learned anything about tracking. Her Track skill is a basic (05), or 05%. She has a Perception skills category modifier of +5%, giving her Track 10%.*

Characteristic Rolls

During gameplay, percentile dice are rolled against skills, Runes, and Passions to resolve actions. It sometimes happens that none of these seem appropriate for the action attempted. The gamemaster can then use a **characteristic roll**.

In normal, uncomplicated circumstances, these rolls are made using the value of the characteristic multiplied by 5. The multiplier can be increased or decreased to represent differing circumstances, from simple to almost impossible.

Characteristic Multipliers

Multiplier	Circumstance
×5	Simple action
×4	Easy
×3	Moderate
×2	Hard
×1	Very hard
×0.5	Nearly impossible

Examples of when such characteristic rolls may be appropriate are given below:

- **Strength Check (STR×5):** Used for intense muscular efforts like bashing a door open, pulling yourself onto a boat or over a ledge, moving through thick mud, etc.
- **Constitution Check (CON×5):** Used to resist fatigue, etc., or during intense or prolonged effort (long run, etc.).
- **Intelligence Check (INT×5):** Used to test memory or logic. The Intelligence check does not replace a player's intellectual contribution, but hints at what the adventurer can do with their brains, like recalling somebody's face or name.
- **Dexterity Check (DEX×5):** Used to resolve actions requiring good coordination, physical or manual skill, speed or balance (catching a thrown object, walking on a roof, etc.).
- **Charisma Check (CHA×5):** Used to resolve verbal or non-verbal social contests where skills (such as Bargain, Charm, Fast Talk, Intimidate, Intrigue, or Orate) do not apply.

If there's an opposing force or ability at work directly resisting the adventurer's action, such as arm-wrestling, resisting poison, or carrying something heavy, this would

be handled by a **resistance roll** (see page 145) or by an **opposed roll** (see below).

Results

Whenever an adventurer is called upon to resolve some form of contest using an ability, a D100 is rolled and the result compared with the ability's rating.

Success

A result of equal to or less than the ability's rating indicates a **success**. A roll of 1–5 on D100 is always a success, even if the ability rating is lower.

Failure

A result of greater than the ability's rating (with any modifiers factored in) indicates a **failure**. A roll of 96–00 is always a failure, even if the ability rating is higher.

Critical Success

At times, an adventurer (or a non-player character) performs a task so well that they gain extra benefits from the accomplishment. The best result is a **critical success**. A critical success is an ability roll of 5% (1/20) or less of the modified chance of success. A roll of 1 is always a critical success.

The benefit of any critical success depends on the ability being used: weapons ignore armor, climbers gain extra distance, crafters make extra valuable goods, and so on. In an opposed roll, a critical success is always better than a normal or special success.

Some specific benefits from critical successes are described in following chapters.

Special Success

In some cases, an ability roll result that is better than usual, but not a critical success, can specially benefit the one who rolled. This result is called a **special success**.

A special success is an ability roll of 20% (1/5) or less of the modified chance of success.

As with the critical success, the special success is based on the modified chance of success, not on the user's raw ability rating.

In an opposed roll, a special success is always better than a normal success.

Fumble

If an adventurer can succeed spectacularly, they also can fail spectacularly. Such a failure is called a **fumble**. The possibility of fumbling extends beyond combat and applies to every ability roll made in the game.

The chance of a fumble is equal to 5% of the adventurer's chance of failure, and always occurs on a roll of "00". As with the critical success and the special success, the chance for a fumble depends on the modified percentage roll for the situation, not on the adventurer's normal chance with the ability.

A fumble is the worst possible failure and usually has disastrous consequences. In an opposed roll, a fumble is always worse than a failure.

When a success falls under multiple categories, always use the best result. Similarly, a failure should use the worst result.

Example: *An adventurer rolls a 02 for an ability with a rating of 56%. This is a special success as well as a critical success, so the critical success result is used.*

If the roll had been 57 or higher, above the ability's rating, the roll would be a failure, and if it had been 99 or 00, it would be a fumble.

Reattempting Ability Rolls

An adventurer failing an ability roll may still be in a situation where they could potentially try again. The gamemaster may permit a follow-up attempt if it is justified, but at a –25% penalty.

If this second attempt fails, the adventurer cannot make any further reattempts without the passage of time or change in circumstances.

Opposed Rolls

Opposed rolls are made when an adventurer is pitching their ability against an opponent's ability. Most commonly this happens in one of the following situations: in spirit combat; when an adventurer uses a Rune affinity to overcome another Rune affinity; resolving a conflict of loyalties; when using Hide to escape a Search; etc. A simple success may not be enough to overcome the opponent. **Opposed rolls are not used to resolve melee combat.**

To make an opposed roll, both participants roll their respective abilities. If both participants succeed, the winner is whoever achieved the better result. If one participant got a special success and the other a normal success, the special success is the winner. If one participant got a critical success and the other a normal or special success, the critical success is the winner.

Ability Results Table

Ability	Critical	Special	Success	Failure	Fumble
1–5	1	1	1–5	6–00	96–00
6–7	1	1	Per ability	Per ability	96–00
8–10	1	1–2	Per ability	Per ability	96–00
11–12	1	1–2	Per ability	Per ability	97–00
13–17	1	1–3	Per ability	Per ability	97–00
18–22	1	1–4	Per ability	Per ability	97–00
23–27	1	1–5	Per ability	Per ability	97–00
28–29	1	1–6	Per ability	Per ability	97–00
30	1–2	1–6	Per ability	Per ability	97–00
31–32	1–2	1–6	Per ability	Per ability	98–00
33–37	1–2	1–7	Per ability	Per ability	98–00
38–42	1–2	1–8	Per ability	Per ability	98–00
43–47	1–2	1–9	Per ability	Per ability	98–00
48–49	1–2	1–10	Per ability	Per ability	98–00
50	1–3	1–10	Per ability	Per ability	98–00
51–52	1–3	1–10	Per ability	Per ability	99–00
53–57	1–3	1–11	Per ability	Per ability	99–00
58–62	1–3	1–12	Per ability	Per ability	99–00
63–67	1–3	1–13	Per ability	Per ability	99–00
68–69	1–3	1–14	Per ability	Per ability	99–00
70	1–4	1–14	Per ability	Per ability	99–00
71–72	1–4	1–14	Per ability	Per ability	00
73–77	1–4	1–15	Per ability	Per ability	00
78–82	1–4	1–16	Per ability	Per ability	00
83–87	1–4	1–17	Per ability	Per ability	00
88–89	1–4	1–18	Per ability	Per ability	00
90–92	1–5	1–18	Per ability	Per ability	00
93–95	1–5	1–19	Per ability	Per ability	00
96–97	1–5	1–19	1–95	96–00	00
98–102	1–5	1–20	1–95	96–00	00
103–107	1–5	1–21	1–95	96–00	00
108–109	1–5	1–22	1–95	96–00	00
110–112	1–6	1–22	1–95	96–00	00
113–117	1–6	1–23	1–95	96–00	00
118–122	1–6	1–24	1–95	96–00	00
(higher)	5% ability	20% ability	1–95	96–00	00

An opposed roll may thus result in a winner and a loser, a tie, or two losers.

- **Winner and a Loser:** The winner succeeds and the loser fails.
- **Tie:** A tie (where both participants achieve the same type of success but roll the same number) means the situation is temporarily unresolved. If both participants rolled a critical success, the result is a tie.
- **Two Losers:** Both participants fail their roll. Neither party achieves their intended goal.

Example: *Harmast is wrestling with an important decision about whether to follow Vasana or remain with his family and protect his estate. Though the player obviously wants to go and adventure, the player is not sure what Harmast would do. The gamemaster suggests referring to Harmast's Runes. After some discussion, the player and gamemaster determine that the two most applicable Runes are Harmast's Harmony 90% (in this case, representing keeping things the way they are, and not risking financial ruin) and Movement 75% (representing making a strong decision, despite the consequences).*

Harmast rolls a 94 for Harmony—indicating a failure—and a 12 for Movement—a success. Time to saddle up and hit the road with Vasana and her crew.

Abilities Above 100%

From experience, an adventurer may extend their abilities past 100%. Additionally, an adventurer may have an ability above 100% because of magic, augments, or other modifiers. The effects of such increases are mainly to improve critical and special success chances, but certain skills provide special benefits for someone over a 100% rating in them, as described below and on page 201.

Note that while extending one's ability past 100% has many benefits, the adventurer still has no better than a 95% of succeeding with an ability roll, as any roll of 96–00 is a failure.

- If the opponent is trying to parry, block, Dodge, or otherwise oppose the adventurer's ability, then 100%+ ability gives a greater chance of preventing that opposition. If the highest rated participant in an opposed roll has an ability rating above 100%, the difference between 100 and their ability rating is subtracted from the ability of everyone in the contest (including themselves).

Example: *Vasana has Medium Shield 65%, and is fighting a Lunar warrior-magician with a Kopis 120% skill. The Lunar reduces Vasana's shield skill by –20%, the amount it has over 100%. Now Vasana has only a 45% chance of parrying the Lunar's kopis while the Lunar has a modified 100% skill rating.*

Example: *Nathem achieves a 120% skill at Move Quietly through a combination of a critical Rune augment and favorable conditions., and must escape the notice of a Lunar scout with a 55% chance of Search. The scout's chance of finding Nathem is only 35%, reduced from 55% by –20%, the amount by which Nathem's skill exceeds 100%. Nathem's skill is modified to be 100% for this opposed roll.*

- While actual chance of success remains no better than 95%, the chance of a special or critical success is based on the final modified chance when making an opposed roll.

Example: *The Lunar warrior-magician described above with 120% Kopis skill has a 24% chance of a special success, and a 6% chance of a critical success. If his skill is reduced to 100% (while reducing his opponent's skill by –20%), his chance of a special success is based on 100%, and thus a 20% chance of a special and a 5% chance of a critical.*

Augmenting Abilities

Where appropriate, one ability—whether skill, Passion, or Rune—may be combined to **augment** another ability of the same or a different type.

Example: *The Sing skill may be used to try to augment an adventurer's Dance skill. Or the Cult Lore skill may be employed to augment one's Celestial Lore skill, to understand the meaning of celestial phenomena related to one's cult. A Passion like Love or Loyalty might augment a skill used to defend the subject of that Passion.*

The abilities being combined should be clearly relevant to the task at hand. It is the gamemaster's sole discretion whether a combination of abilities is allowed. **Only one augment may be attempted per ability, and an ability can only be used once per session to augment a task being attempted.**

If an adventurer announces that they are attempting to augment one ability with another, the augmenting ability roll should be rolled first and the resulting modifier applied

to the augmented ability's chance of success. However, the augment and the primary ability are considered to happen simultaneously, on the same strike rank, and are both performed even if the augment is unsuccessful.

The effect of augmenting one ability with another depends on how successful the augmenting roll is:

- **Critical Success:** The augmenting ability adds a +50% bonus to the ability to be used.
- **Special Success:** The augmenting ability adds a +30% bonus to the ability to be used.
- **Success:** The augmenting ability adds a +20% bonus to the ability to be used.
- **Failure:** The adventurer subtracts –20% from the ability to be used for the action being attempted.
- **Fumble:** The adventurer subtracts –50% from the ability being used.

Abilities may also be used to augment an adventurer's chances when using the resistance table. See page 146 for more information. It is the gamemaster's discretion as to whether an ability is appropriate.

At the gamemaster's discretion, an adventurer can use one ability to augment another adventurer's ability, such as using one skill to bolster another, working cooperatively or in support of another. This should only apply to situations where the augmenting is clearly possible: it is impossible to cause another to feel a Passion without being able to communicate that intense emotion to them, or to confer an affinity with a Rune the other does not possess. It is similarly impossible to augment another adventurer using a Passion or Rune affinity.

Passions and Runes have additional effects when used to augment abilities, particularly the results of exceptional results (critical and special successes, fumbles), and are described in the **Passions** and **Runes** chapters.

The Resistance Table

At times, a successful action depends on an adventurer's raw characteristic overcoming an opposing force or obstacle, represented with its own characteristic. Use the **resistance table** on page 147 to resolve these situations.

The resistance table is not used for skill, Rune, or Passion rolls. It is mostly used when pitting one characteristic against another, such as an adventurer's STR against the SIZ of an object to be lifted or the POW of a spellcaster against the POW of their target to see if their spell overcame the target's resistance.

General Use

Using the resistance table demands that one characteristic be active and the other passive. The active characteristic exerts influence on the passive characteristic. *For example, when an adventurer with a certain STR is trying to move a stone of a certain SIZ, the active factor is the STR and the passive factor is the SIZ.*

In some cases, it might not be apparent which characteristic is active and which is passive, and the gamemaster may have to decide this. Generally, it is best to have let an adventurer's characteristic be the active one, or a living being's characteristic (such as STR or CON) active in opposing an unliving object's or substance's characteristic (such as a door to be moved or toxin to be overcome).

The formula for overcoming resistance used in the resistance table is:

% success = 50% + (active × 5%) minus (passive × 5%)

If the quantities are equal, there is a 50% chance of success. The active characteristic gains 5% for every point it is greater than the passive characteristic. It loses 5% for every point it is lower.

A roll of 1–5 always succeeds, and a roll of 96–00 always fails, no matter what difference between the active and passive characteristics. As with other rolls, resistance rolls may result in critical successes, special successes, and fumbles.

As the table shows, the chance of success drops to 5% when the passive characteristic is 9 or more points higher than the active one, and the chance of failure drops to 5% when the active characteristic is 9 or more points higher than the passive one.

Specific Uses

The following are common uses of the resistance table:

- **POW vs. POW:** A spellcaster attempting to directly influence the mind or body of their target must use the resistance table to overcome the POW of the target with their own POW.
- **STR vs. SIZ:** An adventurer attempting to lift an object must overcome the SIZ of the object with their STR on the resistance table.
- **STR vs. STR:** If attempting to open stuck doors or bend metal bars, the gamemaster may assign STR to the object, and the adventurer must use their STR on the resistance table to overcome the STR of the object.

- **Potency vs. CON or Hit Points:** Diseases and poisons are measured in Potency (POT), and the CON or hit points of the target are matched against the POT on the resistance table to determine the effects.
- **Grappling:** To immobilize a limb while grappling, the grappler must first succeed with a Grapple skill and then succeed in a STR against STR roll on the resistance table. To throw a foe, the grappler must also succeed in a contest of STR+DEX against the SIZ+DEX of the foe. For more information see the Grappling rules in the **Combat** chapter.
- **Knockback:** After succeeding with a Knockback attack, the attacker must roll on the resistance table, contesting the attacker's STR+SIZ against the SIZ+DEX of the target. For more information, see the Knockback rules in the **Combat** chapter.

Example: *While exploring the ruins outside Pavis, Sorala inadvertently breaks open an urn that emits noxious gas. Caught unawares, she accidentally breathes in some of the reeking, acrid cloud. The gamemaster asks her player to make a resistance roll pitting her CON 11 against the strength of the gas, which has a value of 8, rated in a value called Potency (POT). The gamemaster has decided that since it's an adventurer using a characteristic (CON) to overcome an unliving, inanimate substance (a gas), her CON is active and the gas' POT is the passive characteristic.*

Per the resistance table, the gas has only a 35% chance of succeeding in making Sorala ill. Sorala's player rolls a 76, indicating failure. As a result, Sorala coughs a few times and is slightly nauseated by the gas, but suffers no further ill effects.

Augments to the Resistance Table

An adventurer may try to augment the characteristic used in the resistance table with an appropriate skill, Rune, Passion, or even with the Meditate skill or ritual.

Example: *Vasana, casting Demoralize with her POW 15, has a 55% chance of overcoming a broo's POW 14. She has no relevant Passions and her relevant Runes have been used prior. She may try to improve her chance by using her Meditate skill for five melee rounds (as per the chart on page 245) to get a 15% bonus.*

See the section on Meditation in **Increasing Chance of Success with Magic** on page 244 for more details.

Damage

Adventurers suffer many kinds of damage: cuts and concussions from weapons, burns from fires, falls, etc. In fact, every time an adventurer suffers any sort of physical trauma, they are said to take damage.

Enter points of damage on the adventurer sheet by marking off an equal number of hit points. Except in special cases, subtract the hit points of damage from both the adventurer's total hit points and from the location where the damage was taken. It is important to record all damage taken by your adventurer and to keep track of each separate injury!

Hit Locations

The bodies of all living creatures are organized into a few major areas, called hit locations. Humans, for example, have seven hit locations, all listed on the adventurer sheet. Physical damage usually occurs in a specific hit location; points of damage are subtracted from the hit points of the hit location as well as from the adventurer's total hit points.

To randomly determine hit location (where a weapon strikes in combat), roll D20 and refer to the **Hit Locations** table.

Hit Locations

D20	Hit Location	Description
1–4	Right Leg	Right leg from hip to foot
5–8	Left Leg	Left leg from hip to foot
9–11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and head

Example: *Climbing the rocky crags of the Starfire Mountains, Vishi is attacked by a harpy! The hideous creature is faster than Vishi, and strikes first, successfully hitting him with one of her two claw attacks (fortunately for Vishi, the other attack misses). To determine where the harpy struck, the gamemaster rolls a D20, getting a 12— meaning that she claws Vishi in the chest!*

Results of Damage

An adventurer falls unconscious if only 1 or 2 total hit points remain. When an adventurer has taken enough damage to reduce their total hit points to 0 or less, then the adventurer

Resistance Table

Passive Characteristic \ Active Characteristic	1	2	3	4	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
1	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150
2	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
3	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
4	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success. A roll of 1–5 is always a success.

dies at the end of the current melee round unless healed or otherwise brought to positive hit points.

The sum of the hit points in all the hit locations add up to more than the total hit points; this is so that an adventurer can be disabled or killed by many small wounds, though each is perhaps not too consequential. Even though no specific area of the adventurer's body is disabled by damage, the adventurer can still die from blood loss, the effects of shock, etc.

An individual hit location can take damage beyond the actual hit points in that location. The severity of the damage has different effects, depending on the hit location.

Damage Equal to or More Than the Location's Hit Points

- **Leg:** The limb is useless and the adventurer must fall to the ground prone, not doing anything else that round. The adventurer may fight while prone in following rounds. An adventurer fighting while prone has all attack chances halved, though parry chances are unmodified. Anyone attacking a prone opponent adds +40% to their attack chance.
- **Abdomen:** Both legs are useless and the adventurer falls to the ground. The adventurer may fight from the ground in subsequent melee rounds. If

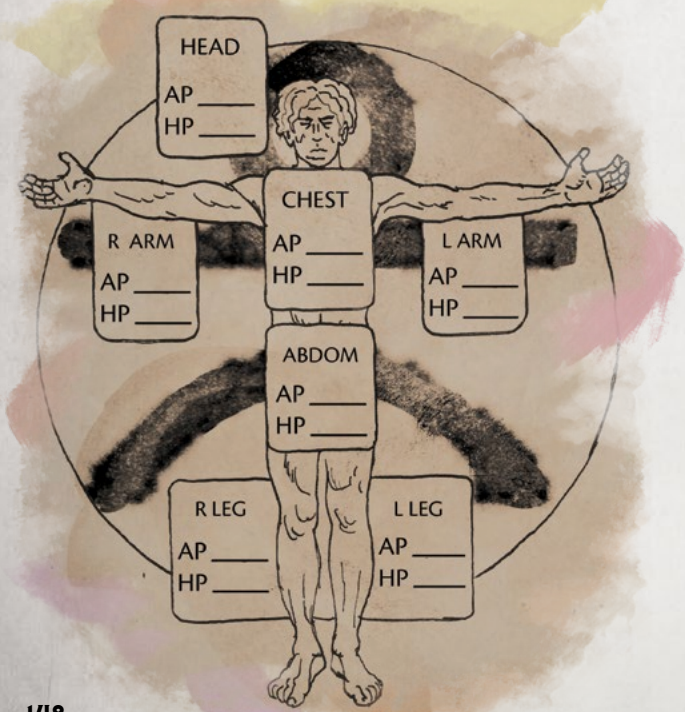
the adventurer has the means to heal themselves through magic or First Aid (see page 149), they can do so. If not healed or treated with First Aid within ten minutes, the adventurer bleeds to death.

- **Chest:** The adventurer falls and is too busy coughing blood to do anything. The adventurer bleeds to death in ten minutes unless the bleeding is stopped by First Aid, and the adventurer cannot take any action, including healing.
- **Arm:** The limb is useless and anything not attached to the arm is dropped. The adventurer continues to stand and can fight with whatever limbs are still functional.
- **Head:** The adventurer is unconscious and must be healed or treated with First Aid within five minutes (one full turn) or they will die.

Example: *Vishi has been slashed in the chest by a Lunar soldier in the battle of the Sun Dome Temple. He has 6 hit points there, but wears no armor. The gamemaster rolls for the Lunar soldier's damage (D6) and gets a result of 6, to Vishi's dismay. This is equal to Vishi's hit points in the chest, meaning that Vishi is out of the fight. He falls to the ground, coughing blood, and will bleed to death in 10 minutes if help doesn't arrive.*

Damage Equals or Exceeds Double the Location's Hit Points

- **Limb:** An adventurer cannot take more than twice the possible points of damage in an arm or leg from a single blow. Thus, a 2-point arm hit for 5 points takes only 4 points of damage off the total hit points: the remaining 1 point of damage has no effect. Further blows to that arm affect the total hit points of the adventurer, however. However, an adventurer so damaged from a single blow is functionally incapacitated: they can no longer fight until healed and are in shock. They may try to heal themselves.
- **Head, Chest, or Abdomen:** If the head, chest, or abdomen suffers more than twice as much damage as the adventurer has hit points in that location, the adventurer becomes unconscious and begins to lose 1 hit point per melee round unless healed or treated with First Aid.



Example: *Harmast has 4 hit points in the head and a total of 10 hit points. He takes 10 points of damage in a single blow. His armor protection (1 point) is subtracted, meaning he has suffered 9 points of damage in the head. He can only take 8 points total to the head (double the hit points for his head hit location), so 1 point of the damage does not affect him. However, 8 points are enough to knock him out. Harmast is now unconscious, with 2 total hit points remaining and will lose 1 hit points each melee round until First Aid or healing magic is applied.*

Damage Equals or Exceeds Triple the Location's Hit Points

A limb hit for three times more points than it can take in a single blow is severed or irrevocably maimed. Thus, an adventurer with a 2-point arm struck for 8 points takes only 4 points of damage against their total hit points. However, the arm is maimed. In these cases, the adventurer is also functionally incapacitated.

A head, chest, or abdomen hit for three times as much damage as the adventurer has hit points in that location results in instant death.

Example: *Fortunately for Vishi, he was not alone—his ally Nathem Son of Nhean is nearby and sees Vishi fall. Nathem swings his battle axe and strikes the Lunar with a special success—a lucky blow! Nathem's player rolls a 20 for the hit location, indicating that his axe strikes the Lunar soldier in the head!*

The Lunar soldier has 1 point of armor (a leather cap), and 6 hit points in her head hit location. For a special success with a cutting weapon like an axe, damage is doubled. Nathem's normal damage with a battle axe is 1D8+2+1D4, so Nathem rolls 2D8+4+1D4 (his damage bonus is not doubled). Nathem rolls a total of 19 points of damage.

The Lunar soldier's armor subtracts 1 point from this total, but the remaining 18 points are equal to three times her head's hit points (6). She dies, her skull cloven by Nathem's axe.

Now, Nathem can heal his friend Vishi.

Severed and Maimed Limbs

Only a 6-point Heal spell (or its equivalent, such as Heal Wound stacked with 6 magic points) applied within ten minutes can restore a severed limb, assuming all parts are available. Otherwise, healing magic specifically described as capable of regrowing limbs (such as the Rune spell Regrow Limb) may be used to restore a severed limb.

The maiming or severing of a limb can be permanently damaging if not regrown through magic. If an adventurer no longer has part of a limb, they lose 1 hit point in that location. However, any healing magic that restores hit points can cure a maimed limb, if all the hit points are restored within ten minutes. If that time limit passes, the limb is useless, even though the hit points can be restored.

To restore the use of the limb, the adventurer must receive magic capable of regrowing limbs.

Death and Permanent Damage

Death is the fate of all mortals. Upon death, the soul separates from the body. Over the next seven days, the soul travels through the Underworld to the Court of Silence, the gateway to the afterlife. Once there, the Judge of the Dead determines the soul's fate, and it departs for whatever afterlife it is assigned. Prior to judgment, it is possible to resurrect an adventurer with powerful magic. After judgment, only a heroquest can bring the dead back to life.

Healing

Damage can be erased by Healing magic, the First Aid skill, or by natural healing.

Healing Magic

Healing magic takes many forms, as described in the various chapters covering Spirit Magic, Rune Magic, and Sorcery. A healing spell—whether the Heal spirit magic spell or the Heal Wound Rune spell—can be used any number of times to cure any injury.

Example: *Harmast has taken a 7-point wound, and Yanioth uses magic to cure 4 points of damage. She can then cure the other 3 points in the next melee round.*

First Aid

The First Aid skill lets an injured adventurer stop bleeding to death, restores lost hit points, revives unconscious characters, etc. Use First Aid once on damage from one injury to a specific hit location. If an adventurer suffers two injuries to the abdomen, First Aid may be used once against the damage to each wound. First Aid requires a full melee round to stop bleeding, and five full melee rounds to heal damage.

A successful First Aid roll heals 1D3 damage to an injured location. A special or critical success heals 1D3+3 damage. One can't heal more points of damage than were taken.

A failed First Aid roll means that no damage was healed, nor can an attempt at First Aid be attempted on that particular wound again. The wound is bandaged, stitched up, etc. but no other benefit comes from that treatment.

A fumbled First Aid roll causes a further 1D3 damage.

Example: *At the battle of the Sun Dome Temple, Sorala has taken two injuries after a battle with a group of Lunar soldiers—a 3-point cut to her right arm and a 2-point cut to her left leg. Sorala decides to conserve her magic and Rune points and see if she can tend the wounds with First Aid. Her skill in First Aid is 20%. Sorala gets a 4 on the first injury, a special success! Rather than the normal 1D3 for a success, Sorala heals 1D3+3 hit points. Rolling 1D3 for the healing attempt, she gets a 2, and adds 3 to that, restoring 5 hit points to her arm. The injury, however, was only a 3-point injury, so only 3 points are healed. It's bandaged, but otherwise good as new.*

Now it's time for the injury to the left leg. A roll of 84 is a failure, meaning that no hit points are restored, and the injury cannot be treated again with First Aid. Now, Sorala must either use magic or let natural healing run its course.

Natural Healing

All living creatures heal naturally with time. The adventurer's healing rate dictates how many hit points are recovered in each location at the end of each game week. For natural healing, it is the location that matters, not the number of wounds.

An adventurer cannot engage in strenuous activity—rest is necessary for healing! As a location recovers lost hit points, the level of injury improves, and any penalties from being incapacitated are adjusted based on its new state.

Example: *With his CON 15, Vostor Son of Pyjeem has a healing rate of 3. He'll heal 3 hit points in each hit location per week of rest and recuperation.*

A hit location that has been maimed or severed does not heal naturally, and remains non-functional. Though the adventurer will regain general hit points with natural healing, that hit location is lost and should be crossed off the adventurer sheet. Any further blows to that hit location are re-rolled, or pass on to an adjacent hit location, such as the abdomen or other leg for a leg, or the chest for a severed arm.

Resurrection

Although death comes to all mortals, in RuneQuest death need not be final. The Chalana Arroy cult has the Resurrect spell, which can raise the recently dead. Such healing normally requires bringing the corpse to the nearest temple to Chalana Arroy. The cult makes a show of withholding favoritism from anyone, promising to heal any who need it. In practice, Rune levels and members of associated cults are given preference. Given the small size of the cult, only a few people are ever resurrected.

The Chalana Arroy cult never asks for payment. However, it is a custom enforced by the gods themselves that if a healer revives a person, the beneficiary must immediately pay a sum equal to their Ransom to the healer's temple. The cults enforce this among their followers. Rune levels have this amount paid by their own temples.

Encumbrance

The easiest means of handling Encumbrance is for the gamemaster and players to agree that adventurers may not carry more than they could reasonably carry under normal conditions.

Should additional clarity be required, such as when this is unclear or when "reasonable" or "normal conditions" are debatable, the following Encumbrance system is provided.

"Things" for ENC

Any item that can be held easily in one hand (a sword, a rock, an axe, a rope, etc.) is treated as a "thing." Most one-handed items have an ENC of 1 or 2. Even though they may have very different weights, they take up about the same space and are about the same difficulty to handle.

Every item has an ENC, measured more by how many "things" it is equivalent to, rather than by its actual weight.



I Need Healing!

At some point, your adventurer will likely need healing to survive a combat. You have more options than you might imagine, and you can use some of these together.

- **A Lot of Healing Fast:** Cast Heal Wound (a common 1-point Rune spell) stacked with as many magic points as you can spare. Or if you have access to the spell, cast Heal Body (a 3-point Rune spell provided by Chalana Arroy and Ernalda—several other cults have access to this through their association with Ernalda).
- **A Little Healing Fast:** Cast the spirit magic Heal spell. It might not be enough to fix a deadly wound, but it might be enough to restore use of an incapacitated limb. Or drink a healing potion if you have access to one.
- **Stop the Bleeding:** Use the First Aid skill on a wound that's bleeding due to a special success or for another reason. This takes one full melee round.
- **A Little Healing Slowly:** Use the First Aid skill, once per wound. It takes five full melee rounds to perform and potentially only heals a small amount of damage per injury, but it doesn't have any magical cost.
- **You Need Healing but Aren't in a Hurry:** Use natural healing, getting bed rest and the care of a healer. Each week you'll regain hit points in each hit location equal to your healing rate. If you have multiple wounds in one hit location, the healing is spread evenly among the wounds, with any extra points going to the lightest injury.

Maximum ENC

The total amount an adventurer can carry and still function normally is determined by averaging the adventurer's STR and CON. The maximum limit of this, however, is the adventurer's STR. An adventurer cannot carry more "things" than they have the STR for.

Example: *Nathem has STR 14 and CON 18. He may carry 14 "things" without penalty, even though the average of the two characteristics is 16. This is because his STR 14 limits how much can be picked up and carried.*

ENC Penalties

Every point of ENC an adventurer carries over their maximum ENC causes them to suffer the following penalties:

- –1 from Movement (MOV)
- –5% from all skills in the Agility, Manipulation, Stealth, and Weapon skill categories

Example: *Nathem is forced to carry his unconscious friend Vishi off the battlefield. Vishi's SIZ is 12, and the weight of Nathem and Vishi's personal gear weighs a total of another 8 "things", for a combined total of 20. This is quite a bit, 6 points over Nathem's maximum ENC. While he's carrying Vishi, Nathem's MOV is reduced from 8 to 2, and any physical skills he attempts will be modified by –30%.*

Consequences of ENC for Dodging

An adventurer may Dodge at full value –1% off the skill per point of ENC carried up to their maximum ENC.

Example: *Vasana, with a maximum ENC 14, carries 12 ENC (her armor, broadsword, and medium shield). Her Dodge is reduced by –12%, going from 22% to a mere 10%.*

For each point of ENC over their maximum ENC, an adventurer suffers a cumulative –5% to their Dodge.

Example: *If Vasana picks up her battle axe and composite bow, her ENC is increased to 16, 2 points above her maximum ENC. Her Dodge is penalized twice: it is penalized –14% (her ENC up to her maximum ENC of 14), and then another –10% (the 2 points her ENC is over its maximum), reducing her Dodge to 0%. She can still succeed if she rolls 1–5, but that is not very reliable.*

Coins

An adventurer carrying bags of coins is also carrying ENC. The following amount of coins each equal one "thing" or ENC:

- **Clack:** 160 coins per ENC
- **Lunar:** 160 coins per ENC
- **Wheel:** 100 coins per ENC
- **Bolg:** 300 per ENC

Adventurers are assumed to carry the optimal distribution of coinage for the lowest weight, unless some specific reason exists why this is not possible.



Size of Items

Use this table to equate an actual or estimated weight (in kilograms) to its game SIZ.

SIZ Equivalency

SIZ	KG	SIZ	KG
1	0–5	25	218–237
2	6–11	26	238–258
3	12–17	27	259–282
4	18–24	28	283–307
5	25–35	29	308–335
6	36–41	30	336–366
7	42–49	31	367–399
8	50–54	32	400–435
9	55–58	33	436–475
10	59–64	34	476–518
11	65–70	35	519–565
12	71–75	36	566–616
13	76–80	37	617–672
14	81–85	38	673–733
15	86–90	39	734–799
16	91–95	40	800–871
17	96–100	41	872–950
18	101–115	42	951–1,039
19	116–130	43	1,040–1,129
20	131–145	44	1,130–1,229
21	146–160	45	1,230–1,349
22	161–184	46	1,350–1,469
23	185–201	47	1,470–1,599
24	202–219	48	1,600–1,739

CHASES

When one party—whether an adventurer on foot, mounted, or controlling a chariot, boat, or other vehicle—gives **chase** to another, it is important to determine range, the effects of attacking or defending against one another while in pursuit, and what conditions constitute the end of the chase.

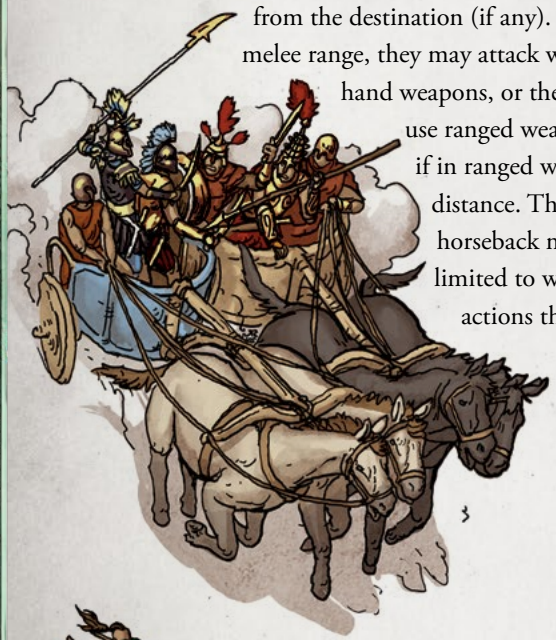
If in doubt, the gamemaster determines which party is the pursuer and which is the pursued.

Range Categories

Range during a chase is abstracted into the following **range categories**, based on the relationship of the pursuer to the pursued, rather than specific distances along a defined course or path. If there is more than one pursuer or pursued, those closest to one another are used to determine which range category applies.

Note that these range categories solely relate to the distance between the two parties, and have little to do with independent movement forward from round-to-round. As such, advancing from one range category to another might be greater than a participant's normal MOV rate and can reflect a variety circumstances and activities in the chase.

- **Side-by-Side:** The pursuer and the pursued are either side-by-side or are at the equivalent distance from the destination (if any). If within melee range, they may attack with hand weapons, or they may use ranged weapons if in ranged weapon distance. Those on horseback may be limited to what actions they can take, based on the side of the mount their opponent is on, such as being unable to parry with a shield if it is being held on the opposite side of the attacker. Boats are hull-to-hull, and passengers may leap between them with successful Jump rolls. Weapon skills are otherwise unmodified, and most magic can be cast. The **Spirit Magic** and **Rune Magic** chapters contains information about these spells' ranges.



- **Two Lengths:** The pursued is more than two "lengths" ahead of the pursuer. If this is a mount, it is twice the mount's body length from head to tail, and if a chariot or wagon, it is twice the length of the chariot from its end to the snout of the foremost beast pulling the chariot. For a boat, it's twice the tip of the stern to the hindmost point aft. Ranged weapons are the only option here (applying any relevant modifiers for range, determined in **Range** on page 211-213), and most magic is still within range.
- **Close:** The pursuer and pursued are between 50 and 100 meters apart from one another. Melee combat is impossible, and range modifiers for ranged weapons are modified as above. Most spirit magic is out of range (more than 50 meters), but most Rune spells are within range.
- **In Sight:** Both parties are more than 100 meters apart, up to 500 meters. In some terrain or conditions, a successful Listen or Scan roll might be required to even locate the other party. Depending on terrain, a Track roll may be required to stay in pursuit. Rune magic may be possible. Only a few ranged weapons have this type of range (at the lower end), and are modified as above. The gamemaster may choose to change the time scale from melee rounds to
- **Out of Sight:** The pursued is more than 500 meters ahead of the lead pursuer(s) and is considered out of sight, not visible any more. Ranged combat is impossible, and most Rune magic will not work at this range. Successful use of the Listen, Scan, or Track skills or some other magical means may be required to locate the pursued party. If the pursued party can move beyond this range increment, the chase is effectively over.



These rules can also be used to describe a race, with two or more parties attempting to reach a potential point first, with minimal adaptation by the gamemaster.

Movement in a Chase

Chases follow these basic rules, no matter how each party is moving:

- Once per melee round, each participant in the chase may perform their desired movement, either their full MOV if choosing to do nothing but move, or their MOV as modified based on the rules for moving while attacking (see page 195). Mounted characters or those in chariots can attack as normal, performing the appropriate skill rolls (Ride, Drive).
- To determine which party moves ahead, the gamemaster has each involved party make an opposed roll of an appropriate skill roll each melee round (Ride, Drive) or DEX vs. DEX.
- If the MOV characteristics of each participant are equal, the opposed rolls are unmodified. If they are not equal, the party with the lower MOV rate must subtract –5% per point of MOV lower than the other participant.
- If there is no clear winner, the parties are considered to remain side-by-side.
- The winner of the opposed roll may advance their position by one full range category. A special success allows advancement by two range categories, and a critical success advances the participant by three range categories. A fumble on the side of the pursuer increases the range category by one step, and a fumble on the side of the pursued reduces it by one step.
- Movement between range categories is likely to be dramatically in excess of MOV rates, and in these cases the gamemaster should adjust the time scale to accommodate the gap between the pursued and the pursuer. *For example, once the parties are at the In Sight range category, the gamemaster may choose to change from melee rounds to full turns.*
- Either party can choose to reduce their advancement by a desired number of range categories, such as a pursued party wanting to remain within missile or magic range to attack the pursuer.
- When attacking or defending one another while side-to-side, the gamemaster should determine the effects of damage or failure on the ability of each party to participate. A wounded mount may not wish to continue, a damaged chariot may be incapacitated, and a fumbled DEX vs. DEX roll may indicate a fall or a leg injury.
- The chase ends when the pursuer is no longer able to continue the pursuit or when the pursued has moved beyond the Out of Sight range category.

At the gamemaster's discretion, the time scale can be adjusted to full turns, hours, or even days, for extended pursuits. In these cases, the range categories should be increased dramatically, as determined by the gamemaster. However, this is not recommended when dealing with combat, whether ranged, melee, or spell usage, which should be handled with melee rounds.

Mounted combat and fighting in chariots are addressed on pages 219 and 220, respectively. The RuneQuest Gamemaster's Guide contains additional information about chases, including expanded vehicular combat rules.

NATURAL CONDITIONS AND DAMAGE

Darkness

There are two forms of darkness: the pitch-blackness of underground, and the dimness of ordinary night. The gamemaster may rule that the night is unusually light or dark, and adjust the following rules appropriately.

- **Pitch-Black Darkness:** All skills depending on normal eyesight (Scan, Search, weapon skills, etc.) are at a –75% penalty. If an adventurer can see in the dark or has other senses that allow them to operate in the darkness (such as a troll's Darksense or a dwarf's Earthsense), no penalty applies and the adventurer can operate normally.
- **The Darkness of Night:** When an adventurer is operating in the darkness of night or in night-like conditions (perhaps in a cave illuminated by a distant torch), the gamemaster must decide upon an appropriate penalty to subtract from skills that depend on eyesight. A range of –5% to –70% is recommended.

Lighting the Darkness

Candle: A candle is a stick of wax with a wick which burns. A candle illuminates a 1-meter radius sufficiently to read by and to use Search skills normally, with a –5% reduction to the Search skill for every meter of distance away from the candle.

A candle can go out in very little breeze. If dropped, it goes out when the gamemaster rolls 6–00 on D100.

Torches: A torch held at shoulder height illuminates a 12-meter radius, sufficient to read by and to use Search skills normally, while one on the ground reaches only 3 meters. A torch is visible for hundreds of meters, and modifies a Search skill roll in the same manner as candles when the skill is performed outside the normal illumination radius.

If dropped, a torch goes out when the gamemaster rolls 96–00 on D100.

Lantern: A lantern is a device with reflectors and a shutter which allows a beam to be directed up to 18 meters with sufficient light to read by and to use Search skills normally. The beam is visible for hundreds of meters, and modifies the Search skill in the same manner as candles when the skill is performed outside the normal illumination radius.

Lanterns may use candles for light sources—which have a 75–00 chance going out in a strong wind—or use burning oil wicks. These latter will not go out except in a major gale, but also have a danger if they are dropped. Roll D100 in case of a drop:

Dropped Lanterns

D100	Result
1–30	Lamp goes out completely.
31–70	Lamp burns on, unbroken; roll for beam direction if dropped.
71–85	Lamp breaks and spreads oil over the floor, leaving a very slick surface.
86–00	Lamp breaks and spreads burning oil over floor; treat flames as a small fire (see below).

Disease

Bacteria, viruses, or genetics do not cause disease in Glorantha. Instead, disease is caused by disease spirits, the presence of Chaos, curses, divine anger, and even Runic imbalance. Pollution, such as rotting waste, foul air, or impure water, increases the likelihood of disease. Spiritual purity through proper ritual behavior, ablutions, etc., and divine favor can all reduce the likelihood of disease.

Contracting a Disease

An adventurer can be exposed to disease in many ways. Disease spirits are the most common way; they may be attracted by pollution, sent as a curse or by an evil cult, or simply present for other reasons. Broo always carry one disease or another, and areas such as swamps and some old ruins are plague spots. During wars, long sieges often provide breeding grounds for disease.

Mallia, Mother of Disease, is one of the gods of Glorantha (see the Glorantha Bestiary for more information). Her priests have many ways of creating and encouraging disease.

Disease Effects and Resistance to Disease

When an adventurer is exposed to a disease, the player must make a roll of the adventurer's CON×5 or less on D100. If the roll is successful, the adventurer has not contracted the disease.

If the roll fails, the player must again attempt to roll against the adventurer's CON×5. Counting the number of failed rolls, the player must keep trying until they finally succeed with the roll. Compare the number of times that the adventurer failed the CON×5 roll with the **Degrees of Illness** table:

Degrees of Illness

Failures	Degree of Illness	Effect
0	None	None.
1	Mild	Lose 1 characteristic point weekly.
2	Acute	Lose 1 characteristic point daily.
3	Serious	Lose 1 characteristic point hourly.
4	Terminal	Lose 1 characteristic point every five minutes (one full turn).

Upon first contracting a disease, the victim immediately loses 1 point of the relevant characteristic, based on the disease (see **Types of Diseases** below). After contracting the disease, the adventurer must attempt another CON×5 roll at every interval specified by the degree of illness. For example, if the adventurer contracted a mild disease, the player must attempt a CON×5 roll once per game week. If this CON×5 roll succeeds, the degree of illness is reduced one degree. If the roll fails, the victim loses another point in the characteristic targeted by the disease. If a characteristic is reduced to 0, the host dies.

Upon the death of the host, a disease spirit is created (see the Disease Spirit entry in the Glorantha Bestiary).

Types of Diseases

The five most prevalent diseases in Glorantha are:

- **Brain Fever:** This assaults the mind, the INT of its victim. When all INT is gone, the victim lapses into a coma and soon dies.
- **Creeping Chills:** This attacks the CON of the adventurer. When the victim's CON reaches 2 or 1, they are unconscious; when it reaches 0, they are dead, and their spirit has departed.
- **The Shakes:** This steals DEX until the victim is a mass of uncontrolled motor nerves.
- **Soul Waste:** This disease attacks in the Spirit World, attempting to destroy the victim's POW. The soul of an adventurer without POW has totally ceased to exist.
- **Wasting Disease:** This disease steals STR points. When all STR is gone, the adventurer is helpless and soon dies.

Other diseases of note, but far less fearsome, include the following:

- **Blotches:** Victims of this disease show red blotches on their face and skin. The blotches reduce CHA by 1 point per each degree of illness. Normal CON×5 disease resistance rolls are attempted until one is made, with the number of failed rolls equal to the number of CHA points lost over the duration of the illness. Recovery is determined by a CON roll each season on Windsday of Fertility week. If made, 1 CHA point is regained. CHA not recovered after a year is lost permanently.
- **Sneezing:** This disease has all degrees of illness, but instead of removing characteristics, the victim sneezes instead. An adventurer with this disease sneezes loudly and uncontrollably 1D6 times every five minutes.
- **Sniffles:** Infected targets continually sniffle until the sickness is thrown off. This is a short-term illness. The first resistance roll is CON×1, the second is CON×2, etc., up to CON×5. Make the roll once a day; no rest is needed. This disease occurs in the mild form only.
- **Thunder Lung:** These sneezing and coughing attacks are violent enough to cause damage to the victim. Find the severity of the disease by normal CON×5 resistance rolls. A mild form causes 1D6 attacks; chronic form causes 2D6 attacks; the acute form causes 3D6 attacks; terminal form causes 4D6 attacks. The frequency of attacks also increases with the degree of illness. Randomly roll the POT of each attack and then try to overcome with that number with the afflicted adventurer's CON. If successful, the POT of the attack is done as damage to the victim's hit points. If hit points are reduced to 0 due to Thunder Lung, the victim has burst and all creatures within 3 meters are exposed to the disease.



Example: *While fighting broo, Harmast was exposed to the Creeping Chills, a particularly nasty disease. Harmast's CON 9 offers him only a 45% chance to avoid contracting the disease. Harmast's player rolls, and fails with a roll of 62. This means he has contracted the disease. His player rolls again and gets a result of 89, another failure. Again, the dice are rolled, keeping track of failed rolls. The third roll's result is a 56, another failure. The fourth roll, however, is a 16—a success.*

The gamemaster consults the Degrees of Illness table and determines that Harmast has contracted the Creeping Chills to a Serious degree. He will suffer 1 point of characteristic loss hourly, beginning immediately. He loses 1 point of CON, bringing him to 8, and begins shivering severely. When his CON is reduced to 0, he will die, fated to become a disease spirit!

Because the number of failures—and degree of illness—was 3, Harmast can check every hour to see if he can reduce the illness intensity. At the beginning of the second hour, Harmast rolls his CON×5 again. He gets a 13, a blessing! The degree of illness is reduced to Acute, meaning that he will only lose 1 characteristic point per day, instead of 1 per hour.

In 24 hours Harmast can attempt another CON×5 roll to see if he can reduce the degree of illness even further. If he fails, the disease is unchecked and continues to affect him.

Drowning and Asphyxiation

This rule can be used for both missed swimming rolls and immersion in a water elemental or water trap. It can also be adapted to poison gas attacks. An adventurer expecting immersion can hold their breath the first melee round of that immersion. For each of the second through the fifth melee rounds, the player must roll the adventurer's CON×5 or less on D100 to maintain the held breath. Every melee round after this, the CON roll is reduced by one multiplier. Thus, on the sixth round the roll must be CON×4, the seventh would be CON×3, etc. After the ninth round, the player must make a CON×1 roll until after the 15th round, then the chance is reduced to 5% unless the adventurer's CON is lower than 5.



Once one of these rolls is missed, the adventurer takes 1D8 points of damage to the chest each round, except for any round in which a roll of CON×1 is successfully rolled.

If the adventurer is taken by surprise by the immersion, the player must determine by a roll of POW×5 or less on D100 whether the adventurer has instinctively taken a breath. If yes, then follow the above procedure entirely. If not, go directly to the drowning procedure with a damage roll of 1D8 in the first round.

Falling

This rule covers damage taken from falling down a shaft or pit or being tossed by a horse or air elemental. Damage from a fall is increased for every three meters the adventurer falls.

The following table shows the result:

Falling Damage

Fall	Damage to Hit Location
0.1–1.0 meters	No effect
1.1–3.0 meters	1D6
3.1–6.0 meters	2D6
6.1–9.0 meters	3D6
9.1–12.0 meters	4D6
Each +3 meters	+1D6

An adventurer can reduce the damage from falling by one "step" with a successful Jump roll. Failure has no effect and a fumble increases it by another step.

Because of the shock of landing, the normal limits to what damage a limb can take do not apply. Thus a 3-point leg belonging to an adventurer with 9 hit points would not have a maximum of 6 points of damage taken to the hit points, but would take all which were rolled. This could kill the adventurer.

Forward velocity is also counted in determining damage, increasing the damage by one step. A fall from a horse is in

the 1–3-meter range, but being thrown effectively converts it to the 3.1–6-meter range. Likewise, a large air elemental tossing the adventurer for 9 meters is providing the equivalent of a 13-meter fall.

The gamemaster should make any adjustment necessary for the relative softness of the objects landed upon. Armor will protect against damage in some instances (gamemaster discretion as to which), but Protection and Shield spells will always protect the falling adventurer.

This falling damage should be considered as the "damage bonus" to any stakes or other pointed objects at the bottom of a pit trap. Normal stake damage is that of a two-handed spear (1D10+1). Armor will always count against this damage, unless the gamemaster rolls 1–5 on D100.

Even if damage is not reduced with a successful Jump roll, a player making a successful DEX×5 roll when landing can specify the hit location their falling adventurer lands on. Failure means that the hit location is rolled randomly.

Fire

A torch damages a target like a singlestick (see page 209) if it is used to strike something. If the target is readily flammable, it might also catch fire, at the gamemaster's discretion.

However, if a torch is held next to a target for an entire melee round, the target takes fire damage. If the torch or similar flame source is being placed against an unresisting target, the target takes 1D6 damage directly to the specific hit location at the end of the first melee round.

If the placement of the flame is by chance or the target is resisting by attempting to ward off the flame and fails a parry or Dodge attempt, the target has a chance equal to its current POW×5 or less on D100 of putting any available armor in the way of the flame. Protection or Shield spells automatically protect against the flame.

The flammability of the target must be decided by the gamemaster. If the target is flammable, and takes initial damage as described above, it may continue to burn on its own for 1D6 points of damage at the end of each melee round in the affected hit location, with the gamemaster determining the chance of it spreading to another hit location. If the target does not catch fire, it ceases taking damage when the flame is removed.

A living being's skin and body are not readily burnable; body hair is.

Areas Affected by Fire

A torch affects a single hit location. A small fire, less than a meter square, affects each hit location entering it. This is usually the legs, but can include other areas of a victim who falls into it. A large fire, more than 1 meter square, affects the hit locations entering it and may do damage to the chest through flame inhalation.

This is handled in the same way as damage from drowning (see page 156). Only large burning fires have this effect. A large bed of burning coals would only have the effect of a small fire.

Putting Out a Fire

To put out a fire by dousing it with water or smothering it, first roll the fire damage for each hit location, then roll 1D6 for the extinguishing attempt against each hit location affected. If the extinguish roll is not as high as the damage roll, the difference between the two is the damage taken at the end of that round. If the extinguish roll is higher, the flame is put out and the victim takes no damage in that hit location. A successful extinguish roll for each burning hit location must be made before the fire is totally out.

Poison

The principle of all poison use is the same. All poisons have a rating called Potency (POT), which is matched against the CON of a poisoned individual using the resistance table. If the victim fails to overcome the POT of the poison, they take as many hit points in damage as the poison has POT. This damage cannot be healed by ordinary Healing spells. The effects heal naturally at the adventurer's healing rate.

If the adventurer resists the poison, they take half the poison's POT as damage to their hit points. If they survive the poisoning, the adventurer heals at the usual rate for poison. Again, ordinary Healing spells do not heal this damage.

Poison damage is always damage to the total hit points of the adventurer and not to specific hit locations. If injured by other means, hit locations still suffer the same amount of damage as normal.

Poison damage is usually not figured on the same melee round in which an adventurer is poisoned. The delay before poison damage takes effect depends upon the poison. Unless otherwise specified, the delay is three combat rounds for fast-acting poisons, or three full turns for slower poisons.

If an adventurer takes two doses of poison, they must resist each one separately: two doses of POT 10 poison are the not the same as one dose of POT 20 poison.



Systemic Poison

Systemic poisons are often found in animal stings (scorpions, spiders, manticores). They are absorbed in the body and their effects are not localized, but are spread throughout the body to varying degrees.

The six types of systemic poison are:

- **Scorpion Venom:** The type of poison injected by manticores, scorpion men, and scorpions. Usually slow-acting.
- **Poison Gas:** The poison breathed by dream dragons, walktapi, and serpent guardians. Usually fast-acting.
- **Wyvern Venom:** Injected by a wyvern's sting or a snake's bite. Usually fast-acting.
- **Spider Venom:** From the bites of spiders, whether large or small. Usually slow-acting.
- **Herbal Poison:** Made from poisonous plants. Usually fast-acting.
- **Mineral Poison:** Made from non-organic materials. Slow- to fast-acting.

Antidotes

Almost all poisons have antidotes. All antidotes have a POT rating, just as poisons. An antidote given to a poisoned but not-yet-dead adventurer within ten minutes cancels the damage done by the poison up to the level of the antidote. The antidote must normally be specific to the poisoning. For example, manticore poison is not alleviated by snake bite antidote, no matter how potent the antidote is.

However, some antidotes are half effective (always round up) against other certain poisons. These are:

- Mineral antidote is half effective against spider venom.
- Gas antidote is half effective against wyvern venom.
- Spider antidote is half effective against scorpion venom.
- Wyvern or mineral antidote is half effective against poison gas.

Example: Nathem is struck by a wyvern's envenomed tail stinger. Wyverns have venom POT equal to their CON, so the gamemaster determines that the venom is POT 15, and wyvern venom is fast-acting. The gamemaster calls for a resistance roll of Nathem's CON 18 (the active characteristic) vs. the venom's POT 15 (the passive characteristic).

Checking the resistance table reveals Nathem has a 65% chance of resisting the venom. Nathem unfortunately rolls a 94, meaning that the venom will take effect three melee rounds after Nathem was poisoned. If he doesn't do something about it, he's going to take 15 points of damage, equal to the venom's POT.

Nathem realizes he has a small vial of gas antidote in his sling bag, but he is busy fighting and cannot risk withdrawing from combat to rummage around looking for it. Three melee rounds after being stung by the wyvern, Nathem takes 15 points of damage from the poison. He has 19 hit points in total, so he might just survive.

The next round, he finds the vial of gas antidote and swallows its contents. The gamemaster knows that the gas antidote was POT 8, half effective against wyvern venom. Thus, the antidote restores 4 points of the damage Nathem has sustained from the venom.

Thrown Objects

A palm-sized object balanced for throwing may be thrown 1 meter for every point of STR. If the thrown object is unbalanced or awkward, the distance it can be thrown is reduced to 1 meter for every 3 STR points.

A DEX×5 roll is used to hit a target with a casual object or improvised missile, doing no damage. Hitting a target with the right part of an object designed to be thrown—such as the blade of a throwing knife or the point of a javelin—uses the skill ratings for those weapons.

Accuracy is affected if the throwing distance is more than 10 meters. For such throws, the attacker must subtract –3% for every meter more than 10 meters. An object can be thrown vertically to a maximum of half the distance it may be thrown horizontally

A thrown object does 1/2 the thrower's damage bonus.

Weather

Gloranthan climates are of mythic origin, and the gods still determine the patterns of the inner world. The powerful forces of two great Gloranthan deities—Orlanth's wind and Yelm's sun rays—determine seasonal changes in weather. Magical events also affect local weather significantly.

Yelm

The effect of the Sun is general and pervasive. Yelm's influence and health affects the temperature of Glorantha. Yelm was once Emperor of the Universe, a proud and powerful being. He was cast down by Orlanth and the rebellious deities, and is now a weak version of his old self, a slave of Time, eternally suffering the wounds of the past.

When Yelm is strong again, the world is warm. His path across the sky is towards the north, he is a bright blinding gold, and summer covers the world. When Yelm is weak it is winter, a wet, cold and shadowy season. When his path is towards the south, he is a sickly pale yellow, and sometimes it has been so dim that stars were visible in the daytime.

Orlanth

Orlanth dominates the weather. His "body" is a vast storm that overlies all Glorantha. It is a circle of moving air whose diameter is several thousand kilometers wide.

The Orlanth storm rotates above the Surface World in a huge clockwise wheel, and the winds grow stronger farther from the cycle's center. In the exact center of the storm system the air is still, but the position of the center moves about in a counter-clockwise motion, shifting the winds across the world.

Cloud Cover

Cloud cover defines the amount of the visible sky obscured by clouds. Some spells require a certain percentage of the sky to be cloudy or clear.

This number also determines the percentage chance of rain, and the amount of water likely to fall.



Cloud Cover

% Cover	Clouds	Likely Precipitation
0–10	None	0–1.0 cm
11–20	Scant clouds	1.1–2.0 cm
21–30	Scattered clouds	2.1–3.0 cm
31–40	Slightly overcast	3.1–4.0 cm
41–50	Moderately overcast	4.1–5.0 cm
51–65	Mostly overcast	5.1–6.5 cm
66–80	Completely overcast	6.6–8.0 cm
81–00	Dense clouds, little light	8.1–10 cm

Precipitation chances equal the percentage of sky covered. Roll D100 on a given day. Rain falls if the result is equal to or less than the percentage of sky covered.

Wind

Strength and direction define moving air. Measure wind strength using the following table, which shows nominal air velocity in terms of STR.

Wind Measurement

STR	Wind
0–2	Calm, no air movement.
3–6	Light air, little movement; gutters a candle, may not blow it out.
7–12	Breeze; easily blows out a candle.
13–18	Light wind. Lower limit for good sailing in boats. Poison gas will dissipate.
19–24	Moderate wind. Dangerous to flying creatures and may knock them down. Birds typically roost in such wind.
25–30	Strong wind. Menacing to average humans, may knock them down. Upper limit sailing ships can endure.
31–36	Fresh gale. Impossible for average humans to remain afoot.
37–45	Fierce gale.
46–50	Hurricane.

Wind affects three aspects of play: forcing adjustments to movement; hindering missile fire; and limiting visibility.

- **Movement:** Total the adventurer's STR+SIZ. With any wind STR greater than that total, the gamemaster should have the adventurer make a

resistance roll of that total against the STR of the wind. A failed roll means that the adventurer has lost their footing and has fallen, possibly taking damage. Flying creatures use only their STR to find the minimum wind that will affect them.

- **Missile Fire:** These adjustments begin at wind STR 10. Each point of wind STR greater than 10 reduces the accuracy of missiles by –5%.
- **Visibility:** Vision may be affected by wind-borne materials such as dust, snow, or rain. The wind's STR determines the size of the particle picked up, thereby reducing visibility. In situations where wind may blow debris about, the gamemaster may determine that sight-based skills (including Scan, Search, and weapon skills) incur a penalty up to the wind's STR as a percentage.

Exposure, Hunger, and Thirst

Adventurers may be caught in unforgiving and inhospitable environments, or might suffer the effects of going without nutrition for prolonged periods. The following rules address these unfortunate circumstances.

Exposure to Cold

Adventurers exposed to extremely low temperatures can suffer severely. The **Cold Exposure** table indicates the effects of cold upon a person without clothing or other protection.

Cold Exposure

Temperature C°	Hit Points Lost Per Hour
0° to –10°	1
–11° to –20°	1D3
–21° to –30°	1D6
–31° to –40°	1D10
–41° to –50°	1D10+2
–51° to –60°	1D10+4
–61° to –70°	1D10+6
–71° to –80°	1D10+8
–81° to –90°	2D10+10
–91° to –100°	3D10+15

To figure cold damage, subtract the point damage from the target's general hit points. For every 5 general hit points subtracted, also subtract 1 hit point from the location hit points of the head, and each arm and leg.

Cold Protection

Clothing	Protection
Normal clothing (tunic or skirt)	1 point
Wool or hide cloak	2 points
Warm headgear	1 point
Leggings	1 point
Coat or long robe	1 point

Treat clothing as armor against cold; subtract the total amount of protection from any rolled damage. Thus, an adventurer wearing a wool cloak over normal clothing will not take any cold damage unless the temperature is under –20° C, and then only if the die roll indicates over 3 points of damage.

Exposure to Heat

In temperatures of 40° C or higher, each adventurer's player must succeed with a CON×3 roll once per game hour or collapse from the heat, losing 1 point of total hit points per hour.

Hunger

Each day after the third that an adventurer goes without food, they lose 1 point of total hit points.

Thirst

For each hour after the twelfth during which an adventurer is completely denied fluids, they lose 1 point of total hit points. This loss is suspended if the adventurer can eat some substance that contains a reasonable amount of water—fruit, berries, grubs, etc.



SKILLS

While adventurers successfully perform routine actions in normal conditions, in stressful situations the gamemaster may call for skill rolls to see if an adventurer can successfully use a specific skill to perform a desired activity or achieve a desired goal.

Any activity can be said to call for some use of skill, but certain skills are fundamental and require special attention and description. This chapter is about those skills.

Base Chance

The base chance for a skill is the chance that any capable person would have to perform the skill for the first time; all skills have a base chance. An individual adventurer's skills category modifier may adjust such chances, so that even at the beginnings of their careers adventurers have different abilities. Add to the base chance any percentiles of the skill learned through previous experience or training.

Some skills are marked with (00) as their base chance. Skills category modifiers are not applied to these skills until the skill rating is increased to above 0%, meaning that the skills start at 0% unless increased through previous experience or training. Once the skill increases above 0%, the skills category modifier is applied.

A few skills are only available to members of specific groups (such as Sense Chaos, only available to members of the Storm Bull cult).

Who Rolls for Success with the Skill?

If the result of a skill attempt is immediately obvious to the adventurer, the player should roll. A failed Climb roll to climb a mountain, for example, means the adventurer does not climb the mountain. Likewise, the player should always make combat attack, parry, and Dodge rolls.

Sometimes the gamemaster, not the player, should roll the dice on behalf of the adventurer. If the adventurer wants to make a Listen roll to see if something is lurking around the next corner, the gamemaster should roll the dice. The player should not know whether the adventurer heard nothing because there was nothing there, or because they failed their roll.

Similarly, a fumbled Lore skill can have misleading results, but the player cannot be misled at all if they rolled the dice and know it was fumbled. The gamemaster may want to make these rolls hidden behind the RuneQuest Gamemaster's Screen Pack screen.

Generally, though, the gamemaster should strive to let players roll the dice for their own adventurers, even with skills arguably calling for the gamemaster to roll. Doing so gives the players a much greater sense of participation.

Modifying Skill Rolls

The gamemaster may declare that a skill roll for an adventurer must be modified due to a special circumstance, condition, or situation. Since the success percentage for a skill is that for "normal" stressful situations, the changes are generally subtracted from the percentage ability.

Augmenting Skills

Where appropriate, one skill may be used to augment another. For example, the Sing skill may be used to try to augment an adventurer's Dance skill. Or the Cult Lore skill may be used to try to augment one's Celestial Lore to understand the meaning of celestial phenomena related to one's cult.

The skill used to augment the other should be clearly relevant to the task at hand. It is the gamemaster's sole discretion whether an augment of one skill by another skill is allowed.

The effect of augmenting skills depends on how successful the augmenting skill roll is:

- **Critical Success:** The augmenting skill adds a +50% bonus to the skill to be used.
- **Special Success:** The augmenting skill adds a +30% bonus to the skill to be used.
- **Success:** The augmenting skill adds a +20% bonus to the skill to be used.
- **Failure:** The adventurer subtracts –20% from the skill to be used.
- **Fumble:** The adventurer subtracts –50% from the skill to be used.

The bonus from a skill's augment cannot be combined with an augment from a Passion or Rune.

Skills may also be used to augment an adventurer's chances when using the resistance table. See page 146 for more information. It is the gamemaster's decision as to whether a skill is appropriate.

Example: *Harmast is trying to bargain with the Issaries merchant-priest Biturian Varosh. Though they are both followers of Issaries, business is business. Harmast's Bargain skill is 65%, very good, but the older priest has been doing this since before Harmast was born, and has a Bargain skill of 97%.*

The gamemaster decides that this is an opposed roll, as each of them wants the better end of the deal. Harmast's player does not know Biturian's skill rating, but he has a feeling the older merchant is going to outclass him in this regard. Harmast decides to try to augment his Bargain roll by making an appeal to the Three-Legged Wheel—one of the many names of the Movement Rune.

Harmast's Movement Rune affinity is 75%. He rolls a 20, well within the range of success. He can augment his Bargain skill by +20%, bringing it to 85%. Success seems all but guaranteed.

The gamemaster decides that Biturian doesn't bother augmenting, as he already has Harmast and his friends over the barrel. Biturian and Harmast then roll their opposed Bargain skills. Harmast gets a 67: a success thanks to his augment. The deal belongs to Biturian, however, as he rolls an 18, which is a special success for the skilled haggler. A special success always beats a normal success, so in this case, the terms remain what they are.

On the brighter side, Harmast has earned experience checks in his Movement Rune and his Bargain skill, so he has learned something from the experience.

Skill Descriptions

A comprehensive list of skills follows. Each skill is arranged by skill category and contains the following information:

Skill Name: The name of the skill. Some skills have a parenthetical comment as part of their name, such as Craft (Specific Craft), (Elder Race) Lore or (Homeland) Lore. These skills require specialization and each specialty must be learned separately. For example, Troll Lore and Aldryami Lore are both specializations within (Elder Race) Lore and must be learned separately.

Base Chance: The skill rating all humans have in the skill regardless of culture. Some skills have more than one starting value—in most cases the first listed is that of your own culture, the second is for all others.

Description: A brief description of the kind of tasks that can be accomplished using the skill.

Agility Skills

This category includes all skills dependent on muscular coordination. Most of these skills are trained into the reflexes of the user; an adventurer does not require profound intelligence or continual cogitation to be agile. Agility skills call for STR, DEX, and small SIZ, allowing good coordination and rapid response to subtle clues. A high POW helps as well.

ENC is subtracted from both Dodge and Swim.

Boat (05)

Boat provides the adventurer with a skill in handling oared or poled small boats such as rafts, canoes, and rowboats. Boat is primarily a physical activity, unlike Shiphandling, which is knowledge based.

In an unhurried situation, the player must succeed at the adventurer's Boat skill when they start a journey. The boat does not move until the roll succeeds. If conditions are smooth and placid, the gamemaster may allow the skill rating to be doubled until the conditions become more challenging.

In bad weather or hostile environments (rapids, shoals, whirlpools, etc.), the gamemaster should require use of the Boat skill. If the roll succeeds, the boat stays on course. If unsuccessful, it either goes off course or doesn't move at all, depending on the situation. If the roll is a fumble, the boat overturns, and the adventurer (and any other passengers) must make a Swim roll.

In chase situations (see **Chases**, page 151), the player's possible roll of a critical or special result adjusts the range categories and affects the outcome of the chase.

Climb (40)

This skill can be used to climb up or down walls, trees, cliffs, or any other surface. Ample hand- and footholds are assumed to be present. The gamemaster may impose penalties based on the surface being climbed. While climbing, an adventurer may not perform any other actions.

A successful roll allows the climbing of a 5-meter wall, a 15-meter slope up to 75 degrees or less, or a thickly-branched tree. A special result doubles the distance climbed to 10 meters up a wall, or 30 meters up a slope. A critical result increases the distance climbed to 25 meters up a wall, or 100 meters up a slope. If the player misses the Climb roll, the adventurer stays in one place, unable to find appropriate hand- and footholds. On a fumble, the adventurer falls.

Dodge (DEX×2)

A skillful dodger is rarely where the blow falls. Dodging is described more fully in the **Combat** chapter, as are special conditions modifying this skill. A successful Dodge roll means that the adventurer is not hit by the attack being Dodged. An adventurer's Dodge ability is decreased by –1% for each point of ENC carried.

Dodge takes no time when used against a hand-to-hand melee attack. It takes one entire melee round when used against missile attacks, and cannot be used in strike ranks while the adventurer is occupied with shooting a missile weapon. See **Strike Ranks** on page 192 for more information.

Drive Chariot (05)

Drive Chariot covers the handling of a chariot team. Driving a chariot under race or battle conditions requires two hands. Using only one hand reduces the skill by –20% and limits acceleration. If both hands are taken from the task, the chariot behaves as if driverless.

Chariots are typically used as mobile platforms for missile fire or spellcasting. When an adventurer attacks from a moving chariot, the attack percentage cannot exceed the Drive Chariot skill of the driver. A moving target at the same speed and direction is treated as being a standard target. All other modifiers to missile fire apply.

Jump (DEX×3)

The ability to jump for height or distance over obstacles, such as bodies in melee. Jump is also the skill of falling (or landing) well, and can be used to mitigate falling damage (see page 156).

With a success, the adventurer can safely leap down vertically to their own height; jump twice their height



≈Vasana's Saga≈

1626, Fire Season.

We hired on to a small caravan of a priest of Issaries named Biturian Varosh. He was well connected with the Bison Tribe, and had a small train of bison laden with goods, handled by his wife Norayeep and young daughter Varaneena, both of that tribe. He already had two Tarshite mercenaries in his employ, Vostor and Nathem.

Biturian's terms were fair, if not generous. He would pay us each 2 L weekly, give us food and water for ourselves and our mounts, and let us have full plunder rights. In exchange, we agreed to follow him and his orders. My kinsman Harmast tried to haggle with the merchant, but could not budge him, despite appeals to the Three-Legged Wheel. Yanioth finally told Harmast to accept Biturian's terms, and she struck up a lively friendship with the Bison women.

Three days from Swenstown, we came to Pimper's Block, a thriving slave market on the border between Dragon Pass and Prax. Captives taken in war are sold here, sometimes to their kin or cult mates, sometimes to buyers from Kethaela or even the Lunar Empire. Biturian carefully examined the market for captives with useful skills, but found none—or at least none at an agreeable price.

I found the place distasteful, and although my own cult does not prohibit the practice of slavery, it does disapprove. An honorable warrior takes her defeated foes hostage and ransoms them back to their kin or cult in exchange for their ransom, but does not treat them as chattel property.

We left Pimper's Block and traveled for three days before we could see the shining crystals of Hender's Ruins. While we were still some miles away, Biturian had us go around the ruins, warning of monsters and strange plants. I was ready to argue with him—after all, I had fought in the Battle of Pennel Ford and rode with the White Bull—but instead it was my sister Yanioth who argued with me. With her fists on her hips, she reproached my recklessness and reminded me of my responsibilities. Shamed, I returned to scouting.

Two days later, near the Block, we came to the camp of Vian Hornsaddle, a Khan of the Storm Bull. Although Vian was a High Llama Rider, his followers included Bison Riders and even a Pol-Joni. He was marked as a follower of the White Bull, and I had high expectations for the meeting.

Unfortunately, I spoke no Praxian, and Vian no Sartarite. I tried my best in my Tradetalk, but when Biturian explained that I was a warrior who had fought for the White Bull, Vian merely laughed and called me a "mere slip of a girl!" It took both Yanioth and Harmast to keep me from cutting that smug savage down where he stood.

Vian claimed that no warrior is worthy of respect unless they had hunted down and killed Chaos in the Devil's Marsh. Angrily I announced that this "slip of a girl" would do just that. Vian laughed at me and my sister was appalled, but, by Orlanth, I was determined that this bald savage would eat his words!

Vian seemed delighted, and told one of his followers, a Sable Rider by the name of Joshfar, to guide us into the Devil's Marsh. My kin pledged to aid me, and to my surprise both of Biturian's Tarshite mercenaries agreed to join me. I was particularly surprised that Vostor volunteered—he was a Lunar, an initiate of the Chaos-loving Seven Mothers!

The next morning before dawn, I saddled my bison. Our brave company set out for the Devil's Marsh to hunt Chaos.

horizontally; or up to their height vertically with a running start. A standing start reduces this distance by half.

A falling adventurer whose player makes a successful Jump skill may reduce the damage taken by step of distance fallen (equivalent to 1D6) and pick the hit location landed on.

With a special success, the adventurer can jump three times their height horizontally, or 1.5× their height vertically. A falling adventurer reduces falling damage by 1D6 and chooses what hit location they land on.

With a critical success, the adventurer can jump horizontally four times their height, or twice their height vertically. If falling, the player chooses which location the adventurer lands on, reduces falling damage by 1D6, and then halves any remaining damage.

Should the Jump roll while falling be unsuccessful, the adventurer can attempt a DEX×5 roll as a last-ditch attempt to designate the hit location the adventurer lands upon. Failure means that the hit location is rolled randomly.

Ride (all) (05)

Riding a horse or other riding animal takes no skill while the animal goes no faster than a walk and is trained to accept

a rider. To compel the animal to go faster than a congenial amble, an adventurer must learn the Ride skill. Each variety of riding animal (horse, bison, sable antelope, high llama, impala, rhinoceros, bolo lizard, riding beetle, etc.) must be learned separately; however, the Pavis zebra is identical to a horse for the purposes of the Ride skill.

By learning to ride, an adventurer (supported by a saddle) has a chance to stay on a mount at any gait. If the mount does something unexpected (bolt, shy, etc.), and the player fails the Ride skill roll, the adventurer has lost control. The player must attempt a Ride skill roll at the end of each melee round until the roll succeeds, at which time the adventurer regains control of the mount. A fumble roll while the animal is out of control means that the adventurer falls off and suffers 1D6 damage to a random hit location, as per the rules for falling damage (see page 156).

For an adventurer riding bareback without a saddle, an unsuccessful roll means that they fall off suffering 1D6 damage to a random hit location; a fumble means that they were thrown off, suffering 2D6 falling damage to a random hit location.

The percentage ability to ride is also the rider's chance to make a mount do something it hasn't done before, such as jumping a barrier.

In chase situations, the player's possible roll of a critical or special result adjusts the range categories and affects the outcome of the chase. A fumble result during a chase has the possibility of a piece of the mount's equipment falling off, the rider falling off, etc.

Experience in Riding

An adventurer may attempt an experience increase roll for Ride only when the gamemaster allows it. One or more of the following conditions should be met:

- The adventurer has lived through a melee in which they at least started riding (they may realize why they fell off).
- The adventurer has made a riding animal do something they never made it do before.
- The adventurer has completed a mostly mounted journey of at least a week through difficult terrain.
- The adventurer has successfully trained a riding animal to saddle and bridle.

Mounted Combat

An adventurer's Weapon skills are limited to their appropriate Ride skill when fighting from the back of a mount. No matter how skilled with a particular weapon, utilizing it from the back of a mount requires the Ride skill.

Fighting while on a mount is described extensively in **Mounted Combat** on page 219.

Controlling a Mount During Battle

When an adventurer is riding an animal untrained for battle, the player must roll the adventurer's Ride skill or less every melee round and at any time the mount is injured. If the roll is unsuccessful, the adventurer must spend the next melee round calming the animal by making a Ride roll, to the exclusion of all else. If the adventurer does not attend to their mount, or fails the roll, the animal bolts away from the excitement. If this happens, refer to the rules in the Ride skill description for unexpected actions by the animal.

Controlling an animal during battle requires concentration. An active spell such as Fireblade is impossible to maintain due to the concentration the spell needs.

A cavalry animal is trained to remain under control in combat: Ride rolls are not needed and active spells can be maintained.

A trained war animal fights for itself and the rider needs only to sit on the animal, so that Ride rolls are not necessary and active spells can be cast.

Training Riding Animals

Any adventurer with 50% or greater skill can train a riding animal to saddle and bridle, requiring one week of time. At the end of the week, the player attempts to roll the adventurer's Ride skill. When successful, the adventurer has trained the animal for riding.

Cavalry animals and war animals are another matter entirely. They can only be trained by a riding master. War animals must first be trained as cavalry horses. To become a riding master (and learn how to train war animals), an adventurer must have the Ride skill at 90% or higher. A cavalry animal trained by a riding master remains under control in battle and a war animal trained by a riding master can be trained to attack at the riding master's Ride skill –50%. Thus, a riding master with Ride (Horse) 90% can train a war horse up to 40% with each of its three attacks; the bite, the kick, and the rear and plunge.

Swim (15)

Swim measures an adventurer's ability to stay afloat and move in a desired direction. The roll must be made every ten minutes, or the adventurer starts to drown (see **Drowning**, page 156). This is also a measure of the ability of the adventurer to get out of armor when hitting the water. Again, failure to make the roll means a drowning adventurer.

A swimming adventurer has only half their normal ENC capacity. Thus, an adventurer with STR 12 would have a maximum ENC of 6 in the water. For every "thing" carried over that 6, the adventurer would be reduced by –5% in every DEX based skill, including swimming.

A failed Swim roll means that the adventurer fails to progress through the water; in the next melee round the player must make a successful Swim roll or the adventurer begins drowning.

Communication Skills

Communication skills are enhanced by high CHA, INT, and POW. An adventurer uses such skills to transmit by word or gesture their thoughts and desires to others. Good communication skills usually leave a good impression.

Act (05)

Act governs the art of being able to portray a different persona, whether in a staged performance or in a social situation. If successful, the persona portrayed seems real and natural to all who see the user. It may be combined with the Disguise skill.

Art (05)

Art is the creation of images or objects such as painting and sculpture. It measures the artist's ability to communicate an idea, such as beauty, divinity, grace, etc., as well as the artist's technical skill. This skill is used in media as diverse as pottery, bronze, gold, marble, silver, stone, terracotta, wall paintings, and more.

Bargain (05)

This is the skill of negotiation and compromise. Bargain is appropriate if both parties are willing to do something (sell and buy an item, provide aid but for a price, support a coup if the rewards are worthwhile, etc.), but only if the terms (especially the price) are right.

Bargain is often (but not always) used to haggle over prices, but can be used whenever opposing parties meet in negotiation. To use it, one must be in a position where negotiation is reasonable; using Bargain to buy the sacred axe of a Babeester Gor temple guard is not feasible.

Use simple skill rolls for trivial attempts (saving money on equipment or lodgings, for example). Bargaining is about compromise: use Fast Talk or Orate to resolve arguments that are absolutely won or lost. Finally, use opposed skill rolls (or skill against a Passion or Rune when appropriate) to decide important negotiations, such as the fates of nations.

When using a simple skill roll for Bargain:

- On a success, the adventurer gets everything they wanted from the bargain, without having to give up anything they weren't prepared to part with. Items are bought or sold at the standard price.
- On a special success, the adventurer gets everything they wanted from the bargain, without having to give up anything at all. Items are bought or sold at an increased 25% margin (75% of the standard price if the buyer wins, 125% of the standard price if the seller wins).
- On a critical success, the adventurer gets more than they expected from the bargain, and gains some unexpected benefit; perhaps a close friendship with the other party or a recurring discount. Items are bought or sold at an increased 50% margin (50% of the standard price if the buyer wins, 150% of the standard price if the seller wins).
- On a failure, the adventurer gets very little out of the bargain, and is forced to yield most of their desired points. Items are bought or sold at a 25% loss (125% of the standard price if the buyer fails, 75% of the standard price if the seller fails).
- On a fumble, the adventurer gets nothing out of the bargain, and blunders so badly that they suffer an additional complication—being thrown out of the market or earning the enmity of the other party. Items are bought and sold at a 50% loss (150% of the standard price if the buyer fumbles, 50% of the standard price of the seller fumbles).

This skill may also be used to determine approximately what an item is worth in a certain market, if the original value is known. *For example, a successful Bargain roll lets Harmast know that the fancy Esrolian sheathe dress Yanioth just bought in Nochet for 40 L could be re-sold for twice that amount in Pavis.*

Charm (15)

Charm takes many forms, including physical attraction, seduction, flattery, or simply warmth of personality. Charm may be used to compel someone to act in a certain way, but not in a manner completely contrary to that person's normal behavior. Charm is opposed by the Charm or Insight skills, or by an appropriate Rune (such as the Death Rune) or Passion (such as an appropriate Love or Loyalty).

Charm may be used for bargaining, to haggle the price of an item or service down. If successful, the seller is won over and they will reduce the price a little.

Charm may also be used to augment other Communication skills.

Dance (10)

This skill measures the adventurer's ability to perform a dance—be it a social, ceremonial, erotic, martial, or sacred dance. The skill includes the knowledge of the different forms of dance known in the wider region (comparable to the Homelands described in this book).

Dance may be used to evoke an emotional or magical response from its audience. For example, a dance may be used to inspire lust, wonder, or even to tell a story. Dance may be used to augment Magic skills or the chance of someone casting a spell. Finally, Dance may be augmented with the Sing skill (or vice versa) to increase the chance of success of either skill.

A successful Dance skill evokes the desired emotional response from its audience. On a special success, the performance is extraordinary and accomplishes exactly what the adventurer intended. On a critical success, the dance evokes an intense emotional response from its audience: awe, lust, sadness, wonder, or whatever else the adventurer intends. The dancer gains a +25% bonus on all Communication rolls with the intended audience for a season.

Disguise (05)

Creating a convincing disguise using appropriate materials (costumes, cosmetics, wigs, or hairpieces) is covered by the Disguise skill. The successful use means that the adventurer has altered their appearance to all viewers. Disguise is often augmented by, or used to augment, the Act skill.

Fast Talk (05)

Successful use of Fast Talk causes the target to agree with whatever the fast talker is saying, deceiving the target into thinking that the user is logically correct. The skill can be opposed with Fast Talk, Insight, or an appropriate Rune or Passion. If successful, the target agrees to assist as the user needs. If allowed a moment's thought (perhaps if the victim is momentarily out of the Fast Talker's presence), the target's player may attempt an INT×5 roll to shake off the effects of the Fast Talk. Of course, if the talker was correct to begin with, the INT roll may simply confirm that the victim is doing the right thing.

This skill usually cannot be used to change the mind of a listener who firmly believes in an opposing view, or whose duty constrains his options (a hangman or bodyguard, for instance). However, an adventurer can talk their way out of an arrest (or similar situation), if the adventurer's player can invent a justification for leniency on the part of the authorities.

Fast Talk does not work on more than a handful of people at a time or on targets whose minds are made up; use Orate instead. However, where Orate might take hours to unify the listeners into full agreement with the speaker, Fast Talk can take only one full turn (five minutes) or less.

Intimidate (15)

Intimidation can take many forms, including physical force, psychological manipulation, and threats. It is used to frighten or compel a person to act in a certain way. Intimidate is opposed by Intimidate, Insight, or an appropriate Rune or Passion. Intimidate can be used to force down the price of an item or service. If successful, the seller may reduce the price or hand the item over free of charge, but depending on the situation, they will be convinced they were wronged and may later go to their clan or cult to seek redress.

Many conditions might influence the use of the skill, described in the **Intimidation Modifier** table, following. The gamemaster may add further modifiers, depending on the situation.

Intimidation Modifiers

Condition	Modifier
Brandishing a weapon.	+5%
Target is alone and/or outnumbered by competent or superior enemies.	+10%
Adventurer using Intimidate has a Reputation involving violence.	+10%
Causing actual harm to the target or someone the target cares about.	+25%

Intrigue (05)

Intrigue is the art of finding out what is going on inside a royal or imperial court, great temple, warlord's camp, bureaucracy, or a similar institution. Everyone has access to gossip, but hard work and clever conversations help pry out real facts. Skill is needed to know who to ask, when, what to say, and how to sift truth from lies.

- On a success, the adventurer learns something true and useful about the factions, personalities, or politics of the court.
- On a special success, the adventurer learns something special and important known only to them and the direct participants (perhaps a fact overheard at a critical juncture, or seen by accident).
- On a critical success, the adventurer learns some special and important known only to them and the direct participants (perhaps a fact overheard at a critical juncture, or seen by accident), and gets an unexpected benefit as well such as a new ally within the court. The adventurer gets a +10% bonus on all Communication skills with the court for the next week.
- On a failure, the adventurer learns nothing new.
- On a fumble, a close contact lies to the adventurer, or is thought by the adventurer to have lied to them. The adventurer has a –10% penalty on all Communication skills with that court for the next week.

Intrigue is not used to poison people in secret, foment rebellion, or to assassinate rivals. Such deeds must be role-played, not left to random dice rolls.

Orate (10)

Fast Talk appeals to (or confuses) the intellect; Orate appeals to the emotions. It is used to make reluctant listeners act or grant a request. Imagine an orator as a great speaker standing before the senate of their city-state and persuading the people to go to war over an imagined slight, or a tribal chieftain who convinces their followers not to butcher their captives, or a politician who sways the populace into uniting to rebuild their devastated city.

Orate is implicitly a skill most useful against a crowd of up to 50 people, for a successful roll influences everyone without immediate chance for recovery, as with Fast Talk. However, Orate works just as effectively on a few people, or even on only one person.

If successful, Orate can be far more effective than Fast Talk, because it can grab and hold the emotions of the listener. Unlike Fast Talk, the targets do not get an INT roll to shake off the effects of an Orate. However, where Fast Talk can take only one full turn or less, Orate might require hours to unify the listeners into full agreement with the speaker.

Orate can be used to debate with others, with opposed rolls then coming from the other debaters.

- On a success, the target audience is convinced, granting the adventurer's request or adopting their position.
- On a special success, the target audience is moved by the adventurer's eloquence, grants the adventurer's request, and gains a favorable opinion of the adventurer.
- On a critical result, the target audience is utterly convinced, taking extreme action, like stepping into harm's way, to support the adventurer and their cause.
- On a fumble, the adventurer's argument is utterly unconvincing. The target audience doesn't believe a word of it, and is offended by the very notion. The target embraces the opposite view, and may become hostile.

Sing (10)

The Sing skill measures the adventurer's knowledge of poetry as well as their technical skill at singing or reciting poetry. Song is used in religious rituals as well as a way of remembering oral history, genealogy, and law.

Sing may be used to augment Magic skills or the chance of someone casting a spell. Furthermore, Sing may be augmented with the Dance or Play Instrument skill (or vice versa) to increase the chance of success of either skill.

- Success in this skill means that the singer pleased the audience. Failure indicates that the singer went off key, forgot the right words, or something equivalent. The better a singer's chance of success, the better the song when performed, so that a singer with an 80% skill sounds significantly better than one with a 40% skill, even if both players succeeded with their skill rolls. The singer must make a Sing roll once per full turn of performance.

- A special result allows the singer to perform in such a way that the listeners remember the performance, and payment increases by 10%.
- A critical result allows the singer to increase their fame; the audience remembers not only the performance but the performer, and payment or tips are doubled.
- Failing this role results in a mediocre performance. Payment, if any, is not generous, and tips are negligible.
- On a fumble, the singer is booed off the stage and is not paid.

The Sing skill is often used to augment Dance, Orate, and even Custom.

Example: *Vishi encounters a spirit while in the Spirit World and it attacks. Yanioth is with him, and decides to help her companion by singing a song to bolster his spirits, a chant of Ernalda and the strength of the living world. Her Sing skill is 70%, and she augments it first with a successful Earth Rune roll, giving her a total of 90%. She makes the roll easily with a roll of 08, a special success!*

Even though he is in the Spirit World, Vishi's fetch can hear for him, and his Spirit Combat skill is augmented by Yanioth's song, getting a bonus of +30% due to the special success. Vishi's unmodified Spirit Combat skill is 95%, and Yanioth's augment pushes it to a robust 125%, a near-certain victory—though of course, any roll of 96–00 is still a failure. Vishi will even be able to use the percentiles of the skill above 100% to reduce the attacking spirit's Spirit Combat skill, reducing its chances of success by –25%.

Speak Own Language (50)

An adventurer speaks their native language at 50%, plus whatever increases are gained through previous experience. Even if the adventurer has a particularly low Communication skills category modifier, they still have a Speak Own Language 50%.

Special Functions of Languages

- **Conversation:** Conversation is an exchange of views and information between two speakers. If both speakers have a proficiency level above 50% with the language they are speaking, there is no communication problem. When one or both members of a conversation have less than 50% proficiency, there is a chance of misunderstanding. The chance of successful communication then is equal to double the lower percentage of the appropriate language skill. The gamemaster should make this roll and then determine how much information the lesser speaker gets out of the conversation if the roll is missed. It is likely that most of the message got through, but key words may be garbled.

Example: *Harmast is haggling with a trader at the Block. Harmast's Speak (Tradetalk) is 45%, and the trader's skill is only 30%. Both are under 50%, so the chance of clear communication is equal to twice the lower skill rating. In this case, the trader's skill of 30% doubles to 60%, so there's a 60% chance they'll understand one another.*

- **Eavesdropping:** When an adventurer is trying to listen in on a conversation, the chance of understanding the conversation is their skill with the language. This may be modified by distance, surrounding noise, thickness of the door being listened through, etc. The gamemaster may call for a successful Listen roll (see page 188) before the player makes a language roll. If the adventurer succeeds with their Listen roll, the gamemaster should make the language roll, and then relate to the eavesdropper the gist of the conversation if the roll is successful. If the roll failed, the eavesdropper couldn't understand it. However, if the roll is a fumble, the gamemaster should give the listener a distorted rendition of the conversation, which might put the adventurer on entirely the wrong track.

Language Proficiency

D100	Result
1–10	May only communicate simple ideas, like "I food want!"
11–30	May get across simple requests and function living day-to-day in the native country of the speakers. "How many monies for the leg of lamb?"
31–50	Can get most ideas across. "But that was only 3 silver yesterday..."
51–80	Assured communication as if a native speaker. Allows one to tell stories, sagas, songs, etc. Can argue and bargain as well as any native.
81–100	This level is the language of poets, scientists, philosophers, diplomats, and all who aspire to a fluent grasp of the nation's speech


Heortling
New Pelorian
Esrolian
Tarshite
Dara Happan
Old Pavic
Theyalan
Auld Wyrmish
Hyaloring
Chariot People
Vingkotling
Earthtongue
Storm Speech
Fire Speech

Language Equivalency

Language	1/2 Skill	1/5 Skill	1/10 Skill
Boatspeech	—	Seaspeech	—
Dara Happan	New Pelorian	Firespeech	Pure Horse Tongue
Esrolian	Heortling	Old Pavic, Tarshite	Aldryami, Earthtongue, Stormspeech
Heortling	Esrolian	Old Pavic, Stormspeech, Tarshite	—
New Pelorian	Dara Happan	—	Firespeech, Pure Horse Tongue
Old Pavic	—	Esrolian, Heortling, Tarshite, Auld Wyrmish	Stormspeech
Praxian	—	—	—
Pure Horse Tongue	Pentan	Firespeech	Dara Happan, New Pelorian
Tarshite	—	Esrolian, Heortling, Old Pavic	Stormspeech
Tradetalk	—	—	—

Speak Other Language (00)

Speaking a foreign language begins at 00, unless that language is similar to a language the adventurer already knows, in which case the adventurer can speak the other language at a fraction of the skill in the known language. See the **Language Equivalency** table above. *For example, an adventurer with Speak Heortling at 50% can also Speak Esrolian at 25%.*

Example: *Harmast is trying to get directions to a certain wine-seller in Nochet. His native tongue is Heortling 60%, so he can speak Esrolian at 30% because of the similarity between the two languages. However, his skill in Tradetalk is 45%, which will likely serve him better in this vast, cosmopolitan city.*

Many of the languages spoken in Glorantha, and specifically Dragon Pass, are related to some degree, and speakers of one language might have some rudiments of another language due to these shared linguistic roots.

It is not generally necessary during the adventurer creation process to define starting ability in related languages, but whenever adventurers encounter speakers of languages other than their own, the gamemaster should consult the **Language Equivalency** table above determine if the adventurers have any basic proficiency.

Spoken Languages of Dragon Pass

Human Languages

The human languages of Glorantha fall into several families, such as Theyalan and Pelorian, roughly corresponding with the broad geographic distribution of their cultures. Languages within a family are similar enough that speakers of one language can communicate with those speaking another to a limited degree. This is represented as a fraction of the skill rating in the related language.

Boatspeech

This is the cult language for all the rivers and river cults of the world, regardless of geographical separation. It is derived from the non-human tongue Seatongue, a language spoken only by mermen and undines. Speakers of Boatspeech understand Seatongue at 1/5 of their skill in Speak Boatspeech. Boatspeech is often known as Riverspeech and is spoken by many sailors of Glorantha as a common tongue.

Dara Happan

This Pelorian tongue is the daily language of the city-states of the Pelorian lowlands. It was the language of the Dara Happan Empire, although that has been supplanted by New Pelorian.

Speakers of Dara Happan know New Pelorian at 1/2, Firespeech at 1/5, and Pure Horse Tongue at 1/10 of their Speak Dara Happan skill.

Esrolian

This Theyalan tongue is used in the Holy Country land of Esrolia and widely used throughout the rest of Holy Country and Maniria. Esrolians generally learn Tradetalk as a second language.

Speakers know Heortling at 1/2, Old Pavic and Tarshite at 1/5, and Aldryami, Stormspeech, and Earthtongue at 1/10 of their Speak Esrolian.

Heortling

This Theyalan tongue is the primary language for Sartar and Heortland. It originated with the Hendriki in the Holy Country. When the Sartarites moved northwards, they brought their language with them. It is the second language of the people of Alda-Chur and Alone, who joined the kingdom later than the other cities. Speakers are likely to know Tradetalk as a second language.

Speakers know Esrolian at 1/2, and Old Pavic, Tarshite, and Stormspeech at 1/5 of their Speak Heortling ability.

Old Pavic

Around 500 years ago, this now nearly-dead Theyalan language was spoken in the Empire of Wyrms Friends. The Empire ruled Dragon Pass, Peloria, and Prax in that age, but after its collapse the language was spoken only by the native humans of the ruins of Old Pavis. Now that the city is reopened, it is again known to the outside world. Old Pavic is also spoken in ancient religious ceremonies at Adari, but not spoken by the populace there.

Speakers of Old Pavic know Auld Wyrmish, Esrolian, Heortling, and Tarshite at 1/5, and understand Stormspeech at 1/10 of their Speak Old Pavic ability.

New Pelorian

This Pelorian tongue is the official language of the Lunar Empire, and the native speech of the people of the Oslir river valley. Throughout the Lunar Empire, educated people are likely to speak this as their primary tongue.

Speakers know Dara Happan at 1/2, and Pure Horse Tongue and Firespeech at 1/10 of their Speak New Pelorian ability.

Praxian

The Praxian animal nomads use this language. It is spoken by all the tribes there, including the nonhuman Morokanth, and has also been adopted by the non-herding peoples, such as the Men-and-a-Half and the local Basmoli Berserkers.

Pure Horse Tongue

This is spoken as a primary language only by the Pure Horse People of the Grazelands. It is close to the language of the horse barbarians of Pent and northern Peloria. The natives use it only among themselves, preferring Tarshite, Esrolian, Heortling, or Tradetalk with outsiders.

Speakers of the Pure Horse Tongue know other Pentan languages at 1/2, Firespeech at 1/5, and Dara Happan and New Pelorian at 1/10 of their Speak Pure Horse Tongue skill.

Tarshite

This Theyalan language is the native tongue for the homeland of Old Tarsh, and of the Far Place in Sartar. The speech was imported when natives from Peloria moved into Dragon Pass. Lunar Tarshites generally know New Pelorian, Tarshite, or Tradetalk as a second language.

Speakers know Esrolian, Heortling, and Old Pavic at 1/5, and Stormspeech at 1/10 of their Speak Tarshite ability.

Tradetalk

The cult language of the Issaries trader cult. Tradetalk is spoken throughout Glorantha and is the closest thing to a common tongue Glorantha has. It may be learned almost anywhere, including nonhuman areas, and is the widest known second language.

Magical and Nonhuman Languages

Magical and nonhuman languages are listed here for convenience. They are known to many humans and can be studied. No families of languages are listed. This is not to say that families of nonhuman languages do not exist, but simply that humans do not normally distinguish differences within nonhuman languages. These languages may be used to augment magic associated with the Rune of the language.

Aldryami

The language of elves and their kin; since the separation of the elf nations across the world, the different forests have developed local variations of Aldryami, but these are more like accents than different dialects. All Aldryami prefer to use Tradetalk to communicate with non-elves, even if the non-elves show off their knowledge of Aldryami. Speakers of Aldryami can speak Earthtongue at 1/5 of their skill.

Auld Wyrmish

Spoken by dragonewts and their kin, such as wyrms. Dream dragons almost always speak it, rarely knowing another language due to their peculiar origin. No human

can ever attain a skill higher than 25% in the spoken language, although dragonewts seem to have little problem understanding other tongues.

Speakers of Auld Wyrmish know Old Pavic at half their Auld Wyrmish ability.

Beastspeech

The language of wild animals and half-animals, such as Beast Men and baboons. It is very difficult for humans to speak it, but it is easier for people to learn if they can find a teacher. Beastspeech has no written form.

Darktongue

Creatures of Darkness such as trolls and their ilk speak Darktongue. It is very ancient, and writings in it exist from before the Great Darkness.

Earthtongue

The speech of Earth cults, reptiles, and other earth-related creatures. Speakers of Earthtongue can speak Aldryami at 1/5 their skill and Esrolian at 1/10 their skill.

Firespeech

Spoken by Fire/Sky cults, birds, and the inhabitants of the Sky World. Firespeech speakers can speak Dara Happan and Pure Horse Tongue at 1/5 their skill.

Mostali

The tongue of dwarves and their minor created servitors. It is little used, and even dwarves prefer to speak Tradetalk when outside their mines.

Seatongue

The watery races, including all Triolini (merpeople, intelligent beasts such as dolphins, and other water creatures), speak this. Speakers have 1/5 their Seatongue skill in Speak Boatspeech.

Spiritspeech

This is a way of communicating with spirits through speech. Not all spirits are equally interested in or adept at communication.

Stormspeech

Spoken by Wind Children and storm gods. Speakers can speak all Theyalan languages (such as Esrolian, Old Pavic, and Tarshite) at least 1/10 the skill in Stormspeech, and can Speak Heortling at 1/5 their skill.

KNOWLEDGE SKILLS

These skills usually depend on the ability of the adventurer to memorize and comprehend a body of knowledge, whether learned by rote at a campfire or deduced from endless pedantic lectures at a great library. Frequently they cannot be increased through experience, but must be trained or researched. They depend on the adventurer's INT and POW for modifiers.

Alchemy (00)

The knowledge of purifying, transmuting, and producing material substances through various processes, and the preparation of various elixirs, including acids, poisons, and medicinal potions. It includes information concerning herbal and chemical substances used in the creation of such potions.

This skill must be used with specific raw materials. This skill is a cult secret of Chalana Arroy, Lhankor Mhy, and certain Lunar cults. Their temples have supplies of such substances and sell them to initiates, at a cost of 50 L per point of potential potency.

A successful Alchemy skill roll transforms the raw materials into medicine or poison of the appropriate potency. A special success on the skill roll adds 1 to the POT. A critical roll increases POT by 1.5 times (round fractions up). A failure means that the product is ruined and the raw materials wasted. A fumble means that the resultant potion injures the creator for 2D6 hit points immediately.

Healing potions, poisons, poison antidotes, and medicine (curing disease) can all be made with this skill.

- **Healing Potions:** One point of damage is healed per POT in a healing potion or salve. One point is healed immediately, and each successive point takes one hour to work.
- **Antidotes:** Each POT of a poison antidote counteracts 1 POT of poison, and is specific to a certain poison (see page 157).
- **Poisons:** See the description of poisons in the **Game System** chapter for more information.
- **Medicines:** Each medicine type is specific to the disease it cures. Medicines work by matching their POT against the disease's resistance. If the disease's resistance is overcome, the patient is cured.

Disease Resistance

Severity	Resistance to Medicine
Mild	2
Acute	6
Serious	12
Terminal	20

If a disease has been caused by a disease spirit, the medicine must match its POT vs. the spirit's POW. If the spirit's POW is overcome, its victim may engage it in spirit combat. If the victim reduces the spirit to 0 magic points, it is expelled. If the disease spirit is successful, it raises the disease's type by one level of severity.

Battle (10)

The Battle skill includes both the ability of an individual to survive a massed combat and the ability to lead warriors in such a conflict. The skill is used when an adventurer is in a battle, either large or small.

The Battle skill measures how the adventurers do during an engagement. During an engagement, roll D100 and consult the adventurer's Battle skill. The **Battle Results** table shows the results of the engagement for that adventurer. The **Experience** column lists all the skills that the adventurer may check for experience and possibly improve later (see the **Between Adventures** chapter).

Battle Results

Result	Result	Experience
Critical	Fought well, with notable heroism.	Best three weapons and POW experience check. Battle goes up 1D6%. Add +1D6 to Reputation.
Special	Fought well.	Battle, best three weapons, and POW experience check. Add +1D3 to Reputation.
Normal Success	Fought competently.	Battle and best two weapons experience check.
Failure	Wounded; take 2D6 damage to a random location.	Battle experience check.
Fumble	Badly wounded; take 4D6 damage to a random location.	None.

Battles may result in spectacular and unpredictable outcomes, wherein occasionally one or both sides turn tail, leaving their backs open to pursuit and wholesale slaughter. In larger battles, as opposed to common raids, this is very important. Some battles have special modifiers added to them, positive or negative. These are awarded to either the winning or losing side, or both. Sometimes different modifiers are given to specific units.

Example: *While visiting a small village near Bagnot, Vostor is placed in charge of organizing a group of villagers marshalling their defenses against an attack from a company of Lunar horsemen—his former countrymen. The gamemaster looks at the situation (defenders outnumbered 2 to 1 by attackers, no fortifications, untrained peasants against skilled cavalry, etc.) and decides that the Battle roll will be at a –40% penalty. Vostor's Battle skill is 55%, which is not high. He chooses to attempt to augment this with a Hate (King Pharandros) 60% Passion. He succeeds, raising his Battle by +20 to +75%. This means that the newly-modified chance is 35% (55+20–40). Vostor rolls and gets a 05, a special success!*

Though the course of events determines that the battle is a stalemate, for his performance in the combat, Vostor fought well, and gets experience checks with three weapons, as well as getting to make a POW gain roll. He also earns +1D3 to his Reputation.

Obviously, some battles result in increased casualties for both sides.

Bureaucracy (00)

In much of Glorantha, scribes keep the business, judicial, and historical records for kings, nobles, temples, and cities. With Bureaucracy, an adventurer can trace and document people and property from written records, understand and navigate the administrative system, and otherwise work with scribes and court officials. Note that an adventurer's effective Bureaucracy skill cannot be higher than the adventurer's Read/Write skill in the script the records are written in.

Customs (all) (25/00)

Customs represents the knowledge of the codes of behavior, traditions, and community standards of a given social group. It includes code of behavior, etiquette, and the basic law of a given people governing both individual and communal conduct. Customs encompasses laws that apply to daily life, as opposed to the bureaucratic texts that are accessible for only a small proportion of the population.

Adventurers start knowing their own Customs skill at 25%: all others start at 00%.

- With a successful Customs skill roll, the adventurer comports themselves well, acts perfectly

acceptably, or recalls or realizes some important local custom.

- With a special success, the adventurer makes a good impression and gets a +10% bonus to all Communication skills made among members of that culture for the rest of the social encounter.
- With a critical success, the adventurer gets a +25% bonus to all Communication skills made among members of that culture for the rest of the season.
- With a fumble, the adventurer commits major errors and manages to offend most people present. The adventurer is likely ejected from the current gathering and suffers a –10% penalty to all Communication skills made among members of that culture for the rest of the season.

Evaluate (05)

With this skill, an adventurer can evaluate the monetary value of artifacts and goods (cloth, jewelry, art objects, etc.), and valuable natural materials (gems, land, exotic animals, etc.). If the adventurer has an occupational skill (see page 423), they have double that skill's normal rating to correctly evaluate materials associated with that occupation. *For example, a jeweler has double the normal chance to evaluate the value of gemstones, and a swordsman has double the normal chance to evaluate the value of a sword.*

If an object or substance is associated with a Lore or other Knowledge skill, and the adventurer makes a roll with the appropriate skill, the Evaluate chance is doubled.

Failure to Evaluate means that the adventurer doesn't know the worth of the item. A fumble with the roll means the adventurer has an entirely erroneous idea of an item's value. This idea will be either too high or too low—always in the direction more inconvenient for the adventurer. A critical success means that the adventurer knows the exact worth of the object.

Farm (05)

With this skill, the adventurer knows how to plow, plant, grow, and harvest crops, as well as care for common domestic animals. An adventurer with this ability can raise crops for themselves and for others.

The typical agricultural method in Dragon Pass and the Holy Country is for the men to plow and then sow half the available cultivated fields in Sea Season, which are reaped in Earth Season by the women and children; the other half is plowed and sowed in Earth Season, which is then reaped in Sea Season. The main crops are cereal grains (barley, wheat, oats, and rye), although grapes, apples, and other fruits are also grown. Vegetables and herbs are grown in small gardens.

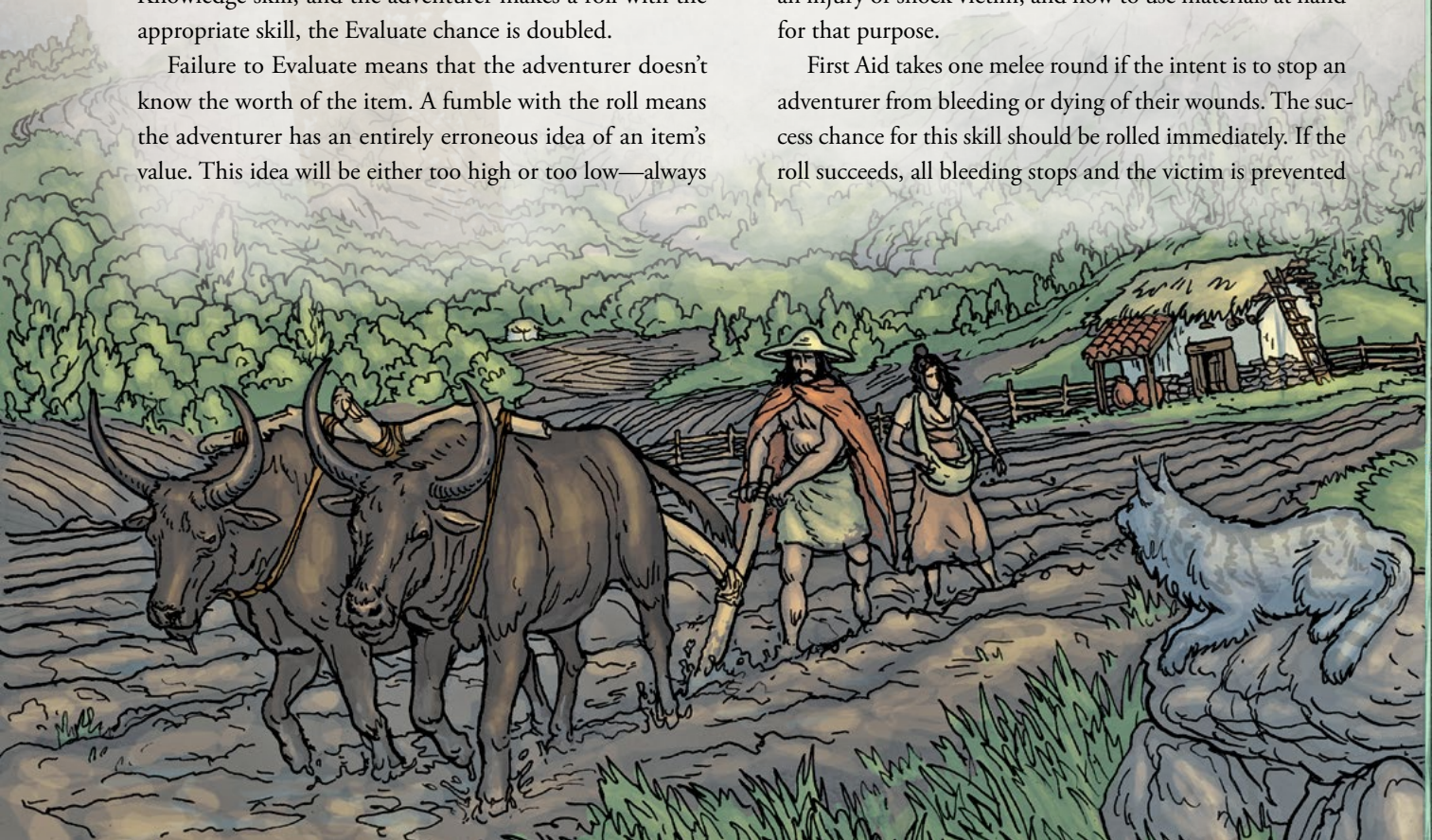
A plow requires two oxen to pull. Among most farmers in the Dragon Pass region, only certain people may use the plow upon the earth, most commonly initiates of Orlanth or his son, Barntar the Plow God.

In the lowlands of Peloria, rice is the dominant crop. Paddy fields require a great deal of labor and materials to create, and need large quantities of water for irrigation.

First Aid (10)

This skill imparts a basic knowledge of what to do to help an injury or shock victim, and how to use materials at hand for that purpose.

First Aid takes one melee round if the intent is to stop an adventurer from bleeding or dying of their wounds. The success chance for this skill should be rolled immediately. If the roll succeeds, all bleeding stops and the victim is prevented



from dying. If unsuccessful, the user may try again to stop the bleeding in the next round. **An injury that immediately kills an adventurer cannot be treated with First Aid.**

It takes five full melee rounds of First Aid to heal damage. At the end of that time, if the First Aid was successful the user has healed 1D3 hit points of damage to the patient. A special success allows the user to heal 2D3 damage points. A critical success allows the user to heal 1D3+3 damage points. The amount of hit points restored through a single use of First Aid cannot be greater than the damage suffered by the injury.

If anything else is done during the five melee rounds in which the user performs this skill, the recipient loses 2 hit points. This means that, even with a successful First Aid roll, rushing the job could do a point of damage to the recipient if a roll of one resulted from the 1D3 at the end of five melee rounds.

First Aid can only be used once against an injury to a specific hit location. However, a fumble with the skill causes 1D3 damage to the recipient, and no further attempts may be made to fix that injury by that First Aid user.

First Aid can be used on any living creature.

Game (15)

Game measures an adventurer's competence in common Gloranthan games of wits and chance, especially those where money is wagered on the outcome. It includes knowing the rules of games, and is also used to assess the odds of success or failure, or to spot when someone is cheating.

Common games include Enzestu (a dice game), Gambling Sticks (a game of chance sometimes used in worship), God's Eyes and Fingers (a board game), Luck and Fate (a chance game), Ouranekki (a board game thought to have magical effects), and Swords and Shields (a board game).

Herd (05)

Herd represents the ability to bring individual animals together into a herd, maintain the herd, and move the herd from place to place. It includes the ability to identify good pasture, and tell if a herd animal is in good health. It also includes the ability to train and use dogs or shadowcats to aid in herding.

Common herd animals in Dragon Pass include cattle, sheep, bison, sable antelopes, impala, and high llamas. The Pure Horse People of the Grazelands herd horses exclusively. Goats are not herded by the Heortlings because they are viewed as unclean, but other peoples herd them.

Library Use (00)

This skill allows the user to find a given document, scroll, tablet, codex, or other record within a library or other collection of documents, assuming the item is there. Each use of this skill marks four hours of continuous search.

With a success, the adventurer's inquiry bears fruit: they find a relevant written record and can glean one clue from it. If there are no clues to be found, the adventurer is reasonably sure they didn't miss anything.

With a special success, the adventurer finds 1D3 pieces of pertinent information. With a critical, the adventurer has hit the motherlode; the adventurer locates every clue available in the library (or up to their INT in useful and valid clues).

With a fumble, the adventurer gains no useful information and one piece of patently false information that the adventurer fully believes is correct.

Lores

There are many kinds of Lore, each being a specialized body of Knowledge. Each Lore skill must be learned separately and allows the adventurer to remember pertinent facts within its purview. Use a given Lore skill to analyze or identify clues, make logical suppositions, and to recall information about the specialty.

Many Lores require further specialization, which must be learned separately. Homeland Lore, for example, must be learned separately for each region of Glorantha, such as Sartar, Esrolia, Prax, the Lunar Heartlands, etc. Adventurers that gain similar lore about different regions or species will have to separate their lore into specialties, keeping track of their percentile chance for each.

Several common Lores are listed below. Others may be created with the gamemaster's approval.

Animal Lore (05)

Animal Lore represents knowledge of wild fauna. An adventurer making a successful Animal Lore roll can identify an animal, know what it eats, tell if an animal is in good health, and perhaps predict the animal's behavior.

Celestial Lore (05)

Celestial Lore is the study of the Sky Dome. The great starry bowl contains secrets, and the stars are the key to events that occur regularly upon their annual passage, as well as to long-term events and occurrences. Planets moving backwards, new stars, and strange heavenly confluences of wandering planets can inform the educated of cosmic events. It includes astronomy and astrology, but also includes

knowledge of the celestial bodies and their influences, of the celestial areas, and of the various types of phenomena occurring in the sky. Finally, it includes interpreting unique or unusual celestial phenomena such as comets, meteors, conjunctions, and so on.

Cult Lore (05)

This is a knowledge skill that quantifies how much is known concerning the myths, beliefs, heroquests, sacred calendar, traditions, holy places, and personages of a specific cult. An adventurer must be at least an initiate of a cult to learn the secret lore of that cult.

The lore of each cult an adventurer belongs to must be learned separately: such as Orlanth Lore, Ernalda Lore, Seven Mothers Lore, etc.

Draconic Lore (00)

This skill quantifies knowledge of draconic mysteries, such as True Dragons and dream dragons, as well as creatures such as dragonewts and wyrms. It implies some knowledge of the Empire of Wyrms Friends and of draconic philosophy.

Elder Race Lore (05)

This skill quantifies knowledge of an Elder Race (including lesser Elder Races), their society, traditions, religion, history, and notable individuals.

The lore of each Elder Race must be learned separately: such as Aldryami Lore, Mostali Lore, Troll Lore, and even Beast Men Lore.

- **Aldryami Lore:** Knowledge of the Aldryami (dryads, brown elves, green elves, yellow elves, runners, and the great trees).
- **Mostali Lore:** Knowledge of the dwarves and their castes, and their creations.
- **Troll Lore:** Knowledge of the trolls (dark trolls, great trolls, trollkin, and cave trolls).
- **Ludoch Lore:** Knowledge of the Ludoch merfolk.
- **Beast Men Lore:** Knowledge of the various Beast Men of Dragon Pass, including centaurs, duck people, minotaurs, satyrs, etc.

Homeland Lore (30/00)

This skill measures one's knowledge of a Homeland, such as Sartar, Esrolia, the Lunar Heartland, etc. It includes knowing where things are in that homeland, local history, and the notable individuals, places, and temples in the region. The smaller the region, the more detailed the knowledge. An adventurer's local Homeland Lore starts at 30%: all others start at 00%.

An adventurer gets a bonus when the subject of the Homeland Lore roll is famous or otherwise important. At the gamemaster's discretion, the subject's Reputation may also earn a similar modifier.

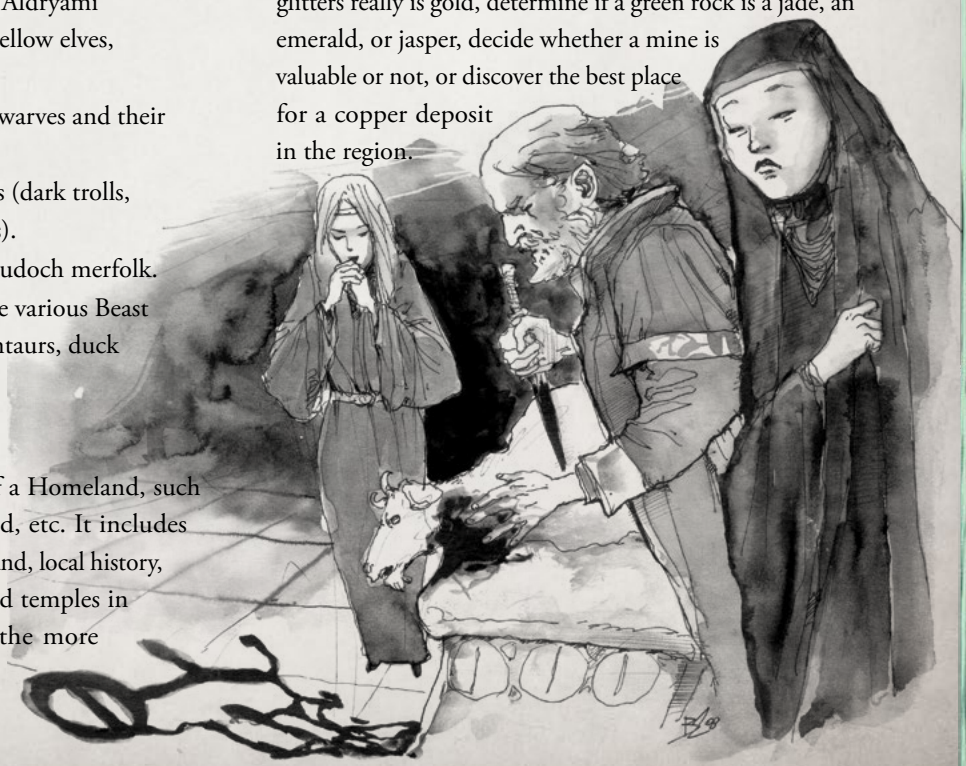
Homeland Lore Modifiers

Subject	Bonus
Adventurer's tribal center or clan village (e.g., home village, Clearwine for Colymar tribe, Two Ridge Fort for the Malani tribe, etc.)	+30%
Famous person (e.g., Harrek the Berserk, Jar-eel, Red Emperor, King Sartar, Feathered Horse Queen, etc.)	+25%
Capital of the adventurer's homeland (e.g., Nochet for Esrolia, Boldhome for Sartar, Furthest for Tarsh, etc.)	+25%
Important person (e.g., local chief, Rune Master, etc.)	+10%
Important location (e.g., Smoking Ruins, Falling Ruins, Jaldonkill, Upland Marsh, etc.)	+10%

With a successful Homeland Lore skill roll, the adventurer learns useful information. Special and critical results provide additional information. Fumbles yield erroneous information.

Mineral Lore (05)

This skill is used to understand geology and metals. A successful Mineral Lore skill roll allows the adventurer to recognize types of rock formations, determine if what glitters really is gold, determine if a green rock is a jade, an emerald, or jasper, decide whether a mine is valuable or not, or discover the best place for a copper deposit in the region.



Plant Lore (05)

Plant Lore is the ability to recognize the virtues of various plants and to locate those plants in a favorable environment or to recognize them if they are encountered.

If an adventurer's skill is high enough (see the **Plant Lore Ability** table), the adventurer may attempt to roll against Plant Lore to find specifically useful plants.

Plant Lore Ability

Skill %	Ability
1–20	Can recognize and find edible plants in the wild.
21–30	Recognize any poisonous plants in sight.
31–40	Recognize and can find plants useful in ritual magic.
41–50	Recognize and can find plants that make good healing poultices (1D6 damage healed after 1D6 hours on wound).
51–70	Recognize and can find plants that make good healing salves (1D6 damage healed after 1D6×10 minutes).
71–00	Recognize and can find plants that are hallucinogens, and other emotion-affecting drugs such as aphrodisiacs, hate-agents, etc.

River Lore (00)

This Lore skill represents knowledge of river ecology. It combines knowledge of geology, physical effects, animals, and plants, and gives information not only about the normal attributes of the river, but also concerning the effects on the ecology from outside changes. It works equally well with rivers in any land.

Underworld Lore (00)

This Lore skill represents knowledge of the Underworld, its denizens, deities, and demons, its mythic geography, and the paths through the realm of the Dead.

Manage Household (10)

In Glorantha, property and resources— including farms, herds, markets, workshops, temples, and palaces—are managed as personal households. The resources of a temple or palace, including its tenant farmers and herders, are managed in the same way as a farmer's household.

The skill lets the adventurer manage their property, followers, agents, and slaves in an efficient (and profitable) manner, determined each year during Sacred Time (see page 420).



Martial Arts (00)

This skill makes the best use of natural weapons, such as Fist or Kick. It is a physical and/or spiritual discipline that allows an adventurer to double the damage done by natural weapons. This has no effect on damage bonus. Using Martial Arts, an adventurer's player must roll a successful attack with a natural weapon. If the roll is also under the adventurer's Martial Arts skill, then the adventurer gets the benefit of two listed damage rolls with the natural weapon.

Martial Arts also affects an adventurer's ability to parry with their fist or leg. A successful parry roll that is also less than the Martial Arts skill means that the user's fist or leg blocks 6 points of damage and takes no damage from the attack, no matter what weapon is used. Damage over 6 points still reaches the defender.

Different schools of Martial Arts exist in the Lunar Heartland, Loskalm, Seshnela, Teshnos, and Kralorela.

Peaceful Cut (10)

This skill is also known as butchering. It includes the ability to dismember an animal in the quickest and most efficient way, and the ability to divide up a prey animal in the traditional manner. With this skill, an adventurer also knows the rituals that ensure that the soul of the slain beast returns to its mother, to be reborn properly. These traditions include a short prayer and ritual of thanksgiving.

Read/Write (all) (00)

With this skill, an adventurer can read a script and write in it. The adventurer knows how to form written symbols so that another literate person can read them. In some languages, an expressive calligraphic hand is required to successfully communicate to anyone of any status or pretense to culture.

Reading must be learned separately for each script known. If unsuccessful in reading a written passage from some

Scripts of Dragon Pass

Theyalan Scripts

All Theyalan languages (including Esrolian, Heortling, and Tarshite) are written using the three Theyalan Scripts. These scripts are written the same regardless of whether the writer speaks Esrolian or Tarshite. Adventurers learn all three scripts as part of the Read/Write Theyalan skill.

- **Murnulvretan:** Literally meaning "Cat-Scratching," this flowing and ornate syllabary is used to write on parchment or papyrus with ink.
- **Kanvulvretan:** Literally meaning "Dog-Scratching," this syllabary consists of distinct characters used for inscriptions in stone or metal.
- **Elasa Script:** This script is used for magical formulae. It has a complex vocabulary, and its meaning is dependent on a complex code system.

Auld Wyrmish

Dragonewts do not write, but during the Empire of Wyrms Friends clever humans devised a written form of Auld Wyrmish. Many Second Age documents were written in this tongue, and it is still popular among pedants. Even though humans can only learn to speak limited Auld Wyrmish, the written script has no such restriction.

Pelorian Scripts

- **Firespeech:** This sacred alphabet is used for secret Fire cult writings. Adventurers with Read/Write Firespeech can Read/Write Dara Happan at 1/5 and Read/Write New Pelorian at 1/10 of their skill.
- **Dara Happan:** This alphabet is simpler and more efficient than the Firespeech script. It was the official script of the Dara Happan Empire until New Pelorian supplanted it in the Third Age. It is now largely used by priests and pedants. Adventurers that can Read/Write Dara Happan can Read/Write New Pelorian at 1/2 and Read/Write Firespeech at 1/5 of their skill.
- **New Pelorian:** The official script of the Lunar Empire, New Pelorian was adapted from Dara Happan but is easier to use. Adventurers that can Read/Write New Pelorian can Read/Write Dara Happan at 1/2 and Read/Write Firespeech at 1/10 of their skill.

Darktongue

Dark trolls have their own written form of Darktongue. Written Darktongue must be carved into stone or metal, and can be read by feeling with one's fingers.






language, the adventurer cannot try again until they have been trained further or have researched enough to increase the skill. Again, it is often a good idea for the gamemaster to roll the dice when an adventurer reads a vital manuscript, as a fumbled roll provides misinformation.

Shiphandling (00)

Shiphandling allows an adventurer to successfully command a ship that needs a crew of more than two. For smaller vessels, use the Boat skill (page 164). Shiphandling includes aspects of navigation, sail-setting, arranging watches, and the other knowledge necessary to perform as the master of a ship.

In chase situations (see **Chases**, page 151), a critical or special result adjusts the range categories and affects the outcome of the chase. A fumble has the possibility of damaging the ship.

Survival (15)

This skill covers surviving in a rural or wilderness environment where the benefits of civilization are absent: foraging, finding drinkable water, avoiding poisonous plants, building a fire, finding shelter or a safe place to sleep. When properly equipped, rolls are usually unnecessary since the adventurer may be carrying a tent, food supplies, and so on. Only when separated from their equipment or when environmental conditions turn bad does it become essential to utilize this skill. A roll is usually made once per day in such conditions.

This skill can be augmented with other abilities such as Homeland Lore, Plant Lore, or even the Earth Rune.

Treat Disease (05)

Successful use of this skill doubles a victim's chance for success at the next CON recovery roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. A critical roll indicates that the victim's chances to recover are tripled. Specials have no effect. A fumble indicates the victim's disease progresses to the next stage (i.e., acute becomes serious, serious becomes terminal, or a terminal victim dies).

Treat Poison (05)

Successful use of this skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken (see **Poisons**, page 157). A special roll purges the victim of 4D6 POT, and a critical roll purges all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Magic Skills

These skills are used either to enhance or to create magical effects. They depend on POW, INT, and CHA.

The Spirit Combat skill is discussed on pages 366.

Meditate (00)

An important part of spiritual and magical activities, this skill allows the user to enter a semi-aware, trance-like state, attempting to achieve inner calm and restore serenity and focus. Meditate can be, and often is, used to augment spells and rituals (see page 244 for more information).

An adventurer may also attempt to Meditate as a means of restoring lost magic points, much in the same fashion that First Aid restores lost hit points.

- Each hour of successful Meditation yields the adventurer 1 magic point in addition to any restored through normal rest and recuperation.
- A special success rewards the adventurer with 1D3 magic points and a critical success yields 1D3+1.
- If the Meditate roll fails, the adventurer had a difficult time focusing, was distracted, or did not achieve a calm deep enough to hasten spiritual recovery. No additional benefit is accrued.
- If the roll results in a fumble, the adventurer loses 1D3 additional magic points, with the usual effects if magic points are reduced to 1 or 0.

To hasten the recovery of expended magic points, the adventurer must successfully Meditate uninterrupted for one full hour, during which time the adventurer can attempt no other skill rolls, make any movement, or communicate in any way with others. No spellcasting may be attempted, and if the gamemaster determines that a distraction might be enough to disturb the Meditate attempt, the adventurer must perform a successful POW×3 roll to resist being distracted and gaining no benefit from the Meditate attempt.

As an alternative, the gamemaster may also allow the adventurer to use a period of successful Meditate and roll as an attempt to "re-set" a failed Intelligence roll, allowing the adventurer to spend the time considering the answer. If successful, they may make another attempt at the Intelligence roll. The issue the adventurer intends to ponder must be announced prior to the Meditate attempt, and this attempt may only be made once per issue.

A new Meditate attempt maybe be made every hour to receive the listed benefit. Periods shorter than one hour yield no

reward other than peace of mind. An adventurer can only meditate a number of hours a day equal to their CON characteristic.

At the gamemaster's discretion, Meditate may be used to augment a variety of Magic, Communication, and Knowledge skills, though it should only be allowed if the use of those skills would benefit from inner calm and reflection. Meditate does not teach an adventurer a language they do not speak, provide any knowledge they have not been exposed to, nor does it serve in any activity requiring rapidly adapting patterns of thought, such as Fast Talk or most forms of combat.

Prepare Corpse (10)

This skill allows the user to properly lay out a corpse and prepare it for the final rites. It also allows the user to know what rituals or spells are traditionally performed over a corpse.

In most cases, a properly-prepared corpse is resistant to being animated by a malign spirit (such as a ghoul) or used as an undead construct, unless, of course, that is the tradition of the user's cult.

Sense Assassin (00)

This skill can only be gained through a gift from Humakt. Successful use of the skill allows the user to sense that a nearby person (within 50 meters) intends to assassinate someone the Humakti is currently attached to, whether a clan member, part of a temporary adventuring party, a permanent fealty relationship, or even the Humakti themselves. This sense does not tell the Humakti who the intended victim is, but does point out the assassin.

Sense Chaos (00)

This special ability, available only to initiates and Rune Masters of the Storm Bull cult (see page 305), can only be increased by experience—not by training or research. It allows the user to sense the presence of Chaos in animate or inanimate form, including visible spirits. The skill does not single out the source, but rather gives the Storm Bull cultist a sense of unease, or even pain, and the knowledge that Chaos is close at hand. The intensity of the feeling gives a rough estimate of the amount of Chaos present. It is effective within a 15-meter range.

Spirit Combat (20)

Spirit Combat covers contests of psychic energy, such as when a spirit tries to possess (or intrude into) a corporeal body, or a shaman tries to bind a spirit, or when two magicians enter a trance, discorporate, and do magical battle. See the **Spirits** chapter for more information about this skill. This skill may increase from experience or from training.

Spirit Combat may take many different forms, depending on the magic technique used by the adventurer.

Example: *A Hykimi shaman's soul takes animal form; a Daka Fal cultist may be aided by the ghosts of their ancestors; the soul of an Orlanthi might be divine breath or ethereal lightning; an Ernalda cultist's soul might take the form of a snake; and a Lunar cultist might project their psychic energy as pure red light.*

Spirit Dance (00)

Successful use of this skill enables a shaman to avoid a hostile spirit while discorporate. The chance of success is reduced by the enemy spirit's magic points. A successful roll means that the shaman returns to their



body safely. A special or critical success means the shaman avoids the enemy spirit, and can stay in the Spirit World for more exploration, if desired. A fumble means the spirit attacks the shaman and receives one free attack prior to combat commencing.

See the **Spirits** chapter for more information about this skill.

Spirit Lore (00)

This is the chance to know something about a spirit encountered, such as its affinities, abilities, or what appeases or drives it away. If used in the Spirit World, this is an opposed skill against the spirit's POW×5. Special and critical results provide additional information. Fumbles yield erroneous information.

Spirit Travel (10)

Spirit Travel governs a discorporate shaman's ability to navigate the Spirit World and track down specific spirits. The skill is also used for exploration and general navigation of the Spirit World. It can be increased by experience. Certain locations in the Spirit World reduce this skill and increase the chance of becoming lost. A special result reduces travel time by 1/3. A critical result reduces the travel time by half. A fumble results in the shaman becoming lost.

See the **Spirits** chapter for more information about this skill.

Understand Herd Beast (00)

This skill trains a person to perceive and interpret warning signs, movements, odors, and other gestures made by herd beasts. Speaking to animals is not possible with this skill.

Worship (deity) (05)

This magical skill allows mortals to contact the endless God Time. It is always linked to a specific deity—knowledge of the rites for worshiping Orlanth does not help one worship Humakt! A Worship ritual takes a full day to perform and must be held at a place holy to the deity or sanctified ground (see the Sanctify spell, page 338). A successful use of the Worship roll allows participants initiated into the secrets of the cult to replenish Rune points and even attempt a POW gain roll. See **Replenishing Rune Points** on page 315 for more information.

Sacrifice

Sacrifice is practiced by most cults, although most Gloranthan cults draw the line at the sacrifice of sentient beings. Sacrifice transfers energy from this world to the Gods World. Sacrifices are typically of magic points, of living things, or of goods. An adventurer gets a bonus to their Worship skill depending on the nature and the amount of sacrifice made during the ritual:

- **Magic Points:** Initiates and Rune Masters must sacrifice at least 2 magic points during a Worship ritual to their deity. No dice roll is necessary for that sacrifice. For each additional magic point sacrificed, they get a +10% bonus to their Worship skill during that ritual. Magic points sacrificed regenerate normally.
- **Living Things:** Sacrificing animals or plants (in the form of grain, bread, fruits, etc.) and then consuming them in a sacred feast provides the following bonuses:

Living Offerings

Offering Size	Example	Bonus
Small	Rabbit, bird, 1 liter of wine or beer, etc.	+5%
Medium	Sheep, pig, 40 liters of wine or beer, etc.	+10%
Large	Cow, horse, 500 liters of wine or beer, etc.	+20%

Valuable Objects

Sacrificing valuable objects desired by the deity provides the following bonuses:

Valuable Object Offerings

Offering Size	Example	Bonus
Small	Dagger, axe, spear, or approximately 15 L of goods.	+5%
Medium	Sword, large shield, hauberk, full helmet, or approximately 50 L of goods.	+10%
Large	Plate panoply, magic item, or approximately 300 L of goods.	+20%

The item itself is ceremonially broken or rendered unusable, such as a weapon-blade being bent, armor being rent, or some other means of making it unusable. The priests will then dispose of the item through a fashion appropriate to the cult (archiving for Lhankor Mhy, burial for Ernalda, etc.). In some notable cases, the item may be taken by the god.

Descriptions of these weapons and armor are in the **Combat** chapter.

Sacred Times

An adventurer gets a bonus to their Worship skill by performing the ritual on a date sacred to the deity:

Sacred Time Modifiers

Sacred Day	Bonus
Weekly or other minor holy day	+10%
Seasonal holy day	+20%
High Holy Day	+40%
Sacred Time	+40%

Sacred Places

An adventurer gets a bonus to their Worship skill by performing the ritual in a place sacred to the deity:

Sacred Place Modifiers

Sacred Place	Bonus
Shrine	—
Minor temple	+10%
Major temple	+20%
Great temple	+30%

Manipulation Skills

Manipulation skills require fine hand control. Unlike Agility skills, they depend as much on INT as DEX, and SIZ is no penalty. A high POW and STR also aid in Manipulation.

Conceal (05)

This skill allows an object to be concealed so that it may be found only with a Search skill roll. The object may be of any size, and the act of concealing can be as simple as putting it into a drawer or as complex as rigging a false floor for a chest. The object may even be as large as a war machine or a horse.

To successfully use Search to find a concealed item, an opposed roll is made against the Conceal skill of the one who hid the item. The gamemaster must be prepared to modify this roll for the SIZ of the concealed object or for specialized information the searcher might have.

Conceal can be used in any area, outside or inside, to find a hiding place (either natural or constructed) for an object. It is assumed that anyone watching while the object is concealed can later go right to the object.

While the time to conceal an object depends on the object and facilities for concealment, as a guide the gamemaster may use a time scale of one melee round per SIZ point to be concealed to determine time spent on concealment.

A special or critical result adjusts for the SIZ of the item. A fumble means that while the concealer thinks the item is hidden, it is revealed in some obvious way that is not apparent to the concealer.

Craft (all) (10)

Craft is the ability to craft or make items out of metal, wood, stone, hides, wool, cotton, clay, etc. There are many different crafts. Each craft must be learned separately and knowledge of each craft is described on a different line of the adventurer sheet. The adventurer must have the appropriate tools to practice the craft, with the gamemaster having the final say when improvising.

The crafter states what item she is trying to make and then rolls 1D6 to determine how many full days are to be spent on the job. The gamemaster may adjust this based on the size, nature, and complexity of the item being crafted. At the end of the period, the Craft roll is made.

If the roll is successful, a functional item of the desired type is turned out. On a special success, the item is especially well-crafted and can command a higher price than normal. On a critical success, the item is remarkable durable, useful, and/or beautiful as determined by the player and the gamemaster. A weapon might do an extra point of damage or have an extra hit point; a piece of armor might have an extra armor point; jewelry, clothing, or pottery might be worth twice what it normally is, etc.

If the Craft roll is failed, the item looks functional, but breaks, wears out, tarnishes, etc., after very little use. On a fumble, the item is spoiled in the manufacture.

Example Crafts include:

- **Bowmaking:** Making bows or crossbows from wood, horn, or other materials, whether out of a single piece or many glued together. This also includes arrow- and bolt-making, making the arrow-strings, etc. A redsmith (see below) may be required to make metal arrowheads, but with this skill a bowyer can create stone or bone arrowheads. A successful Craft (Bowmaking) roll can also restore 1D3 points to a damaged bow, with a special success restoring 2D3 and a critical success 1D3+3.
- **Brewing:** Making beers out of cereals (primarily barley, rye, wheat, and maize), and flavoring them with herbs.

- **Carpentry:** Working wood to make buildings, boats, bridges, and furniture, including the ability to decorate wood. A successful Craft (Carpentry) roll can also restore 1D3 points to a damaged shield, with a special success restoring 2D3 and a critical success 1D3+3. Some wooden weapons can also be restored with this skill.
- **Jewelry:** Making decorative items such as rings, necklaces, brooches, earrings, bracelets, armrings, and neckrings, as well as the skill of cutting gemstones.
- **Leatherworking:** Making leather out of skinned animal hides. It includes skinning, tanning, crusting, and then working the finished leather. A successful roll of Craft (Leatherworking) can repair a piece of broken leather armor, for example.
- **Masonry:** Shaping rough pieces of stone into accurate geometrical shapes, and then arranging the resulting stones, often together with mortar, to make buildings or other structures.
- **Pottery:** Shaping clay by hand or with a wheel into objects and then firing them in a kiln. It also includes decorating the pottery, although the Art skill is often needed for making ornate or elaborate designs or imagery.
- **Redsmithing:** Working bronze, including making armor and weapons. Improperly made weapons often break. Improperly made armor does not fit the person it was made for. A successful Craft (Redsmithing) roll can restore 1D3 hit points to a damaged weapon, a special success 2D3, and a critical success 1D3+3, up to the weapon's normal hit point total. It can also be used to repair a piece of armor that has been damaged.
- **Vinification:** Making wine out of grapes or other fruit. Both white and red grapes are known, and honey is often added to wine to create Gloranthan mead.
- **Weaving:** Making cloth out of wool or plant fibers such as flax. The yarn is made with a spindle, and then woven on a loom into cloth. This can also be used to repair cloth armor types.

Devise (05)

This is the skill of both assembling and disassembling mechanisms such as traps and locks.

A successful Devise roll means that a set trap works as designed, that a trap is safely disarmed, or that a lock is opened without the proper key.

A fumbled result sets any trap off for maximum effect, or jams the lock so that it cannot be unlocked.

Melee Weapon (all)

Each melee weapon has its own specific skill. An adventurer may use their melee weapon skill to attack and parry with that weapon, unless otherwise indicated.

Example: *Though Yanioth usually tries to stay out of direct combat, sometimes she cannot avoid it. Attacked by a scorpion man when she's out of Rune points and low on magic points, Yanioth has little choice but to wield her battle axe and shield. The scorpion man attacks on strike rank 6, ahead of her, and rolls a 13 while attacking with its club. This is well under its 35% skill, but it is not a special success. Yanioth announces she'll parry with her medium shield—with a skill of 65% she's better with her shield than she is parrying with her battle axe, and her shield can take much more damage. She rolls a 60%, and succeeds!*

The gamemaster tells Yanioth that with a jarring thud, the scorpion man's club crashes harmlessly against her shield.

Melee weapons are listed by category on the weapons tables on pages 208–209. An adventurer can use any other melee weapons in the same weapon category (such as 1H Axe, Fist, 1H Sword, etc.) at 1/2 the skill rating of the best skill the adventurer has in that category. This represents additional training in related weapons, or applying the techniques and tactics of using one weapon to related types.

Example: *Harmast's broadsword skill is 100%. Since it's a 1H Sword, he has a skill of 50% when using other one-handed swords such as the kopis, rapier, or shortsword.*

Missile Weapon (all)

Missile weapon is the use of a ranged weapon such as a bow, crossbow, javelin, or sling to shoot at a target or a person.

Missile weapons are listed by category on the missile weapon tables on page 212. An adventurer can use any other missile weapons in the same weapon category (such as Bow, Crossbow, etc.) at half the skill rating of the best skill the adventurer has in that category.

Play Instrument (all) (05)

This skill covers the playing of musical instruments, from a simple reed pipe to a complex stringed instrument such as a kithara. Each group of similar instruments requires a different Play Instrument skill:

- **Percussion:** This category includes various drums, bells, castanets, cymbals, and gongs.
- **String:** This category includes such instruments as kithara, lutes, and lyres.
- **Woodwind:** This category includes such instruments as bagpipes, horns, noseflutes, reed pipes, and trumpets.

A musician that can play a reed pipe with the Play (Woodwind) skill can also play a bagpipe or a horn because the fundamentals are the same. However, that skill does not help the musician play the lute or the castanet. These categories can be split into subcategories, if desired.

Play Instrument may use the Dance or Sing skills (or vice versa) to augment the chance of a successful performance, and may be used by one performer to augment the chance of another performer's skill.

- A special result allows the performer to perform such that the listeners remember the performance, and payment or tips will increase by 10%.
- A critical result allows the performer to increase their fame; the audience remembers not only the performance but the performer, and payment or tips are doubled.
- On a failed roll, the performance is mediocre, and payment (if any) is begrudging and minimal.
- On a fumble, the performer is booed off the stage and is not paid.

Shield (all) (15)

Each size of shield—small, medium, and large—has its own specific skill. An adventurer may use their shield skill to parry or attack with that weapon. An adventurer can use any other shield at half the skill rating of the best shield skill the adventurer has or at their base chance plus any additional training and experience, whichever is better.

Sleight (05)

An adventurer can use this skill of quick hands and misdirection to hide or to take a small object while being watched by others. This skill manipulates small objects, as in juggling, and can be used to determine whether a small object is caught (instead of making a DEX check).



Someone with a high skill in Sleight does well with shell games, card tricks, and picking pockets. A successful roll means that the user accomplishes his purpose with no complications—if no one observing attempts a Scan roll at the same time. If both rolls are being attempted, it becomes an opposed roll against the observer's Scan skill.

A Sleight attempt takes one strike rank, to which is added the normal DEX strike rank.

A fumbled result means the adventurer exposes the action in an obvious way to any onlooker.

Perception Skills

With a Perception-based skill, an adventurer can extract specific information from one or more senses and intelligently organize it. The characteristic modifiers are INT, POW, and CON.

Insight (Species) (20/00)

This skill is used to evaluate another person's character, emotional state, trustworthiness, and motives based on body language, speech patterns, and other intangible factors. Insight is species specific—an adventurer starts with a 20% skill with their own species, but must gain Insight into other species, starting at 00%.

With a success, the target's general emotional state or motivations are revealed to the adventurer. In cases of deception, the adventurer gets a hint that the target is withholding something.

With a special success, the adventurer sees into the psyche and motivation of the target, gaining a precise picture.

With a critical success, the adventurer can read the target like an open book, discerning their emotional state, and even getting a very good idea of why the target feels the way they do. The adventurer gains a +10% bonus on all further Communication skill rolls against the target for the remainder of the day.

If the roll is a failure, the emotions and motivations of the target remain inscrutable; no special insight is gained.

A fumble leads the adventurer to bad assumptions and poor perceptions, giving them precisely the wrong conclusion: virtuous targets seem suspicious, or callous killers are deemed trustworthy. The adventurer falls for any deception, and suffers a –15% penalty to all Communication skills with the target for the remainder of the day.

Listen (25)

This skill is both the ability of listening intently for sound where one would not normally hear it and the ability to pick up incidental sounds and interpret them correctly, even when not consciously searching for them. Trying to hear through a door or down a long corridor, or being awakened by the stealthy opening of a window are examples of Listen uses. The gamemaster may modify this skill roll negatively in special circumstances.

Move Quietly and Listen are often opposed skill rolls.

Successful use of this skill might take any length of time, from a full turn (five minutes) to no time at all, depending on the circumstances.

Scan (25)

With Scan, an adventurer can observe an area for anomalous movement. Guards and scouts, for instance, study terrain for approaching enemies. The chance of a successful Scan roll can be curtailed by intervening terrain. Scan can also be used to determine if something has changed in terrain with which the scanner is already familiar.

If an intruder only moves when the scanner is not looking and freezes in place when the scanner is looking at him (a standard infiltration technique), the Scan and Hide skills become opposed rolls to determine whether the hider is seen or not. See the Hide skill (following) for more information on combined use of Hide and Move Quietly.

The Scan skill can be pitted against another's Sleight skill if the Sleight user is attempting some activity like a shell game.

Scan takes one melee round per 90-degree arc scanned. The Scan skill is reduced by half for every extra 90-degree arc that the adventurer attempts to scan in the same melee round.

Search (25)

Using Search, an adventurer can closely scrutinize an area to find a concealed item, a person using Hide, or even a small object hidden with a Conceal or Sleight roll. This skill can reveal secret passageways, traps, or hidden drawers in chests. Search often involves handling items and risking life and limb while tracing the exact parameters of a trap. Search takes one melee round per 2×2 meter area searched.

Track (05)

With this skill, a living being can be trailed through wilderness and rural farming areas. A tracker follows traces that the quarry leaves behind, such as footprints, droppings, disturbed vegetation, etc. The skill includes such things as

knowledge of how certain animals behave when trying to elude pursuers, and the tricks used to cover trails.

When on the trail of something or someone, a Track roll must be made every two full turns (ten minutes) of game time. If the trail is lost, the tracker may cast about to see if they can pick it up again at half their normal Track ability. Each attempt to pick up the trail again takes one full turn, plus any time spent retracing one's step to the place where a trail may have diverged. Subtract –10% from the tracker's ability for each day or fraction thereof that the trail is cold.

If the person being trailed has the Track skill, they can attempt to hide their trail using this skill, which results in an opposed roll when the tracker wishes to follow the trail.

Stealth Skills

Adventurers use Stealth skills to conceal themselves from hostile eyes. The aura of a high POW (which draws attention) is not helpful in such situations; small SIZ and good DEX and INT enhance the skills.

Hide (10)

With Hide, any available cover, including shadows, misty areas, etc., can be used to hide oneself from others. The surrounding terrain influences the chance to Hide, with the gamemaster suggesting modifiers ranging anywhere from –50% (out in the open with nothing to hide behind) to +50% (dense forest). The Move Quietly skill may be used to augment the Hide skill, and vice versa.

An opposed roll is required to detect someone hiding, using either Scan or Search, depending on the method being used to detect the hider.

For use of Hide and Move Quietly simultaneously, the adventurer should use the primary skill being attempted (Hide or Move Quietly), using the other as an augment. Failing the augmenting skill applies the modifier to the primary skill, as described in **Augmenting Abilities** on page 144.

If this skill is used near adventurers who are not actively using Search, a simple success roll keeps the user from being discovered. If the hiding adventurer's player made a successful roll but someone is actively Searching in the area, it becomes an opposed roll using the enemy's Search skill.

The Hide skill can be rolled for only once for each Hide attempt.

Move Quietly (10)

This skill covers moving in silence, without alerting a foe. See the description of the Hide skill (prior) when using Hide and Move Quietly simultaneously.

Used near characters who are not actively using Listen, a simple success roll keeps the sneaker from discovery. If someone is stated to be using Listen in the area, it becomes an opposed roll.

Adventurers attempting to Move Quietly may do so at their full skill if moving up to 1 meter per strike rank, while moving at 2+ meters per strike rank reduces the Move Quietly skill by 1/2.

Make a Move Quietly roll for each melee round in which the sneaker is being listened for, but only once if there is no active listening.

Wearing armor penalizes the Move Quietly skill (see the **Armor** table on page 215). If several different types of armor are worn, the penalty from the noisiest is applied.

Example: *While exploring the Big Rubble, Sorala is trying to make her way over a pile of rocky debris that was once a wall. She heard voices prior, and suspects that a pair of minotaurs are in the area, based on rumors she heard back in Pavis before setting out. Sorala has already found several choice items to take back to the Lhankor Mhy temple, and does not want to give them up, and would rather not encounter the unruly Beast Men at all. Her Move Quietly skill is 30%. Not great. She rolls and gets a 62, failing.*

The gamemaster determines that the minotaurs are indeed hungry for fresh meat, and are searching the area, listening intently! This makes it an opposed roll. However, their Listen skill is an appallingly low 15%, and the gamemaster gets results of 28 and 65 for their rolls.

While Sorala made noise while moving over the rock pile, she doesn't make enough noise for them to hear. She continues, unimpeded, and counts this visit as a victory for knowledge.



COMBAT

Combat, be it physical combat or spirit combat, normally begins in an uncertain and tentative manner. The gamemaster should remember that non-player characters typically value their lives as much as the adventurers do, and guide their behavior and actions accordingly.

The gamemaster should keep in mind many of the traditional customs of warfare in Glorantha:

- **Challenges:** Combats between groups often begin with a challenge to single combat between leaders or their champions. Cults and individuals that value honor (such as Humakt and Orlanth) tend to accept these challenges and their results. Often, the followers and companions of the defeated champion retreat from the field (if only to plan how to avenge their lost honor).
- **Skirmishes:** Many combats begin with a tentative volley of missiles and spells. If enough opponents fall, the combat continues. If not, the skirmishers retreat.
- **Retreat:** Few groups are willing to fight to the death—most try to withdraw and retreat when the situation is looking bad. Injured combatants try to withdraw to safety, or perhaps get dragged away by their comrades. To not retreat in the face of a determined opponent may require a Battle roll on the part of the leader to steady those under their command, and Passion or Rune rolls for the other combatants.

The reality of combat is that it can be a brutal and confusing affair, increasingly so the more parties are involved. Combatants press together and withdraw, sidestep and maneuver for positions from which to strike. Attacker and defender alike move back and forth on occasionally uncertain footing, made more perilous by the prone bodies of the fallen. Visibility might be limited by helmets, and armor can cause loss of mobility and grace. Sandals and booted feet scrape across the ground in a frantic dance of mortality and fate.

Every second simultaneously stretches and feels fleeting, bringing desperate recalculations based on the moment-to-moment flow of combat, each loss and victory requiring an instant reassessment about whether—or how—to act. Some hesitate, while others act and react with instincts born of hard-won experience.

Even seasoned companions can get in each others' way in the press of battle. Injuries are caused by one's own allies, family, friends, and followers.

Wood and bronze thunder and clang against each other, curses are hurled at foes, battle-orders barked out, breath is labored, and the howls and groans of the injured and dying are ever-present. Blood and viscera cover all, sweat streaks onto hands and gets into eyes, and the eldritch sounds of spells being cast and Runes being invoked—along with their magical effects—provide an incredible counter to the earthly, mortal cacophony that is armed conflict.

These rules specifically create a combat experience that is dangerous and strategic, easy to participate in yet requiring skill to master. This chapter describes the mechanics of combat, beginning with the primary question of what happens first.

THE MELEE ROUND

A **melee** is a mass of combatants trying to do many things at once and keep from dying at the same time. As described above, it is an intensely chaotic affair, so to make order out

of this chaos and keep all the players informed and involved, melees are defined as **melee rounds** (defined on page 137), which in turn are divided into **phases**.

Who goes first and in what order during a melee round is determined by **strike ranks**, described below.

It is always necessary to realize that, although these phases are taken in turn, the actitivies they address occurs more-or-less simultaneously.

There are four phases to a melee round:

1. Statement of Intent

The players and gamemaster declare the intentions of all participants in the melee round. These intentions do not need to be precise (*"I'll wait here for them to do something, and have my shield and sword at the ready if someone gets close"* is enough detail).

Enough should be said so that every participant has as much information about your intentions as could be expected from their adventurer's involvement in the situation. The gamemaster, in particular, should provide as much information to the players as seems reasonable. Players may not know what exact spell a foe is going to cast, but they should know that the foe is readying a spell.

2. Movement of Non-Engaged Characters

Any adventurer or monster actively taking part in melee combat, whether attacking or defending, is **engaged** in melee combat. All characters and monsters not directly engaged in melee combat may move up to their total movement rate (MOV).

Those moving no more than half of their usual movement allowance may also participate in melee or perform other feats such as throwing a spell. Every 3 meters of movement adds 1 to the mover's strike rank.

As noted prior, strike ranks are explained fully below.

3. Resolution of Melee, Missiles, and Spells

Each attack of whatever type is resolved in strike rank order. The lowest strike rank always strikes first. The defender may try to parry or Dodge the attack, with multiple defensive actions incurring successive penalties to their skill rating.

The effects of damage from missiles, spells, or melee weapons take place during this phase, unless otherwise indicated. If one opponent disables another before the other can attack, the victim gets no attack at all, whether with spell, missile, or melee weapon. If both have the same strike rank, their DEX characteristics are compared and the fastest combatant strikes first. If DEXs are the same, then the strikes are simultaneous, and damage is not taken until both attacks have been rolled and all damage assessed.

4. Bookkeeping

After all attacks have been resolved, the players and gamemaster should ensure that all changes in the status of their characters has been recorded. This includes magic points expended, damage taken, healing done, etc. They should note all successful uses of magic, skills, Runes, and Passions for future experience gains.

If the combat is not resolved, play proceeds to the next melee round, all able participants repeating the same sequence again.

Strike Ranks

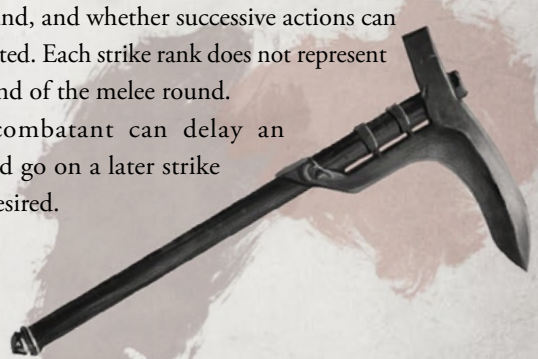
In any combat, someone is going to have the edge—the opportunity of striking first and setting the pattern for the combat. **Strike rank** determines who has the first chance to make a successful attack.

Each attack of whatever type is attempted in strike rank order. The **Strike Rank Modifiers** table shows how strike ranks are determined. Strike ranks range from 1 (first and fastest) to 12 (last and slowest). The adventurer or monster with the lowest total strike rank always attacks first. **If any combination of factors or modifiers result in a strike rank of 0, it is treated as 1.**

Securing this initiative is based on the criteria of SIZ, DEX, weapon length, and magic points being spent, and can be modified by surprise and movement. Strike ranks should be worked out for each weapon beforehand and noted in the appropriate place on the adventurer sheet.

It is important to always keep in mind that strike ranks simply determine which attacks are resolved first in the melee round, and whether successive actions can be attempted. Each strike rank does not represent each second of the melee round.

Any combatant can delay an action and go on a later strike rank, if desired.



Strike Rank Modifiers

Readiness	SR
Prepared spell or weapon	0
Prepare a new weapon, reload a missile weapon, spell, or ready a missile (arrow, sling stone, crossbow bolt, etc.).	+5
Magic Points	
Each magic point used	+1
Spirit Magic	
Each +1 boosting	+1
Sorcery Spell	
Each additional level of intensity	+2
Weapon Length*	
2+ meters	0
1.5–1.9 meters	1
1.0–1.4 meters	2
0.5–0.9 meters	3
0–0.4 meters	4
Movement	
Every 3 meters moved	+1
Surprise	
Surprised within 3 meters	3
Surprised within 4–9 meters	1

* Weapon length has already been figured into the weapon descriptions provided on pages 208–209. These values are for reference.

SIZ and DEX Strike Rank Modifiers

SIZ	DEX	SR
22+	19+	0
15–21	16–18	1
7–14	13–15	2
1–6	9–12	3
–	6–8	4
–	1–5	5



The Major Criteria

- **SIZ:** While the SIZ characteristic is more a measure of mass than stature, a large mass will generally indicate a large stature. The gamemaster should adjust strike rank when this isn't true, such as for a long (but not very tall) snake. A large SIZ gives an earlier strike rank due to the advantage of reach the larger person has on the shorter. Missile weapons and spells are not dependent on the SIZ

of the user. If a missile weapon or spell is prepared for use, its strike rank does not include the user's SIZ strike rank. If the missile weapon or spell is unprepared, the user must add +5 to their usual strike rank with that spell or weapon to prepare the weapon or bring the spell to mind.

- **DEX:** The most obvious of the criteria. One must be quick to hit first.
- **Magic Points Used:** Multi-point spells take a finite amount of time to gather the energy for a casting. Thus, a 1-point Disruption spell takes less time to cast than a 3-point Bladesharp spell.
- **Weapon Length:** A slow, small person with a long spear is still likely to get the jump on a large fast person using their fist. For example, a giant with a high SIZ attempting to use his fist is using a weapon in the 0–0.4-meter range.

The Minor Criteria

- **Movement:** Any time two fighters meet in melee, no matter how long they've traveled to get to that meeting, strike rank should be figured out normally for them. However, the gamemaster should consider the time taken to get from point A to point B when an adventurer joins an ongoing melee or charges across a distance at a foe using a spell or missile against them.
- **Surprise:** A fast, large human with a long weapon can be slow to react when a dwarf with a short-sword and two heads steps out of the wall. Thus, being surprised adds to the adventurer's strike rank with any weapon or spell.

Preparing or Changing a Weapon

Readying a weapon or other tool for another weapon or tool takes 5 strike ranks. This is an abstract convention that saves looking at a chart for the number of strike ranks needed to pull out a sword as opposed to drawing another arrow: each equals 5 strike ranks.

Two things must be kept in mind:

- Changing weapons involves dropping a weapon in hand and drawing another. Resheathing a sword and then drawing an axe, for example, is two actions and would take 10 strike ranks. Except in special circumstances, the dropped weapon can be dropped gently.
- Taking out two items, such as drawing a sword and unlimbering a shield, is two actions and takes 10 strike ranks. This may be modified if the adventurer's hands are free to begin with and the items are easily accessible, such as a sword and dagger combination. A shield strapped on one's back is not easily accessible and requires an additional 5 strike ranks to prepare.

Magical Attacks and Strike Ranks

To determine the strike rank for spirit magic and sorcery spells, add the strike rank modifier for the magic points used in the spell to the adventurer's DEX strike rank modifier. Remember that the first magic point used in the spell has no strike rank modifier. Any subsequent spells require 5 strike ranks to prepare, even if the same spell is being used.

Most spirit magic or sorcery spells need at least one hand free. Because of this, 5 additional strike ranks must be added to an adventurer's normal strike rank for a spell if they are switching from a weapon to the use of a spell in that melee round, so long as one hand remains free. This requirement does not apply to Rune spells.

However, casting a spell such as Bladesharp or Fireblade on a weapon held in the hand and striking with it in the same round only involves adding the normal strike rank to cast the spell to the normal strike rank for that weapon for that melee round.

Rune magic spells always take effect at strike rank 1. If more than 1 magic point is used to boost a Rune magic spell, or otherwise increase its effects, 1 strike rank is added for each additional magical point after the first.

Limit to Strike Ranks per Melee Round

No action or combination of actions may be performed in one melee round if the total strike rank necessary adds up to more than 12.

If a spell requires more than 12 strike ranks (including strike ranks for magic points spent, DEX strike rank, unprepared spell, and any boosting magic points), more than one melee round is needed to cast the spell. A spell requiring 37 strike ranks will take 3 full melee rounds to cast and takes effect on strike rank 1 of the fourth melee round.

A parry does not take any strike ranks, though subsequent parries become increasingly difficult (see **Subsequent Parries**, page 200).

Multiple Activities Outside of Melee

An adventurer not immediately involved in melee combat can conceivably do several things in one round, always keeping in mind that they only have 12 strike ranks to work with. In some cases, actions such as readying a weapon and movement may be combined, so long as they do not seem improbable. When doing so, the higher of the strike ranks should be used.

Example: *Vasana, with her DEX 11 (and DEX strike rank of 3) could cast a Demoralize spell, taking 5 strike ranks. She decides she will then move 9 meters (3 more strike ranks, taking it up to SR 8). As she is moving, she decides to ready her composite bow and an arrow (5 strike ranks for readying a weapon). As this can be combined with the movement, the gamemaster says that her movement and drawing a new weapon can happen simultaneously, for 5 strike ranks total. The strike rank total is then 10: 5 for the spell + 5 for the movement and weapon readying. Now, Vasana is stuck and cannot attack, because loosing the arrow would take another 3 strike ranks, and there are only 2 strike ranks left in the melee round.*

Note that an adventurer with an average DEX could loose two arrows in one melee round (strike rank 3 for the first arrow, then 5 to ready a new arrow and then 3 for shooting the new arrow, for a total of 11).

In short, each strike rank may be considered a separate action when the adventurer is outside of direct melee contact with a foe.

Multiple Activities Within Melee

An adventurer has fewer options when engaged in a melee. When engaged in melee, the adventurer must spend it attacking and defending. **While an adventurer might throw a spell at an oncoming foe and then engage that foe in combat within the same round, an adventurer cannot, while engaged in combat, attack both physically and magically.**

This means that an adventurer who starts a round physically engaged in melee may either:

- Attack and defend normally; or
- Defend normally and cast spells.

Thus, within a melee, an adventurer's strike rank indicates when they may initiate an attack. However, the adventurer is performing that attack for the entire round and can do little else except parry or Dodge.

Movement

An unencumbered adventurer not engaged in melee combat may move to their species movement rate in a melee round. A human can move 8 movement units in a melee round, or 24 meters.

For each unit (3 meters) of movement an unengaged adventurer makes during the melee round, add +1 to their strike rank if they wish to take any action.

An adventurer engaged in melee cannot move until disengaged.

A mount or chariot carrying an adventurer engaged in melee can move at its normal movement rate unless the mount itself directly engages in combat (such as a war horse making a Kick attack or a bison making a Butt attack).

Disengaging from Melee

Sometimes, an adventurer may wish to **disengage** (exit) from melee combat while their opponent wishes to continue.

There are three ways to disengage from combat:

- **Retreating:** An adventurer wishing to disengage can choose to make a fighting retreat. An adventurer that wishes to disengage from melee must spend one melee round attempting to disengage. In that round, they can do nothing but perform defensive actions (parry and Dodge, described on pages 197 and 201). After that, the adventurer is unengaged. If the disengaging adventurer is on a riding animal and their foe is not, the mounted adventurer is disengaged after strike rank 6, and then may ride away. Only fast footmen with long weapons can get a swing or a thrust at a disengaging mounted combatant. A footman cannot disengage from a mounted opponent unless they can hide, teleport, etc.
- **Knockback:** An adventurer may make a Knockback attack (see Knockback, on page 224). If successful, the opponent is knocked back or down, and the attacker may disengage and run away.
- **Flee:** In desperation, a disengaging adventurer can simply turn and run. This leaves the disengaging adventurer open and defenseless—their opponent can make one attack against the adventurer which cannot be parried or Dodged.

Vasana's Saga

1626, Fire Season.

The Devil's Marsh is a foul place, stinking of rot and disease. Short twisted trees with thorns and spikes, razor grass, and prickly poison shrubs grow in the fetid waters. My companions and I had spent the better part of the day tracking a group of two-legged hoofed creatures—broo. Of that, Joshfar had no doubt.

Their tracks led us to an island of stunted vegetation. Joshfar's senses indicated that the broo were there. He counted about a half-dozen of them, more than us but not by many. It was night, and he thought several might be sleeping. He urged us to attack now.

Yanioth thought him mad.

"Fool. You cannot simply charge and trust to luck! They likely outnumber us. We need a plan."

My sister was right, much as it pained me. "Sister, can you call upon the spirits that serve the Earth Queen to pull some of the broo beneath the earth?" I asked her, hastily coming up with a quick plan.

"That's not exactly how it works, but yes, I think so," Yanioth said.

I continued, "Joshfar, you pin down the broo with your bow, and the rest of us will charge them."

I called upon Orlanth and his spirits to protect me.

Yanioth whispered that she was ready. She raised her arms and softly called upon the Earth Mother to send a talosi—an earth elemental—against the enemies of the Earth. I worried that the broo might hear her before she was finished, but then Yanioth stopped and whispered, "It is done. You will know when to attack."

In moments, we heard snarls and shouts from the broo camp. One of the broo leaped out of the brush only to have an arrow lodge into its chest.

I called upon Orlanth as I spurred my mount into battle:

"Foul slime, curse of existence, be gone!
Turn your back and flee from me.
I will kill you, you are evil.
Lie and whimper before me."

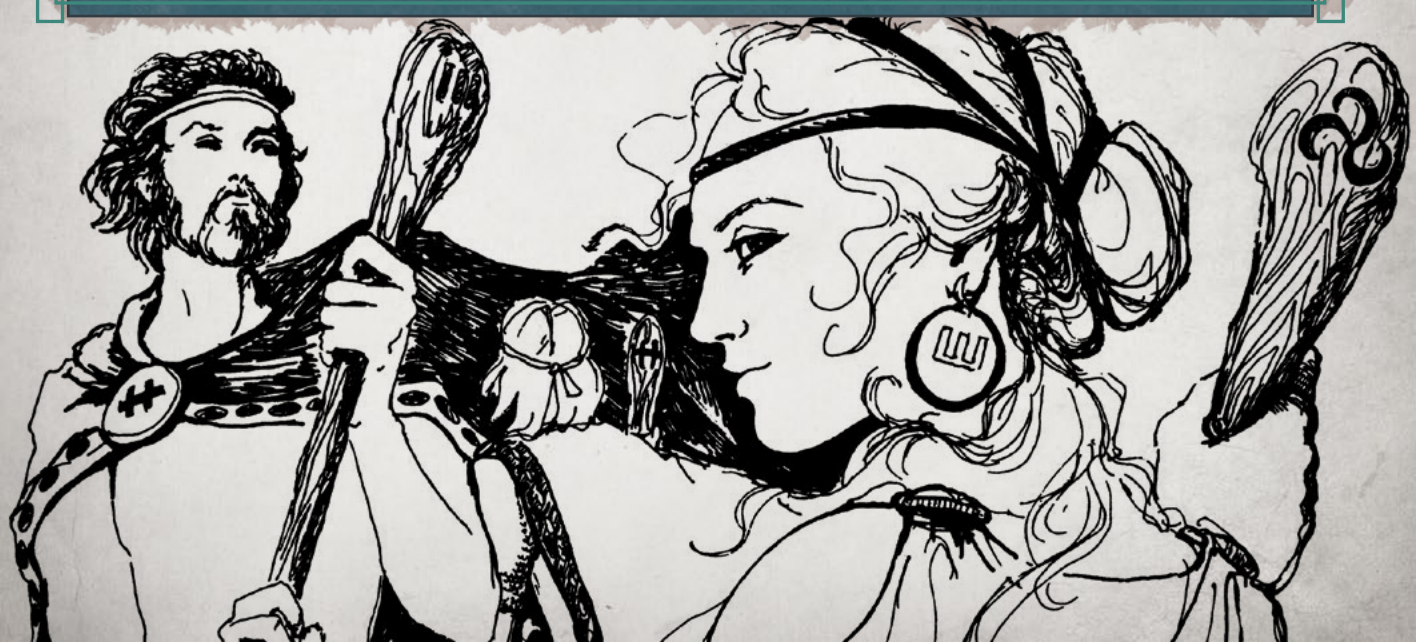
My lance impaled the first broo I struck. I dared not waste time trying to dislodge it, so dropped the lance and drew my sword. I saw Harmast was bleeding from a wound to his face, and I turned my bison to strike at his attacker from behind. The broo deflected my blow, but Harmast, despite his wounds, cleaved its skull with his sword.

Meanwhile, a broo rushed towards Yanioth but Joshfar ran between them to defend her. However, when he tried to block the broo, he swung his shield too wide and the broo thrust its spear through his open mouth, killing him instantly.

I had already turned my mount to ride towards my sister, but she struck the broo with her axe while it tried to dislodge its spear from poor Joshfar's skull. I struck at it with my sword and she with her axe, but even together we failed to do the foul broo enough harm to keep it from fleeing into the marsh.

We killed all the broo that remained. Yanioth tended to Harmast's wounds, and feared they had been infected by the foul substances smeared upon the broo's weapons. We tied Joshfar's body to his sable antelope, and Harmast led the antelope on foot.

A melancholy victory, such as it was.



Weapon Use

Fist or fencepost, a weapon is any object used by an adventurer to do damage to a target. An adventurer may attack and parry with the same weapon in the same melee round.

Generally, each weapon skill is unique and must be learned separately from every other weapon skill. Most weapon skills permit the adventurer to both attack and parry with the weapon.

The Attack

An **attack** is an attempt to use a weapon to harm a target. An adventurer's melee or missile weapon skill provides the individual probability of succeeding with an attack. If the player rolls the adventurer's needed percentage or less on D100, the adventurer has succeeded and managed to hit their opponent. The defender may still manage to avoid damage by parrying or dodging the blow, trusting their armor, or through magic.

If the attack strikes the opponent or is parried, damage is still rolled and compared to the defender's armor (in case of a successful attack) or the defender's weapon (if the attack is parried). How much damage this attack does depends on the type of weapon used, the kind of armor the target may be wearing to absorb the damage, and whether the defender succeeds with a parry or a Dodge.

The **Attack and Parry Results** table (page 199) summarizes the results of different success levels of attacks versus different success levels of parries, and the **Dodge Results** table (page 201) shows the results of different levels of successful attacks versus Dodges.

Since combat is a stressful situation, if the attack roll is successful the adventurer gets an experience check for that skill.

Aimed Blows

An adventurer can affect which hit location is struck by delaying their attack and waiting for an opening.

An adventurer that wishes to hit a specific location must state where they desire to hit. The adventurer then waits until strike rank 12, when they attack with half their skill plus any other modifiers. If they are successful, the blow hits where the player wishes.

Example: *Sorala has 70% skill with her broadsword. She can declare that she is going to try to hit her opponent in a specific location, waiting until strike rank 12 to act. She has a 35% chance of success. Her opponent, of course, may parry the blow. If Sorala rolls a 35 or less, and the blow is not parried, it lands in the location specified.*

Resolution of Melee

The simplest description of combat is that attacker rolls D100 to see if they succeed in attacking and then a D20 for hit location. If the defender attempts to parry, they roll D100 to see if they succeed.

One of the following conditions occurs:

- If the attacker succeeds and the defender does not, the defender takes damage in the hit location rolled on a D20.
- If the attacker and defender both succeed, the weapon or shield of the defender is affected.
- If the attacker fails, but the defender successfully parries with a weapon, the attacker's weapon takes damage.
- If neither succeeds, nothing is damaged.

The Attack and Parry Results table (page 199) displays this information in greater detail.

If multiple combatants wait until strike rank 12 to attempt aimed blows, the attacks are resolved in the order of the attackers' unmodified strike ranks, with any further ties resolved in order of DEX (highest first).

The reduction in chance of hitting affects all other combat chances, including impales and fumbles.

These rules are strictly for use with hand-to-hand combat and missile combat, not with spells.

The Parry

If the adventurer is armed with a weapon or shield, they may try to **parry** an attack. This is rolled on D100 against the defender's relevant weapon skill and, if the needed percentage to parry or less is rolled, the parry partially or completely blocks the attack. The parry should be rolled whether the attack succeeded or not, for some successful parries can affect a weapon used in an unsuccessful attack.

Using a prepared weapon or shield, an adventurer can attempt to parry an attack on any strike rank of the melee round during which the parrying weapon is prepared (in hand and ready for use). An adventurer may attempt to parry additional attacks at a reduced chance (see **Subsequent Parries**, below).

The **Attack and Parry Results** (page 199) table summarizes the results of different success levels of parries versus different success levels of attacks.

Combat Terms

Armor Points: Armor and some magic spells can nullify points of damage. Armor absorbs an amount of damage equal to its armor points.

Critical Success: A blow so well placed that extraordinary damage is done, or is blocked in the case of a parry. The chance of this happening is 5% of the adventurer's modified chance to succeed.

Damage: Once armor points are subtracted from points of damage, the remaining points of damage, if any, are the damage done to the target.

Damage Points: When dice are rolled to determine damage, their total, plus any additions for weapon type or magic, are the damage points.

Fumble: A blow so badly delivered that the result is disastrous to the user. The percentage chance of a fumble is 5% of the adventurer's modified chance of failure.

Special Success: A well-delivered blow which might cause special damage, depending on the weapon type. The percentage chance of a special success is 20% of the adventurer's modified skill percentage.

Strike Rank Modifiers: Individual modifiers based on an adventurer's DEX, SIZ, and weapon length are totaled to determine the strike rank in which a melee weapon can be used. Missile and thrown weapon strike ranks depend only on the adventurer's DEX. Spell strike ranks normally depend on the DEX of the adventurer and the number of magic points powering the spell.

A Successful Parry

A successful parry blocks points of damage only equal to the parrying weapon's current hit points. If more points of damage get through, those points go on to affect a hit location of the defender, determined randomly in the case of a parrying weapon, or referring to the **Shield Hit Location** table (page 219). In most cases, a hit to a shield damages the arm wielding it.

Additionally, the parrying weapon or shield loses 1 hit point, simulating the damage it took blocking such an overwhelming blow.

Critical Parries

Parrying with a percentage roll equivalent to a critical hit while attempting a parry (1/20 of the normal chance) results in a critical parry. In these cases, the shield or parrying weapon's damage is rolled and compared to the attacker's weapon.

- Against a special attack, the attacking weapon takes 1 point of damage if the parrying shield or weapon's damage is higher.
- Against a normal attack, the parrying item or shield's damage is compared to the attacker's weapon's current hit points, if the defender's damage is higher, the attacking weapon's hit points are reduced by the difference.
- Against a failed or fumbled attack, the defender's damage result is treated as a special result and reduces the attacking weapon's hit points.

The exception to this is if a critical parry is rolled against a critical hit: the parry is treated as a normal parry and the critical hit is treated as a normal attack.

Example: *A tusk rider is stabbing at Vostor with his lance. Vostor will parry. The tusk rider's lance attack is successful, but Vostor's roll to parry with his kopis is a critical success. Vostor rolls for damage and does 19 points, a solid defensive blow!*

Vostor cuts into the tusk rider's lance. Its weapon has 10 hit points currently, so any hit points above 10 are subtracted from its hit points. It is reduced to 1 hit point.

The tusk rider looks at his weapon with dismay, seeing how damaged it is.

Special Parries

A special success while parrying an attack (1/5 of the chance of a normal parry) results in a special parry.

- Against a critical attack, the parrying weapon takes 1 hit point of damage and any excess damage goes to the defender's adjacent hit location (likely the arm).
- Against a special attack, the parrying weapon takes 1 hit point of damage if the rolled damage is higher than its current hit points. Any excess damage goes to the defender's adjacent hit location (likely the arm), with no armor protection.
- **Against a normal attack, the parrying item or shield's damage is compared to the attacker's weapon's current hit points:** if the defender's damage is higher, the attacking weapon's hit points are reduced by 1.
- Against a failed or fumbled attack, the defender's damage result is treated as a special result and reduces the attacking weapon's hit points by amount of damage done over its current hit points.

Attack & Parry Results

	Critical Parry	Special Parry	Normal Parry	Failed Parry	Fumbled Parry
Critical attack vs.	**Attacker** rolls normal damage. **Defender's** parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to affected hit location.	**Attacker** rolls special damage. **Defender's** parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to adjacent hit location, with no armor protection.	**Attacker** rolls special damage. **Defender's** parrying weapon HP reduced by the damage rolled. Any excess damage goes to adjacent hit location, with no armor protection.	**Attacker** does maximum special damage. **Defender** takes damage, with no armor protection.	**Attacker** automatically hits, does maximum special damage. **Defender** takes damage, with no armor protection, and rolls on Fumbles table.
Special attack vs.	**Attack** parried or deflected. **Defender** rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.	**Attacker** rolls normal damage. **Defender's** parrying weapon takes 1HP damage if damage more than its current HP. Any excess damage goes to the affected hit location.	**Attacker** rolls special damage. **Defender's** parrying weapon takes damage over its HP, with same amount of damage going to adjacent hit location.	**Attacker** rolls special damage. **Defender** takes damage.	**Attacker** causes special damage. **Defender** takes damage and rolls on Fumbles table.
Normal attack vs.	**Attack** parried or deflected. **Defender** rolls parrying weapon's special damage. Attacking weapon's HP is reduced by any damage over its current HP.	**Attack** parried or deflected. **Defender** rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.	**Attacker** rolls normal damage. **Defender's** parrying weapon takes 1HP damage if damage more than its current HP. Any excess damage goes to the affected hit location.	**Attacker** rolls normal damage. **Defender** takes damage.	**Attacker** rolls normal damage. **Defender** takes damage and rolls on Fumbles table.
Failed attack vs.	**Attack** parried or deflected. **Defender** rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.	**Attacker** parried or deflected. **Defender** rolls parrying weapon's special damage. Attacking weapon's HP reduced by any damage over its current HP.	**Attacker** parried or deflected. **Defender** rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.	**Attacker** misses. **Defender** misses.	**Attacker** rolls normal damage. **Defender** takes damage and rolls on Fumbles table.
Fumbled attack vs.	**Attacker** rolls on Fumbles table. **Defender** rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.	**Attacker** rolls on Fumbles table. **Defender** rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage over its current HP.	**Attacker** rolls on Fumbles table. **Defender** rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.	**Attacker** rolls on Fumbles table. **Defender** misses.	**Attacker** rolls on Fumbles table. **Defender** rolls on Fumbles table.

Results that indicate damage to the attacker's weapon are for melee attacks. Missiles such as javelins, spears, thrown knives, etc. may be damaged with a successful parry, but bows, crossbows, etc. are not.



Successful Parry vs. Unsuccessful Attack

A successful parry against an unsuccessful attack always damages the attacking weapon, reducing it by 1 hit point if the shield or parrying weapon's damage roll is higher than its current hit points.

Parrying a Critical Hit

Though the target's armor does not subtract any damage from a critical hit, a successful parry from a weapon or shield blocks the amount of damage it normally would. However, a weapon that parries a critical hit takes twice the damage it would take normally. If the attacking weapon is a long-hafted weapon or an impaling weapon, the parrying weapon takes no damage.

A shield that parries a critical hit receives twice as much damage as normal, and any unabsorbed damage strikes the parrying adventurer.

Subsequent Parries

An adventurer may make a subsequent parry with a weapon they have already parried with. Any subsequent parry is at a cumulative –20% penalty for each additional parry. If the chance is reduced to 0% or below, the chance of success becomes the default 5% minimum chance of success.

Subsequent parries are at a cumulative –20% penalty.

Example: *Vostor has Kopis 80%. His first parry is at 80%, his second is at 60%, his third is reduced to 40%, and 20% with his fourth attempt. A fifth attempt at parrying with his kopis would be at 0%, so his chance of success is the minimum of 5%.*

Damage to Weapons

Weapons take damage when used to parry other weapons that successfully attack, and when they attack unsuccessfully against a successful weapon parry.

Every time a weapon or shield takes damage more than its HP, it loses 1 hit point. In the event of a seemingly unlikely situation where a smaller weapon damages a larger weapon (such as a dagger versus a spear), it may be assumed that the lesser weapon diverted the larger weapon into a wall or floor, or that it reactively struck the larger weapon in some vulnerable, and damageable, location.

Example: *Harmast rolls to parry a gargoyle's claw attack. He has Broadsword 100%, and easily succeeds with a roll of 84. Though the attack was successful, it is parried. The gargoyle's claw does 1 point of damage to his broadsword, however, reducing it from 12 hit points to 11. If Harmast had made a special or critical parry, the weapon would not have taken any damage.*

Summary of Combat Results

Attack

- A normal success does normal rolled damage plus damage bonus.
- A special success does special damage (impale, slashing, crushing) plus damage bonus.
- A critical success ignores armor and does maximum special damage plus damage bonus.

Dodge

- A normal successful Dodge versus a normal attack roll avoids any damage.
- A special success with a Dodge roll is required to avoid a special success attack, and a critical success Dodge roll is required to avoid a critical success attack.
- A fumbled Dodge roll results in the defender being hit automatically, unless the attacking roll is fumbled.
- Each subsequent Dodge and/or parry after the first is reduced by –20%, cumulative.

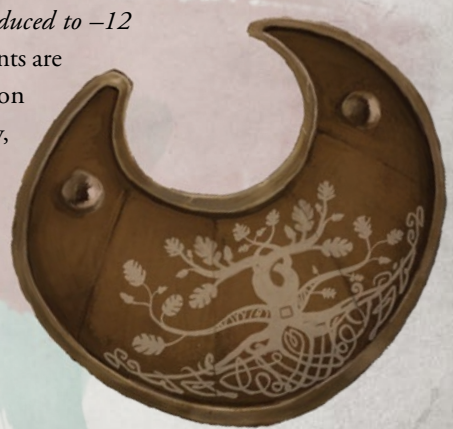
Parry

A successful parry always blocks an attack to some degree, whether the attack is a normal, special, or critical success.

- Each subsequent parry and/or Dodge after the first is reduced by –20%, cumulative.

When a weapon or shield reaches 0 hit points, it is considered unusable. The blade might be bent, hilt may have come loose, a haft may need to be replaced, a blade become unsocketed, a shield-rim may need to be refastened, etc. Using the weapon after it is rendered nonfunctional is at 1/2 normal skill.

A weapon with 0 or more hit points can be repaired "in the field" with a suitable Craft roll (see page 185). Like a human limb, a weapon can take damage equal to its normal hit points below 0. *For example, a broadsword has 12 hit points, and can be reduced to –12 hit points.* If these points are exceeded, the weapon is destroyed utterly, unrepairable, and may not even be salvageable.



Dodge Results

	Critical Success	Special Success	Normal Success	Failure	Fumble
Critical Dodge vs.	**Attack** is dodged successfully.	**Attack** is dodged successfully.	**Attack** is dodged.	**Attack** misses.	**Attacker** rolls on Fumbles table.
Special Dodge vs.	**Attack** does special success damage.	**Attack** is dodged successfully.	**Attack** is dodged.	**Attack** misses.	**Attacker** rolls on Fumbles table.
Normal Dodge vs.	**Attack** does special success damage, ignores armor.	**Attack** does special success damage.	**Attack** is dodged.	**Attack** misses.	**Attacker** rolls on Fumbles table.
Failed Dodge vs.	**Attack** does maximum special success damage, ignores armor.	**Attack** does special success damage.	**Attack** does normal damage.	**Attack** misses.	**Attacker** rolls on Fumbles table.
Fumbled Dodge vs.	**Attack** does maximum special success damage, ignores armor. **Defender** rolls on Fumbles table.	**Attack** does special success damage. **Defender** rolls on Fumbles table.	**Attack** does normal damage. **Defender** rolls on Fumbles table.	**Attack** does normal damage. **Defender** rolls on Fumbles table.	**Attack** fails and **Attacker** rolls on Fumbles table. **Defender** roll on Fumbles table.

Dodge

Dodge may be used to avoid an attack instead of attempting to parry. Dodge may be used against all known attacks directed at the adventurer, but must be rolled separately against each attack.

- A successful Dodge against a normal successful melee attack means that the attack missed.
- A special Dodge roll is necessary against a special hit and a critical Dodge is necessary to avoid a critical hit.
- If the Dodge roll is fumbled, then the attacker scores an automatic normal hit unless their rolled attack gains a higher quality of success, at which point it is treated as the better result.

Subsequent Dodge attempts are at a cumulative –20% penalty, but may take place in any subsequent strike rank. For every point of ENC carried up to their maximum ENC, the adventurer's Dodge skill is reduced by –1%. For every point of ENC carried above their maximum ENC, the adventurer's Dodge skill is reduced an additional –5%.

The **Dodge Results** table displays the results of different successful Dodge attempts versus different success levels of attacks.

Use of Dodge and Parry against Missile Weapons

Dodge can be used against any weapon attack the defender is aware of (including projectile weapons)- Parry can be used against melee weapons and thrown weapons, but not against projectile weapons. However, see **Use of Shield Against Missile Weapons** (page 219) for additional information.

Combat with Skills Above 100%

With experience, an adventurer may extend their combat skills above 100%. Additionally, magic, augments, or other modifiers can modify a combat skill above 100%. In either case, these rules apply.

An adventurer with a combat skill above 100% gains several benefits, although they still have no better than a 95% chance of hitting. Remember that even with a 100% chance of attacking or parrying, a roll of 96–99 is still a miss and a roll of 00 is still a fumble.

- If the adventurer has a skill above 100% and that skill is opposed by another skill lower than the adventurer's skill, the opposing skill is reduced by the amount that the adventurer's skill is above 100%. Thus, a troll with a 75% shield skill who tries to parry an attack from an adventurer with a 120% sword skill has only a 55% chance of parrying the sword. Alternatively, a troll with a 75% one-handed mace skill who tries to hit an adventurer with a 120% shield skill has only a 55% chance of hitting.

- If both combatants have combat skills of greater than 100%, the combat skills of each is reduced by the amount the highest skill is above 100%. Thus, if a Sword Lord of Humakt with a 150% broadsword skill fights a Wind Lord with a 130% medium shield skill, the Sword Lord attacks at 100% and the Wind Lord parries at 80%.
- While the actual chance of hitting remains no better than 95% (due to rolls of 96–00 failing), the chance of a special or critical success continues to increase or decrease, based on the final modified chance of success. As with other skills or abilities, the final modified value is always the one used to determine the chance of special or critical successes, as well as fumbles. Thus, a Wind Lord with a 150% sword skill has a 30% of a special success, and an 8% chance of a critical hit.

Splitting Attacks

An adventurer may split attacks if and only if each attack is 50% or higher. Thus, an adventurer can only split attacks with a natural skill rating of 100% or higher with the weapon (magical benefits or augments that bring a skill over 100% do not count in this case).

The second attack takes place on the strike rank equal to the adventurer's strike rank added to the strike rank for the first attack. Thus, if the first attack is at strike 5, the second attack must be at strike rank 10 (5+5=10). An adventurer without enough strike ranks to get off two blows (say striking with a fist at strike rank 9) cannot strike twice.

Note that if the first attack results in an impale, the second attack cannot be delivered with that weapon unless it is freed (see **Impaling Damage**, page 203).

Higher skill provides the ability to make better split attacks: an adventurer with a 120% chance of hitting with a sword could make two 60% attacks; one 70% and one 50% attack; or any other combination, so long as each attack is 50% or higher. The attacker can pick the order of the attacks based on their chances, if different.

An adventurer with 150% ability with a weapon skill can split their attacks three times instead of two, and so on, with skills of 200% or higher providing four attacks. Note that to be able to attack three times in one melee round, an adventurer must be able to strike at strike rank 4 or less with the weapon they are using. The prohibitions against further attacks after an impale still apply.

Example: *Due to an unfortunate misunderstanding, Vasana is fighting for her life against an enraged dragonewt priest. The dragonewt is equipped with a klanth—a baton set with a ridge of sharp obsidian—and it uses it with 120% skill. The creature decides to overwhelm Vasana, and chooses to split its attack, attacking twice in the combat round.*

It could divide the attacks evenly (60% and 60%), but in this case, it chooses to attack once at 70% and once at 50%. The dragonewt priest's strike rank with the klanth is 4, so it will attack once on strike rank 4 at 70% and again on strike rank 8 at 50%.

Using Passions or Runes in Combat

Passions or Runes may be brought into play at any time to augment an action such as an attack or parry. These augments take no additional time to perform.

If the augmenting roll succeeds and modifies a skill with inspiration (see pages 227 and 236), the modifier lasts for the rest of the fight or battle. If the adventurer fails and becomes despondent (modifying all further actions by –10%) that state continues for the rest of the fight.

See Passions (page 236) and Runes (page 227) for more information on augmenting skills with these traits.

Example: *While following two Lunar scouts in his homeland in Old Tarsh, Nathem Son of Nhean knows that they are racing back to their camp with news that the Shaker Temple is vulnerable. Nathem has Loyalty (Shaker Temple) 80%, a strongly-held Passion, and he decides that he absolutely must stop the Lunars from their mission. He draws his composite bow and tries to augment the attack with this Passion, knowing that if he fails, his beloved temple will be attacked.*

Nathem's player rolls a 59, succeeding, and Nathem can now add +20% to his composite bow skill for this combat, raising it to 90%. He can check the Loyalty (Shaker Temple) Passion for experience, to see if it improves, regardless of the result of his attack roll.

COMBAT RESULTS

A successful attack with a weapon means that the attacker can do **damage** to the defender. The **Game System** chapter discusses how damage is determined and what effects it can have on the recipient.

Each weapon has a **damage rating** described as a dice roll. A broadsword, for example, does 1D8+1 damage, which means the user rolls 1D8 and adds 1 to the result to

determine the damage points done. The adventurer may add or subtract a damage bonus, if applicable. Armor and special magic subtract from damage. It is possible that a successful weapon hit does no damage at all, because of the target's armor or some other form of protection such as magic.

Special Damage

Rolling a special success or critical hit when making an attack causes that attack to do additional damage. A special success is any roll that is equal to or under 1/5 of the chance to succeed. The nature of this additional damage depends on the type of weapon the adventurer is using:

- **Thrusting Weapons:** These weapons are used with an extension or lunge, such as spears or arrows. Thrusting weapons do impaling damage.
- **Cutting Weapons:** These are weapons used for hacking or slashing. Cutting weapons do slashing damage.
- **Cut and Thrust Weapons:** These weapons can be used to cut or thrust, and include most daggers and swords. They do either impaling or slashing damage: the adventurer must decide which mode of attack is being attempted before rolling.
- **Blunt Weapons:** These weapons are used for crushing with the weight at the end of the weapon. They do crushing damage.

Impaling Damage

Any thrusting weapon and most missile weapons (except for throwing axes and rocks) have the chance to do **impaling damage**. Impaling takes place if the attack roll is a special success. Thus, a spearman with a 40% chance of success that rolls 8 or less on D100 has impaled their opponent, unless the blow is parried. Impaling has the following effects.

Double Damage

An impale does twice the weapon's normal rolled damage. An impaling blow with a short spear does 2D6+2 damage points, not the normal 1D6+1. If the impaling adventurer has a damage bonus, it is rolled normally and added to the damage—the damage bonus is not doubled. Any magical addition to the damage is only added once.

If the impale is also a critical hit, then the maximum possible impaling damage (14 points in the case of the short spear) is done to the victim, to which is added any damage bonus and any extra damage from spells.

Summary of Special Damage Results

A special success does one of the following damage results, depending on the weapon being used. A critical success inflicts the maximum possible special damage type and ignores any armor.

Impaling
Impaling weapons do double normal damage, so a broad sword normally doing 1D8+1 does 2D8+2 damage. Any damage bonus or magical modifiers to damage are applied normally.

The impaling weapon is also stuck in the body of the target and may need to be freed to use further.

See below for more information.

Slashing
Slashing weapons do double normal damage, so a short sword normally doing 1D6+1 does 2D6+2 damage. Any damage bonus or magical modifiers to damage are applied normally.

If the hit points in the location are exceeded, the target may be incapacitated, and must roll (CON minus damage)×5 or less to remain conscious.

See page 204 for more information.

Crushing
Crushing weapons do normal damage and the attacker's normal damage bonus, but the maximum rollable damage bonus is also applied. Thus, an adventurer with a +1D4 damage modifier using a maul (2D8 damage) does 2D8+1D4+4 damage. Any magical modifiers to damage are applied normally.

Weapon Stuck in Target

The impaling weapon is stuck in the body of the target, and can only be extracted by the attacker making a D100 roll equal to half the attacker's weapon skill. If this roll fails, the weapon remains stuck in the target and is jerked out of the attacker's hands.

If uninterrupted for a melee round, an adventurer that has made a successful impale has their weapon's skill chance of retrieving the impaling weapon at the end of the melee round. This action takes place in the next melee round after the impalement, not the same one. If the attacker cannot remove the weapon due to unsuccessful rolls, the gamemaster should assume they have it out after five melee rounds. If the adventurer fumbles the withdrawal, the weapon breaks, no matter what it's hit points were at the time.

If the weapon failed to penetrate armor with the impale, it is not stuck and there is no need to extract it.

The impaled target may try to pull out the weapon. Even if under attack they may ignore their attacker (using neither parry nor Dodge) and try to pull out the weapon. The chance

to withdraw the weapon is equal to [STR+CON]×2 or less on D100 (CON is important as a measure of the ability to stand the pain of drawing out the weapon).

An impaled target that moves while still impaled takes half the weapon's normal damage each round (round down) from the weapon again because it gets caught in their armor or clothing, hits a nearby wall, etc. The impaled target cannot turn to meet a foe approaching from the sides or behind without taking this additional damage. However, assuming the blow did not incapacitate the target, they can meet foes attacking head-on.

The impaled target cannot be Healed until the weapon is removed. A Heal 2 spell (or its equivalent) or a successful use of the First Aid skill can stop further damage but does not heal any points until the weapon is removed.

Example: *Though Harmast is an excellent duelist, his skill with the javelin is much more modest, a mere 45%. Nonetheless, he chooses to throw a javelin at an oncoming dark troll, hoping to slow its rush somewhat. He rolls a miraculous 4, a special success!*

His javelin normally does 1D10 when thrown, plus half his damage bonus of +1D4, so in this case, he rolls 2D10 plus half the damage bonus. The damage roll is a total of 12, and Harmast's hit location roll is 10, the dark troll's abdomen. The dark troll has 5 points of armor in that hit location with a combination of a light scale hauberk and tough skin, so only 7 points of damage get through. This is enough to incapacitate the dark troll, however, as it only has 5 hit points in that hit location.

The gamemaster tells Harmast that the dark troll falls to the ground and is unable to run until that hit location is healed to above 0 hit points (and because it has his javelin sticking out of its middle). With a sigh of relief, Harmast draws his broadsword and prepares to move forward, ready to dispatch the dark troll before it rises.

Parrying an Impaling Blow

If an impaling attack is parried by a shield, the weapon is stuck in the shield, unable to be removed until all combat is over and/or the person removing it has one full melee round free to get it out. Any damage done beyond the ability of the shield to absorb will hit the target.

A weapon stuck in a shield has the following effects:

- If the weapon has an ENC of 2 or more, the shield is useless until the shield user can remove the spear or break it off by doing normal smashing or cutting weapon damage to it until its hit points are gone.
- If the weapon is ENC 1, such as a shortsword or dart, the shield can only be used at 1/2 the normal skill rating until the weapon is removed as described above.
- If the weapon has an effective ENC 0, such as a knife or an arrow, the shield is unaffected unless more than five such weapons are stuck into it, at which time it is treated if it had ENC 1.

Slashing Damage

Any cutting weapon has the chance to do **slashing damage**. A slash takes place if the attack roll is a special success. The effects of slashing damage are listed below.

Roll Damage Twice

The slashing weapon's damage should be rolled normally twice and both results added together. A slash with a broadsword does 2D8+2 damage points, not the normal 1D8+1. If the slashing adventurer has a damage bonus, it is rolled normally and added to the damage. Any magical addition to the damage is only added once. If the slash is also a critical hit, then the maximum possible damage (18 points in the case of the broadsword) is done to the victim in that hit location.

Incapacitating the Target

If the hit points in a location are matched or surpassed by slashing damage, **the target may be incapacitated and must roll [CON minus any damage taken by slashing attack]×5 or less to remain capable of conscious actions.** If the target fails, they fall unconscious for 1D6 hours or until woken.

Example: *Vostor is slashed with a two-handed greatsword wielded by a great troll. Worse luck, it has rolled a special success. The great troll's damage is normally 3D6, plus 2D6 for its damage bonus, and in this case, it is also using Bladesharp 3, adding 3 points of damage to the roll. Unfortunately for Vostor, the troll rolls spectacularly well (the damage roll is 2+6+3+6+6+1, plus the damage bonus roll of 4+2, then +3 for the Bladesharp spell). The total is 33 points of damage.*

Vostor rolls to parry with his large shield and succeeds, though the shield will only block damage up to its hit point total—16 points. Vostor had the Shield 3 spell up, affording him 6 points of protection. Subtracting the damage his large shield can absorb and the Rune spell absorbs still leaves him with 11 points of damage. Since he parried successfully, the attack goes through to his arm, which is clad in a 6-point plate vambrace.

Fumbles

D100	Nature and Effect on Fumbler
1–5	Lose next parry.
6–10	Lose next attack.
11–15	Lose next attack and parry.
16–20	Lose next attack, parry, and any Dodge.
21–25	Lose next 1D3 attacks.
26–30	Lose next 1D3 attacks and parries.
31–35	Shield strap breaks; lose shield immediately.
36–40	Shield strap breaks; as above, and lose next attack.
41–45	Armor strap breaks and armor comes loose (roll for hit location to determine which piece of armor is lost).
46–50	Armor strap breaks, as above, and lose next attack and parry.
51–55	Fall and lose parry this round (takes 1D3 rounds to get up).
56–60	Twist ankle; lose half movement rate for 5D10 rounds.
61–63	Twist ankle and fall; apply the effects of 51–55 and 56–60.
64–67	Vision impaired; lose 25% effectiveness on attacks and parries (takes 1D3 rounds unengaged to clear vision).
68–70	Vision impaired; lose 50% effectiveness on attacks and parries (takes 1D6 rounds unengaged to clear vision).
71–72	Vision blocked; lose all attacks and parries (takes 1D6 rounds unengaged to clear vision).
73–74	Distracted; foes attack at +25% effectiveness for next round.
75–78	**Attack:** Weapon used in attack dropped (takes 1D3 rounds to recover). **Parry:** Parrying weapon or shield dropped (takes 1D3 rounds to recover).
79–82	**Attack:** Weapon knocked away (roll 1D6 for number of meters it travels, and roll 1D8 for compass direction it goes; with 1=north, 2=northeast, 3=east, 4=southeast, 5=south, 6=southwest, 7=west, 8=northwest). **Parry:** Parrying weapon or shield knocked away (roll 1D6 for number of meters it travels and 1D8 for compass direction it goes, as above).
83–86	**Attack:** Weapon shattered (100% chance if unenchanted; 10% less for each point of battle magic spell on weapon, and 20% less for each point of Rune magic spell on weapon). **Parry:** Parrying weapon or shield shattered (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic.)
87–89	**Attack:** Hit nearest friend (hit self if no friend near); do rolled damage. **Parry:** Wide open; foe automatically hits with normal damage.
90–91	**Attack:** Hit nearest friend (hit self if no friend near); do full possible damage. **Parry:** Wide open; foe automatically hits with normal damage.
92	**Attack:** Hit nearest friend (hit self if no friend near); do critical hit. **Parry:** Wide open; foe automatically hits with normal damage.
93–95	**Attack:** Hit self; do rolled damage. **Parry:** Wide open; foe automatically hits with full possible damage.
96–97	**Attack:** Hit self; do full possible damage. **Parry:** Wide open; foe automatically critical hits.
98	**Attack:** Hit self; do critical hit. **Parry:** Wide open; foe automatically critical hits.
99	Blow it; roll twice on this table, and apply both results. If this result is rolled again, continue rolling until two other results are achieved.
100	Blow it badly; roll three times on this table, and apply all three results. If this result is rolled again, continue rolling until three other results are achieved.

Despite all this protection—large shield, armor, and Shield 3 spell—the attack still leaves poor Vostor taking 5 points to his 4-point arm. He still has many hit points, however, but he may yet be incapacitated by the slashing blow. He has a CON of 15. Subtracting the 5 points of damage from 15 gives him 10. He needs to roll 50 (10×5) or less to remain conscious.

Vostor rolls a 74 and drops unconscious.

Crushing Damage

Any smashing weapon has the chance to do **crushing damage**. This occurs if the attack roll is a special success. Thus, if a maul wielder with a 60% chance of success rolls a 12 or less on a D100, they have succeeded in delivering crushing damage. This type of damage has one effect.

Double Bonus Damage

The weapon damage should be rolled normally and the regular damage bonus for SIZ+STR (if any) should also be rolled normally. The maximum damage bonus from STR+SIZ, if any, should then be added to the result.

If the adventurer making the crush has no damage bonus, the effect of the crush is lost.

Example: *During a fight with broo, Vasana drops her sword and decides to attack with a shield bash, with a skill of 65%. She rolls an 11, a special success. Shields do crushing damage, so to Vasana's normal damage of 1D4+1D4 is added an additional +4 points, the maximum possible roll for her damage bonus. She rolls a total of 8 points of damage for the shield bash.*

Critical Hit

If the player manages to roll 1/20 or less of what they need to successfully attack (a critical success), the adventurer has struck a **critical hit**. A strike resulting in a roll of 1 on D100 is always a **critical hit**. **A critical hit ignores the effects of armor or any other protection, and does impaling, slashing, or crushing damage (depending on weapon type), as described above.**

As an adventurer gets better at fighting, their chance of striking a critical hit improves.

Fumble

An adventurer using a weapon for which they have only a 5–20% chance of success has a 5% chance (roll of 96–00 on D100) of a **fumble**. For every additional 20% an adventurer has with a weapon, the chance of fumbling with it is reduced by 1%.

However, an attack roll of 00 is always a fumble. Even an adventurer with a 100% chance of hitting fumbles when a 00 is rolled (however, remember that dice rolls of 96–00 are always a miss).

Effects of a Fumble on the Fumbler

If an attack or parry results in a fumble, the fumbling player must roll D100 on the **Fumbles** table and apply the result. Many results apply to attacks and parries, while some describe effects that are specific to an attack or parry. If the result seems inappropriate to the situation, the gamemaster either should pick a similar result or have the player reroll.

Example: *Joshfar, a Sable Rider ally of Vasana and Yanioth, leaps to Yanioth's defense during a battle in a marsh. He announces that he's going to parry any attacks that come her way. The broo recognizes Joshfar as the greater threat, and decides to attack him first. Joshfar rolls a dismal 00 on his Medium Shield parry roll: a fumble!*

Looking at the chart, the gamemaster asks Joshfar's player to make a roll of D100. Perhaps the dice are not with Joshfar, as the next roll is a 98, a terrible result. Joshfar manages to leave himself wide open, and the broo automatically critically hits with its short spear, an impaling weapon. The damage is normally 1D6+1+1D4. The damage roll is doubled for an impaling attack, and the damage modified added. In this case, the roll is an exceptionally good one, with rolls of 6 (1D6+1), 5 (1D6+1), and 4 (1D4). The broo's attack does 17 points total damage.

The gamemaster rolls for the hit location and everyone at the table looks in horror as the result of 20 indicates that Joshfar is hit in the head for 17 points. As the attack was a critical, Joshfar's 2-point leather cap does not protect him and he takes 17 points of damage to his head, which has only 4 points. This is far more than three times Joshfar's hit points in his head, and the gamemaster rules that the unfortunate Sable Rider is killed instantly, never to roam the plains of Prax again, unless he can be restored to life through great magic or the intervention of the gods.

Weapons

The main kinds of weapons are **melee** and **missile**. These weapons differ in concept: melee weapons can be used to parry as well as attack, while missile weapons are normally used only beyond weapon-length range and have no designed capacity for parry.

Melee Weapons

A melee weapon is meant for close combat, with the combatants no more than a weapon-length apart.

Weapon Categories

Each of the weapons tables (page 208–209) list melee weapons by categories (such as 1H Sword). An adventurer can use any other melee weapon in the same weapon category (such as 1H Axe, Fist, 1H Sword, etc.) at 1/2 the skill rating of the best skill the adventurer has in that category.

Example: *Vasana has raised her Broadsword skill to 94%. Her ability to use any other weapon in the 1H Sword category is now 47%, so she can now use a kopis or a rapier at 47%.*

Explanation of Headings

- **Category:** These are classified as either one-handed (1H), fully controlled with one hand, or two-handed (2H), used with both hands, usually using one hand as a stabilizer and support and one hand for control. A shield may be used along with a one-handed weapon, but cannot normally be used with a two-handed weapon.
- **Base:** This is the base chance for using the weapon. Add to that the adventurer's Manipulation skills category modifier. If Homeland or occupation gives the adventurer an additional percentage with that weapon, add that percentage to the total.
- **STR/DEX:** The minimum necessary STR and DEX required to handle the weapon. An excess of STR makes up for a lack of DEX, on a 2 for 1 basis. Thus, an adventurer with a 10 STR and a 12 DEX can use a rapier (which requires a 7 STR and a 13 DEX). If both STR and DEX are below the requirements, all attacks and parries with the weapon are performed at half skill.
- **Damage:** Expressed as a die roll (such as 2D6, often plus a few additional damage points). Example: Shortsword damage is found by rolling 1D6 and adding 1 to the result, which ranges between 2 and 7 points.
- **HP:** How many hit points of damage the weapon takes while parrying before it breaks. All damage is cumulative. Better quality weapons may absorb more damage. Weapons can be repaired with a suitable Craft skill (page 185).
- **ENC:** The encumbrance (ENC) value of the weapon, measuring how many "things" it weighs. All ENC shown in parentheses indicate the number of items necessary to equal 1 ENC point. Thus, four daggers equal 1 ENC. These fractional ENCs add to one another, so that an adventurer with hood and composite helm, two daggers, one dart, and a pair of light cesti would have a total ENC of 3 from these objects.
- **Length:** The approximate metric length of a weapon, used in determining strike rank.
- **SR:** The normal strike rank of the weapon, incorporating its length, method of use, etc. Note that the same spear differs in SR depending on its mode of use. This is because using a one-handed spear involves a significant "choking up" to be able to control it.
- **Type:** There are five types of weapons, rough categories that describe the type of damage each does. See Weapon Types, following, for more information.

Weapon Types

A broadsword inflicts a different type of injury than a club, and an arrow damages someone differently than a kick or punch. Weapons are categorized into five **weapon types**, which determine the effects when a special or critical success is rolled, and can limit the spell types that can be cast on these weapons.

The five weapon types are:

C **Crushing:** Weapons with blunt edges used for crushing with the weight at the end of the weapon, ranging from the light mace to the maul and military flail. These weapons do crushing damage.

CT **Cut-and-thrust:** Weapons capable of use for slashing or thrusting, ranging from the easily maneuverable shortsword to the long rapier. The player must state whether the weapon is being used to cut or thrust, as it may do slashing or impaling damage depending on the success.

H **Hand-to-hand:** Basic unarmed attacks including fists, kicks, and grapples, as well as the specialized fighting tools of cestus and claw. These do crushing damage (for fists, kicks, and cestuses) or slashing damage (for claws).

I **Impaling:** Long weapons used with a thrust or lunge, such as the spear, ranging in length up to the pike.

Axes

Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Axe, One-handed (1H)	Small Axe	10	7	7	1D6+1	6	1	0.4	4	S
Axe, One-handed (1H)	Battle Axe	10	13	7	1D8+2	8	2	0.8	3	S
Axe, Two-handed (2H)	Battle Axe	5	9	7	1D8+2	8	2	0.8	3	S
Axe, Two-handed (2H)	Great Axe	5	11	7	2D6+2	10	2	1.2	2	S
Axe, Two-handed (2H)	Dagger-axe	5	13	9	3D6	10	3	1.5–2	1	S

Swords & Daggers

Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Dagger	Dagger	15	—	—	1D4+2	6	(4)	0.2–0.3	4	CT
Dagger	Dagger, Parrying	15	—	—	1D4+2	8	(3)	0.2–0.3	4	CT
Dagger	Dagger, Throwing	5	—	9	1D4	6	(6)	0.2	4	CT
Dagger	Sickle	5	—	—	1D6+1	6	1	0.5	3	S
Sword, One-handed (1H)	Broadsword	10	9	7	1D8+1	12	1	1	2	CT
Sword, One-handed (1H)	Kopis	10	9	9	1D8+1	12	1	1	2	S
Sword, One-handed (1H)	Rapier	10	7	13	1D6+1	8	1	1.2	2	CT
Sword, One-handed (1H)	Shortsword	10	—	—	1D6+1	12	1	0.6	3	CT
Sword, Two-handed (2H)	Greatsword	5	11	13	2D8	12	2	1.5	1	S
Sword, Two-handed (2H)	Rhomphaia	5	11	9	2D6+2	10	2	1.2	2	S
Sword, Two-handed (2H)	Sickle-sword	5	9	9	1D10+1	12	1	1.2	2	S

Unarmed Attacks

Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Fist	Cestus, Heavy	25	11	—	1D3+2	8	1	0	4	H
Fist	Cestus, Light	25	7	—	1D3+1	4	(2)	0	4	H
Fist	Claw	25	7	9	1D4+1	Arm	1	0	4	CT
Fist	Fist	25	—	—	1D3	Arm	0	0	4	H
Grapple	Grapple	25	—	—	Special	Arm	0	0	4	H
Kick	Kick	15	—	—	1D6	Leg	0	0	4	H

Hammers, Maces, & Clubs

Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Hammer, One-handed (1H)	Hammer, War	10	11	9	1D6+2	10	1	0.8	3	C
Hammer, Two-handed (2H)	Hammer, Great	5	9	9	2D6+2	5	3	1.5	1	C
Hammer, Two-handed (2H)	Maul	10	11	7	2D8	12	3	1.5	1	C
Mace, One-handed (1H)	Mace, Heavy	15	13	7	1D8+2	10	2	0.8	3	C
Mace, One-handed (1H)	Mace, Light	15	7	7	1D6+2	6	1	0.6	3	C
Mace, One-handed (1H)	Singlestick	15	—	9	1D6	5	(2)	0.9	4	C
Mace, One-handed (1H)	Club, Wooden	15	7	7	1D6	4	(2)	0.4	4	C
Mace, Two-handed (2H)	Mace, Two-handed	10	9	7	1D8+2	10	2	0.8	3	C
Quarterstaff	Quarterstaff	15	9	9	1D8	8	2	2	0	C

Spears

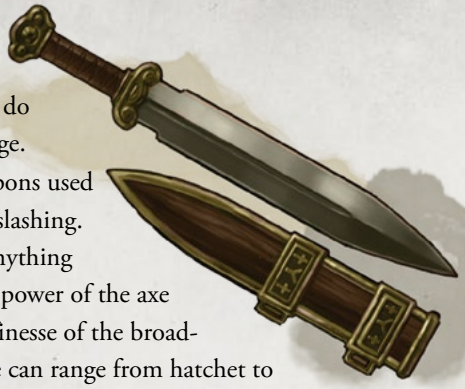
Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Spear, One-handed (1H)	Javelin	10	9	9	1D6	8	1	1.5	2	I
Spear, One-handed (1H)	Spear, Short	5	9	7	1D6+1	10	2	1.5	2	I
Spear, One-handed (1H)	Lance	5	9	7	1D10+1	10	3	3.5+	0	I
Spear, Two-handed (2H)	Pike	15	11	7	2D6+1	12	3	3.5+	0	I
Spear, Two-handed (2H)	Spear, Long	15	9	7	1D10+1	10	3	3	0	I
Spear, Two-handed (2H)	Spear, Short	15	7	7	1D8+1	10	2	1.5	1	I

Pole Weapon

Category	Name	Base %	STR	DEX	Damage	HP	ENC	Length	SR	Type
Lasso	Pole Lasso	05	9	13	—*	4	3	3	1/MR	—

* This weapon does no actual damage. See description for more information.





These weapons do impaling damage.

S **Slashing:** Weapons used for hacking or slashing. These can be anything from the brute power of the axe to the relative finesse of the broadsword. The size can range from hatchet to dagger-axe. These weapons do slashing damage.

Axes

Axe, Great: This long-hafted bronze axe may be single- or double-headed. *Price:* 30 L.

Axe, Battle: This common hafted weapon has a semi-circular bronze blade and may be single- or double-headed, depending on its origin. It can be used one-handed by a strong fighter, but it is really intended for two-handed use. It is not meant for throwing. *Price:* 20 L.

Axe, Small: This axe can be thrown as well as used by hand, and it may be single- or double-edged. *Price:* 15 L.

Axe, Throwing: See **Axe, Small**.

Dagger-axe: This pole weapon consists of a dagger-shaped head set perpendicularly to a long shaft, similar in appearance to a short-bladed scythe. It is highly effective against mounted foes who think they are out of reach. A spear is often added to the top of the shaft. Up to 2 meters long. *Price:* 75 L.

Swords and Daggers

Broadsword: This bronze sword is usually between 75 and 90 centimeters long, leaf-shaped and flat or lozenge-shaped in cross section. The point is long and sharp enough to be deadly in thrusting, while the curved edge is ideal for slashing. Broadswords are often decorated. *Price:* 50 L.

Dagger: A short-bladed weapon no more than 40 cm long. Daggers can be sharp on one or both edges, or be triangular in their cross-section if intended only for stabbing. They are often decorated. Most adults in Dragon Pass carry a dagger or knife. If thrown, use the Throwing Dagger skill. *Price:* 10 L.

Dagger, Parrying: A standard dagger whose hit points have been increased by the addition of an elaborate guard. Because of the guard, it is usable only in the hand it was made for. *Price:* 20 L.

Dagger, Throwing: A throwing dagger is useless against most armor, but it is still very useful to assassins and as a weapon of desperation. *Price:* 20 L.

Greatsword: The basic two-handed sword, double-edged, which cannot be used one-handed at all. The use of this two-handed sword is an art, and despite popular belief it is not necessary to have great amounts of room to do full damage. It is about 1.5 meters long. *Price:* 100 L.

Kopis: This curved, single-edged sword was introduced to the Pelorians by the Pentan horsemen. It may be curved back or forward. It is now the defining weapon of the Lunar Empire. *Price:* 50 L.

Rapier: This slender-bladed, sword is long, often over 1 meter from hilt to point. It is not an elaborate weapon but instead a basic cut-and-thrust tool. A rapier requires considerable skill to use. *Price:* 100 L.

Rhomphaia: A crescent-bladed greatsword used by the Lunar Empire. *Price:* 50 L.

Shortsword: This sword (60–80 centimeters long) has a leaf-shaped blade like the broadsword, but is somewhat shorter in length. Like the broadsword, the shortsword is ideal for both cutting and thrusting. *Price:* 25 L.

Sickle: A curved Lunar dagger based on the agricultural implement. It can be used to impale but cannot be thrown. *Price:* 15 L.

Sword, Sickle-: Also called a moonsword, this sword has a curved single-edge blade used for slashing and for disarming an opponent. Popular with elite soldiers in the Lunar Heartlands. *Price:* 60 L.

Unarmed Attacks

Cestus, Heavy: These metal boxing gloves have a weight nestled within the glove for more impact. *Price:* 20 L.

Cestus, Light: Metal boxing gloves that depend on the impact of metal, like brass knuckles, to do damage. *Price:* 10 L.

Claw: A metal device that allows the user to claw like an animal. They are most used by intelligent animals wishing to improve their natural weapons, but also by humans wishing to imitate animals. *Price:* 25 L.

Hammers, Maces, and Clubs

Club, Wooden: A natural weapon made from a piece of wood, often with minimal treatment. *Price:* Free.

Hammer, War: A weapon based after a hammer, this often has a spike at the impact point rather than a flat head, and is used as a pick instead of a hammer. A nasty weapon, ideal for punching through armor. *Price:* 20 L.

Hammer, Great: A two-handed hammer, usually with a reinforced haft and a dense wooden head bound in metal. *Price:* 15 L.

Mace, Heavy: A haft with a heavy weight at one end; the weight may be spike or flanged. *Price*: 20 L.

Mace, Two-handed: A two-handed mace, with a longer haft but otherwise identical. *Price:* 25 L.

Mace, Light: A haft with a metal or carved stone weight at one end suitable for bashing and crushing. *Price:* 10 L.

Maul: A hammerlike stone or metal head on a long wooden shaft, usually about 1.5 meters long. *Price:* 20 L.

Quarterstaff: A long wooden stick, often used as a walking staff. *Price:* 5 L.

Singlestick: A slender round wooden rod, typically around 90 cm long. *Price:* 1 L.

Spears

Javelin: A short spear suitable for use one-handed or for throwing. *Price:* 35 L.

Lance: This is a long cavalry lance about 3.5–4.25 meters long, used with both hands. *Price:* 25 L.

Pike: A special weapon used by the Sun Dome Temple and some other Sky cults. It is an overlong spear ranging from 3.5–5 meters in length. *Price:* 25 L.

Spear, Long or Short: A length of wood between 1.5 and 3 meters, with a point at one end. Long ones reduce strike rank but must be used two-handed, while the shorter ones may be used one- or two-handed, or may be thrown. The spearhead is long and leaf-shaped. *Price:* 15–20 L.

Pole Weapon

Lasso, Pole: A rope loop attached to the end of a pole, used to capture an animal or opponent. It does no actual damage, but immobilizes the caught hit location with the same STR as the user's, like a grapple (see page 224). *Price:* 7 L.

Missile Weapons

Missile weapons are weapons that leave the grasp or possession of the user to reach their target, usually traveling through the air. There are two types of missile weapons: thrown and projectile:

- Thrown weapons are typically melee weapons that are balanced for throwing. Thus, the javelin is a one-handed spear that can also be thrown. This category includes throwing axes, darts, throwing daggers, javelins, and rocks.
- Projectile weapons are weapons that project a missile at a target. This category includes bows, crossbows, slings, atlatl, and staff slings.

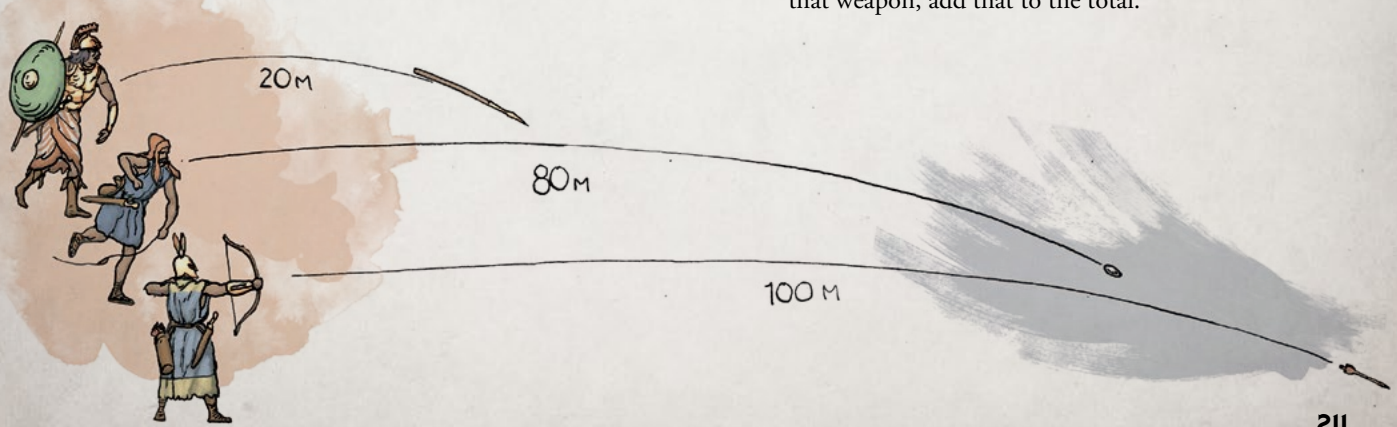
An adventurer can use any other missile weapons in the same weapon category (such as Bow, Crossbow, etc.) at half the skill rating of the best skill the adventurer has in that category.

Explanation of Headings

- **Range:** At these ranges and less the adventurer can be expected to hit at the percentage for which they have been trained.
- **HP:** An adventurer is not trained to parry with a projectile weapon as well as shoot with it (thrown weapons are another story). The chance of parrying using a missile weapon should be based on the basic chance with a quarterstaff.

Rates of Fire

- **1/MR:** One missile per melee round can be thrown/shot.
- **S/MR:** As many missiles as can be fired as strike rank permits, assuming 5 strike ranks to reload.
- **1/2R:** One missile every two melee rounds.
- **1/3R:** One missile every three melee rounds.
- **1/5R:** One missile every five melee rounds.
- **Base:** This is the base chance for using the weapon. Add to that the adventurer's Manipulation skills category modifier. If Homeland or occupation gives the adventurer an additional modifier with that weapon, add that to the total.



Bows & Crossbows

Category	Type	Base %	STR	DEX	Damage	HP	ENC	Range	Rate	Type
Bow	Bow, Composite	05	13	9	1D8+1	7	2	100	S/MR	I
Bow	Bow, Elf	05	9	9	1D8+1	6	2	80	S/MR	I
Bow	Bow, Self	05	9	9	1D6+1	5	2	80	S/MR	I
Crossbow	Arbalest	10	13	7	3D6+1	10	3	150	1/5R	I
Crossbow	Crossbow, Heavy	25	11	7	2D6+2	10	2	120	1/3R	I
Crossbow	Crossbow, Light	25	7	7	2D4+2	6	2	100	l/2R	I
Crossbow	Crossbow, Repeating	25	7	7	2D4+2	6	2	100	1/MR	I

Javelins, Spears, & Darts

Category	Type	Base %	STR	DEX	Damage	HP	ENC	Range	Rate	Type
Atlatl	Atlatl	05	7	9	+1D6*	6	(2)	+10	1/MR	I
Javelin	Dart	10	—	9	1D6	4	(2)	20	S/MR	I
Javelin	Javelin	10	9	9	1D10	8	1	20	1/MR	I
Javelin	Spear, Short	15	9	7	1D6+1	10	2	20	1/MR	I

* This is an extra damage bonus.

Thrown Weapons

Category	Type	Base %	STR	DEX	Damage	HP	ENC	Range	Rate	Type
Axe, Throwing	Axe, Throwing	10	9	9	1D6	6	1	20	S/MR	I
Dagger, Throwing	Dagger, Throwing	05	—	9	1D4	6	(4)	20	S/MR	I
Rock	Rock, Thrown	15	—	—	1D4	—	(4)	20	S/MR	C

Slings

Category	Type	Base %	STR	DEX	Damage	HP	ENC	Range	Rate	Type
Sling	Sling	05	—	9	1D8	—	1	80	S/MR	C
Staff Sling	Staff Sling	10	9	9	1D10	8	2	100	1/MR	C

Range

The ranges shown on the table are effective ranges. At the ranges shown and less the adventurer can be expected to hit at the percentage for which they have trained.

- **Thrown Weapons:** Thrown weapons have no effective value beyond 20 meters.
- **Projectile Weapons:** Projectile weapons can reach further than their effective range, but at a cost in accuracy. Medium range is about 1/2 again as many meters as the effective range. An adventurer shooting in this range has 1/2 the normal chance of hitting. Long range is between the limit of medium range and roughly twice effective range. An adventurer shooting at long range has 1/4 the normal chance of hitting.

Bows and Crossbows

Arbalest: A crossbow with a windlass device to cock it, for it is too hard for anyone to cock manually. It is slow to fire, but relatively easy to learn, and deadly when it hits. As all crossbows, it came as a Dwarf gift. *Price:* 150 L.

Bow, Composite: A bow made of wood and horn to give it more rigidity but retain some flexibility. It requires greater strength to use this than does a self bow. The composite bow is ideal for mounted archery. *Price:* 150 L.

Bow, Elf: A bow grown by elves from special seeds. Only the elf who planted the seed can use the bow. To another member of the Aldryami cult who uses it, the bow is a treated as a self bow. Any non-Aldryami that tries to use an elf bow causes it to wither and die. These bows are sometimes used by Rune Priests and Lords of the cult to house their allied spirit. See the Glorantha Bestiary for more information about Aldryami and elf bows. *Price:* N/A.

Bow, Self: A simple bow made of one or two pieces of wood. Highly effective for most non-mounted purposes, the self bow is nearly useless for mounted archery due to its length. *Price:* 50 L.

Crossbow, Heavy: This crossbow must be cocked by a lever apparatus. It is easier to load than an arbalest, but has correspondingly less impact power. *Price:* 100 L.

Crossbow, Light: The light crossbow is cocked by hooking one end with a foot and using this as leverage in cocking. *Price:* 80 L.

Crossbow, Repeating: This special Mostali weapon self-destructs in the hands of any non-Mostali, sabotaging its own internal mechanisms if a secret procedure is not followed. These are treated as light crossbows, but they may fire once per melee round, up to their 5-round clip. *Price:* N/A.

Quiver: A leather, wooden, or stiffened cloth container used for carrying arrows or crossbow bolts. Worn slung low on the hip, at the waist, or over the back, a quiver can be small (holding a dozen arrows or bolts), medium (two dozen), or large (40). *Price (includes arrows/bolts):* Small 6 L, medium 12 L, large 16 L. *Encumbrance:* 0.5 ENC for small; ENC 1 for medium; ENC 2 for large.

Javelins, Spears, and Darts

Atlatl: A short stick with a socket at one end used to add range and damage to a thrown javelin or dart. Using an atlatl makes a javelin slower to use (it must be reloaded) but allows for more force, giving greater range and causing additional damage. *Price:* 10 L.

Dart: A short, weighted point suitable for throwing. These may be kept clipped on the inside of a large shield for convenience. *Price:* 25 L.

Javelin: See page 211.

Spear, Short: See page 211.

Thrown Weapons

Axe, Throwing: See page 210.

Dagger, Throwing: See page 210.

Rock: A fist-sized rock. *Price:* —

Slings

Sling: A simple leather thong with a cup to hold a rock. A sling stone can reach incredible velocity in the hands of an expert. There is a minimum range of 5 meters. *Price:* 1 L.

Sling, Staff: A sling mounted on the end of a stick. The added leverage increases the range and impact of whatever is thrown. The minimum range is 10 meters. *Price:* 10 L.

Thrown Weapon Damage Bonus

If an adventurer using a thrown weapon has a damage bonus due to STR and SIZ, their thrown weapon gains only 1/2 the normal effect of the damage bonus. Thus, if an adventurer normally has a 1D4 damage bonus, their thrown axe does 1D6 plus 1D4 divided by two (round up).

Shooting While Moving

An adventurer cannot shoot while moving or dodging. The only exception to this is mounted archery, which is performed at the same ability chance as regular archery, assuming the Ride skill of the archer is equal to the skill with

the missile weapon. If the Ride skill is lower, the attacker's skill is reduced to the level of the Ride skill.

Shooting at Protected Targets

The chance of hitting a foe behind some form of protection, such as an arrow slit in a wall, is the same as normal. However, if the hit location rolled is not visible to the archer, the arrow or other missile hits the protection, not the target.

Example: Nathem Son of Nhean, aiming his composite bow at a troll hiding behind a parapet, shoots and hits. The hit location he rolls is 10, abdomen, which is covered by the parapet. The arrow bounces off the stone.

A critical hit hits in any case. Reroll the hit location until it matches an exposed area. The above applies also to melee combat over barriers, fences, castle walls, etc.

Shooting at Moving Targets

Movement of a target directly toward or away from a missile weapon-using attacker has no effect on the probability of hitting it.

- A target moving at an angle from the archer reduces the archer's chance of hitting by 1/2.
- A target specified to be evading as it moves reduces the archer's probability by 1/2.
- An evading target may only move half their normal movement and may do nothing else but move and evade.

These effects are cumulative.

Example: Nathem, with 70% chance of hitting with his composite bow, is confronted by a foe crossing his path at a 45-degree angle and evading. His chance of hitting that foe is 18% (70×½×½=17.5, rounded up to 18). These effects are cumulative with distance, so if the foe is at medium range to Nathem, his chance is reduced by 1/2 to 9% (18×½).

Shooting into Melee

When shooting into a melee, the attacker cannot be sure that they will not hit an ally. The chance of hitting a specific target in a melee is reduced to a value equal to the attacker's skill rating divided by the number of combatants in the melee.

Example: Harmast announces his intention to hurl a javelin into a skirmish in which his cousin Vasana and his friend Vostor are battling five ghouls. His normal skill rating of 45% is divided by seven, the total number of combatants in the combat, giving him only a 7% chance of success. Though Vasana and Vostor are not thrilled about having a javelin thrown into their midst, Harmast goes ahead with the plan.

If the player rolls a number between the normal chance to hit and the adjusted chance of hitting the intended target, the gamemaster should randomly determine which of the potential targets was struck (the random determination can still result in the intended target being hit).

The chance of a special or critical success is based on the modified chance to hit.

Example: With his chance reduced to 7% from a normal 45%, Harmast's roll of a 37 is a not-that-unexpected miss. It is between his normal skill rating (45%) and his modified attack chance (07%), so the gamemaster must determine which combatant the javelin strikes.

The gamemaster decides to determine this by rolling a D20 for each participant in the melee, with the high roll indicating who gets hit. Rolling for each ghoul (1 through 5), Vasana, and Vostor, the gamemaster rolls: 10, 15, 1, 14, 12, 6, and 16. Unfortunately, Vostor is unlucky number 16, and Harmast's javelin will strike him, unless Vostor can parry or Dodge it.

If the adventurer is using a missile weapon on a mass of targets and doesn't care who gets hit, the chance of hitting someone is increased by +5% for every extra body shot at, if the bodies are packed closely together. The gamemaster rolls to determine which body actually gets hit. If enemies are grouped into a phalanx formation, the missile user may fire at the phalanx; if the attackers are approaching in a loose skirmish line, they must be targeted individually, as normal.

Any special or critical chance is based off the original unmodified chance to hit.

Example: While making his way across the Big Rubble, Nathem is beset by a small pack of five minotaurs. Knowing he's no match for them in melee combat, he decides he'll pick off as many as he can while they charge him. His chance with his composite bow is 70%, and he's shooting into a crowd of five. This gives him a bonus of +20%, for four additional potential targets—a total of 90% to hit something.

Nathem shoots and rolls a 10, a special success, based on his unmodified skill rating! The gamemaster needs to determine

Armor

Area Covered	Hit Location	Type	Material	Absorbs	ENC	Cost	Move Quietly
Head	19–20	Hood	Leather	1	(2)*	3	0
Head	19–20	Broad-brimmed Hat	Leather	1	(2)*	4	0
Head	19–20	Cap	Leather	2	(2)*	5	0
Head	19–20	Composite Helm	Plate	3	(2)*	10	0
Head	19–20	Open Helm	Plate	4	1	20	0
Head	19–20	Closed Helm	Plate	5	1	30	0
Head	19–20	Full Helm	Plate	6	2	50	0
Arms	13–15, 16–18	Sleeves	Light Scale	4	2	25	–15
Arms	13–15, 16–18	Sleeves	Heavy Scale	5	3	50	–15
Arms	13–15, 16–18	Vambraces†	Leather **	1	0	10	0
Arms	13–15, 16–18	Vambraces†	Cuirboilli	3	1	30	0
Arms	13–15, 16–18	Vambraces†	Bronze Plate	6	2	100	–10
Chest	12	Cuirass	Leather **	1	0	10	0
Chest	12	Cuirass	Heavy Leather	2	1	20	0
Chest	12	Cuirass	Ring Mail	4	1	50	–5
Chest	12	Cuirass	Turtleshell	4	1	15	0
Chest	12	Cuirass	Light Scale	4	1	25	–10
Chest	12	Cuirass	Heavy Scale	5	3	40	–25
Chest	12	Cuirass	Disk Plate	5	2	100	–15
Chest	12	Cuirass	Bronze Plate	6	3	175	–15
Abdomen & Chest	9–11, 12	Linothorax	Quilted	2	1	20	0
Abdomen & Chest	9–11, 12	Linothorax	Linen	3	1	30	–5
Abdomen & Chest	9–11, 12	Hauberk	Leather **	1	0	20	0
Abdomen & Chest	9–11, 12	Hauberk	Heavy Leather	2	1	40	0
Abdomen & Chest	9–11, 12	Hauberk	Ring Mail	4	2	80	–15
Abdomen & Chest	9–11, 12	Hauberk	Light Scale	4	2	40	–20
Abdomen & Chest	9–11, 12	Hauberk	Heavy Scale	5	3	65	–25
Abdomen & Chest	9–11, 12	Segmented	Bronze Plate	6	5	300	–50
Abdomen	9–11	Skirts	Leather **	1	0	10	0
Abdomen	9–11	Skirts	Linen	3	1	20	0
Abdomen	9–11	Skirts	Studded Leather	3	1	20	–5
Abdomen	9–11	Skirts	Light Scale	4	2	30	–15
Abdomen	9–11	Skirts	Heavy Scale	5	3	60	–30
Abdomen & Legs	9–11, 1–4, 5–8	Pants/Trews	Leather **	1	0	10	0
Abdomen & Legs	9–11, 1–4, 5–8	Pants/Trews	Heavy Leather	2	1	20	0
Legs	1–4, 5–8	Greaves†	Leather **	1	0	15	0
Legs	1–4, 5–8	Greaves†	Cuirboilli	3	1	40	0
Legs	1–4, 5–8	Greaves†	Bronze Plate	6	2	120	–15

* ENC values shown in parentheses indicate the number of items necessary to equal 1 ENC point. Thus, four daggers equal 1 ENC. These fractional ENCs add to one another, so that an adventurer with hood and composite helm, two daggers, one dart, and a pair of light cestuses would have a total 3 ENC from these objects.

** Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

† These are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

which gets hit, and likes the D20 method, so a D20 is rolled five times, with results of 8, 5, 17, 14, and 15. The third minotaur is struck, and fails to parry or Dodge.

Nathem's special damage roll is 16 (an impale with a bow), striking the minotaur in the abdomen. Even the minotaur's armor does not protect it, and it takes 11 points of damage, enough to immobilize it until it receives healing.

One down, four more to go!

ARMOR

Armor is the last barrier between an adventurer and an incoming weapon, fang, or claw. Armor absorbs damage and, hopefully, keeps the adventurer intact. The amount of damage a piece of armor can absorb is described as its **armor points**, the higher the better. Different hit locations may wear different forms of armor. An adventurer might wear a plate cuirass with a linen skirt and leather leggings, for example.

Unlike weapons and shields, the armor points for armor rarely change, even if a blow exceeds the armor points covering the hit location struck. Armor is designed for defense and it can take a lot of pounding; its armor points rarely, if ever, reduced through damage. In any case, if armor is damaged, the appropriate Craft skill (page 185) can be used to repair it.

Explanation of Headings and Terms

Some forms of armor protect more than one hit location. These types can, as a rule, be overlapped. Thus, one can wear both a heavy leather hauberk and heavy leather trousers. Of course, encumbrance (ENC) adds up very rapidly in such cases.

- **Type:** This is a term taken from general armor lore; the terms come from all times and climes. The hit locations each type covers are shown in the Hit Location column.
- **Material:** This briefly describes the type of material the armor is made of.
- **Absorbs:** The amount of points of attack the armor absorbs. Any excess reaches the wearer.
- **ENC:** The encumbrance shown is meant for human-sized people. A duck's plate cuirass would weigh less, a great troll's would weigh more. This armor would only fit those size beings, and is of little use to a human adventurer.
- **Cost:** For leg and arm armor the cost is for the set, not just one, as are ENC costs.
- **Move Quietly:** This indication shows how much the armor subtracts from an adventurer's Move Quietly skill. When several different types of armor are worn, use the noisiest as the modifier. Do not add all the different types together.

Armor Materials

Cuirboilli: Leather treated with boiling wax, hardening it almost to the resiliency of metal.

Leather: This is either padded leather (described in the notes to the chart), or tougher leather the (2-point) the thickness of shoe leather. It is easy to obtain in the herd animal-oriented world of Glorantha.

Linen: Laminated or quilted cloth, this is built up of many layers until it is stiff and hard. Linen armor is used less and less as metal becomes more common, but it is still used to equip militia and the like.

Ring Mail: Metal rings butted together and sewn to leather.

Plate: Large bronze plates, usually molded to the wearer's body. They absorb damage excellently; but are heavy and encumbering. Sometimes made of other metals.

Scale: Small metal plates (usually bronze) sewn onto leather in an overlapping pattern. An excellent, if heavy, protection.

Armor Types

Cuirass, Turtleshell: This chestpiece of turtleshell, wood, and bronze is popular within the Humakt cult, who associate it with their hero Hiia Swordsman. *Price:* 15 L.

Cuirass, Bronze Plate: This chestpiece consists of front and back plates of bronze joined together by leather straps. It is typically designed to mimic an idealized human physique. It provides superb protection but is quite cumbersome and heavy. *Price:* 175 L.

Disk Plate, Bronze: This consists of disks and square bronze plates on the front and back, connected by side and shoulder pieces. The plates are often highly decorated. It protects the chest. *Price:* 100 L.

Greaves: These are plates molded to protect the lower leg. They either "spring" into shape or are strapped on. They are heavy and make sprinting difficult. *Price:* 15 L for leather, 40 L for cuirboilli, and 120 L for bronze plate.

Hauberk, Heavy Scale: This armor consists of hundreds of bronze plates that have been laced together and then

Shield Statistics

Size	Type	Base %	STR	HP	Damage	ENC	SR	Type
Small	Hide or Wood	15%	5+	8	1D3	1	3	C
Medium	Hide, Wicker, or Wood	15%	9+	12	1D4	2	3	C
Large	Hide, Wicker, or Wood	15%	12+	16	1D6	3	3	C

fastened onto a backing. It protects the chest and abdomen. *Price:* 65 L.

Hauberk, Light Scale: This armor consists of hundreds of boiled leather plates that have been laced together. The plates are often lacquered. It is lighter and less expensive than a heavy scale hauberk. It protects the chest and abdomen. *Price:* 40 L.

Linothorax, Linen: This armor is made up of numerous layers of linen glued together to form a stiff shirt. It is often reinforced with metal plates or scales. The linothorax is much lighter and much less expensive than the bronze plate cuirass. It protects the chest and abdomen. *Price:* 30 L.

Linothorax, Quilted: This armor covers the chest and abdomen, and is made up of several layers of quilted leather. It can be worn underneath other armor. *Price:* 20 L.

Segmented, Bronze Plate: This armor covers the chest and abdomen and is made up of a cuirass and three or four sets of curved lower protection plates. The pieces are fastened together by thongs that allow movement. *Price:* 300 L.

Skirt, Heavy Scale: This skirt is made of bronze plates that have been laced together or to leather strips. It protects the abdomen. *Price:* 60 L.

Skirt, Studded Leather: This skirt of studded leather strips protects the abdomen. *Price:* 20 L.

Vambraces: These are like greaves, but protect the forearm. *Price:* 10 L for leather, 30 L for cuirboilli, and 100 L for bronze plate.

Helmets

Cap: This helmet is made of plaited leather, reeds, or folded textiles. *Price:* 5 L.

Hat, Broad-brimmed: A broad-brimmed hat made of stout leather. *Price:* 4 L.

Helmet, Composite: This leather helmet has metal plates or boar tusks riveted on to it. *Price:* 10 L.

Helmet, Open: This is a conical metal helmet with bronze cheek-pieces attached. It is usually decorated with plumes and feathers. *Price:* 20 L.

Helmet, Closed: This metal helmet has a pair of cheek-pieces and a neck guard. In the front is a nasal bar that protects the eyes and nose. *Price:* 30 L.

Helmet, Full: This close-fitting helmet has elongated cheek-pieces to protect the wearer's mouth and throat. A nose guard protects the nose and eyes. It offers excellent all-round protection but severely limits vision and hearing, as well as being hot and stuffy to wear for long periods. *Price:* 50 L.

Hood, Leather: Can be worn under a helmet. *Price:* 3 L.

Shields

A shield is used to absorb damage before it gets to the bearer of the shield. An adventurer may use their relevant Shield skill to parry or attack. A shield may not be ready for use when the adventurer is using a two-handed weapon. Two-handed weapons include all bows and crossbows. A shield may be paired with a one-handed projectile weapon such as a throwing axe, sling, javelin, etc.

An adventurer can use any other shield at half the skill rating of the best shield skill the adventurer has, or at their base chance plus any additional training and experience, whichever is better.

Example: After several adventures, Vasana now has a 72% Medium Shield skill. She can also use a large or small shield at 36%, which is better than her base skill of 30% or 20% respectively.

The **Shield Statistics** table describes how many points a shield can absorb before the bearer is damaged. As with a weapon, a shield-user must make a successful parry roll to interpose the shield between their body and an incoming attack.

Explanation of Headings

- **Size:** Relative size of shield. A small shield is about 30–35 cm in diameter and held with one handgrip. A medium shield is about 60 cm in diameter and is commonly used by Gloranthan cavalry. A large

shield is at least a meter or larger in diameter, and may be round or oval.

- **STR:** The STR necessary for an adventurer to use the shield. If the adventurer lacks the necessary STR, the parrying chance with the shield is halved.
- **Damage:** The amount of damage the shield does when used offensively. Damage modifier is added to this.
- **HP:** The shield absorbs this number of damage points per attack before the wielder takes damage.
- **ENC:** How encumbering the shield is, measured in "things."
- **SR:** The strike rank when attacking with the shield.

Shield Types

Hide Shield, Large: A large, rectangular, concave or lemniscate hide shield, 1 meter or more in diameter. *Price:* 25 C.

Hide Shield, Medium: A medium shield, about 60 cm in diameter and made of hide. It may be round or rectangular in shape. *Price:* 14 C.

Hide Shield, Small: A small shield, about 30–35 cm in diameter and held with one handgrip. *Price:* 8 C.

Wicker Shield, Large: A large rectangular shield made of wicker, 1 meter or more in diameter. *Price:* 5 L.

Wicker Shield, Medium: A crescent shaped wicker shield, about 60 cm in diameter. *Price:* 1 L.

Wooden Shield, Large: A large, concave wooden shield, 1 meter or more in diameter. *Price:* 40 L.

Wooden Shield, Medium: A medium shield, about 60 cm in diameter and made of wood. *Price:* 12 L.

Wooden Shield, Small: A small shield, about 30–35 cm in diameter and held with one handgrip. *Price:* 4 L.

Notes on Shield Use

Any damage taken by the shield above what the shield can absorb in one blow is inflicted on the hit location originally rolled in the attack. The armor on the location, if any, absorbs the excess points, with the remainder going to the target in that hit location. The shield then loses 1 hit point. Greater successes might cause the shield to take more damage.

Shields break as often as weapons, or even more often. The hit points of a shield show the number of damage points that shield can absorb before it is knocked aside or penetrated by the force of the blow, allowing the remainder of the damage to affect the intended target.

When a shield reaches 0 hit points, it is considered useless and must be repaired. If it takes double its normal hit points in damage, it is completely destroyed and cannot be salvaged.



Shield Attacks

It is possible to attack with a shield, giving up the chance of parrying that round. The chance to attack is identical to that for parrying—shield training covers offensive as well as defensive usage. Attacking can be done with the front of the shield or the boss (a large metal knob in the center) or with the edge. A frequent tactic for shield-users is to attempt to knock opponents backwards or off their feet (see **Knockback**, page 224).

All shields are weapon type C (Crushing) and do crushing damage when special or critical successes are rolled.

Use of Shield Against Missile Weapons

Thrown weapons can be parried if the target is aware of the attack and is ready to parry. Missiles shot by projectile weapons cannot be parried. However, a shield can be used to provide coverage against projectile weapons, if it is not used to parry that round.

An adventurer may specify in their Statement of Intent (page 192) that they are holding their shield in one place, covering specific hit locations instead of parrying. If struck by a projectile, the shield protects those hit locations. If a shield is slung on the back of a missile target, the shield provides half its hit points as protection against chest hits when those hits are made from the rear.

Shield Hit Location

Shield	Areas Protected
Small Shield	Shield arm.
Medium Shield	Shield arm and one other hit location (player's choice).
Large Shield	Shield arm and two other hit locations contiguous with each other (player's choice).

Mounted Combat

An adventurer can fight with weapons, or use magic, while mounted on a riding animal such as a horse or Praxian herd beast. An adventurer's effectiveness in mounted combat is equal to the lesser of their Ride skill or their skill with the weapon being used. Unless the riding animal is a trained for combat, it will not fight. See the description of the Ride skill (page 166) for more information.

A mount carrying an adventurer engaged in melee moves at its normal movement rate unless the mount itself directly engages in combat (such as a war horse making a Kick attack or a bison making a Butt attack).

Two modes of fighting are particularly useful for mounted combat:

- **The Lance:** A lance can be used in a charge, a straight run of 20 meters or more. If a target is hit during a charge, the damage bonus of the animal ridden is used, not that of the rider. If the adventurer using the lance has had no training in its use, they can use it at 1/2 their normal attack chance with a one-handed spear, unless their Ride skill is below that. It can also be used as a one-handed spear if the adventurer has the necessary STR and DEX to use a long spear one-handed.
- **Mounted Archery:** The technique of mounted archery is widely known in Genertela, having spread from the Beast Riders in Prax and horse riders in Peloria in the Second Age. There is no extra penalty for shooting from a moving animal, although an adventurer's skill is still capped at their Ride skill. A moving target at the same speed and direction will also be treated as being a standard target. All other modifiers to archery still apply to the mounted archer. A light crossbow can be shot and reloaded while mounted. Heavier crossbows cannot be reloaded unless the mount is brought to a full stop while the device is reloaded.

Example: Vasana wants to shoot her composite bow while riding her bison. Her Composite Bow skill is 45%, while her Ride Bison is 75%. She can do mounted archery from bison-back at 45% with no additional penalties. If she raised her Composite Bow skill to 80% but her Ride Bison skill remained unchanged, her mounted archery would be capped at 75%.

It is not possible to use a two-handed swinging weapon (such as a maul, a greatsword, or a rhomphia) while mounted.

Controlling a Mount During Battle

When an adventurer is riding a mount untrained for battle, the player must succeed with the adventurer's Ride skill every melee round and at any time the mount is injured. If the roll is unsuccessful, the adventurer must spend the next melee round calming the mount, to the exclusion of all else, with

a Ride roll. If they do not attend to their mount, or they fail the roll, the mount will flee from the excitement.

Controlling a mount during battle requires concentration. An active spell, such as Fireblade, is impossible to maintain due to the concentration the spell needs.

A cavalry mount is trained to remain under control in combat, and Ride skill rolls are not needed and active spells can be maintained.

A trained war mount will fight for itself. The rider needs only sit on the mount and take care of themselves. Ride rolls are not necessary and active spells can be maintained.

Special Hit Locations for Mounted Combat

In mounted combat, hit location rolls may change because of relative height:

- **Footsoldier Targets:** A mounted combatant striking downward with a one-handed weapon effectively hits only the top half of the target. Use the Hit Location table, but roll D10+10 to determine the location hit in this situation.
- **Mounted Target:** For a combatant on foot striking upwards with a one-handed weapon at a mounted target, roll on the Hit Location table. If attacking from the side, a result indicating a hit location on the opposite side means the riding animal, not the rider, took the blow—either in the forequarters or hindquarters, whichever is closer to the attacker's weapon.

Use of the Pike Against Charging Cavalry

The pike is a very long (3.5–5 meters long) two-handed spear used to stop cavalry charges. Many pikes are equipped with a butt spike to aid in the bracing of the weapon against a cavalry charge. For infantry to use the pike against massed charges of cavalry requires two things: training in the use of the pike, and courage. The Yelmalio cult (page 308) is famed for their use of the pike.

Because this skill involves bracing a spear to receive an active attack, some aspects are decidedly different from other weapon skills:

- Manipulation skills category modifiers are not allowed when using a braced pike.
- One cannot parry or Dodge with a braced pike.
- Bladesharp may be used, but it will add only to damage, not to the attack percentage.
- If a pike attack is successful, damage is determined by rolling 2D6+1 for the pike and by rolling the damage bonus of the attacker's mount in place of the pike user's damage bonus.
- If the pike is parried by another weapon, it does no damage. If parried by a shield, the pike damage is rolled, but must get through the shield before injuring the target.
- All braced pike attacks are resolved at strike rank 1. The line of pike heads will not be exactly even; the pike heads of the first row rest slightly in advance of the pikes of the soldiers behind them. For this reason, resolve the first row's attacks first, then the second, third, and fourth, if any, in that order.
- If a pike wielder fumbles, all the fighters directly behind him lose their attacks, in addition to his rolling on the fumble chart.

When used against charging cavalry, the **Pike Hit Locations** table should be used for attacks in place of normal hit location tables.

Pike Hit Locations

D20	Location
1–2	Right foreleg of mount
3–4	Left foreleg of mount
5–9	Forequarters of mount
10–12	Head of mount
13–15	Chest of rider
16–17	Right arm of rider
18–19	Left arm of rider
20	Head of rider

Chariots

Chariots are commonly used as mobile platforms for spell-casting and missile attacks. Most chariots carry up to three people: a driver and two warriors. Any animal that can be ridden as a mount can pull a chariot.

A chariot typically has a movement rate 1 less than the normal movement for a team (thus 11 for a horse team). It can move at this rate even if it is carrying an adventurer engaged in melee.

Attacking from a Chariot

An adventurer's effectiveness in attacking from a chariot is limited to the driver's Drive Chariot skill. There is no additional penalty for attacking with melee or missile weapons from a chariot. Magic use is not limited by the driver's skill, and adventurers on a chariot other than the driver may use active spells. Chariot-borne magicians can even use the Meditate skill or ritual practices to augment spell casting.

A chariot-borne adventurer attacking a target on foot with a hand weapon effectively only hits the top half of the target. Use the normal **Hit Location** table, but roll D10+10 to determine the location hit in this situation.

Attacking a Person on a Chariot

The chariot's body protects the abdomen and legs of occupants from attacks from the front and sides in the manner of a shield. Damage taken by the chariot for more points than the chariot can absorb in one blow is taken on the hit location rolled in the attack. The armor on the location, if any, absorbs the excess points. The chariot then loses 1 hit point. If the chariot drops to 0 hit points, it falls apart and becomes debris. The occupants of the chariot may be dragged by the harness connecting to the animals pulling the chariot (see **Dragging**, below).

A chariot may also be directly attacked with cutting or crushing weapons.

Controlling the Chariot Team

Most obstacles in the chariot's path can be avoided with a successful Drive Chariot skill roll. If unsuccessful, the driver must make another Drive Chariot roll each round that the chariot goes over obstacles or difficult terrain.

Obstacles

Obstacle	Penalty
Bumpy ground	None
Light brush	–10%
Large stump	–30%
Large pothole or pool	–10%
Small log in path	–10%
Large log in path	–40%
Rocky terrain	–10%
Body (approx. SIZ 13)	–10%
Dead or injured horse	–50%

If the driver fails, the chariot takes 2D6 hit points directly to its hit points.

If the driver fumbles, the chariot takes 3D6+6 damage directly to its hit points.

If the chariot goes to 0 hit points it falls apart and becomes debris. The occupants of the chariot are dragged (see **Dragging**, below).



If the chariot is using mounts that are not trained for chariot use, the driver must make a Drive Chariot roll or lose control of the chariot every time an animal is injured. If the roll is unsuccessful, the driver must spend the next melee round calming the mount down to the exclusion of all else by making a Drive Chariot skill roll (or some other substitute, such as the Beast Rune). If they do not attend to the mount, or fail the roll, it will bolt away from the excitement.

Dragging

A character being dragged by a chariot takes 1D6 damage per melee round to total hit points. The average value of the character's armor (averaged across all hit locations, including those without armor) can protect against this damage.

Trampling

Being run over by a chariot does 1D6+6 points of damage to each of 1D6+1 random hit locations. Physical armor protects half its normal value (round up) against this damage, while magical protection is unmodified.

Fighting in Phalanx Formation

Six or more combatants, all using a medium or large shield and weapon skill, may form up into a phalanx formation (also called a shield wall, fingers, hedgehog, and Urvairinus' formation). In this formation, each combatant protects their neighbor as well as themselves.

Fighting in this formation has several significant advantages:

Knockback Prevention

A fighter in a phalanx formation is not subject to knockback (see page 224) unless the attacker has at least twice the SIZ of the defender.

Limit to Number of Attackers

No more than one attacker can frontally attack any one adventurer in a phalanx formation except for those at the corners of the phalanx, who may be attacked by up to two opponents. Fighters in a phalanx lose the ability to Dodge but may parry as many attacks as they receive.

The character on the far left side (the shield side) of the phalanx formation is penalized by –10% to all attacks they attempt. The fighter on the far right side (the weapon side) corner is penalized by –10% to all shield parries they attempt. Fighters in phalanx formation cannot attack or parry opponents to the rear without breaking formation and turning around.

Dragon Pass Chariots

In Dragon Pass, chariots are used for rapid deployment, as a mobile "artillery" platform, and bringing Rune Masters to where they are needed and then letting them off to fight hand-to-hand. Chariots are also used to transport magical regalia.

The common Orlanthi chariot has two wheels and is pulled by two horses. It carries three persons: a driver, a noble or priest, and a bodyguard. Other groups use different animals.

The chariot is of wood construction, with the front and sides covered with wood panels or hide.

Move: 11
Hit Points: 16

Defense in Formation

An adventurer that keeps to phalanx formation has several hit locations protected by the person on their immediate right, depending on the shield type. The adventurer's left arm is protected by their own shield.

Shielded Hit Locations—Phalanx

Shield Type	Areas Protected by Person to the Right
Medium Shield	Chest and abdomen
Large Shield	Chest, abdomen, and right leg

Each melee round that an adventurer in phalanx formation is attacked, the adventurer's player has two options, to stay in formation or to break formation and parry. Each is described below.

Stay in Formation

The player does not roll for their adventurer's parry, relying instead on the formation for defense. The shield of the person in formation to the right automatically successfully parries any attack that hits the adventurer's right leg, abdomen, or chest. An attack that hits the left arm is successfully parried by the adventurer's own shield. Damage above the current hit points of the shield is applied against the hit location (armor reduces that damage) and the current hit points of the shield are reduced by 1.



However, an attack that hits the adventurer's left leg, right arm or head is not parried, but the adventurer gets 1 extra armor point in that location.

Break Formation and Parry.

The parry roll is attempted as normal, but with the following caveat: unless the parry achieves a special or critical success the adventurer to the left and right suffer a –20% penalty on their attacks and parries this melee round and the following melee round, when the phalanx reforms.

Among the Heortlings, Esrolians, and Tarshites (as well as by many other Gloranthan cultures such as the Dara Happans), breaking formation is viewed as dishonorable and cowardly.

If someone breaks formation because of being wounded, knocked unconscious, or killed, the adventurers to the left and right suffer a –20% penalty on their attacks and parries this melee round and the following melee round. This simulates the ranks closing and someone stepping in to fill the gap as the wounded adventurer is dragged into the safety of the center of the phalanx.

Attacking in Formation

An adventurer armed with a weapon more than 1 meter long can fight from behind the phalanx against opponents engaged with the phalanx. Their attack is penalized based on weapon length:

Weapon Length Modifier

Length	Penalty
1.0–1.9 meters	–20%
2.0–2.9 meters	–10%
3.0+ meters	—

The phalanx line does not protect adventurers fighting in this fashion. However, it is common for a second phalanx line (or rank) to be formed up behind the first phalanx line (rank), enabling adventurers in the second line to be defended by their own phalanx formation.

Moving the Phalanx

A phalanx formation can move forward at a movement rate of 1 without penalty. It can move forward with a movement rate of 2 if the phalanx leader succeeds on a Battle skill roll. A phalanx leader with a Fire/Sky Rune affinity of 60% or higher may use it to augment this skill roll. Failure means that the phalanx formation is broken and all the benefits of the formation are lost and the leader must succeed with an Orate roll to rally the fighters back into formation.

A phalanx formation can change its facing in one melee round if the phalanx leader succeeds on a Battle skill roll, potentially augmented with the Fire/Sky Rune as described above. Failure means that the phalanx formation is broken and all the benefits of the formation are lost. The leader must succeed with an Orate roll to rally the fighters back into formation.

Several phalanxes can be combined to make more complicated formations such as a hollow square (four phalanxes each facing in a different direction).

Other Combat Rules

Attacking From Advantage or Disadvantage

- **Defenseless or Unaware Opponent:** An attacker has a +40% chance of hitting an opponent when that opponent is on the ground, otherwise immobilized, or unaware of the attacker.
- **Attacking While Prone:** An attacker on the ground has their attack chance halved, but the chance to parry is unmodified. An attacker on the ground can never do more than the weapon's basic damage (ignoring the damage bonus), unless

attacking with natural weapons such as fists, kicks, claws, etc. While prone, an attacker rolls only 1D10 to determine hit locations against standing humanoid opponents. Other creatures determine hit locations normally.

- **Helpless Opponent:** A totally helpless opponent can be killed with any weapon unless the attacker rolls a 96–00. The attacker's chance of fumbling is the same as usual with an attack with that weapon.

Darkness

If caught in darkness against foes who can maneuver in it, such as dwarves and trolls, an adventurer without this ability has a basic chance of attacking and parrying equal to their normal skill rating –75%. If this results in a negative number, the adventurer has the usual 5% minimum chance of success (a roll of 01–05). All possibilities such as impaling, criticaling, and fumbling are included in this reduction, so that an adventurer with a 100% chance of hitting with their spear is reduced to a 25% chance, their impaling chance is reduced to 5%, and their critical is reduced to 1%.

A torch or lamp cannot be held in one's shield hand while fighting unless the shield is not used for parrying.

Grappling

Grappling is the ability to wrestle a foe, using the Grapple skill.

A successful Grapple attack means that the attacker has caught the foe's hit location rolled. A parry with a weapon means the weapon arm was caught instead; a parry with shield means the shield has been grasped. Dodge can be applied against the initial attack with this skill, and a parry with fist or Grapple means that the hold was blocked.

After a successful attack, the grappler may attempt to immobilize the limb grasped, or throw the foe in the next melee round. To do so they must make another successful Grapple attack. Failure means the hold has been broken.

To immobilize a limb, the attacker must also succeed in a STR vs. STR roll. If this roll is not made, they still have hold of the limb, but it is not immobilized.

To throw a foe, an adventurer must make an opposed roll of STR+DEX vs. the SIZ+DEX of the foe. Again, failure of this roll means the adventurer did not manage to throw their foe, although the adventurer still maintains a grip.

If thrown, an adventurer must succeed in a DEX×5 roll on D100 or suffer 1D6 damage to a random hit location. Armor does protect against this damage.

If two characters are attempting to Grapple each other, two successful attacks mean they have grasped each other. Two successful immobilizations (one for each) may either mean nothing was accomplished (if they are contradictory) or that both succeeded. Two throws cancel and no one is thrown. An adventurer's attempt to immobilize should always be rolled before their opponent's attempt to throw.

After the initial Grapple attack (if it is successful), strike rank should be based on DEX alone, without consideration of SIZ or weapon length.

Knockback

In a combat, an adventurer may wish to knock an opponent down or force them back. This is accomplished with a **knockback**.

A knockback attempt must be stated at the start of a melee round, at least as an alternative action. The player may say something to the effect of: *"Vasana fights the troll if the troll attacks her, but if the troll fights Yanioth, she attempts a knockback on the troll."*

The adventurer must then make an attack with the weapon, shield, or part of their body they are intending use for the knockback attempt. If the attack is successful, compare the STR and SIZ of the attacker as a resistance roll against the SIZ and DEX of the target. If this knockback attempt succeeds, the target is knocked back 1D3 meters. If the roll is a special success, the target is knocked down. If it is a critical success, the target lets drops any held weapon(s). In no case does the target take damage from the knockback itself.

If the knockback attempt is not successful, the attacker must make a roll of DEX×5 or less on D100 or fall. If the adventurer does not fall, they bounce off the target and are knocked back 1D3 meters. Resolve a fumbled knockback attempt with the **Fumbles** table (see page 205).

A knockback attempt always happens on strike rank 12. The attacker may not attack in any other way, but may parry or Dodge normally during this round.

Two Weapon Use

The following conditions apply when an adventurer wishes to wield a separate weapon in each hand, other than a weapon and shield.

- Any adventurer using a weapon in each hand may use them for two attacks, two parries, or one attack and one parry.

Notes on Combat

RuneQuest combat is deadly and poses serious risks to every participant. Adventurers can easily be killed in melee combat and combat should never be lightly entered. The following guidelines are useful to remember:

- Always prepare before fighting, if possible. Smart adventurers should cast defensive and weapon-enhancing spells before combat. Even in the middle of a melee, it's sometimes useful to take a moment to cast a defensive spell on oneself.
- Ambush when you can. If the adventurers' cultures, cults, and personal Honor permits them to ambush worthy foes, they should do so. The difference between attacking first versus being on the receiving end of an ambush can be the difference between life and death.
- Missile weapons are deadly. Projectile weapons are incredibly useful against foes as they cannot be parried; only blocked with a shield (and only if the target was prepared for the attack). However, the same is true when adventurers are attacked with missile weapons!
- Armor saves lives. Heavy scale completely protects against the average arrow damage; but even light scale greatly increases an adventurer's chance of survival. Don't forget defensive magic. Casting 3 points of the Shield spell is the equivalent of wearing bronze plate!
- Magic—especially Rune magic—is a game changer in combat. 3 points of the Shield spell is the equivalent of bronze plate; Thunderbolt does 3D6 damage and ignores armor; Increase Wind can make missile fire impractical; and even spirit magic spells like Befuddle or Demoralize can effectively take a foe out of combat.
- Always be willing to flee. If the combat goes poorly for the adventurers, they should always be willing to sound the retreat and run away!

- Every adventurer is assumed to be right-handed, unless otherwise determined by the player during adventurer creation. Use of a weapon in the "off" hand must be started at 05%, with the usual addition or subtraction for their Manipulation skills category modifier Also, an adventurer's DEX must be at least 1.5 times the minimum DEX needed to use the weapon (always round up) before they may use it off-handed.
- To learn how to use a weapon left-handed means finding an instructor (gamemaster's discretion on how difficult this is at any time).
- The player must keep track of the individual weapon expertise of the adventurer with each weapon as used in each hand. Training or experience in using a weapon left-handed does not help the right-handed attack or parry with the same weapon, except that the half effectiveness rule applies. For example, use of a dagger left-handed, allows the adventurer to use it right-handed at half the left-handed ability.
- When attacking with two weapons, the second attack is made at a strike rank equal to the strike rank of the first attack added to the usual strike rank for the second weapon. Thus, if the adventurer has a strike rank of 5 for the first weapon and a strike rank of 6 for the second, the second attack comes at strike rank 11. If the 2 strike ranks add up to more than 12, then both cannot attack in one round.
- An adventurer using two weapons at 100% or more with each weapon skill may attack one foe twice at full skill rating (once with each weapon). An adventurer may attack two foes twice at 1/2 normal skill rating (each being attacked once with each weapon). Or they may attack one at 1/2 skill rating with one weapon and the other at 1/2 skill rating with that weapon and with the full skill rating using the other weapon.

The attacker must have sufficient strike ranks to encompass all intended attacks. If the attacker's strike rank is 6 with each weapon, then they can only make two attacks (at strike rank 6 and strike rank 12).



RUNES

Runes are the building blocks of Glorantha. They are the symbols, archetypes, embodiments, and actual matter or energy of the Middle World. Runes originated with the very creation of Glorantha; they define the cosmos and everything in it.

USING RUNES

The Runes are used for magic, to augment certain skills with Runic inspiration, and to define characteristic behavior.

Rune Magic

Each **Rune spell** is associated with one or more Runes (spells identified with the ᛟ Rune are associated with any cult Rune). An adventurer's chance of casting a Rune spell known to their cult is equal to their rating in that Rune. If more than one Rune rating could apply, the player may choose which Rune rating the adventurer uses.

Example: *Vasana wishes to cast the Lightning spell. Her Air Rune has a rating of 90%. She rolls a 69%, a success. As a result, the spell is cast. If she had rolled above her rating, the spell would have failed.*

Runic Inspiration

An adventurer may attempt to gain **Runic inspiration** to augment skills or increase a character's chance of success with the resistance table. The skills that Runic inspiration can augment depend on the specific Rune.



Elemental Rune

An Elemental Rune may be used to augment the adventurer's chance with a single non-combat skill within its skills category, with a sense associated with the Rune, or with an elemental weapon.

See the Rune descriptions on page 48–50 for these associations.

Example: *Vasana has an Air Rune of 90%. Her player announces that Vasana is going to try to augment her Broadsword skill by becoming inspired by her Air Rune. Since the sword is the elemental weapon of Air, the gamemaster permits it.*

Harmast has a Fire/Sky Rune of 40%. His player wants to use Harmast's Fire/Sky Rune to augment his Scan. Since Scan is the sense associated with Fire/Sky, the gamemaster permits it.

Yanioth has an Earth Rune of 90%. She wishes to use it to augment her Fast Talk. Since Fast Talk is a Communication skill (the skill category of Earth), the gamemaster permits it.

Vishi's Dunn's follower Cousin Monkey asks if he can use his Beast Rune to augment his sling use. Since using a sling is eminently civilized, and suggests careful and deliberate action, the gamemaster says "No."

Power/Form Rune

A Power or Form Rune may be used by an adventurer to augment any skill used in accordance with that Rune.

Example: *Sorala has a Harmony Rune of 70%. She wishes to use it to augment an Orate attempt she is making to try to reconcile two feuding scholars in her temple. Because ending discord is in accordance with the Harmony Rune, the gamemaster permits it.*

Vasana's Saga

1626, Earth Season.

The Storm Bulls killed Joshfar's sable antelope (without using the Peaceful Cut) and then set the animal on its belly with its legs folded beneath it. They placed Joshfar atop his mount one last time. Vian gave him his bow, and his comrades tied on his best armor. To my surprise, I was permitted to strap on his sword and sword-belt.

I joined the Storm Bulls in their songs of fear, fury, and fighting, and helped them raise a violent wind to carry off Joshfar's soul. We sang and we drank and we danced for Joshfar until we were little more than wild beasts. Death is separation from the living, and every warrior's fate. My sister joined us, a lustful goddess of Life adorned with sable antlers, and reminded us of our inevitable return to Life.

Meanwhile, their healer tended to Harmast, still suffering from the Creeping Chills thanks to the broo's pollution. She would not use the White Lady's power to banish the disease spirits that cursed him (for she said those were promised to aid the Bull in his fight against Chaos), but she did use her arts to help treat the disease. She later pronounced him fit for travel, although he was still pale and unsteady.

Three days later, the pain in my head from the Storm Bulls' drink was finally subsiding. Travel across the sagebrush and chaparral was made slow by occasional torrents of cold rain that tore up the land with angry waters.

Biturian welcomed a strange Praxian, a High Llama rider, to our camp that night, accompanied by his baboon slave. He introduced himself as "Vishi, sometimes called Kinslayer" which made me immediately distrust him. When I challenged him on this, Vishi replied in broken Sartarite. Showing me his tattoo of the White Bull (the same as I had on my belly), he said, "I killed my own kin for the White Bull when they would not foreswear their Lunar lords. I am no friend of the Empire."

I asked Vishi why he came to our camp. He stared at me for an uncomfortably long time and then spoke. "I come here because there are many spirits following you. I came to see why."

Vishi's words worried me. Some spirits are servants of the gods or friends to men, but many are hostile and malevolent things. I asked Vishi if he knew why, and again he stared at me.

"They follow you because you move through the living world but do not embrace it, as she does," he said, gesturing at my sister. "You have gained their attention and now they snap at your heels like dogs. Soon, a big dog will come and do more than snap."

Norayeep made a sign against evil spirits and Biturian looked worried, but Vishi smiled broadly.

"Do not worry, Cow Mother. I will accompany my White Bull sister and any such dog must deal with me. I ask only food and water for myself, my beast, and for Cousin Monkey."

It was agreed, although Yanioth thought him a fraud. Harmast, on the other hand, welcomed him and made it clear that he thought that having a spirit-talker among us would aid us in this broken land.

The Paps is the greatest Earth Temple in Prax, and the home of the Herd Goddess Eiritha, daughter of Ernalda, wife of Storm Bull, and mother of Waha. We had little difficulty persuading the priestesses that we were associate members of the cult, and we were welcomed and blessed. Vishi said the place was thick with spirits, and even I could see the dancing nymphs and the pixies flit in and out of the twilight.

One of the Herd Priestesses greeted Norayeep as a sister. With glee, Norayeep introduced her as Varaneena Cow-eye, of her own Flower Bison clan. She wore many arm rings, denoting the cattle she owned. Varaneena greeted us warmly, but her face tightened when she spoke with Vishi and me.

"Sister, why do you cut yourself off from these powers? War and conflict is not life," she said to me. "Here of all places, you should embrace life, and not separate yourself from it."

I answered respectfully, "Reverend priestess, my honor is greater than life. It will endure long after my breath has returned to the winds and my body is but ash."

"That sounds more like the Sword God than the Adventurer. I did not believe that the Storm King served Death," said Varaneena.

"I do not serve Death. I use it as my honor demands," I replied.

Seemingly satisfied, Varaneena allowed me to join with the other lay members gathering outside the sacred caves.

The sacred caves were forbidden to all not initiated into the Earth's mysteries and all guarded by copper-clad Axe Maidens, sworn to kill any trespassers. We all stayed a respectful distance away.

All except my sister, that is. Yanioth strode to the sacred caves like a goddess. The Herd Priestesses shouted that this place is forbidden to outsiders, but as proud as any queen my sister said, "I am no outsider. You may serve the Herd Mother, but she is the daughter of the Earth Mother. And I am privy to Her secrets."

And with that, she marched past the Axe Maidens into the Inner Womb of the goddess.

Becoming Inspired

For an adventurer to become inspired by a Rune, the player must suggest and request an appropriate augment to an ability—usually a skill—with the gamemaster's approval. It does not take any strike ranks to try to be inspired by a Rune, as the inspiration is almost instantaneous—occurring at the speed of thought.

Only one attempt at inspiration can be made in a situation—such as the duration of a combat, battle, assembly meeting, magical ritual, etc. An adventurer does not get to make an inspiration roll every time they swing a sword! The inspiration lasts for the time it takes to complete the activity or task, such as the duration of the combat or battle. Generally, inspiration should have a maximum duration of one day. The gamemaster determines the duration of the inspiration if otherwise. The adventurer can choose to cancel the effects of inspiration at any time, if desired, but must wait until the next day to attempt it again.

If the adventurer has already rolled to be inspired by a Rune or Passion during the situation at hand, they cannot try to be inspired again, even by a different Rune or Passion.

The bonus from inspiration cannot be combined with an augment from another skill (see page 144).

Finally, once a Rune is successfully used for inspiration, it cannot be used again that session.

Remember that the gamemaster has the final say on the appropriateness of attempting Runic inspiration and its duration. To attempt inspiration, the player must roll against the Rune's rating on a D100:

- **Critical Success:** On a critical success, the adventurer adds +50% to the chosen ability for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
- **Special Success:** On a special success, the adventurer adds +30% to the chosen ability for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
- **Success:** The adventurer adds +20% to the ability being augmented for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
- **Failure:** On a failure, the adventurer subtracts –20% from all further rolls using that Rune until they can spend a day meditating on the Rune.
- **Fumble:** On a fumble, the adventurer immediately loses –1D10% from the Rune (which results in a corresponding increase in an opposed Power or Form Rune) and is overcome by psychic turmoil. This turmoil might last for a few minutes or a few days as determined by the gamemaster. Consult the **Psychic Turmoil** table for the duration. During this time, the adventurer cannot use that Rune at all (including Rune magic based on that Rune). The adventurer must even avoid acting in accordance with the Rune during that time.

A Rune cannot be reduced to less than 0%.

Psychic Turmoil

1D10	Length of Turmoil
1–3	1D10 melee rounds
4–7	4D10+10 melee rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days

Runes and Personality

The Runes are archetypes universally present in Glorantha. They are manifest in both the cosmos and the individual psyche. As a result, the Runes define and dictate a person's feelings and tendencies; an adventurer strongly affiliated with a Rune acts in accordance with that Rune.

When the opportunity arises to behave one way or another, an adventurer's Runes can either be used as casual behavior guidelines, or certain appropriate behaviors may be suggested by the gamemaster. The gamemaster may also suggest when a course of action conflicts with an adventurer's affinity with a Rune.

The gamemaster might reward adventurers with a free experience check of the Rune when they roleplay in accordance with that Rune.

Casual Use of Runes

Players often do not know what their adventurers would do under special circumstances. This might be because the player has never thought about it, does not care, or because the adventurer has mid-range Rune values.

In such circumstances, the player should roll a D100 to determine behavior. If the number rolled is smaller than the number in the left column then the adventurer acts in accordance with that Rune. If the number rolled is greater

than the left-hand column then the adventurer does what is shown on the right.

Example: *Vasana and Vishi are confronted when she tries to enter the Earth Temple in Prax. The priestess Varaneena asks her to demonstrate her loyalty to Earth, stating a belief that Vasana's martial nature is at odds with the life-affirming forces represented by the temple's goddess, Eiritha.*

Vasana realizes that her answer represents the difference between joining her sister Yanioth in the temple and being left to wait outside. She does not wish to lie, and her Earth Rune affinity is a mere 20%, so she asks the gamemaster if she can roll against her Death Rune, instead. The gamemaster asks how she will justify this, and she says that she will emphasize the mortal nature of all, and how everything will return to the Earth.

Vasana rolls, achieving a result of 21, a success, and thus her answer pleases the priestess Varaneena. Vasana may pass into the temple and participate in the worship rites.

Vishi, on the other hand, chooses to answer using his Earth Rune and fails the roll. His answer, the priestess judges, is not convincing, and he is asked to remain outside with the other outsiders.

Magical Tests

Gloranthan mythology is full of magical challenges or tests; these are key elements in heroquesting. A demonic guardian might give passage only to one strong in the Fertility Rune, or a sword might only be wielded by someone strong in the Death Rune, and so on.

Some of these tests use absolute ratings rather than rolls. *For example, only those who share a Rune affinity of 50% or more with a deity may become an initiate into their cult.*

In other cases, the adventurer must pass a less rigorous test and make a successful D100 roll. Thus, anyone who shows kinship with the Earth (succeeds in making an Earth Rune roll) can enter the Court of the Dead without opposition.

Conflicting Runes

This method allows a player to test their adventurer's Runes against each other. It allows the adventurer to internalize the cosmic conflict of the Gods War and mimics the deep self-introspection of someone torn by internal conflict.

A test of conflicting Runes may be imposed by the gamemaster, which results in an experience check. Players may wish to use the tests privately to determine an adventurer's actions.

The gamemaster determines the exact rolls to be made. The gamemaster may require the player to make several coincidental Rune rolls with varying results depending on what was made and what was failed. Whatever Runes are successful (unopposed) or win (opposed) receive experience checks if approved by the gamemaster.

Example: *Vasana has the Air Rune at 90% and the Harmony Rune at 50%, and has long feuded with Sytorax the Light Son. While preparing to raid dark trolls in the Big Rubble, she encounters Sytorax, who proposes that they ally against the trolls.*

Vasana is caught between conflicting Runes. The Air Rune demands that she assert her strength and pride and reject Sytorax with scorn, but Harmony calls on her to compromise and make peace with Sytorax. So Vasana makes an opposed roll matching her Air Rune vs. her Harmony Rune. Her Air Rune roll is a 74, and her Harmony a 41, so Air overcomes Harmony, and Vasana rejects Sytorax with mocking scorn. Sytorax swears to avenge the insult and leaves. Vasana checks the Air Rune for an experience check.

Runes and Passions

An adventurer's Runes may come into conflict with their Passions. An adventurer's Loyalty (King) may come into conflict with their Movement Rune, or one's Hate (Lunar Empire) may conflict with one's Harmony Rune. This conflict is resolved in the same manner as conflicting Runes (described above).

Personality Disputes

During play, the gamemaster can challenge an adventurer's behavior. Temptations are paraded forth, moral crises present themselves, and critical judgments and actions must be made.

Since the Runes define an adventurer's personality, they may be consulted whenever the gamemaster determines that a critical decision is at hand. In crises, adventurers generally act according to their Runes, not individual choice.

The player, however, can always choose to override the will of the Rune, though an adventurer will lose –1D10% from that Rune's rating due to its influence being ignored, exactly as if the Rune inspiration roll were fumbled (see page 229).

Opposed resolution rolls of Runes can also help determine the outcome of personality disputes between individuals. The challenger matches their Rune against their rival's, with the outcome indicating success.

Example: *Harsaltar the Humakti accuses Vishi Dunn of being too attached to material pleasures to truly be worthy of representing Death and the Spirit World. Outraged, Vishi challenges the Humakti to an ascetic contest of denying food, drink, sleep,*

and material pleasures day and night until one of them falls to temptation. Vishi's player and the gamemaster (representing Harsaltar) attempt Death Rune rolls, and both succeed. However, Vishi's roll resulted in a special success, while Harsaltar's was only a normal success.

The gamemaster announces that the Humakti gives in after two days and two nights, and Vishi is declared the winner. Thus, Vishi wins the challenge and can make an experience check.

Harsaltar offers to take Vishi out for a night of wine, feasting, and revelry to celebrate his victory, but the assistant shaman demurs.

Because Power and Form Runes have opposites, resolution can be more complex when someone fails than is the case with simple opposed rolls.

Whenever an adventurer fails a Power or Form Rune test, the player must then attempt to roll against the opposite Rune. If that roll succeeds, the adventurer is inclined to act accordingly.

Example: *Nathem is traveling to the Stinking Forest and along the way he guests with a local Tarshite lord, Vimaykar the Red. Fellow countrymen, they settle in with a hearty meal, a large carafe of wine, and begin to discuss many great issues affecting their homeland.*

Vimaykar engages Nathem in conversation about the wars and disorder resulting from the recent collapse of the Lunar Empire's rule over Dragon Pass. Nathem, who was a rebel against the Empire, tries to explain the virtues of rebellion and change in response to his host's desire for stability. Vimaykar has Stasis 63% and Nathem's Movement Rune is at 90%.

Vimaykar makes a roll of 21 for his Stasis Rune, while Nathem receives a 98, failing his attempt at being influenced by his Movement Rune. It's not a fumble, but still, Nathem's player is dismayed at the poor result.

Since Nathem failed his Movement Rune, he must now roll on its opposite Rune, Stasis 10%. His player rolls a 1, a critical success and better than Vimaykar's simple success. In the middle of the conversation, Nathem finds himself switching his position, emphasizing his commitment to stability and order. Nathem has a sudden insight into the need for order now that the rebellion has succeeded—endless rebellion against everything is Chaos—and earns an experience check for his Stasis Rune.

Challenged victims of an opposed Rune-driven personality dispute that fail both Rune affinity rolls have free choice to do as they please.

As with personality disputes, choosing to override the result of a Rune roll can have the effect of estranging the adventurer from that Rune. At the gamemaster's discretion, an adventurer ignoring the influence of a successful Rune roll will suffer a loss of affinity to that Rune and the associated psychic turmoil, as described on page 229.

Example: *Vostor Son of Pyjeem is traveling to Two Ridge Fort with an uncertain ally, Elusu the Trickster. The local tribal king asks Vostor about an artifact that a rival king desires. Elusu urges Vostor to lie about the artifact, or at least misdirect the king. Vostor s uncertain. The gamemaster asks for affinity rolls of Elusu's Illusion Rune against Vostor's Truth Rune.*

The trickster receives a successful Illusion Rune roll of 60. Vostor fails his Truth Rune roll with a result of 94. He can now attempt a roll of his Illusion Rune, and that result is also a failure with a roll of 88. The choice is now up to Vostor's player.

The player decides that Vostor lies to the king, but no experience check is received in either Rune since both rolls were failed. No penalties are incurred either, as the Runes failed to exact any influence on Vostor's behavior in this case. Though Elusu did encourage Vostor to lie and he did so, Vostor did so under his own free will, without any Rune-based influence.

Players should be aware of an impending Rune-driven personality test. The adventurers can avoid the conflict, but not after the gamemaster initiates the challenge.

Other Rune Experience Checks

The gamemaster may decide that an action performed by an adventurer deserves an experience check for a Rune. It may not always be because of a roll against a Rune. *For example, if a player decides that an adventurer will lead an armed uprising against a tyrant who insulted her and tried to enslave her, the gamemaster may give that adventurer an experience check for both the Air and Movement Runes, though no resolution rolls took place. Such action is well in keeping with those Runes, so the adventurer's free will supports such affinities.*



PASSIONS & REPUTATION

Gloranthan myths and history are full of intense emotion, which can lead to heights of heroism and depths of tragedy. Love, Hate, Fear, Devotion, and Loyalty are often placed in terrible conflict with one another, as well as challenging personal codes of honor. Examples abound from Gloranthan mythology: Orlanth killed the Sun God Yelm to prove his love for Ernalda; Arkat's hatred of Gbaji brought fifty years of terrible war where even gods died; Prince Tarkalor's honor led him to war with the Red Emperor and the disastrous battle of Grizzly Peak; King Broyan's devotion to Orlanth enabled him to continue fighting long after all hope seemed lost; and Kallyr Starbrow's loyalty to the idea of a free Kingdom of Sartar resulted in the Dragonrise.

Inspired adventurers may perform with superhuman effort and with a greater likelihood of success. They may be volatile, their feelings changing dramatically due to success or failure.

Basic Passions

Several common Passions are described here, typifying those felt most intensely by adventurers. Some are so common that they appear on the adventurer sheet.

Devotion (Deity)

Devotion to a deity is a common form of religious activity in Glorantha, and involves a personal devotion of one's life to a deity. This Passion indicates a sincere emotional dedication to the deity named. When used for inspiration, the deity manifests in some small degree within the adventurer, imbuing them with some small measure of divine influence.

Fear (Type or Individual)

Fear is perhaps one of the strongest Passions, driving all manner of behavior, for better or worse. Fear can cause an individual to flee from the subject or act irrationally to escape its presence, or it can even cause an adverse reaction.

Common Fears can be focused on a particular group—whether species such as broo or groups such as the Wolf Pirates—or it can be focused on an individual, such as a former enemy or treacherous relative. Fear cannot be defined towards general concepts or forces, such as Death or Chaos, and is generally not useful when the subject is something any reasonable being would fear, such as a god or a force as vast as the Lunar Empire.

When used to inspire an adventurer, the subject of the Fear must either be present or their presence must be imminent. One cannot by motivated by Fear (Crimson Bat) if the Crimson Bat is hundreds of kilometers away and shows no sign of arrival. The threat of confronting the subject must be real and immediate.

The resulting behavior from being inspired by Fear can be to aid some form of avoidance, flight, or defense from the subject, or even to spur violent opposition when cornered. At times, though, the gamemaster may ask the player to roll for their Fear Passion if the adventurer is embarking on a course of action that would put them into contact with the source of fear.

Hate (Group or Individual)

Hatred motivates many people in Glorantha, as in our world.

Common hatreds in Glorantha include: Beast Men, Chaos, Dragonkind, Dwarves, (Individual), Lunar Empire, (Other Tribe), Trolls, Tusk Riders, and the Undead. These are just examples; hatred can be towards whatever the gamemaster agrees to.

When used for inspiration, Hatred can only be used against a specific foe. An adventurer inspired by Hate (Trolls) to strike a particular troll would get the Passion bonus when directly combating the specific troll the Passion modifier was rolled against, but not as a generic modifier for any other dark trolls or trollkin in the fight. This must be contrasted with Devotion, Loyalty, or Love, which can inspire an adventurer to combat all the foes before them, not just one.

Hates can also be aimed at specific people, such as Hate (Harrek the Berserk) or Hate (King Pharandros).

Honor

Honor is the preeminent martial virtue, a personal code of dignity, integrity, and pride. It is a key Passion of the cults of Orlanth and Humakt, and many Lunar cults as well.

Personal honor is not a slippery issue, subject to interpretation. The difference between honorable action and dishonorable action is clear to everyone, no matter how they behave. The **Dishonor** table lists things that all humans in Dragon Pass agree are dishonorable actions for an average person. Performing these deeds diminishes honor.

Dishonor

Dishonorable Act	Honor Lost
Attacking an unarmed foe.	–5%
Cowardice.	–5%
Desertion from battle.	–5%
Refusing hearth courtesy.	–5%
Plundering a holy place of your religion.	–5%
Discourtesy to a guest in your hall or home.	–10%
Flagrant cowardice.	–15%
Treason against your clan or tribe.	–15%
Breaking an oath.	–25%
Attacking or stealing from a guest (or allowing it to happen).	–25%
Killing a guest.	–35%
Rape.	–50%
Killing kinsfolk.	–50%

"Personal" is carefully used to separate honor from other social obligations. It is not possible to have one's personal honor abused if someone insults your family—Love (family) covers that. Likewise, someone insulting your god should incite the Devotion (deity) or Loyalty (temple) Passion, not Honor.

But Honor can cover many other things. In fact, it can include almost anything that an adventurer chooses to include. Someone with an extremely high Honor may be offended by anything that anyone says that they do not like directed at them personally. Rationality may not be relevant.

Loyalty

Loyalty is the cornerstone of all of society beyond the family. It is the social bond which members of a community feel for each other. It is the prerequisite to be able to call upon that community for support.

An adventurer with conflicting loyalties may use their respective Loyalty ratings to determine an appropriate course of action. The player can simply choose based on the higher Loyalty rating, or test them as an opposed roll. Thus, a player can use an opposed roll to determine if their adventurer will obey their temple or their tribe, if those loyalties are in conflict.

- **Loyalty (temple)** is the measure of an adventurer's bond with the temple hierarchy of their cult, as well as the loyalty owed to other worshipers at that temple. This Passion can inspire an adventurer to give generously, or to fight harder defending their temple. Loyalty (temple) is used to gain the support of the temple.
- **Loyalty (clan, tribe)** is the measure of the bond an adventurer has with their clan or tribe. It typically includes an obligation to avenge slights or injuries against that community or its members. Loyalty (clan, tribe) is used to gain the support of the community in question.
- **Loyalty (city)** is the measure of one's willingness to live, fight, and die for one's city. It is the definitive feature of citizenship. Loyalty (city) is used to gain the support of the city. This could also mean a village or a town.
- **Loyalty (individual)** is the measure of an adventurer's bond with a specific individual, such as king, chief, or another patron. A warrior owes personal loyalty to their leader; in return, the leader rewards their followers with compensation, support, or other privileges. Loyalty (individual) is also used to gain the personal support of that individual.

≈Vasana's Saga≈

1626, Darkness Season.

We met with the king after he dismissed Yazurkial Blue Llama and several other khans of the White Bull Society. Yazurkial recognized Vishi and I with a nod—I last saw him at Moonbroth after he decapitated Sitzmag Redmoon and made a drinking cup out of his skull.

King Argrath greeted me warmly. I presented him with one of the pieces of truestone I had obtained through trade at the Block; he gave me a gold spiral arm ring, a fine bronze sword, and promised us that we would be fed, sheltered, and protected. He gave gifts to my companions; less impressive than mine, although Vishi was given several herd beasts and a new axe.

Argrath asked me of events in Sartar and whether I thought Leika could rally the tribal kings around her. I told him I thought not.

"The tribes of Sartar will not follow one not descended from Sartar. The tribes would rather tear the kingdom apart than let another tribe rule the others. Many fear our hard-won freedom shall be short-lived."

Argrath nodded knowingly.

"I have heard from traders," he said, "that the Lunar army defeated by the queens is rebuilding at Alda-Chur. Without a Prince to lead them, it seems likely that the tribes will eventually be reclaimed by the Empire."

This was exactly what I feared. So much had been sacrificed to fight off the Red Emperor—so many dead. My father's soul annihilated by the Red Goddess's demonic steed, never to join the gods and be reborn.

"Then you must go to Boldhome and unite the tribes. You are of the House of Sartar… I've seen the markings."

I then recited from the Orlanthi Praise of Kings:

"The king is the shepherd who fights off wolves;
He wrestles with dragons and scares off trolls.
Between mortals and gods, he speaks for both,
Justice is his swift sword, honor his shield."

Argrath stared at me for a while, and then smiled. "I accept your sword, Vasana," he said finally. "I believe that a Crown Test is customary to prove that Orlanth favors a claim. You and your companions will join me on mine."

I agreed and pretended not to notice Yanioth's eyes as she glared fiercely at me.

Example: Sorala Daughter of Toria has the Passion of Loyalty (Queen Samastina) at 70%. She is tasked with uncovering a plot against the Queen, and needs to determine whether an official is a traitor. For this, Sorala will observe the official's actions around Samastina and use her Insight (Human) skill to see if there is any indication of treachery or deception. Sorala's Insight is only 20%, so she decides to try for inspiration with her Passion of Loyalty (Queen Samastina). With a roll of 58, she succeeds. Her Insight gets a +20% modifier, raising it to 40%. It's not great, but better than 20%. Her Loyalty (Queen Samastina) Passion gets an experience check.

Community Support

An adventurer's Loyalty Passion can be used to gain the support of a community or individual, such as determining whether that community will pay the adventurer's Ransom (see page 64). The gamemaster should determine the exact nature and extent of the support a given community can supply.

Love

Love is an emotional bonding or attraction felt by one individual for another individual or group. An adventurer may have many loves.

- **Love (family)** is a natural emotion common to humankind in any age or culture. In most Gloranthan societies, one's close family is the most important community one belongs to. Family members are expected to support, protect, and avenge each other. Kin-strife is widely considered the worst tragedy imaginable.
- **Love (individual)** indicates a deep feeling and attraction for another person. It usually implies physical and carnal commitment, although it may also include unrequited love.

Using Passions

Passions define an adventurer's life intentions and serve to inspire them.

The gamemaster may call for a Passion roll. At other times, a player may suggest and request one, with the gamemaster's approval. Remember that the gamemaster has the final say on the appropriateness of attempting to use a Passion for inspiration. Players are warned that Passion rolls can be extremely risky as well as rewarding; a fumbled Passion roll results in despair!

Inspiration

An adventurer may attempt to be inspired by their Passion and request a Passion roll to augment a skill, with the gamemaster's approval.

Only one attempt at inspiration can be made in a situation or "scene"—such as the duration of a skirmish, battle, assembly meeting, magic ritual, etc. An adventurer does not get to make an inspiration roll every time the same action is attempted. The inspiration lasts for the time it takes to complete the activity, such as the duration of the combat or battle (with a maximum duration of one day). If in doubt, the gamemaster determines the duration of the inspiration. It does not take any time to attempt an inspiration based on a Passion—they can happen as part of another action and do not add to the strike rank.

If the adventurer has already rolled to be inspired by a Rune or Passion during the situation at hand, they cannot try to be inspired again, even by a different Rune or Passion. Additionally, the bonus from inspiration cannot be combined with an augment from another skill (see page 144).

Remember that the gamemaster has the final say on the appropriateness of attempting Inspiration and its duration. The player must roll against the Passion's rating on a D100:

- **Critical Success:** The adventurer is inspired and acts very strongly in accordance with the Passion. One ability of the player's choice temporarily receives a +50% bonus, and remains so throughout the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
- **Special Success:** The adventurer is inspired and acts strongly in accordance with the Passion. One ability of the player's choice temporarily receives a +30% bonus, and remains so throughout the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
- **Success:** If successful, the adventurer is inspired and acts in accordance with the Passion. Immediately add +20% to one ability for the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
- **Failure:** The adventurer is despondent. The adventurer subtracts –10% from all further rolls made for the duration of the situation that brought on the state.
- **Fumble:** The adventurer is crushed by negative thoughts. The Passion is immediately reduced by –1D10% from the Passion's rating and the adventurer is overcome by despair (see below). Despair might last for a few minutes or a few days, as determined by the gamemaster based on a roll on the **Despair** table (below). For the duration of the despair, the adventurer is effectively incapable of doing anything more than running away or hiding.

Despair

1D10	Duration of Despair
1–3	1D10 melee rounds
4–7	4D10+10 melee rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days

If a Passion is ever reduced to 0%, it is removed from the adventurer sheet. A Passion cannot go negative in value. Additionally, the adventurer can never regain a Passion that has been lost in this fashion: it has been exhausted and cannot be renewed unless the gamemaster determines that an extraordinary set of circumstances or behavior merits its return.

Gaining a Passion

Passions may be gained during play. Adventurers should get many opportunities to gain enemies, loved ones, allies, and loyalties.

Both the player and gamemaster should agree upon Passions. When something significant occurs to an adventurer, the gamemaster or player may suggest that a Passion has been generated. They should discuss it, and then determine the starting value.

The starting value must be agreed upon by both player and gamemaster, but a new Passion should generally start at least 60%.

Example: Yanioth presents herself at the sacred caves of the Earth Temple of Eiritha, and demands entry. The Axe Maidens attempt to bar her from entering, but Yanioth succeeds in a roll of her Devotion (Ernalda), asserting that her patron goddess is the mother of Eiritha, and thus she is also privy to Eiritha's secrets. This impresses the temple guards enough to let her pass and participate in the sacred rites.

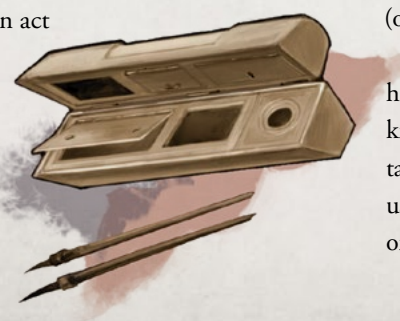
Between adventures, Yanioth's player decides that her exposure to this related cult is enough to warrant a Passion, so the gamemaster allows her to define a new Passion of Devotion (Eiritha), with a starting value of 60%. Since she did not actually roll for this Passion to gain entry, she does not begin with an experience check for it.

Since she has not become an initiate of the cult by sacrificing 1 or more points of POW, she does not gain access to the cult's special Rune spells or other cult benefits—although her new Passion may lead her to such rewards.

Mandatory Rolls

Runes and Passions with a rating of 80% or higher can place your adventurer at the mercy of the gamemaster. These should represent staunchly-held beliefs and connections, and are not to be taken lightly or used only when convenient. Such extreme Passions can require the player to make mandatory rolls due to these beliefs, if the gamemaster chooses. In general, the gamemaster has several options if the player has their adventurer do something inappropriate for the adventurer's rating in a relevant Passion.

- **Reduce the Rune or Passion:** Immediately reduce the Rune or Passion to some level below 80, which is the threshold for behavior mandates.
- **Opposed Rolls:** Ask if the adventurer would like to oppose the Rune or Passion with another Rune or Passion. This is made as an opposed roll. If the opposed ability wins the contest with the Rune or Passion, the player can act in a different manner, as dictated by the trait that won. This must be reasonable for the specific situation.



Example: Vasana has a Hate (Lunar Empire) Passion at 90%. While traveling along with Biturian Varosh's caravan as one of its guards, this is put to the test when Biturian welcomes a strange Sable Rider into their midst—an assistant shaman named Vishi Dunn. Vasana remembers well that the Sable Riders fought alongside the Lunar Empire, and has the scars to remind her.

Her Hate would naturally make her want to distrust and possibly even attack the Sable Rider, but she has also sworn fealty to Biturian during the term of her employment, and thus Vasana's player decides that her Honor 90% is the relevant Passion to oppose her Hate (Lunar Empire). She rolls a 06 for Honor, a special success, and a 41, a normal success for her Hate. As the special success is superior to the normal success, the gamemaster announces that Vasana's Honor overrides all—she would sooner die than break an oath she swore. Furthermore, the gamemaster determines that Vasana is not only willing to accept the newcomer, she is intrigued by him.

She asks why Vishi has come, and he explains that she and her allies are followed by many spirits, which are his concern. Vasana decides that this is good enough, though others in the caravan find it disconcerting, an ill omen.

Reputation

Reputation measures an adventurer's fame, notoriety, and renown. It includes one's lineage, and deeds both glorious and infamous. It is expressed in songs, gossip, curses, boasts, and monuments. As an adventurer's Reputation increases, people are increasingly aware of them.

Gaining Reputation

An adventurer gains Reputation by doing things that gain the attention of others. Marriage, birth, making a vow, breaking a vow, becoming a Rune Master, owning a famous or magical item, heroquesting—these are all examples of things that can increase an adventurer's Reputation.

Reputation does not increase as a result of experience checks. Instead, it is handed out at the gamemaster's discretion, based on deeds and achievements. Reputation can also increase through negative deeds. It does not decrease as Passions or Runes do: breaking an oath, behaving dishonorably, or committing foul deeds can make one just as famous (or even more so) than right action and heroic achievements.

Reputation Gains (below) lists a variety of examples for how Reputation might be gained. Note that deeds must be known to others—adventurers gain no Reputation for actions taken in secrecy or obscurity. The gamemaster is encouraged to use these examples as listed, to modify or augment as needed, or to use them as guidelines for actions outside those described.

Vasana's Saga

1626, Darkness Season.

Being a sworn retainer of a king has its advantages. The king lent us the use of a fine house on Rich Hill at the end of Drop Street. A rich Lunar had owned the house prior to the liberation of the city last year, with many rooms around a covered atrium. Yanioth placed our household gods in one room.

Nathem and Vostor left Biturian's service at the same time we did. They pledged to follow me, in exchange for support and a fair share of any booty taken.

My deeds had given value to my name, and I was given the respect and honor my deeds had earned. When I went to the Temple of Knowledge to try to learn more about the history of the House of Sartar, I was surprised that even the sages knew of me!

One of the younger sages approached me and asked if she had the honor of speaking with Vasana Chaoskiller, swordswoman of King Argrath. I told her that she did, and the sage introduced herself as Sorala of Nochet. I knew that several Esrolians had accompanied Argrath to Prax, but I did not recognize this Sorala.

Sorala aided me in finding a scroll about the Sartar Dynasty and helped me understand the genealogies, marriages, and relationships within that sprawling family.

As she helped me with the scroll, Sorala asked me if I was accompanying the king to Dragon Pass. I told her I was, but that I would not be alone—my band of kin and followers would accompany me.

Impulsively Sorala said "I wish to accompany you. I wish to witness the deeds done and if possible participate in them. The world is changing and I want to be a part of it."

I bit my lip. A scribe could memorialize my deeds and bring undying honor to my kin.

She mistook my thoughts as reluctance.

"I can fight, as well. I am no desk-bound scribe. Like you, I fought to defend Nochet and fought with honor at Pennel Ford. I will not slow you down."

I smiled. A fighting scribe! I gladly agreed to her offer.

Reputation Gains

Notable Deed (+1D3 Reputation)

- Swearing an oath of some import.
- Defeating an equally powerful foe.
- Outstanding use of a skill; achieving success in a noteworthy endeavor.
- A noteworthy marriage.
- Taking part in a great journey.
- Becoming a parent in a fortuitous birth.
- Having an important guest in your home or hall.
- Making a shrewd alliance.
- Taking an important part in a worship ceremony.
- Having a scribe or minstrel tell stories about one's deeds.
- Being brought back to life through divine intervention.
- A weird accident or stroke of luck.
- Lying and being discovered.
- Minor criminal acts. Breaking an oath of import.
- Acting discourteously to guests in your home or hall.
- A particularly significant fumble or visible failure.
- Losing a family-member or ally.
- Breaking an alliance. Minor sacrilege.
- Bringing minor shame upon one's family.

Extraordinary Deed (+1D6 Reputation)

- Swearing an epic oath.
- Defeating a superior foe (or number of foes).
- Critical use of a skill when it is important.
- An outstanding success in an extraordinary endeavor.
- A prestigious marriage.
- Having twins/triplets/more.
- A major alliance.
- Being the subject of a popular tale or well-known song.
- A freak stroke of luck.
- Earning a major enemy.
- Significant act of sacrilege.
- Betraying or bringing harm to someone under your protection (such as a guest).
- A major criminal act.
- Breaking a major oath.
- Kin-slaying.
- A spectacular fumble or highly-visible failure.
- Bringing major dishonor upon one's family.
- Gaining a minor Chaotic feature.

Heroic Deed (+2D6 or more Reputation)

- Achieving a legendary success at a nearly-impossible endeavor. Leading an army to victory or defeating one single-handedly.
- Defeating an enemy of divine or immortal nature.
- Marrying a king or queen, or becoming one.
- Being the focus of a divine prophecy.
- Building something epic like a new major temple or palace.
- A spectacular defeat.
- Slaying one's parents or children.
- An act of the darkest treachery or infamy.
- Gaining a major Chaotic feature.

Reputation from a single act provides only one award, though the gamemaster may modify the reward for multiple occurrences of the same deed, up to the total of the possible roll.

Example: Vasana's battle against the broo in the Devil's Marsh have earned her +1D3 Reputation. The gamemaster rolls and gets a result of 2, giving Vasana +2% to her Reputation. Later, she tells the story to Sorala, who is impressed enough to compose it in the form of heroic verse, which she performs on several occasions to a diverse group of onlookers. Having a story told about her would merit Vasana +1D3 Reputation, but she has already earned +2% to her Reputation for this deed. The gamemaster rolls 1D3 and gets a 3, but the maximum Reputation Vasana can earn for the same deed is +3%, so she gains only +1% to her Reputation from Sorala's verse.

It is possible to gain Reputation for an act and lose Honor for it, as well. Such is how infamy is born.

Tracking Reputation

The player should track the sources of the adventurer's Reputation and how much has been gained. Again, once Reputation has increased, it does not decrease. One merely becomes famous for different things.

Example: Harmast's Reputation is 15%. If he performs an act of dazzling swordsmanship in defense of his honor, he might earn as much as +3% to his Reputation. Harmast's player notes "Impressive use of swordsmanship: +3%" on his adventurer sheet, increasing Harmast's Reputation to 18%.

Later, though, Harmast backs down from an insult to his Honor, as it conflicted with another Loyalty. He gains +1% to his Reputation, bringing it to 19%, and on his adventurer sheet he writes "Backed down from a fight with a drunken Humakti: +1%."

Using Reputation

Reputation is used in two ways—to identify an adventurer and their deeds, and by the adventurer to impress others.

Identifying an Adventurer

Reputation may be used by non-player characters to identify an adventurer and the nature of that fame, or for an adventurer to determine if they have heard of a particular non-player character. The gamemaster should apply any appropriate Reputation bonuses or penalties. An adventurer may try to augment their Reputation (or that of another person) with Orate or Sing, if they want to increase the chance of the non-player character to recognize them (which might be





important if that adventurer wants to be recognized by a king or a high priest!). If the gamemaster considers it appropriate, an adventurer trying to identify someone else can use (Homeland) Lore to augment the subject's Reputation.

If the roll succeeds, the one making the roll has heard of the other, and of their deeds—for good and for ill. This may affect how the non-player character reacts to the adventurer. Someone with a reputation for violence, outlawry, and amoral deeds might not get a good reception!

Someone with a reputation can always try to deny who they are, although such actions are considered dishonorable, and may be opposed by the Honor Passion or by the Air, Fire, or Truth Runes.

Impressing Others

Reputation may be used to try to augment Charm, Orate, or Song, or even as a bonus to an adventurer's chance of convincing the examiners when advancing within a Rune cult. Similarly, the gamemaster may allow the adventurer to attempt to sway a non-player character's reaction to the adventurer. Rules governing non-player character reactions are provided in the RuneQuest Gamemaster's Guide.

To use Reputation to augment another skill, roll against the adventurer's Reputation:

- **Critical Success:** The adventurer's Reputation adds a +50% bonus to the skill to be used.
- **Special Success:** The adventurer's Reputation adds a +30% bonus to the skill to be used.
- **Success:** The adventurer's Reputation adds a +20% bonus to the skill to be used.
- **Failure:** The adventurer subtracts –20% from the skill to be used.
- **Fumble:** The adventurer subtracts –50% from the skill to be used.

Reputation Bonuses and Penalties

Adventurers get a Reputation bonus or penalty based on the social distance of the audience. Usually, an adventurer's Reputation among their kin is increased, as family-members, clans, and tribes tend to spread the word about exceptional relatives. Conversely, an adventurer's Reputation diminishes with strangers and outsiders. Famous kings and heroes might be completely unknown in distant cities.

Reputation Modifiers

Observer	Modifier
From the same clan.	+25%
Well-traveled/gossiper/well-connected.	+10% to +25%
From the adventurer's tribe or city.	—
Outside of the tribe but from within the same Homeland.	–25%
Outside of the Homeland where they earned most of their Reputation, but within the same geographical area (e.g., Dragon Pass, Kethaela, Peloria, Seshnela, etc.).	–50%
Outside of the geographical region where they earned most of their Reputation (e.g., Dragon Pass, Kethaela, Peloria, Seshnela, etc.).	–75%



MAGIC

Gloranthan magic is the interaction of mortals existing within Time with the timeless and eternal powers of the God Time.

In the God Time, there was no division between the worlds of men and gods, between life and death, or body and spirit. The Gods War introduced the power of Death, which separated all with violence, death, and entropy. War entered the world and the endless beauty and harmony of the universe was destroyed. Reality was fractured.

The eternal gods themselves would have ceased to exist but for the Cosmic Compromise, whereby the gods that still existed abdicated their free will within the temporal world voluntarily, rather than lose their All into the maws of nonexistence. The gods remained eternal, at the cost of being restricted henceforth to only the deeds they had performed during the God Time, which are now fixed and unchanging in the world of Time. If the gods were ever to transgress their fixed and allocated positions in the Cosmos, they would enter the shifting world of Time and would be destroyed by Death and entropy.

Mortals exist within Time. The necessity of Death in the world of Time is another result of the Cosmic Compromise. Mortals are separated from the gods, are subject to both Life and Death, and upon death their spirits are separated from their physical bodies.

The dualistic worlds of eternal God Time and mortal Time are the basic polarities of Glorantha. From these opposing poles comes all known reality. Magic is the result of the interaction of these two worlds; drawing upon the timeless and eternal God Time to affect the mortal world of Time. With magic, a priest of Orlanth can call down thunderbolts from the sky, a Praxian warrior might call upon a spirit to guide his arrow true, or a sorcerer might command the waters to seize and capsize an enemy trireme.

TYPES OF MAGIC

The God Learners identified three distinct types of magic: **spirit magic**, **Rune magic**, and **sorcery**. Each type of magic constitutes a different way for the mortals of Time to interact with the powers of the God Time. Each is described in its respective chapter.

For all types of magic, the Runes are the ultimate source of power. Each of the Runes originally belonged to a member of the Celestial Court, the assembly of Old Gods that ruled the universe between its creation and the Gods War. Two types of deities were recognized within this assembly: the Powers and the Elemental Rulers (see page 14-15).

The Runes divided themselves into specialized parts, creating the gods, and then combined with other Rune powers. The Celestial Court was destroyed with the coming of Chaos. The core Runes are now owned by the Great Gods, but many lesser entities possess specialized Rune powers.

- **Spirit magic** involves communication with the spirits that reside in the natural energy currents of the world. Powerful spirit magicians can travel into the Spirit World to directly interact with spirits.
- **Rune magic** involves the sacrifice of living things or physical objects by worshipers to a god, allowing those worshipers to participate in the mythological deeds of the god. Through sacrifice and participation, the worshiper can wield some fraction of the god's Rune power.
- **Sorcery** involves the study of the Runes as permanent and indestructible laws of the universe. This approach is logical and imposes the caster's will upon the material world.

Magic Points

Magic points represent the quantity of life energy an adventurer can use to cast spells. One magic point is the smallest amount that can be used. A rested adventurer's magic points are equal to their POW. A magic point that powers a spell is used up, and additional or replacement magic points must be used to power more spells. As magic points are spent, the player must mark them off from the adventurer's magic point tally.

Magic points can be expended by casting a spell, in worship, or in spirit combat. When an adventurer's magic points reach 0, they fall unconscious until regaining at least 1 magic point. Magic points can never be less than 0.

Magic points are automatically regained at a rate equal to the adventurer's POW every day, or 1/4 per six hours. If time is critical, the rate is more precisely 1/24 of the adventurer's POW per hour. Magic points regained can never exceed the adventurer's POW, though an adventurer may use other means to have an amount of magic points greater than their POW, such as through magic point storing items, etc.

Magic points can also be regained deliberately through use of the Meditate skill (see page 182).

Resisting Spells

An adventurer's POW is used to resist spells cast against them. A target always resists a spell unless that target voluntarily and knowingly accepts the spell. To find out if a spell was successfully cast against a resisting target, compare on the resistance table the caster's POW vs. the target's POW.

Example: Yanioth wishes to cast Heal 3 upon Harmast, and will spend 3 magic points to do so. Since Harmast is injured and quite in need of healing, he does not resist Yanioth's spell, and no resistance roll is needed.

However, if Yanioth chose to cast Befuddle at Harmast for some reason, she would do so by pitting her POW vs. Harmast's POW on the resistance table. Yanioth's POW is 15, and Harmast's is 16. Yanioth's active value is 15 vs. Harmast's passive 16, so Yanioth has a 45% chance of success. If she can roll a 45 or lower, her spell succeeds.

Resisting a spell is considered a defensive action, and thus is "passive" in a resistance roll.

Rune Points

Initiates and Rune Masters of Rune cults permanently sacrifice points of POW to their god to gain access to the cult's Rune magic. Called **Rune points**, these points of POW form the connection between the cultist and the deity. If an adventurer is a member of more than one cult, they must have a separate pool of Rune points devoted to each god.

The minimum number of Rune points an adventurer can have with a single cult is 1, and the maximum number of Rune points is equal to their CHA characteristic.

Spent Rune points are replenished by Worship ceremonies and other cult activities.

Worship

This magical skill allows mortals to contact the endless God Time. It is always linked to a specific deity—knowledge of the rites for worshiping Orlanth does not help one worship Humakt! A Worship ritual takes a full day to perform and must be held at a place holy to the deity, or upon Sanctified ground (see the Sanctify Rune spell on page 338 for more information).

Participants initiated into the secrets of the cult may replenish Rune points and even get a POW gain roll through Worship.

Increasing Chance of Success with Magic

An adventurer can increase the chance of casting a magical spell or their chance of success with the magical resistance roll through one or both of the following:

- Meditation or ritual practices.
- Augmentation with Dance, Sing, speaking a magical language, or another appropriate skill.

Meditation

Any magician can increase the chance of casting a non-ritual spell or using a Rune by using the **Meditate** skill successfully. This enables the caster to focus their psychic energy on the spell, effectively trading time for an increased chance of success.

Vasana's Saga

1626, Storm Season.

For the High Holy Day of Orlanth, I made great preparations. I had acquired a fine young bison for sacrifice. I painted myself with blue patterns and spent two days in meditation and chanting words of power within the Air Temple before the main ceremonies began. I slept on the temple floor and ate only what the priests gave me. I sought to prepare my soul for the gods.

In the meantime, my sister enchanted a jade bracelet so that a spirit of Earth might reside in it. She placed a part of her soul within it, so that it would bind the Earth spirit to the bracelet.

The ceremony began at sunset. I was part of the outer circle of dancers, singers, and musicians. We danced to the time of the triple pipes and the hand drums, leaping high, wielding our swords and shields, crying out Orlanth's name as if we were at war.

Outside of the circle formed by our dance, others guarded the ceremony. Many bore special weapons brought out only for rituals. Altars had been set up to receive sacrifices of animals, drink, and weapons—gifts for Orlanth. Yanioth and Harmast were outside the circle, along with the other lay members and those who wished to offer gifts to Orlanth but did not know his inner secrets.

Within the center of the dancing circle, the priests and lords made a smaller circle out of colored sand, crushed rock, yellow ochre, charcoal, and other substances. Within that magical space, they invoked the sacred names and brought the Gods World into that place, and maintained it with their intent and personal power. They called upon Orlanth and then they summoned evil, so that we might know our foes and strike against them with the strength of our god.

Argrath, as the Orlanth Rex Priest, presided over the ceremony and the sacrifices. We rejoiced as we felt our lungs filled with Orlanth's power. While I danced, I saw gods and spirits—I witnessed the Thunderbird, the White Bull, and the Eight-legged Steed. When the Red Swordswoman appeared within the magic circle, I was among those who cut her down, aided by the Emerald Serpent. When the Red Light fled and descended into the depths, I tried to follow and capture it. Argrath witnessed my deeds, and marked me for favor.

After the ceremony, Harmast showed me his scars from the Red Swordswoman. We wondered openly if this was the same Red Woman who brought disaster to Prince Kallyr's Lightbringers Quest—and whether she was the enemy summoned by the priests.

Following the High Holy Day, Argrath announced that he would lead his host into Dragon Pass to perform a Crown Test, proving that Orlanth favored his claim. I gathered my companions and told them that we would ride with the White Bull.

Meditation Modifier

Length of Meditation	Bonus to Casting %
1 melee round	+5% bonus
2 melee rounds	+10% bonus
5 melee rounds (1 minute)	+15% bonus
25 melee rounds (5 minutes)	+20% bonus
50 melee rounds (10 minutes)	+25% bonus

The maximum bonus through Meditation is +25%. This takes 10 minutes of uninterrupted meditation. Only one Meditate skill roll must be made. Meditation cannot be combined with ritual practices—ritual practice assumes the adventurer is already meditating as part of the ritual.

While Meditating, the adventurer can take no other action, not even parrying or dodging. If the adventurer takes damage while attempting to Meditate, they must make a roll of INT×3 or their concentration is broken. They must start over to get the bonus.

Ritual Practices

An adventurer can increase their chance to successfully cast any spell (including ritual spells), use a Rune, or perform a Magic skill (such as Worship) through a **ritual practice**. These take many forms in Glorantha, including ascetic meditation, chanting of mantras, creating mandalas or other geometric patterns, carving of Runes, etc. All these practices allow the caster's psychic energies to be focused for potentially great lengths of time, but can greatly increase the chance of success.

Ritual Preparation

Time Spent in Ritual	Bonus
Half an hour	+30%
1 hour	+35%
5 hours	+40%
10 hours	+45%
1 day	+50%
2 days	+55%
1 week	+60%
2 weeks	+65%
4 weeks	+70%
1 season	+75%
1 year	+80%
2 years	+85%
5 years	+90%
10 years	+95%
20 years	+100%

Although the adventurer can eat and sleep during the time they are performing the ritual practices, they can do little else. If they take time away from their ritual practices to do something else (adventure, get sick, give birth, etc.), that time gets deducted from the actual time spent in ritual to the appropriate step on the **Ritual Preparation** table (round down), and likely reduces the bonus.

The spell or magic skill the adventurer wishes to use is rolled for at the completion of the ritual, and any magic points or Rune points used in the spell are expended. If the roll succeeds, the spell is cast or the skill performed.

Example: Yanioth wishes to perform ritual practices to increase her chance of success with Worship (Ernalda). She chooses to add a week of ritual practices prior to rolling for her Worship (Ernalda), which would give her a +60% bonus. However, after four days, she gets an urgent message to help her sister. Yanioth comes to her sister's aid, but spends two days doing so. She returns to the ritual and starts anew, but will get a +55% bonus (one week minus two days rounds down to two days) instead of +60%.

Augmenting with Skills

An adventurer can augment their own or another adventurer's chance of casting a spell or a magical resistance roll by using a skill such as Dance, Sing, speaking a magical language, or another skill determined by the gamemaster. Augmenting is described in the **Game System** chapter.

It takes time to augment a spell or magical resistance roll with a skill:

- If the adventurer spends only one melee round performing the augmenting skill prior to casting the spell or its equivalent, the chance of success with the augmenting skill is halved.
- If the adventurer spends two melee rounds performing the augmenting skill prior to casting the spell, the chance of success for the augment is normal.
- For each additional round spent performing the augmenting skill prior to casting, the chance of success increases by +5%. The chance of success for the augmenting skill can never be increased above double its normal chance.



Example: Yanioth needs to overcome a foe's POW for her Demoralize spell to work. She augments this with her Dance skill of 65%. However, she only spends one melee round dancing prior to casting the spell. Her chance at augmenting with Dance is only 33% (65÷2=32.5, rounded up to 33%).

An adventurer trying to augment their chances of success through use of a skill may take no other action, not even parrying or dodging. If the magician takes damage, they must make a roll of INT×3 or their concentration is broken. They must start over to get the augment.

SPELLS

Though these rules present three approaches to magic, the spells of each system have many qualities in common. Any exceptions or additions are described in the appropriate chapter.

Terminology

The following terms are used throughout this section:

- **Intensity:** A measure of the strength of a spell. Each spell description details the minimum effect that a spell can have and the minimum number of magic points that the caster must provide to achieve that effect. A minimum-effect spell is also referred to as a minimum-intensity spell. When comparing the strength of a spirit magic or sorcery spell with a Rune spell, each Rune point used with the Rune spell is equivalent to 2 points of spirit magic or sorcery.
- **Ritual:** A framework of motion, invocation, and power expenditure created by an adventurer to establish the conditions necessary for summoning, enchanting, or enhancing the skill with which spells are cast. Rituals are notably time-consuming and/or power-consuming to construct. Note that rituals are separate from augments, though a ritual may involve the use of an augment.
- **Spell:** Casting a spell combines the use of arcane sounds and phrases, subtle gestures, and the expenditure of magic points to predictably change the adventurer's environment by other than mundane means. Each magic system requires slightly different procedures for casting spells.
- **Total Magic Points:** A term describing the full number of magic points which the caster of a spell must provide to fulfill the caster's statement of intent.

Types of Spells

The spell type describes requirements that must be met by the adventurer for the spell to be cast:

- **Active Spell:** Only sorcery and spirit magic can be active spells. Such spells require the concentration of the caster to remain in effect for their full duration. If the caster tries to throw another spell, is attacked in spirit combat, takes physical or magical damage, or has something unexpected happen, then the caster must make a concentration roll (INT×3 as a percentage) or the effects of the spell cease and the spell must be recast for the effect to again apply. Spell casters trying to maintain an active spell are limited to a movement rate of 4 meters per melee round and they can do no fighting.
- **Enchantment:** These spells create a permanent magical effect, usually in exchange for points of POW. See **Enchantment** on page 249.
- **Passive Spell:** Most spells are passive. Once such a spell takes effect on a target, the caster need not concentrate on it further, and may proceed to perform other actions which include the casting of other spells.
- **Ritual Spell:** Such a spell can only be used during a ritual and cannot be cast at any other time. These spells direct and define the ritual. The description of a ritual spell specifies the type of ritual with which the spell must be used, and a specific spell will not work in any other type of ritual. Ritual spells are learned in the same manner as other spells.
- **Stackable/Nonstackable Spell:** All Rune magic spells have an initial Rune point cost. If a spell is **stackable**, then more Rune points can be expended to create greater effects. Some spells have limits to their stacking, given in the spell description. If a spell is **nonstackable** then additional Rune points cannot be spent.
- **Summoning:** These spells summon a specific type of entity. Usually the summoner makes or uses a symbolic depiction of the creature to be summoned. A small statuette, a sand painting, or a magic circle are the most commonly used. For creatures such as elementals, appropriate and sufficient matter to inhabit must be present. Summoning spells are often rituals as well.

- **Variable/Nonvariable Spell: Variable** spells can be learned and cast at several intensities. If there is a limit to the strength of a spell, that limit is included in the spell's description. An adventurer could learn a low-intensity spell (Protection 1, for example) and later learn more powerful versions of the spell (Protection 2 or 3). An adventurer cannot cast Protection 1 after casting Protection 2 and get Protection 3 as a result; to get Protection 3 they must cast Protection 3. An adventurer can know a powerful variable spell and cast a weaker version of that spell. **Nonvariable** spells have a specific, unchanging magic point cost. They cannot be learned or cast at an intensity other than that given in the spell description.

Runic Association

Rune spells and sorcery spells are associated with one or more Runes. For Rune magic, this indicates which Rune affinity (or affinities) must be used to cast the spell. For sorcery spells, this indicates which Rune or Runes must be understood.

Spell Effects

Spells are always cast at an area or thing. Part of each spell's description details its target area—the boundary of the area affected when the spell casting is completed. Anything within this area is affected by the spell's effects. Some spells affect single individuals only, as stated in the description.

The sensory effects of a spell (what it looks, sounds, smells, and even feels like) depend on the type of magic used and the power of the spell.

Boosting a Spell

A caster may always use additional magic points to **boost** a spell, regardless of type. This is typically done to overcome a Countermagic or Shield spell, or other magical defenses.

Example: Yanioth tries to cast Befuddle, a 2-point spirit magic spell, on a dark troll warrior. However, the troll has cast Countermagic 4 on himself, and the spell fails to overcome his magical defense.

The next round Vasana decides to cast Demoralize, a 2-point spirit magic spell, on the same troll. This time she boosts the spell with 4 magic points, making it effectively a 6-point spell. The spell is cast successfully and it punches through the troll's magical defense.

Spell Ranges

The range is the distance from the caster within which the effects of the spell may occur. All target(s) of the spell must be within this area or the spell does not affect them. Some spells have both a casting range and an area of effect. Each spell description contains an indication of the casting range of the spell. The spell's area of effect is always contained within the spell description. The area of effect must lie wholly within the casting range of a spell.

There are two kinds of spell ranges:

- **Touch Spell:** These spells only affect the person or thing which is physically touched by the caster of the spell. Touch spells require that the caster touch the target or specific location to be affected. This does not require skin-to-skin contact, for the energies of the magic pass through the fabric and metal of clothes and armor, but it must be close enough to affect the aura of the target. The caster of the spell must be in such physical contact with the target for the entire duration of the casting. Some Touch spells are defined as "Self", which indicates the caster alone. A spell caster is always assumed to be in physical contact with their own self, regardless of whether they can move.
- **Ranged Spell:** Ranged spells have a maximum casting distance, defined in meters. These spells may be cast at any point within this distance that the caster can physically or magically see. Each magic system describes a standard range for its spells, and some spells are exceptions. These are noted in the spell's description.

Spell Durations

The effects of a spell last for a specific amount of time. **Durations** fall into two categories:

- **Instant Spell:** Instant spells take effect the moment they are cast. The spirit magic spell Heal is of this type. Once the Heal spell has taken effect, the results cannot be dispelled.
- **Temporal Spell:** Temporal spells are effective for a definite span of time given in their descriptions, and are then over. Temporal spirit magic spells are effective for 2 minutes; temporal Rune magic spells are effective for 15 minutes.

Enchantment

Through **enchantment**, a permanent change in the material world is caused by magic. Enchantment requires that the enchanter permanently lose something to effect the permanent change—usually the loss is POW.

Making an Enchantment

Anything material can be enchanted: such as one or more hit locations of a creature (if it has material form) or inanimate objects (up to 25 SIZ points per point of POW used in the enchantment). There is no limit on the number of enchantments performable on an object. Even a place can be enchanted: intruders might activate one or more spells; a magician might have stored magic points or spells at a certain location—a dryad's grove, a hero's tomb, a temple's inner sanctum, or an isolated mountain shrine.

To enchant an area, thing, or creature, the enchanter must inscribe the Runes of the enchantment on, in, or around the thing to be enchanted. The symbols need not be visible, but they must be made of or from some real substance. Enchanters usually inscribe the Runes in as permanent a fashion as possible: if the symbols are destroyed, the enchantment is also destroyed.

The POW sacrificed for the enchantment does not have to be provided entirely by the enchanter; if the enchanter sacrifices at least 1 point of their own POW, others can voluntarily contribute to the sacrifice, with no limit.



Binding Enchantment

A **binding enchantment** is a special type of enchantment that can hold a spirit or other otherworld creature. The item to serve as the binding enchantment must be enchanted with 1 point of POW per characteristic possessed by the creature. Thus, a typical spirit binding enchantment requires a sacrifice of at least 2 points of POW (as spirits always have CHA and POW, and sometimes INT), while a binding enchantment for an elemental requires at least 3 points of POW (elementals always have SIZ, STR, and POW).

The enchanter traps the creature's spirit and physical form, if any, within the substance of the binding object. Those few otherworld creatures with SIZ do not add to the item's weight, nor would elementals add heat, wetness, etc., to it.

To bind the creature into the enchantment, an adventurer must have a relevant control spell (such as Spirit Binding or Command Cult Spirit). An entity bound within an item has no natural senses and cannot perceive the world about it unless it uses magic. Those in physical contact with a binding enchantment can mentally communicate with an entity bound inside (if there are no conditions to the contrary) and can command the entity to use its abilities.

The bound entities are bound to the physical world by the life force of the binder. If the binder dies, all their bound entities are immediately freed.

Some entities have knowledge or abilities which the wielder can use while it is bound within an item. However, many entities are not very effective when so trapped and must be released to be useful (e.g., wraiths, healing spirits, elementals, etc.). Without the use of a control spell, an entity can be released from an item to perform one function, and then it is free. If a control spell is used before the entity is released, then it can be commanded to perform many actions

and return to the binding item. Control spells automatically work against creatures while they are bound in items.

Also, a control spell supersedes the innate control held over an entity bound into an item. An enchanter who does not use conditions (see below) to restrict the use of their items may find their bound entities stolen or turned against them by crafty opponents using the proper control spells. Anyone that can use the item can also cast spells on the entity trapped inside: they do not need to be in physical contact with the item to affect the entity with spells, although they must use magical means of seeing (such as Pierce Veil, Second Sight, or Soul Sight) to target spells against a bound entity in this way.

Elementals and other entities that are trapped in items cannot regain lost hit points until they manage to return to the otherworld.

Binding Spirits into Animals

A spirit can be bound within a mundane animal without INT but possessing all the normal physical characteristics (STR, CON, SIZ, and DEX), such as a bird, dog, shadowcat, monkey, etc. (see the Glorantha Bestiary for more information on these creatures). Only spirits (i.e., otherworld entities without corporeal form) can be bound into an animal. At least 2 points of POW must be sacrificed in the binding ritual (for example 3 points of POW are needed if the spirit has INT).

Once a spirit is bound into the animal, it takes over the animal's body. The animal may, on command, fight for the binder or to preserve its own life. It follows any other commands of the enchanter. If the animal dies, the bound spirit is also freed.

The spirit may communicate with the enchanter when it is within physical contact. It may also speak to the enchanter or others using Spiritspeech and any other language it might know.

Limit to Binding

The total number of entities an adventurer may keep bound is equal to the adventurer's CHA divided by 3. After losing points of CHA, an adventurer must be very careful when dealing with their spirits.

Trying to keep more spirits than the adventurer's CHA characteristic allows gets the adventurer in trouble the first time they try to use one for anything. The spirit rebels unless the adventurer manages to roll CHA×5 or less on a D100. If the roll is a failure, the spirit will engage the adventurer in spirit combat, until one is the victor. See **Spirit Combat** on page 336 for more information.

A spirit with an appreciably-smaller POW than the adventurer usually tries to flee the combat, at the gamemaster's discretion.

Other Enchantments

There are other enchantments, many of which are common spells, such as the Magic Point Enchantment, Spirit Armor Enchantment, Spell Matrix Enchantment, etc. Others are cult secrets, such as the Death Swords of Humakt, the Aluminum Tridents of Wachaza, and the Issaries Staves. Others, such as Swords of Sharpness, can be made by anyone who knows the procedure.

All such enchantments require a sacrifice.

Conditions on Enchantments

Every enchantment can be modified by attaching **conditions** to its use. The enchanter determines the conditions they desire and expends the appropriate amount of POW when they create the enchantment.

Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it.

There are six classes of condition. Each class costs 1 point of current POW to include in the enchantment but, except for area-effect conditions, each class of condition never costs more than 1 point of current POW to include, no matter how complex the stated condition within the class. The gamemaster should rule as to the number of classes that fall within a stated condition.

- **Area-Effect Conditions:** The enchantment affects an area rather than a specific object; the size of the area is determined by the number of POW points expended. An area-effect enchantment using only 1 POW point affects a 1-meter cube. A 3-POW area enchantment affects an area the volume of a 3-meter cube, etc. Anyone eligible can use the magic point storage capacity of spell matrices enchanted into an area. The magical strength of an area-effect attack is equal to the total number of POW points used to enchant the area.
- **Attack Conditions:** An attack condition added to a spell causes it to be cast when a target defined by additional target conditions (see below) violates the space or touches the item.
- **Link Magic Point Conditions:** This enchantment links the magic point storage capability in a device

to a spell or spells (if the spells are linked as well) so that when the spells are cast the magic points used automatically come from that storage. Magic points must exist in the storage for the spells to draw from it.

- **Link Spell Conditions:** This enchantment links together specified spells to create unusual effects. Expending 1 point of current POW allows the enchanter to tie together any or all spells enchanted in the device. This essentially creates one very complex spell. To cast any one of the spells that are linked together requires casting the others as well. If the enchanter later wishes to link more spells, they must expend another permanent point of POW.
- **Target Conditions:** These conditions are used to define exactly who is affected by the enchantments in an item (or who is not affected). If target conditions are not specified, then the item will work against anyone. If target conditions are included as part of the enchantment, the spells in the item are only triggered by a target that fulfills the conditions. If the spells are cast by someone using the item, they automatically fail against targets outside those specified in the conditions.
- **User Conditions:** Normally, anyone can use an item. User conditions make it possible for the enchanter to restrict the use of the item. One point of current POW spent allows the enchanter to bar one specific person or group of people from using the item. Any number of people can be included in the group if the group is clearly identified. This group could be so large as to exclude everyone but the enchanter. Once this condition has been added to an item, the specified individual or members of the group can never use the magic in the item. If the enchanter later wants to restrict another person or group of persons, they must spend another permanent point of POW in an enchanting ritual. If only the enchanter can use an item, it becomes useless when the enchanter dies. Only those who can use an item can add to the enchantments or conditions in that item. It is possible to tie a condition to only part of the enchantments on an item, for example while anyone could use the magic point storage capability of a ritual sword, only a Storm Voice could use the Bladesharp spell matrix.

Example: Yanioth, now a priestess of Ernalda, wishes to enchant an Earth elemental binding enchantment into a jade bracelet. Creating such an enchantment costs 3 points of characteristic POW and reduces her 21 POW to 18. She cannot sacrifice any more POW at this time (because a priestess needs to maintain a minimum POW of 18), and has no volunteers willing to sacrifice their own POW to supplement hers. Since she wants to make immediate use of the enchantment, she decides to finish the enchantment without adding any conditions.





SPIRIT MAGIC

Spirit magic is the most basic and common magic found in Glorantha. It concerns communication with the spirits that reside in the natural energy currents of the world and is practiced in one form or another by nearly every Gloranthan culture and religion.

To cast a spirit magic spell, the caster concentrates upon the spirits they have a focus with and temporarily alters the spiritual energy currents to create an effect. This is done through the temporary expenditure of one's POW, expressed as magic points. For this reason, spirit magic spells (sometimes called "battle magic"), while powerful, are of short duration—usually two minutes—and drain a good deal of energy in the form of magic points from the user. However strong mortals may be, they lack the POW to make long lasting changes in the basic stuff of the universe. Rune magic (see the **Rune Magic** chapter), performed with the aid of a god, does not necessarily have that limitation.

An adventurer's POW is the measure of their ability to affect the universe by force of will. The amount of magic points an adventurer can expend is equal to their POW. Of course, with no knowledge of spells, this POW can only be used to resist other forces. It cannot cause a magical effect in and of itself.

Example: *Vasana has a POW of 15 and can expend up to 15 magic points before having 0 magic points and falling unconscious. If she casts Bladesharp 4 on her sword, her 15 magic points become 11 on the strike rank she casts the spell. Now she has 11 magic points to use, unless she casts more magic herself, at which point the total is reduced further.*

LEARNING SPIRIT MAGIC

The listed spirit magic spells can be learned from Rune cults and from shamans.

From a Cult

Rune cults can teach any spirit magic spell known to their Rune Masters. The cult spirit magic lists indicate the spells that every temple of the cult knows, although some temples can teach more than just the cult spirit magic listed.

Rune cults teach spirit magic to any lay member or initiate who pays the temple. Rune cults typically offer cult spirit magic to their initiates at a discount (usually at half the price demanded of mere lay members) and may teach certain spells for free. They may also forbid their followers from learning or using certain spirit magic. The standard cost of each spell is listed on the **Spirit Magic Spells** table (see page 257).

Rune cults often teach spirit magic in return for service to a specific temple.

Certain spirit magic may be offered to initiates as part of the ceremonies on cult holy days. Otherwise, learning a new spell takes one week of work. Nothing else in the way of learning may be done during this week.

From a Shaman

As the specialists in communicating with the Spirit World, shamans can teach any listed spirit magic spell. The standard cost of each spell is listed on the **Spirit Magic Spells** table (see page 257).

Limits to Spell Holding

Each point of spirit magic requires 1 point of CHA. An adventurer's maximum potential spell capacity equals their CHA.

Example: Vasana, with a CHA of 19, can hold 19 points of spirit magic in mind. Her spells are Mobility (1 pt.), Demoralize (2 pts.), Heal 3, Bladesharp 4, Countermagic 3, Protection 4, and Strength (2 pts.).

An adventurer can voluntarily give up knowing a spirit magic spell to make room for different new spells. If they do so, they must re-learn the spell as if it were new to them.

The Focus

To be cast effectively, spirit magic spells require a **focus**. The focus serves as a reminder and token of the spell. Contact with the focus, whether visual, tactile, or through another sense, triggers the release and formation of the individual's magical energies and makes the spell work.

Foci may come from many sources, depending more on the local custom than a game rule. For example, common foci include:

- Tattoos symbolizing the spell
- Ritual scarification
- A magic item
- Rattle made from animal horn
- Feathers tied to an object or clothing
- Beaded or knotted string
- Carved piece of rock
- Piece of jewelry
- Symbol or design carved on a tool, weapons, or jewelry
- Animal figure
- Stone, ceramic, or metal figure of the deity
- Painted reed filled with seeds.

A focus is often called a "fetish" and its owner always treats the focus with great respect. However, a focus is not magical itself and does not respond to the Detect Magic spell unless the object is otherwise magical.

It is possible to cast any spirit magic spell without a focus, but it takes two melee rounds to do so, the first round being spent in carefully visualizing the focal symbol necessary for the spell and the target it must affect.

Runes may even be carved into the tool that is the intended target of the magic. A focus for a Bladesharp spell, for instance, is often engraved right on the sword to be sharpened. To cast the spell on another weapon simply clutch the pommel of the focus sword with one hand and touch the other weapon with the other hand while speaking the spell.

Spellcasting Ability

An adventurer has a chance of successfully casting each of their spirit magic spells equal to their POW×5. If the caster is unsuccessful, no magic points are expended, and they may try again in the next melee round.

Every spell costs a certain number of magic points to cast. Note that spells cannot be combined with one another to make them more effective.

Example: Two adventurers know Bladesharp 2. They cannot each cast it on a weapon to get the effect of Bladesharp 4. However, additional magic points can be added to a spell, to overcome a Countermagic or Shield spell. Thus, a 5-point Disruption can be cast. It still has the same effect (1–3 points of damage) but the 4 additional magic points help punch through magical defenses put up against it.

Resistance Roll

All targets, except voluntary ones, resist spells cast at them and need to be overcome (POW vs. POW) with a resistance roll, referring to the resistance table for the chance of success (see page 147). An adventurer may try to augment their chance of success with the resistance roll by using an appropriate ability or through use of the Meditate skill (see **Increasing Casting Chance** on page 244).

Spell Strike Rank

To determine the strike rank at which a spell can be cast, total the adventurer's DEX strike rank plus the magic points of the spell, plus any boosting magic points. The sum equals the strike rank of the spell.

DEX strike rank + magic points of spell + boosting magic points = spell's strike rank

Vasana's Saga

1627, Sea Season.

Vishi Dunn insisted that we leave the Pavis Road once we passed Tada's High Tumulus. And so we entered the Sleeping City Hills—a collection of cliffs, cuestas, domes, and bluffs rising from the desert floor. Vishi said that Tada was a champion for the Earth King and threw off many foes before he was finally slain by Ragnaglar. He was torn apart and the parts that were found were buried beneath the tumulus, a vast pile of earth and rocks some 600 meters high. Vishi told us that there are secret parts—the Grisly Portions—kept by the tribes of Prax. The Sleeping City Hills, according to Vishi, are where Tada's armies were buried.

The Assembly Rocks are a natural amphitheater, populated by countless pillars of colorful stone. Vishi warned us that it is a very strong spirit place, where ancient shamans once summoned spirit armies with strange names like the Copper People, Aldryami Lords, Longears, and Earth Riders.

A veiled High Llama woman was in the center of the Assembly Rocks, gently shaking a rattle and singing monotonously. She paid no attention to us. Vishi sat down next to her and waited. I was about to protest, but my sister warned me that the High Llama woman must be talking with spirits. Some hours later, the High Llama woman stood up and warmly greeted Vishi Dunn as an old friend.

He introduced her to us.

"This is Sabera Spiritrider, my teacher. A raven summoned me to her. She says that many spirits follow the White Bull but many more oppose him. She wishes us to stay here for several days so I might learn from the spirits. In exchange, she offers to teach one of you a potent spirit charm."

We agreed—I told the shaman I wished to learn how to call upon the spirits for great strength, and she assured me that could be done. Sabera sent Vishi Dunn into the Sleeping City Hills, "until the spirits tell you what you need to know." Harmast complained that this was "barbarian witchery" and wanted nothing to do with Sabera and her spirits, but the others wanted to watch Sabera do her magic.

I was purified with sweat and smoke and then covered with dust from the Hills. When I was ready, Sabera sang to the spirits and showed me how to call upon their strength. She tattooed a circle of eight dots above a stylized bison to serve as a focus for the magic. When I called upon the spirit magic, I could be stronger than a troll!

Vishi returned to us after a week. He looked gaunt and his eyes shone with fever. "The spirits showed me what I needed to see. We must go to Dragon Pass. War awaits."

If the spell caster's concentration is broken in any sudden and unexpected way before they have finished with casting a spell (for example, taking damage), they cannot cast the spell and must try again. However, no magic points are lost in the attempt.

Note that spirit magic spells may only be cast in a single melee round if you have an appropriate **focus**; otherwise they take two melee rounds. See page 254 for more on foci.

Spell Limits

Most spirit magic spells are either **instant** or **passive**. Once cast, the caster need pay no further attention to these spells, and the spells continue to work. Thus, when an adventurer has Demoralized an opponent, they can fight, run, or cast another spell or cast the same spell again. The Demoralized target remains Demoralized for the time limit of the spell. Even if the caster is hurt or killed, the Demoralization continues, unless Dispelled or neutralized with Fanaticism.

A few spells, such as Control, Darkwall, Fireblade, Lightwall, and Summon, are **active** and require some concentration and attention by the caster to continue functioning as desired.

Range

The range of a spirit magic spell is given in the spell description. It defines the maximum distance from the caster at which the spell's effects can occur. Spirit magic has two nominal maximum ranges: **touch** (the caster must be physically touching the target) and **ranged** (50 meters). For touch spells, touching the clothing or armor of the target is usually sufficient, unless the spell description declares otherwise.







Spirit Magic Procedures

The player states when their adventurer is casting a spell at a specified target. The adventurer touches their focus, concentrates on the spell, and begins their chant.

On the strike rank that the adventurer completes the spellcasting procedure, their player rolls percentile dice. The D100 roll result must be equal to or less than the adventurer's POW×5 for the casting to be successful.

If the roll is greater than the magician's chance of success, the spell does not work, and no magic points are expended. The spell may be attempted again next melee round.

There are no additional effects for critical successes or fumbles when using spirit magic.

Resistance Roll

Some offensive spells are cast at an unwilling target that opposes its effect. In this case, the caster's POW is compared to the defender's POW and the resistance table is consulted. Usually, the spell's caster makes the resistance roll. If successful, the spell takes effect that same strike rank.

Magic Point Cost

Every spell costs a certain number of magic points to cast. This might be increased by additional magic points to boost the spell. Even if the target is not overcome by an offensive spell, the magic points expended in casting the spell are still lost.

The player deducts any expended magic points from the total on the adventurer sheet.

Duration

The duration given in the spell description defines the length of time that the effects of the spell last, as measured from the strike rank on which the spell's casting was completed. All **temporal** spirit magic spells last two minutes (ten melee rounds). **Instant** spells cause effects only on the strike rank on which they were cast.

Certain spells—such as Disruption, Extinguish, Ignite, and Repair—have permanent effects. That is not to say the damage from a Disruption spell cannot be healed or an Extinguished fire cannot be relit. However, the damage does not go away on its own and the fire does not rekindle itself later.

Spirit Magic Spells

This section lists and describes the commonly available spirit magic spells in alphabetical order. Each spell is summarized in the same way:

Spell Name

Magic Point Cost

Casting Range, Duration, Spell Type

The spell description, including the area of effect.

Some of the spell descriptions include a qualifier in parentheses. Qualifiers specify a substance, species, sense, or characteristic that the spell affects. One qualifier must be specified when the spell is learned. *For example, Detect Gold is a different spell from Detect Iron, but both spells work in the same manner. Both must be separately learned.*

Species qualifiers indicate that a specific species of animal is affected by the spell.

Substance qualifiers indicate naturally found substances that are affected by the spell. Common substances include gold, silver, copper, sapphire, iron, coal, tin, emerald, fire, diamond, earth, air, wood, leather, stone, cotton, brick, bronze, water, bone, glass, quartz, and darkness. Of course, many other substances exist and can be added if the gamemaster allows those spells into the campaign. Substances do not include living material.

Spirit Magic Spells

Befuddle

2 Points

Ranged, Temporal, Passive

This spell confuses a victim that succumbs to it. It does not change their beliefs or perceptions, but it does muddy them up. The caster of this spell must first succeed in POW vs. POW resistance roll against the intended target. A victim of Befuddle may not attack, cast an offensive spell, sound the alarm, and so on. However, if attacked, they may parry and defend at full value. Beginning the next melee round, the

Spirit Magic Spells

Spell Name	Points	Cost
Befuddle	2 points	250 L
Binding Enchantment	1 point	30 L
Bladesharp	Variable	50 L per point
Bludgeon	Variable	50 L per point
Control (entity)	1 point	50–150 L
Coordination	2 points	125 L
Countermagic	Variable	50 L per point
Darkwall	2 points	200 L
Demoralize	2 points	150 L
Detect Enemies	1 point	30 L
Detect Life	1 point	30 L
Detect Magic	1 point	30 L
Detect Spirit	1 point	30 L
Detect (substance)	1 point	30 L
Detect Trap	2 points	30 L
Detect Undead	1 point	30 L
Dispel Magic	Variable	50 L per point
Disruption	1 point	50 L
Distraction	1 point	75 L
Dullblade	Variable	50 L per point
Extinguish	Variable	50 L per point
Fanaticism	1 point	100 L
Farsee	Variable	50 L per point
Firearrow	2 points	250 L
Fireblade	4 points	400 L
Glamour	2 points	100 L
Glue	Variable	50 L per point

Spell Name	Points	Cost
Heal	Variable	50 L per point
Ignite	1 point	50 L
Ironhand	Variable	50 L per point
Lantern	1 point	30 L
Light	1 point	50 L
Lightwall	4 points	300 L
Magic Point Enchantment	1 point	30 L
Mobility	1 point	50 L
Multimissile	Variable	100 L per point
Parry	Variable	50 L per point
Protection	Variable	50 L per point
Repair	Variable	50 L per point
Rivereyes	1 point	30 L
Second Sight	3 points	100 L
Shimmer	Variable	75 L per point
Silence	1 point	50 L
Sleep	3 points	300 L
Slow	1 point	50 L
Speedart	1 point	75 L
Spell Matrix Enchantment	1 point	30 L
Spirit Binding	1 point	150 L
Spirit Screen	Variable	50 L per point
Strength	2 points	100 L
Summon (entity)	Variable	Variable
Vigor	2 points	100 L
Visibility	2 points	100 L

affected victim assumes that who- or whatever attacked them is their enemy, and will extend that to the caster's obvious allies. Thus, with deceit or clever misdirection, a Befuddled opponent might end up attacking their own party for as long as the spell is in effect.

Each melee round, the victim can attempt to shake off their Befuddlement. That is all the victim can do in that melee round. The victim must roll D100 **greater** than their INT×5 (due to the confusion of thought processes, where smarter targets are led into dizzying mental labyrinths while dull-witted ones can simply act), or must succeed with the Meditate skill. Only one of these two approaches can be attempted per melee round. If either tactic is successful, then the Befuddle spell is defeated, and the adventurer can act normally the following melee round. Failing either tactic, the victim remains Befuddled.

If the INT×5 roll results in a special or critical success, the Befuddled adventurer mistakes friends for enemies (and vice versa) and acts accordingly.

Binding Enchantment

1 Point

Ritual (Enchantment), Passive

A Binding Enchantment is a magical item that can hold a spirit or other otherworld creature. The item to serve as the Binding Enchantment must be enchanted with 1 point of POW per type of characteristic possessed by the creature.

See page 249 for more on Binding Enchantments.

Bladesharp

Variable

Touch, Temporal, Passive

This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5% and does 1 additional point of damage per point of spell applied. The spell is incompatible with the other weapon-enhancing spells of Bludgeon and Fireblade. If Dullblade is also cast on the weapon, the improved chance to hit from Bladesharp is not affected, but the weapon's additional damage is reduced by the second spell.

Note that the magical damage can hurt magical creatures otherwise invulnerable to normal weapons. Telmori Wolf-brothers, for instance, are not hurt by the weapon's normal damage roll, but may be hurt by the magical damage bonus.

Bludgeon

Variable

Touch, Temporal, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5% and does 1 additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spells of Bladesharp and Fireblade.

Note that the magical damage can hurt magical creatures otherwise invulnerable to normal weapons. Telmori Wolf-brothers, for instance, are not hurt by the weapon's normal damage roll, but may be hurt by the magical damage bonus.

Control (entity)

1 Point

Ranged, Temporal, Active (until the entity is instructed) then Passive

This spell comes in many variations, such as discorporate spirits, nymphs, specific type of elementals, as well as mundane animals such as hawks, dogs, mammoths, shadowcats, etc. Each casting of this spell subjects the indicated entity to the caster's will. To use a Control spell, the caster must first reduce the magic points of their target to 0 in spirit combat (see **Spirit Combat** on page 366), so these spells are typically used by shamans. The next melee round the user casts their Control spell. If successfully cast, the entity must obey all commands issued by the caster. These commands must be given, acted upon, and completed, before the end of the spell's duration.

The controlled entity is in a special form of telepathic communication with the caster. This mental communication is limited to line-of-sight. To instruct a Controlled entity, the caster must form a mental image of the actions that they wish the entity to perform. Commanding an entity takes one full melee round before the entity can act.

Coordination

2 Points

Touch, Temporal, Passive

This spell increases the target's DEX by 3. This decreases the target's SR by 1 and increases all Agility, Manipulation (including weapon skills), and Stealth skills by +5%.

Countermagic

Variable

Ranged, Temporal, Passive

This defensive spell protects the target it is cast upon against any other incoming spell, including those such as Detection, Protection, and even Healing spells. However, it does not interfere with previously



enchanted objects, such as a sword with Bladesharp on it. It does not work against spirits, but may work against spells cast by those spirits.

If the oncoming spell is 2 or more points weaker than the Countermagic, it is eliminated and the Countermagic remains. If the incoming spell is equal or is one point above or below the points of Countermagic, both spells disappear. If the attacking spell is 2+ points stronger than the Countermagic, it eliminates the Countermagic. If it then overcomes the resistance of the target, it takes full effect upon its target.

Countermagic operates at half effectiveness against Rune magic. Hence, 2 points of Countermagic would be needed to protect against a 1-point Dismiss Magic spell.

This spell is incompatible with Protection, Shimmer, and Spirit Screen.

Darkwall

2 Points

Ranged, Temporal, Passive (Active to move the wall)

This spell creates a wall of darkness 10 square meters in area and 10 cm thick. The Darkwall can be moved by the caster at a rate of 3 meters per melee round, provided they take no other action. The wall moves on the strike rank equal to the caster's DEX strike rank plus the magic points in the spell. Light sources within the darkness give no light nor can any sighted being see through it. Other senses, such as hearing, Darksense, scent, etc., are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is 10 square meters. The thickness always remains 10 cm.

If a Lightwall is cast in the same space as a Darkwall, they will neutralize each other for as long as they inhabit the same space.

Demoralize

2 Points

Ranged, Temporal, Passive

The user of this spell must first succeed in a POW vs. POW resistance roll against the intended target. If the Demoralize spell is successful, the victim loses faith in their own ability and of their allies to win a fight, find treasure, bring honor to their clan, or achieve any appropriate goal. Victims can still defend themselves fully, but attack only at half normal percentage. They can only use defensive and heal spells. If the spell takes effect before combat is started, then the victim does not try to attack. Faced with superior odds, the victim either runs or surrenders.

A Fanaticism spell cancels Demoralize, and vice versa. A victim aware of the spell can attempt to use the Meditate skill to remove the effects of this spell.

Detect Enemies

1 Point

Ranged, Focused, Instant

This spell gives the approximate direction and distance from the caster of any being intending to harm them, or it detects and locates a specific individual on whom the caster concentrates. The caster of the spell does not have to overcome the POW of potential targets to find them.

The sensing effect is stopped by 1 or more meters of a dense substance such as stone, metal, or earth.

Detect Life

1 Point

Ranged, Focused, Instant

Detects the existence of human- or larger-sized life. Gives direction and distance from the caster. Divides life forms detected into two classes: those of human size (SIZ between 3–21), and those of large size (SIZ 22+). Life smaller than SIZ 3 is ignored. It is stopped by 1 or more meters of stone, metal, or earth.

Detect Magic

1 Point

Ranged, Focused, Instant

Working in a similar manner to Detect Enemies, this spell gives the approximate direction and distance from the caster of all enchantments and similar magically potent objects. It does not detect spirits.

Detected objects glow visibly to everyone within sight of the object, possibly warning enemies. The spell does not distinguish between magical objects or enchantments, nor reveal what or how powerful the detected items are. The sensing effect is stopped by 1 or more meters of dense substances such as stone, metal, or earth.

Detect Spirit

1 Point

Ranged, Focused, Instant

Like Detect Life in its effects, except that it detects the presence of spirits. It divides spirits detected into two power classes: those of POW 18 and below, and those of POW 19+. It is stopped by more than 1 or more meters of stone, metal, or earth.

Detect (substance)

1 Point

Ranged, Focused, Instant

Working in a similar manner to Detect Enemies, this spell gives the approximate direction and distance from the caster of the substance indicated.

The detected substance glows visibly to everyone within range of sight, but the spell does not assess its relative quantity or value, as these are subjective. The sensing effect is stopped by 1 or more meters of a dense substance such as stone, metal, or earth.

Detect Trap

2 Points

Ranged, Focused, Instant

This spell detects the intent to trap. Thus, it would detect an ambush, magical trap, or physical trap. It would not detect a naturally occurring pit, a potential avalanche, or poison, which are not in themselves traps. The spell makes a 3-meter diameter circle around the trap glow, visible to all. It does not give the exact location or type of the trap within that space, however. Note that it does not detect the existence of defensive spells such as Warding. It is stopped by 1 or more meters of stone, metal, or earth.

Detect Undead

1 Point

Ranged, Focused, Instant

This spell functions like Detect Life in its effect, except that it detects things neither dead nor alive, such as zombies, mummies, and vampires. It does not tell what type of undead is being detected, but it does tell the size (in the same manner as Detect Life). It is stopped by 1 or more meters of stone, metal, or earth.

Dispel Magic

Variable

Ranged, Instant

This spell eliminates magic: 1 point removes 1 magic point of spirit magic or intensity of sorcery spells; 2 points removes 1 point of Rune magic spells. The total points of the spell must be eliminated to destroy the spell. Thus, to dispel a Befuddle spell requires 2 points of Dispel Magic, to dispel a 1-point Shield (a Rune spell) requires 2 points, and to dispel a Conflagration spell with 4 magic points would require 4 points of Dispel Magic. One cannot Dispel only part of a spell.

Dispel, Dismiss, and Neutralize Magic

The Dispel, Dismiss, and Neutralize Magic spells are three different ways to get rid of a spell already in effect. Each point of Dispel Magic removes 1 point of spirit magic or intensity of sorcery spells; 2 points removes 1 point of Rune magic. Dismiss Magic works the same way but is twice as powerful—each point of Dismiss Magic removes 2 points of spirit magic or intensity of sorcery spells; 1 point removes 1 point of Rune magic.

The total points of the spell must be eliminated to destroy the spell. Thus, to dispel a Befuddle spell requires 2 points of Dispel Magic, to dispel a 1-point Shield spell requires 2 points, and to dispel a 4-point Conflagration spell would require 4 points of Dispel Magic. One cannot dispel only part of a spell.

The sorcery spell Neutralize Magic works somewhat differently. The spell must overcome the strength (or points) of the target spell on the resistance table with its own strength. Rune magic has a strength of 2 for every Rune point used to cast the Rune spell.

When cast against a target without specifying any specific effect or target, the Dispel first destroys defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern what that spell is.

Disruption

1 Point

Ranged, Instant

This spell damages the target's body. If the target's POW (or magic points for corporeal entities lacking POW) are overcome, the target takes 1D3 damage to a random hit location. This damage is not absorbed by armor.

Distraction

1 Point

Ranged, Instant

When targeted at a spirit during spirit combat, if the spell is successfully cast, the spirit is automatically drawn away from attacking its current target and now attacks the caster. The spirit combat against the caster immediately begins on the next strike rank the spirit is eligible to attack. It attacks the caster until the caster is unconscious or the spirit is defeated and returns to the Spirit World. Only one spirit may be targeted at a time.

If used against a corporeal enemy, the effect is identical.

Dullblade

Variable

Ranged, Temporal, Passive

Despite the spell's name, this spell reduces the damage done by any melee weapon, sharp or blunt. To work properly it must be cast on the weapon, and each point of Dullblade reduces the chance to hit by –5% and reduces damage by 1 point. If the weapon has a spirit in it, the spirit's magic points must be overcome for the spell to work.

This spell specifically does not work on natural weapons like claws, teeth, etc.

Extinguish

Variable

Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish puts out a candle, torch, or lantern; 2 points puts out a small campfire; 3 points eliminates a bonfire, etc. Extinguished fires stay out and must be relit.

Fanaticism

1 Point

Ranged, Temporal, Passive

When cast upon a being with an INT characteristic this spell increases their chance to hit by half again (round up fractions). *For example, an adventurer with Rapier 33% effectively has Rapier 50% while under the effects of Fanaticism* (33÷2=17, 33+17=50%).

While affected by Fanaticism, the adventurer may not parry with a weapon or shield, or cast magic other than attack spells (Disruption, Mindblast, etc.). Additionally, the spell halves the target's Dodge.

A successful Demoralize spell cancels the effects of a Fanaticism spell, leaving the target with normal morale. If the target does not wish the spell to be cast upon them, then the caster must overcome their target's POW with a resistance roll.

Farsee

Variable

Ranged, Temporal, Passive

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision. The effect can be switched on and off by the user for the duration of the spell. This has no effect on a weapon's usable range, as it does not affect a weapon, just the perception of the target.

Firearrow

2 Points

Touch, Instant, Passive

This spell creates a missile of fire which does 3D6 damage if it hits, replacing the missile's normal damage rating. The damage bonus still applies, halved for missile weapons as normal.



A Firearrow cannot impale. The spell must be cast on an ordinary arrow, rock, or dart which bursts into flame and is consumed as the missile leaves the hand (bow, atlatl, sling, etc.) of the caster. Armor helps protect a target. A Firearrow ignites flammable material. This damage cannot be magically resisted because it is real physical damage, caused by the heat of the fire.

This spell is incompatible with Multimissile and Speedart.

Fireblade

4 Points

Touch, Temporal, Active

Cast on any edged weapon or spear, this spell delivers 3D6 damage when it strikes. This replaces the normal damage done by the weapon. This damage cannot be magically resisted because it is real physical damage from the heat of the fire. The wielder of the weapon still applies their damage bonus when they strike.

The weapon is unharmed by this magical fire. This spell is incompatible with Bladesharp.

Glamour

2 Points

Touch, Temporal, Passive

This spell increases the target's CHA by 8. This increases spirit combat damage by one step on the **Spirit Combat Damage** table on page 56 (e.g., from +1D6 to +1D6+3), increases all Communication skills by +10%, and increases all Magic skills as follows:

Glamour Modifiers

CHA Prior to Spell	Magic Skills Increase
1–4	+5%
5–8	—
9–12	+5%
13+	+10%

This spell is also useful in leadership situations (*"Follow me!"*) or moments of crisis (such as convincing your captors not to kill you because you can pay a good ransom).

Glue

Variable

Touch, Temporal, Passive

For each point of this spell the caster creates a 5-cm-square glob of magical glue. The STR of the glue equals the magic points powering the spell, multiplied by 10. Glue may be resisted by using the adventurer's STR on the resistance table. If the adventurer's STR overcomes the STR of the Glue spell, then the spell is broken and the patch is no longer sticky. Glue never sticks to any living tissue or living organic material, but works just fine on things like a door frame, clothing, a wooden leg, a sword in a scabbard, boots, etc. However, to Glue two objects together, they must be at relative rest to one another, and not moving.

Heal

Variable

Touch, Instant

This spell repairs damage done to hit points. The part of the body being healed must be touched. Each point of Heal repairs 1 hit point in a designated location. The effect is immediate. If the location is not fully restored, Heal can be used again in subsequent melee rounds.

Heal cannot raise an adventurer from the dead. However, 2 points of Heal will cauterize any wound or severed limb, and 6 points of Heal will restore a severed limb to the body if both parts are available.

Ignite

1 Point

Ranged, Instant

This spell ignites anything normally burnable. It creates a small fire that can set such things alight such as a torch, a thatched roof, or a dry backpack. Skin cannot be Ignited. Hair or fur may be, but the target's POW must be overcome.

Ironhand

Variable

Touch, Temporal, Passive

This spell adds damage and increases the chance to hit in unarmed combat. Each point of the spell adds 1 point of damage if contact is made and +5% to the attack chance. Though the name implies it works only on hands, the spell affects the whole body, including maneuvers like head-butting and kicking. Various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof spells, etc., which work in the same fashion.

Note that the magical damage can allow the user to strike and potentially damage magical creatures otherwise invulnerable to normal weapons. Telmori Wolfbrothers, for instance, are not hurt by the actual unarmed strike, but may be hurt by the magical damage bonus.

Lantern

1 Point

Ranged, Temporal, Passive

This focused, passive spell must be cast on a flat surface (usually the front of a shield). It illuminates a 12-meter radius for 180 degrees in front of the surface, giving off a glow like a torch.

Light

1 Point

Ranged, Temporal, Passive

This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It then lights everything within a 10-meter radius from that point with a radiance good enough to read by, though not as full as daylight. This spell is not affected by Extinguish.

Lightwall

4 Points

Ranged, Temporal, Passive (Active to move wall)

This spell creates a wall of light 10 square meters in area and 10 cm thick. The Lightwall can be moved by the caster at a rate of 3 meters per melee round, provided they take no other action. The wall moves on the strike rank equal to the caster's DEX strike rank plus the magic points in the spell. It presents a bright glare on one side which is visually impenetrable, while from the caster's side it can be seen through. Furthermore, the glow illuminates 10 meters on all sides like a Light spell. A Lightwall can be moved or shaped into the height or width desired, so long as the total area is 10 square meters. The thickness always remains 10 cm.

If a Lightwall is cast in the same space as a Darkwall, they will neutralize one another until they are no longer overlapping the same space.

Magic Point Enchantment

1 Point

Ritual (Enchantment), Passive

Each point of POW sacrificed in a Magic Point Enchantment can be used to store 1D10 magic points. The ritual takes 1 hour per point of POW sacrificed. These stored magic points can be used to power or to boost spells by anyone who can use the item. Magic points stored in enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one melee round to store 1 magic point in an enchanted item. An enchanted item cannot hold more magic points than it has capacity to store them.

Mobility

1 Point

Ranged, Temporal, Passive

This spell doubles the movement rate of the recipient and reduces their strike rank by 1. It, like Slow, is often carried by intelligent hunters for casting on themselves or their animals. It is also often utilized in wartime by elite cavalry units, giving them increased shock value.

Multimissile

Variable

Touch, Temporal (see description), Passive

Each point of this spell cast upon a missile (arrow, bolt, stone, javelin, etc.) creates a magical missile at the instant the original is launched or fired. The magical missile does the same damage as the original missile. Each missile attack is rolled separately. The first roll is for the original, which is the only one that can impale or crush. However, magical missiles can still do critical damage.

Larger missile weapons require several points of this spell to create a single missile. An arbalest, for instance, requires 2 points of spell per missile. As a rule of thumb, each 2D6 or fraction of weapon damage requires 1 point of spell.

The temporal nature of this spell means that it can be cast onto a missile and the spell works once only if the missile is used any time within the spell duration. If the spell is cast and the missile is not loosed (for example, a fumble might indicate a dropped weapon, broken bowstring, etc.) the spell fails.

This spell is incompatible with Speedart and Firearrow.

Parry

Variable

Ranged, Temporal, Passive

This works in all ways like a Bladesharp spell, save that it can only be applied to a shield. Each magic point spent allows a +5% chance of parrying with that shield.

Protection

Variable

Ranged, Temporal, Passive

Each point of this spell adds 1 point of armor protection to the whole body or object. It acts in every way like normal armor.

This spell is incompatible with Countermagic, Shimmer, and Spirit Screen.

Repair

Variable

Touch, Instant

This spell repairs broken objects. All the parts must be present. Thus, a sword can be fixed, shield renewed, or armor repaired. Each point of the spell fixes 1D10 points of damage, if the item has hit points. If it does not, the item is simply repaired. The object repaired shows a scar, and permanently loses 1 hit point from its maximum hit point value as well. If Repair is used on magic items, the spell does not return any broken enchantments or released spirits.

Rivereyes

1 Point

Self, Temporal, Passive

This spell allows the user to see through water as if looking through air and vice versa. It accurately eliminates all reflections and refractions. However, if the water is murky, or the air is foggy or smoky, it will not render the medium transparent.

Second Sight

3 Points

Ranged, Temporal, Passive

This spell allows a person to view the POW aura of a living being and to gauge its relative strength. This spell does not allow the user to view the Spirit World. Shamans naturally have this ability and do not need to expend magic points to use it (see page 358).

The auras of all creatures within the spell's range glow, visible to the caster only. If there are many creatures within range it is difficult for the caster to determine the POW of each. Undead things do not glow in this way, for they have no characteristic POW. The POW auras of enchanted items are also visible to users of this spell, though the magic points invested into spells are not.

The gamemaster should tell the player whether the POW auras of the viewed creatures are much lower than the POW of the caster, within 5 points, or much higher than the user's POW. For a shaman, the gamemaster should include the fetch's POW when determining this.

An adventurer can use the **Second Sight** spell to target spells and blows against enemies in the dark, so long as they possess POW. They may not attempt to Dodge or parry any blows received from that enemy, as Second Sight merely determines relative position and provides little detail.

Any heavy opaque surface—a thick woolen blanket, a wooden wall, etc.—blocks Second Sight.

Shimmer

Variable

Ranged, Temporal, Passive

This spell blurs and distorts the target's visual image, making them harder to hit. Each point subtracts –5% from the skill of any enemy attempting to hit the affected target.

This spell is incompatible with Countermagic, Protection, and Spirit Screen.

Silence

1 Point

Touch, Temporal, Passive

A spell to suppress noise created by the movements of an adventurer, monster, or object. Thus, it suppresses the clank of plate armor while its wearer tries to hide in shadows. However, it does not stop deliberately created or inadvertently loud noises: such as someone casting a spell, issuing commands, clumsily stepping on a large twig causing a loud snap, knocking over a vase and having it shatter, or similar loud or sharp sounds caused by fumbled Move Quietly rolls.

Sleep

3 Points

Ranged, Temporal

If the caster overcomes the target's POW, the target falls into a deep sleep for the duration of the spell. The target only awakens if injured or if a hostile spell is targeted on them.

Slow

1 Point

Ranged, Temporal, Passive

This spell halves the movement rate of those affected by it and adds +1 to their strike rank. It may reduce the MOV of a creature to 0.

This spell is often used by huntsmen, the city watch, and intelligent beasts of prey such as baboons.

Speedart

1 Point

Ranged, Temporal, Passive

When cast upon any missile, this spell adds +15% to the attack chance and +3 points of damage when next used. The temporal nature of this spell means that it can be cast onto a missile, and the spell works once only if the missile is used any time within the spell's duration. Note that the magical damage can hurt magical creatures otherwise invulnerable to normal weapons. Telmori Wolfbrothers, for instance, are

not hurt by the weapon's normal damage, but may be hurt by the magical damage bonus.

Speedart is incompatible with Firearrow and Multimissile.

Spell Matrix Enchantment

1 Point

Ritual (Enchantment), Passive

Using a spirit magic spell matrix, an enchanter can store the potentiality of a spirit magic spell in an item. Anyone who can use the item gains the ability to use the spell whenever they are in physical contact with the item, though they lose the potentiality of the spell as soon as they lose that contact.

An enchanter cannot make a matrix for a spell they do not have access to.

The caster must sacrifice POW points equal to the magic points needed to cast the spell to create the spell matrix. Thus, to make a sword into a Bladesharp 1 matrix needs 1 point of POW. Making a Bladesharp 3 matrix takes 3 points of POW. The strength of a matrix can be built up over time. Thus a 2-point Bladesharp matrix could be built up into a 4-point matrix by later sacrifices of POW and successful Enchantment rolls.

The matrix can also be created a part at a time, so that a 3-point Bladesharp matrix, needing 3 points of sacrificed POW, can be done over the course of several weeks or even seasons. Of course, it does not have the spell until the entire sacrifice is made.

The user of a matrix has a chance of casting that spell equal to their POW×5. The user also needs to spend 1 magic point per point of spell. Possession of an item with a spell matrix does not count against the owner's CHA limit for spells.

Spirit Binding

1 Point

Ranged, Permanent, Passive

This spell is used to bind spirits into familiars or magical objects: see the Binding Enchantment spell on page 249 and **Binding Spirits into Animals** on page 250 for more information. Binding spirits into familiars demands the use of special cult-bred animals described in the **Spirits** chapter. Magical objects for holding spirits can be made using the Binding Enchantment ritual (page 249), others can be obtained from a temple or while adventuring.

On the death of the binder, the spirit is freed, even if the binder is immediately revived through divine intervention or other methods.

Spirit Screen

Variable

Ranged, Temporal, Passive

This spell acts as spiritual armor to absorb damage in spirit combat. Each point of the spell absorbs 1 point of spiritual damage. The target remains protected for the spell's duration.

Spirit Screen is incompatible with Countermagic, Protection, and Shimmer.

Example: While on a vision quest in the Sleeping City Hills, Vishi Dunn is attacked by a ghost with Spirit Combat 76%. This is not his first encounter in the last few hours, and Vishi currently has only 8 magic points, down from his normal 19. He is, however, protected by 3 points of Spirit Screen, and his Spirit Combat is 95%.

Vishi attempts a Spirit Combat roll to defend himself, but misses with an unlucky roll of 97. To damage Vishi, the ghost must inflict 4+ points of damage, because of Vishi's Spirit Screen 3, which works regardless of whether his Spirit Combat defense roll was successful or not.

Strength

2 Points

Touch, Temporal, Passive

This spell adds 8 points of STR to the target for the spell's duration. This increases melee combat damage by one step on the **Damage Bonus** table on page 56 (e.g., from +1D4 to +1D6), increases all Agility and Manipulation skills (including weapon skills) as follows:

Strength Modifier

STR Prior to Spell	Agility and Manipulation Skills Increase
1–4	+5%
5–8	—
9–12	+5%
13+	+10%

It also enables the target to lift or carry heavier weights. Strength is incompatible with Vigor.

Summon (entity)

Variable

Ritual, Active

To cast this spell, the caster must inform the gamemaster of the Summon (entity) spell being used. Shamans and adventurers normally summon only spirit entities. The



summoner states how many magic points they are using, and the summoner cannot use more magic points than are available. If the number of magic points used is less than the magic points possessed by the specific entity being summoned (as generated by the gamemaster), then the ritual automatically fails. The magic points powering the Summon spell are expended whether it succeeds or not.

If successful, a random specimen of the desired entity type magically appears at the spot where the summons was performed, one melee round after the summons was completed. The entity is not under the control of the summoner (unless an appropriate control spell is then cast). It may be friendly, neutral, malign, or evil to the summoner, as determined by the gamemaster, with the following guidelines:

- A friendly spirit does as the summoner desires.
- A neutral spirit does not do what the summoner desires, but will not attack the summoner unless attacked.
- A malign spirit attacks the summoner, trying to possess them.
- An evil spirit attacks the summoner, trying to destroy them.

Vigor

2 Points

Touch, Temporal, Passive

Each point of this spell adds 3 points to the CON of the target. This increases the target's hit points by 3 and adds +1 hit point to each hit location.

Vigor may also increase the target's maximum ENC. Vigor is incompatible with Strength.

Visibility

2 Points

Ranged, Temporal, Passive

This special spell transfers an otherworld creature from the Spirit World to the Middle World, giving it a translucent form. The appearance of the form is the shape the invisible being had while alive, if any. The spell can be cast only on creatures in the Spirit World. A spirit with this spell cast on it may cast spells or otherwise interact with the Mundane World, and is subject to spells. Normal weapons do not affect such creatures, regardless of whether they have magic cast upon them. Some otherworld creatures possess this as a natural ability that does not cost magic points to utilize.

This spell is not subject to the normal Dispel, Neutralize, or Dismiss rules.



RUNE CULTS

Rune cults communicate between mortals and the gods. A Rune cult can be dedicated to the worship of great deities, such as Orlanth or Ernalda, all the way down to minor ancestor spirits, or anything in between. The word "cult" means the care owed to the god. Each cult has at its very core the revelation of a mystery through the rituals of cult initiation and heroquests. These are secrets guarded from non-initiates that transform the lives of the initiated.

A cult consists of worshipers and a hierarchy. The hierarchy officiates at sacrifices and acts as the intermediaries between the worshipers and the deity. The hierarchy gains magical power (and a good living), the god gets power from the sacrifices, and the worshipers get whatever the hierarchy feels obliged to give them.

Most who belong to a cult are **lay members**, without any authority or position within the cult. The way to join the hierarchy of a cult is to become an **initiate**. An initiate may eventually become a **Rune Master**: either a **God-talker**, **Rune Priest**, **Rune Lord**, or a special hybrid called a **Rune Lord-Priest**. Some cults have unique titles for these ranks, provided in each cult's description.

DEITIES

Gods are the most potent beings in the universe. The most powerful of them are far older and stronger than any other spirits around.

There is a hierarchy among deities, ranging from old gods like Orlanth, down to tribal ancestors, wood nymphs, and ancient chieftains. Any of these may be the object of a cult, though a powerful god can lend far more power to its worshipers than a weak one can.

Gods pay attention to their worshipers because they make sacrifices, which add to the god's power. A deity responds to requests from its Rune Priests, Rune Lords, God-Talkers, shamans, and initiates that officiate at sacrifices.

A god usually ignores requests made by its ordinary worshipers because: (1) they do not officiate at sacrifices; (2) they should be kept in line by the hierarchy anyhow; and (3) a god with a sizable cult does not have the time to deal with all its worshipers on an individual basis.

CLASSES OF CULTS

Cults may be divided into three classes, depending on how widely worshiped the god is and how powerful it is.

These are interrelated factors, as a god draws power from being worshiped.

The first and most important type of cult is that of a **major deity**. The major deities of Glorantha include the Seven Lightbringers, as well as many others. These gods usually have subsidiary deities associated with them and their cults have access to a broad array of Rune spells. One example of this sort is the cult of Orlanth in Dragon Pass.

A major cult like this has more than a half-million worshipers and a large hierarchy with many temples. They are quite formalized, and shamans have little to do with them.

The second type of deity is a **medium-powered deity**, with anywhere from fifty thousand to five hundred thousand worshipers. There are usually no associated minor deities. The cult of Waha is an example of this type.

The third class of cult is composed of **minor deities**, **subsidiary deities** such as mentioned above, and **powerful spirits** that have not managed to make the jump to godhood. Numerous cults to local heroes and spirits are examples of this class of cult.

Vasana's Saga

1627, Sea Season.

The Prince had elevated me to the status of Wind Lord of Orlanth, and then sent me to Chaos-blighted Snakepipe Hollow in search of the legendary Snake Pipe. Harmast openly wondered whether making me a Wind Lord was a boon, or a plot to have us all killed. Nevertheless, he accompanied me back to the north, along with the rest of my kin and friends.

On the cliffs above the Hollow, we performed the Summons of Evil spell over an effigy, hoping to gain an edge over the denizens of the Caves of Chaos. The spell summoned a Chaos Horror—a monstrous tentacled abomination. It emerged from the effigy before we could destroy the polluted idol. It regrew each time we cut off one of its foul appendages, until Sorala had us burn the pieces with our torches.

"I do not believe that flame will destroy the walktapus, but it should give us enough time to complete the ceremony."

We cut up the monster into pieces and burnt it along with the effigy.

Ernalda directed us to the Caves of Chaos, and within it was clear that Queen Leika's descriptions of the caves and its inhabitants were not accurate. Illuminated only by our torches, we saw the carcass of a great snapping turtle, many shattered statues, and the skeleton of a giant that must have once stood nine meters high! Vishi warned that there were many hostile spirits, too dangerous to Discorporate. I urged us to press on into the darkness.

We entered the inner caves, and were ambushed by broo and their foul spirits! A horrid broo monstrosity, half again as tall as a man and with huge bronze ram's horns, killed Nathem with a fierce blow to his head. At least a half-dozen other twisted monsters swarmed about us. I heard Vishi Dunn shouting in Spiritspeech, and Vostor, Harmast, and Sorala formed up into a phalanx to defend Yanioth. I could see the terror in their eyes.

But I am a Wind Lord of Orlanth, no victim of Chaos! I challenged the priest of Thed that had slain Nathem and smiled as it replied with a howl of rage! I called forth the Shield of Arran and blocked a crushing blow that would have shattered bones. However, Thed's slave—the broo warrior-priest—was skilled, and deflected my sword with its maul. I could barely hear Harmast's desperate shouts as Vostor was badly wounded by a spear.

I drew as much of the god within me as I could, and Orlanth unleashed his lightning upon the broo priest, killing it instantly. Upon the death of their leader, the other broo tried to flee, but we pressed our assault, showing no mercy.

We killed them all.

Drained, with Vostor badly wounded and Nathem dead—his body wrapped in his cloak and draped over his mount—we retreated from the Caves of Chaos.

I swore to Orlanth that I would return.

Fundamentals of Rune Cults

In Glorantha, the gods and their manifestations are real. The presence of many (often opposed) deities means that adventurers can honor many gods, if they wish, through simple worship.

The Gloranthan gods are neither omnipotent nor omniscient. They are limited by their own capabilities and, more severely, by their binding outside of Time. They have lost almost all their capacity to act independently or to create. They are essentially incapable of anything new, bound eternally to their God Time deeds by the Great Compromise.

To perform simple worship of a deity, an adventurer attends a worship ceremony and says prayers. Depending on the cult, prayers might include mantras, songs of praise, physical gestures, dances, kneeling and prostration, or even purposeful silence.

Simple worshipers are called **lay members**. Lay members do not know the secrets of the religion, are excluded from key parts of worship, and do not gain access to the deity's Rune magic. Lay members are casual worshipers or are children, and include anyone preparing to become an initiate.

The inner members of the cult are the **initiates** and the **Rune Masters**—**Rune Priests**, **God-talkers**, and **Rune Lords**. Rune Priests are the temple hierarchy in most cults; God-talkers are part-time priests; Rune Lords are warrior-priests who exemplify the principles of the deity. In much of Glorantha, every responsible or respectable adult is an initiate of a cult.

The most striking aspects of Rune cults are the relationship between the cult member and the deity, involving the appeal of **worship**, **Divination**, and **divine intervention**.

Worship

Normal worship rituals for all Gloranthan religions are re-enactments of ancient creative myths to maintain the flow of magical energy in the world. With the priests' invocations on holy days, real spirits, gods, and demons enter within the sacred precincts. The sacred magic is performed again, invested with the presence of the immanent gods and spirits.

Some things that the gods did are too intense for the uninitiated, unused as they are to dealing with powerful spiritual forces. Thus, there are "secret rites" for every cult, known only to initiates, where the roles of the gods are enacted by the individuals with the greatest power. Those are **heroquest rituals**, such as those performed during the Sacred Time rituals of many Gloranthan religions.

Everyone participating in a worship ritual must sacrifice 1 magic point. Initiates and Rune Masters of a cult must sacrifice at least 2 magic points. For each additional magic point sacrificed, the adventurer gets a +10% bonus to their Worship skill for the purpose of the skill roll.

Divination

Divination is a Rune spell, described on page 327. Its relation to the worshiper who uses it reveals certain basic aspects of Rune magic.

Divination is used to gain information that the worshiper's god knows. The god cannot reveal what it does not know. The problem lies in determining just what a god knows. Most consistently, a god understands the events with which it was involved during the God Time.

Secondly, initiates and Rune Masters are extensions of the deity, and can tell the deity many things through prayer. Thus, a deity will know what has happened to its Rune Masters and, to a lesser extent, its initiates. The god does not know what a Rune Master or initiate is thinking and cannot deduce motivations. A deity cannot invade anyone's mind; though it knows when a worshiper has lost faith. Other knowledge given to a god by a worshiper must be volunteered through prayer.

Thirdly, gods have general information about events within their own realm. In this case, air is the realm of Orlanth, the earth is Ernalda's realm, darkness is the realm of Kyger Litor or Zorak Zoran, and the daytime is the realm of Yelm. However, even this ability does not mean that Orlanth can tell you everything that is happening that is in contact with the air. He may be able to tell that an army is approaching but not necessarily whose army, how big it is, or how fast it is moving.

There are many things that a god cannot tell or find out. Most significantly, a god does not know of events pertaining to another deity or that deity's worshipers, especially events occurring within "foreign" (i.e., belonging to other gods) sacred or temple grounds.

The motivations of mortal individuals are almost always a mystery to the gods. A priest of Yelm may have slain someone, but the best that the god can tell anyone is that fact.

Example: On the cliffs above Snakepipe Hollow, Yanioth decides to cast the Divination spell to determine what her goddess can tell her about the possible location of the item she and her allies seek: the famed Snake Pipe from which the area takes its name. To prepare for the spell, Yanioth must first cast Sanctify to ready the space for her Divination. Yanioth spends 1 Rune point to cast the spell and rolls to see if the spell casting is successful. As Sanctify is a common Rune spell identified with the ᚱ Rune, she can use the cult Rune affinity of her choice, so Yanioth chooses to roll her Earth Rune affinity, a 90% chance. She rolls a 35, a success, and thus the ground is Sanctified.

Now Yanioth can cast Divination. Like Sanctify, it is a common Rune spell and she can select the cult Rune affinity of her choice to cast it, so again she uses her Earth Rune. Even a roll as high as 82 is successful, so she checks off another Rune point as the Divination is cast successfully. She beseeches her goddess Ernalda for guidance, asking for the location of the legendary Snake Pipe.

The gamemaster considers the history of the item and decides that though the caverns that make up the Hollow are intensely Chaotic and outside Ernalda's sphere of knowledge, she remembers the Snake Pipe itself because it was once an artifact held in an Earth temple. Ernalda tells Yanioth "Seek it within the Caves of Chaos, in Veralz's last bed."

Yanioth's player determines that this likely means the tomb of someone named Veralz, though Sorala tries to determine if she knows more about it with her Empire of Wyrms Friends Lore skill. Her roll is successful, so the gamemaster tells her that that Lore skill does not cover the answer. She might be able to find out more in Nochet, at the great archive in the Lhankor Mhy temple.

Despite having no clear idea of where the goal of their quest is located, the adventurers ready themselves to enter the infamous nest of Chaos known as Snakepipe Hollow...

Divine Intervention

Divine intervention has the same sort of limitations as Divination. A deity cannot do other than what it did during the God Time. Orlanth cannot make the earth shake, Ernalda cannot bring a storm, and Issaries cannot create a cloak of darkness. Only an Earth deity can open holes in the ground, and only a Fire god can create a fire hot enough to melt bronze.

A god can transport a worshiper and their followers out of danger by whisking them away to a temple of the god. In general, a call for divine intervention to escape a situation can include up to about 10 normal-SIZ people with limited equipment.

Divine intervention is often used to resurrect a dead adventurer. This works on a single individual—and is often invoked by the dying before the soul leaves their body. An adventurer cannot use divine intervention to be resurrected at some future time. The gods have no concept of, let alone control over, Time. They are incapable of transporting someone into the future or the past.



Divine intervention can be used to raise a characteristic by 1 point, but no characteristic can be raised above its normal maximum, as described on page 418.

Divine intervention cannot be used against worshipers of the same god. The worshipers of the Orlanth temple in the Aranwyth Tribe will be refused if they attempt to call upon Orlanth to help them invade the temple of Orlanth worshipers of the Culbrea Tribe.

Gods are also unlikely to help creatures not of their own religion or lineage. *For example, a Kyger Litor cultist shouldn't expect her goddess to resurrect any non-trolls, and the Ernalda cultist can't expect Zorak Zoran to help her.* It might be possible for a person to have gained the loyal following of peoples outside their cult, and in such cases the leader should be able to assist all their followers via that god. An anti-Chaos party, consisting of a Zorak Zoran leader, and Storm Bull, Babeester Gor, and Orlanth followers should be able to escape a Thanatar temple, if the leader calls upon Zorak Zoran and the god responds.

Divine Intervention: Procedure

The procedure for divine intervention differs for initiates, God-talkers, Rune Priests, and Rune Lords, reflecting their status in the eyes of the deity they serve. Lay members cannot appeal for divine intervention; they are just not significant enough.

Calling for divine intervention takes no time, and occurs simultaneously, in the time between a blow striking and the adventurer's death, for example. In appealing for divine intervention, the adventurer must first permanently sacrifice 1 Rune point and then the player must state in a precise way what their adventurer wishes the divine intervention to achieve.

Initiates and Rune Priests then roll a D100.

If an initiate's D100 roll is greater than their POW, then the god does not act. If a Rune Priest's D100 roll is greater than their POW + current unspent Rune points, the god is similarly unmoved.

However, if the D100 roll is equal to or less than the adventurer's POW if they are an initiate, or their POW + current unspent Rune points in the case of a Rune Priest, the god hears the appeal and intervenes as the adventurer requests.

The adventurer then loses POW equal to the number rolled in return for the divine intervention. Rune Priests lose their unspent Rune points first, then POW. If the D100 roll is low enough, a lucky priest may only lose some of their Rune points. Any Rune points spent in divine intervention

are regained normally (at the next holy day etc.). Lost points of POW disappear once the effects of the divine intervention are over, such as if the adventurer is whisked to safely, or successfully overcomes a foe with the god's assistance. It is entirely possible that a Rune Priest can lose enough points of POW to bring their characteristic POW below 18; in that case, they lose their status as a Rune Priest (and all ancillary benefits) until their POW can be raised to at least 18.

If the player rolls exactly the POW + Rune points of the adventurer, then the god intervenes as requested, but the adventurer is dead, their soul immediately entering the god's service.

Example: During the raid into the Caves of Chaos, Nathem is attacked by a broo warrior-priest, a detestable bronze-horned creature of foulness. It strikes a critical blow with its head-butt attack, doing enough damage to Nathem's chest hit location to kill him immediately.

Nathem's player decides to call for divine intervention from Nathem's god Odayla. The gamemaster asks Nathem's player what exact form this divine intervention should take, and Nathem asks to be transformed into a bear, capable of surviving the blow and destroying the broo. This seems well in keeping with Odayla's cult, so the gamemaster has Nathem's player roll.

As an initiate, Nathem has a chance equal to his POW on D100, a 15%. His player rolls and gets a 68, failing to gain Odayla's attention and divine favor. Nathem collapses in a heap, dying rapidly, as his allies are swarmed by the horrid broo.

If Nathem had rolled below his POW with a result of 13, for example, he would have achieved the desired result, but after the effects of the divine intervention were over, he would lose 13 POW, equal to the roll for divine intervention.

Rune Lord—Divine Intervention

When a Rune Lord appeals for divine intervention, their god *always* answers. Unlike initiates and Rune Priests, Rune Lords roll 1D10 for divine intervention. They lose unspent Rune points and POW equal to the number rolled in return for divine intervention. Rune points are always taken first, then POW. If a roll is low enough, sometimes only Rune points are lost.

As with priests, any Rune points spent in divine intervention are regained normally (at the next Holy Day, etc.)

Example: Realizing that she and her allies will not survive this battle with the broo in Snakepipe Hollow, Vasana calls for Orlanth to request divine intervention.

The gamemaster asks Vasana's player what she requests of Orlanth, and she replies that she only wishes to be Orlanth's instrument, strong enough to strike against the Chaos she faces. Orlanth has long been a foe of Chaos, and would prefer that to being asked to be rescued, so she asks for the means to act. The gamemaster tells her player to roll.

Vasana currently has 2 Rune points, and her POW is 14. However, she has recently become a Rune Lord, a Wind Lord of Orlanth Adventurous, and thus she may roll 1D10 to determine whether Orlanth intervenes, versus the D100 that others must roll.

The roll is in Vasana's favor—a result of 1! Orlanth intervenes, and she loses only 1 Rune point. The gamemaster determines that this will manifest in the form of a Lightning Rune spell. Vasana currently lacks the Rune points to cast it, but such is divine intervention. The gamemaster decides that this will be a 6-point Lightning strike (but does not tell Vasana's player the exact total).

Vasana's player rolls for her Air Rune affinity of 90%, and a result of 33 means that the spell arcs from her hands, striking the broo warrior-priest. She defeats it with a POW vs. POW resistance roll, and to Vasana's amazement, the broo takes 6D6 damage to a single hit location: in this case, its head. The gamemaster rolls the damage behind the screen and gets a result of 20 points. This is more than enough to kill the broo in one shot, and die it does.

Because of the direct tie with their god, Rune Lords may even call upon their god after death, calling for one favor, as described in the description of divine intervention found on page 272. Certain Death gods, of course, never answer a call for renewed life, but may answer a call to bring the Rune Lord's party out of difficulty. The call for divine intervention must be made immediately (the next melee round) after death, or the spirit of the Rune Lord goes to their god's entourage and is unable to call on such intervention.

Should a Rune Lord have insufficient POW to fully meet the results of a divine intervention roll, the request is answered but their body falls lifeless as their spirit is drawn into the god's entourage.

Cult Spirits

Most deities have an array of subservient spirits, such as petty deities, elementals, guardians, spirits of worshipers, and other such entities, that serve as **cult spirits** available to loyal worshipers. As a rule, greater deities control more spirits as well as more types of spirits.

Cult spirits swarm around cult holy places including temples and shrines, but also places where their deity performed deeds in the God Time. When a cult member wishes to bind such a spirit using a Binding enchantment, they must go to a holy place of their deity and command the spirit to enter the Binding enchantment.

Elementals

The most common types of cult spirits are elementals. Most cults with an Elemental Rune have some association with elementals of that Rune, although most elemental deities are only able to command small elementals. Powerful elemental deities such as Ernalda or Orlanth Thunderous can command all elementals of their respective elements as cult spirits.

Cult Elemental Sizes

Cult	Largest Elemental Subject to the Deity
Argan Argar	Medium
Babeester Gor	Small
Eiritha	Medium
Engizi	Medium
Ernalda	Large
Maran Gor	Medium
Orlanth	Medium
Orlanth Thunderous	Large
Seven Mothers	Large
Storm Bull	Small
Waha	Small
Yelm	Small

Once summoned, the elemental must be subjected to an appropriate Command Cult Spirit spell and its POW overcome by the caster's POW on the resistance table.

A caster cannot cast Command Cult Spirit on an elemental larger than what the deity can summon.

Other Cult Spirits

Some cults have access to other spirits. For example, Chalana Arroy can summon and command healing spirits, and river deities can summon and command the naiads of that river. These spells operate the same as Command and Summon Cult Spirit.

Lay Members

Simple worshipers of a cult are called lay members. Many cults have requirements to join as a lay member. These may be of race, birth, ability, money, or anything else. Lay members worship the deity of the cult, but are not privy to its secrets.

Becoming a Lay Member

Requirements generally are minimal, as the cult's attachment to its lay member also will be minimal. Most typically, lay members need to sacrifice 1 magic point during a Worship ritual performed on cult holy days.

Benefits

Some cults offer mundane benefits to lay members such as room, board, free healing, and so on. Most benefits, however, are minimal.

Lay members may learn cult spirit magic from the temple, but they must typically pay for the privilege. The cost may vary from cult to cult but is typically the listed cost in the **Spirit Magic** chapter.

Many cults, but not all, offer training to lay members.

Initiates

Initiation into a cult is a serious step, for individuals thereby pledge themselves to the focus of a single divine entity. Unlike lay members, who have free association with other cults, initiates may partake only of rituals in their own cult and its associated and friendly cults. Pledges are serious, and anyone who would deny their deity is subject to reprisal from the appropriate Spirit of Reprisal, discussed in **Leaving the Cult**.

Becoming an Initiate

To become an initiate, the adventurer must already be a lay member of the god of the cult and must share at least one Rune with a rating of 50% or more with the god.

A candidate for initiation who is unfamiliar to the temple hierarchy must pass a test, the object of which is to discover the candidate's suitability, sincerity, knowledge, reputation, and personality. This test is abstracted to the following: donate 20 L to the temple; understand the requirements and obligations asked of an initiate; and prove knowledge of the cult's specialty skills and favored Passions. The player of the applicant must roll D100 for each of these pertinent

Common Rune Magic

Common Rune magic is known to almost every cult. An adventurer gains access to all common Rune spells available to the cult at initiation—there is no need to gain each spell individually!

These spells can easily be divided into three categories:

- **Spells About the Cult:** Command Cult Spirit, Divination, and Sanctify. These spells pertain to activities common to every cult.
- **Spells About Spells:** Dismiss Magic, Extension, and Multispell. These spells modify other spells.
- **Generic Spells:** Find Enemy, Heal Wound, Soul Sight, Spirit Block, and Warding. These spells are so common and basic there is no need to gain each individually.

cult skills and favored Passions, and succeed in at least three of those rolls.

If one or both parents were cult initiates, the adventurer may join simply by sacrificing 1 point of POW—no other tests need be made.

The initiation ritual is complete when the initiate sacrifices the aforementioned 1 point of POW to the deity. This becomes the initiate's first Rune point and establishes a magical link between the initiate and the deity, through which later sacrifices of magic points and POW flow. This link allows the initiate to manipulate a fraction of the god's power into Rune spells. The new initiate gains access to all common Rune spells known to the cult and chooses one cult special Rune spell.

Duties and Restriction

Initiates must give at least 1/10 of their income and 1/10 of their free time to the temple. This often takes the form of giving high-status artifacts (such as weapons, armor, coins, fertility and cult symbols, or other treasures) to the temple as offerings; dedicating land or livestock to the temple as property; sacrificing animals such as cattle, sheep, horses, etc.; or providing other foodstuffs to the temple. It may even involve commissioning images of the deity, building shrines and holy sites, and so on.

Initiates are expected to follow the commands of the god of the cult as expressed by the priests of the temple. They must observe the cult holy days and sacrifice 2 magic points during cult Worship rituals.

In many cults, initiates may not become shamans or sorcerers.

Benefits

Initiates may sacrifice Rune points to use Rune spells from their deity. Rune points can be used to cast any Rune spell the initiate has gained access to.

To use the god's magic, an initiate must spend Rune points equal to the points of the spell. The initiate's maximum Rune points are equal to their CHA.

Initiates may replenish spent Rune points and get an annual POW gain roll by participating in holy day and Sacred Time ceremonies as described in the **Replenishing Rune Points** section on page 315.

Initiates may attempt divine intervention (see page 272). This special appeal to the deity is advisable only in the most desperate circumstances. Often it is made after an adventurer is killed, to resurrect them. It is also useful for escaping sure disaster.

The initiate is required to perform a role in cult rituals and may learn various skills useful to the religion. The initiate may also learn cult skills from the temple at a special price (typically half price or even free). Almost all cults offer training in Cult Lore and Worship for free to initiates.

Finally, an initiate can learn spirit magic from the temple. Cult spirit magic is typically half the listed price. Every fifth year, each initiate is entitled to learn 1 point of cult spirit magic for free. The spells to be learned must be available at the temple.

At the gamemaster's discretion, an initiate can gain access to the cult's special Rune spells in return for exceptional service to the cult, by donating the equivalent of 100 L per point of the spell, or for other reasons that further the cult's goals and standing.

Membership in Multiple Cults

It is possible for an adventurer to be an initiate of more than one cult. They must pass the appropriate tests, and this always requires that the cults be compatible. They must also tithe to each temple, and perform properly and completely all duties and responsibilities to each temple.

Adventurers must maintain a separate pool of Rune points for each cult they are a member of, and the number of Rune points they may possess with that cult is equal to their CHA.

Rune Priests

The Rune Priests of a cult are those persons who are the sources of magical communication between the deity and the people. They act as bridges between the Middle World and the Other Side. The secrets of the deity are revealed to the world through the priesthood.

Requirements for Rune Priests

Becoming a Rune Priest is not easy. To be a priest in a cult, a candidate must:

- Be an initiate of the cult in good standing with the temple priests and possess at least one Rune affinity shared with the deity with a rating of at least 90%, and either a Loyalty (temple) or a Devotion (deity) Passion of at least 50%.
- Possess at least 5 Rune points dedicated to the god.
- Have a POW of 18 or higher.
- Have a skill of at least 50% in Worship (deity) and in four cult skills (described later in the **Cults** section of this chapter).
- Have a vacancy at the temple as determined by the gamemaster.

Cults may have additional requirements for priesthood.

A candidate that meets these requirements must then convince the examiners of their cult of their dedication to the cult and its goals. This can be done by letting the player (as the adventurer) try to convince the gamemaster (as the examiners) through roleplaying the examination. Alternatively, add the POW and CHA of the adventurer. Then add +1 point for every 100 L the adventurer donates to the temple as an "offering." Divide the result by 3 (i.e., average POW, CHA, and the offering), rounding up. Then multiply the result by 5 and have the player try to roll that number or less on D100.

Benefits

A Rune Priest receives all the benefits of being an initiate. There are eight additional principle benefits to being a Rune Priest, described below.

Temple Resources and Support

Rune Priests are supported by the resources of their temple and also manage those resources. Important temples often have great wealth. In many cults, it is customary that a Rune Priest is provided with armor, weapons, a riding animal, etc., and, if captured, the temple usually does whatever is in its power to get the priest out of captivity, including paying their ransom. The temple may also demand compensation if a priest is injured or killed.

In many Gloranthan societies, the Rune Priests of the locally dominant temple are the ruling class by virtue of their office.

Easier POW Gain Roll

The Rune Priest's close connection with their god makes it easier for the priest to increase their POW. The priest gets a +20% bonus to their POW gain roll (see **POW Increase** on page 418).

Example: Currently, Yanioth is an assistant priestess of Ernalda. For POW gain rolls, she must roll a 15 or less on D100, based on her current POW 18, subtracted from 21 (human maximum) and multiplied by 5. When she becomes a Rune Priestess, she gains a +20% to this chance, meaning that she needs only to roll 35 or less on D100 to gain POW, instead of 15.

Easier Rune Point Replenishing

A Rune Priest can replenish Rune points by leading holy day sacrifices, and by performing other sacrifices to the god. A Rune Priest replenishes all Rune points with a successful Worship skill at a temple or holy place.

Access to Enchantment Spells

A Rune Priest may gain access to Enchantment spells known to the cult, as well as to special Rune magic known by the



cult, its subcults, and associate cults. This is done the same way that special Rune magic spells are selected.

Further Training and Experience

The Rune Priest gains an automatic 1-point increase in cult spirit magic each Sacred Time. The priest can also learn additional spirit magic from other priests pursuant to the customs of the temple. In some temples, priests are expected to pay each other for such teaching; in others, it is part of the priest's temple duties. The gamemaster determines how this is handled for any particular temple.

The priest is trained for free in their cult skills (see **Training** on page 416). The priest gains seasonal checks for their occupational skills (see **Experience**, page 415).

Allying a Spirit

Many cults provide an **allied spirit** for their Rune Priests.

Allied spirits are spirits sent by the deity to inhabit animals or sacred cult objects. The spirit has an INT of 2D6+6, a CHA of 3D6, and a POW of 3D6.

These creatures and objects are always appropriate to the cult.

An allied spirit is an initiate of the cult and can sacrifice for Rune points, just as a normal initiate. Allied spirits cannot be Rune Priests, Rune Lords, or God-talkers.

An allied spirit is in continual mind-to-mind communication with the priest. They can use each other's magical abilities, including spell knowledge, magic points, and Rune points. The priest can see through the ally's senses (and vice versa). A priest can cast spells through the ally (and vice versa) at any distance.

Allied spirits are limited in number, and only the most stalwart and loyal priests can obtain these divine companions. When a priest first obtains their office, they can attempt to gain an allied spirit as part of the investment ceremony. This marks a special favor from the deity. The priest must persuade the spirit to ally. To determine whether the attempt works, the priest must persuade the spirit by defeating the spirit's (POW+INT/2) with their (POW+CHA/2) as a resistance roll. The priest can use ritual practices to try to increase their chances of success.

If the attempt is successful, the spirit is the priest's ally while it exists. If the priest fails, they can try again once per year on the cult's High Holy Day.

No person can have more than one allied spirit at a time. If an allied spirit is killed or destroyed, a new one may be obtained, but this is a matter for heroic deeds on the part of the priest.

Allied Spirits

Deity	Status	Typical host
Argan Argar	Rune Priest	Darkness elemental, rat
Babeester Gor	Rune Lord	Axe, earth elemental
Chalana Arroy	Rune Priest	Butterfly
Daka Fal	None	None
Engizi	Rune Priest	Fish, dolphin, water elemental
Eiritha	Rune Priestess	Riding beast
Ernalda	Rune Priestess	Earth elemental, giant boar, necklace, snake
Eurmal	Rune Priest	Raven, spider, hare
Foundchild	Rune Lord	Knife, missile weapon
Humakt	Rune Lord	Sword
Issaries	Rune Priest	Staff, mule, shop
Lhankor Mhy	Rune Priest	Writing instrument
Maran Gor	Rune Priestess	Axe, earth elemental, giant boar
Odayla	Rune Lord	Bear, shadowcat
Orlanth	Rune Priest, Rune Lord	Air elemental, hawk, shadowcat, sword
Seven Mothers	Rune Priest, Rune Lord	Dove, lune, curved weapon
Storm Bull	Rune Lord	Riding beast, weapon
Waha	Rune Lord	Riding beast
Yelm	Rune Priest	Fire elemental, horse, bow
Yelmalio	Rune Priest, Rune Lord	Spear, hawk
Yinkin	Rune Priest	Shadowcat

Spell Teaching

A priest can teach any spirit magic spell the priest knows to any member of the cult, including Lay Members. The priest performs a ritual in a holy place of the cult that allows the priest to teach the magic to a student. This occupies a week of ritual and training during which nothing else may be done except for eating and sleeping.

Spell teaching is an important source of income for the cult. Most temples require that Rune Priests provide a certain amount of spell teaching for free to initiates and other members of the hierarchy. Beyond that, the priest may charge for the service.

Divine Intervention

When a Rune Priest rolls for divine intervention on a D100, they must roll less than their POW plus their current unspent Rune points. Rune Priests lose their unspent Rune points first, then POW. If the D100 roll is low enough, a lucky priest may only lose some of their Rune points. Any Rune points spent in divine intervention are replenished normally.

Duties and Restrictions

Since priests live to serve their temple and their god, they must give 9/10 of their income to the temple. However, the priest is supported by the temple's resources, and in many temples the priests treat the temple's resources (including land, herds, and coin) as their personal property.

Priests must spend 9/10 of their time at the temple, or on temple business. They must observe the cult holy days and sacrifice 2 magic points during cult Worship rituals.

Priests cannot voluntarily reduce their basic POW below the 18 necessary to become a priest. If it happens to a priest involuntarily, treat the result as an involuntary leave of absence.

Many cults impose additional duties and restrictions on their priests.

God-talkers

God-talkers may be initiates of their cults, or may even be Rune Priests or Rune Lords of a closely associated god. God-talkers have some of the privileges and responsibilities of Rune Priests, but not all. Retired Rune Priests may be freed from many of their responsibilities by requesting demotion to God-talker status. God-talkers are often the only people to tend shrines.

Requirements for God-talkers

Necessary requirements for God-talkers are usually identical to those for Rune Priests.

Vacancies for God-talkers are more common than for Rune Priests; a few cults do not restrict the number of their God-talkers.

Duties and Restrictions

God-talkers may not initiate new members of the cult. Although they are provided with food and board by the temple, they typically must maintain another occupation (including being a Rune Priest of another cult).

God-talkers must spend 1/10 of their time at the temple or on temple business. They must give 50% of their income to the temple. A God-talker who is also a Rune Priest of another cult must give 9/10 of their income to their primary cult, and then 1/2 of whatever is left to their secondary cult. They must observe the cult holy days and sacrifice 2 magic points during cult Worship rituals.

Benefits

A God-talker has all the benefits of being an initiate of the cult. A God-talker can replenish Rune points by leading Sacred Time and holy day sacrifices, and by performing other sacrifices to the god. A God-talker may gain access to cult Enchantment spells.

The God-talker's close connection with their god makes it easier to increase their POW. The God-talker gets a +20% bonus to their POW gain roll.

A God-talker gains an automatic 1-point increase in cult spirit magic each Sacred Time. The God-talker can also learn additional cult spirit magic from other priests pursuant to the customs of the temple. God-talkers are expected to pay the priest for such teaching in some temples; in others, it is part of the priest's temple duties.

As with Rune Priests, a God-talker may teach other cult members the spirit magic spells they know. They may charge for this service in the same fashion as a Rune Priest.

The God-talker is trained for free in their cult skills, and gains seasonal checks for their occupation and cult skills.

The God-talker rolls for divine intervention the same way a Rune Priest does, and uses unspent Rune points before losing any points of POW.

God-talkers must support themselves; they are not maintained by their temple beyond room and board.

A God-talker does not typically receive an allied spirit from the god.

Rune Lords

Some cult hierarchies include martial positions of honor distinctly unpriestly in nature. People holding these offices are called Rune Lords. They are holy folk who dedicate their lives to the cult. They incarnate the deity's principles, according to the standards of the deity.

The duality of the statuses of Rune Lord and Rune Priest lies in their focuses. The Rune Lord is more concerned with exploring the physical nature of the world and excels in domination within the Middle World. The Rune Priest

Rune Lord



concentrates upon the spiritual nature of the world, preferring to act upon the subtle natures of the magical plane.

The status of Rune Lords varies among cults. Most cults do not have Rune Lords at all. Many larger cults have them—warrior-nobles head the fighting arms of the Orlanth and Yelm cults, for example. Some small cults, such as that of Storm Bull, have no Rune Priests but only Rune Lords they call Storm Khans.

Necessary qualifications and benefits vary by cult, as do titles: there are Wind Lords for Orlanth Adventurous, Swords for Humakt, Storm Khans for Storm Bull, Light Sons for Yelmalio, and so on.

Requirements for Rune Lords

A candidate for Rune Lord must have been an initiate in good standing for at least five years.

A candidate for Rune Lord must possess at least one Rune affinity shared with the deity of at least 90%, and either Loyalty (temple) or Devotion (deity) of at least 90%.

They must possess a CHA of at least 18.

In general, a candidate for Rune Lord must possess at least 90% in five cult skills, though there is usually a minimum requirement of two 90% martial skills. Which skills are necessary depends on the cult. Examples are listed in the **Cults** section later in this chapter.

Cults may have additional requirements for Rune Lords.

Benefits

A Rune Lord has all the benefits of being an initiate of the cult. There are nine primary benefits of being a Rune Lord, described below.

Divine Intervention

When a Rune Lord checks for divine intervention (see page 272), they roll 1D10 rather than a D100 to determine if the intervention occurs, and to determine how many Rune points are lost.

Because of the direct tie with their god, Rune Lords may even call upon their god after death, calling for one favor, as described in the section on **Rune Lord—Divine Intervention**.

Easier Rune Point Replenishing

A Rune Lord can replenish Rune points by leading holy day sacrifices, and by performing other sacrifices to the god (see page 315).

Access to Enchantment Spells

A Rune Lord may gain access to Enchantment spells known to the cult, as well as to special Rune magic known by the cult, its subcults and associate cults. This is done the same way that special Rune magic spells are selected.

Allying a Spirit

The cult assists a Rune Lord in obtaining an allied spirit to inhabit a weapon, animal, or other cult object.

An allied spirit is an initiate of the cult and can sacrifice for Rune points, just as a normal initiate. Allied spirits cannot be Rune Priests, God-talkers, or Rune Lords.

An allied spirit is in continual mind-to-mind communication with the Rune Lord. They can use each other's magical abilities, including spell knowledge, magic points, and Rune points. The Rune Lord can see through the allied spirit's senses (and vice versa). They can cast spells through the spirit (and vice versa) at any distance.

Attempting to ally a spirit resembles attempting to bind it, but involves persuasion rather than combat. The priests of the cult call up a spirit that serves their god. This spirit has an INT of 2D6+6, a CHA of 3D6 and a POW of 3D6+6.

The Rune Lord must persuade the spirit to ally. To determine whether the attempt works, the Rune Lord must persuade the spirit by defeating the spirit's (POW+INT/2) with their (POW+CHA/2) as a resistance roll. The Rune Lord can use ritual practices to try to increase their chances of success.

If the attempt is successful, the spirit is the Rune Lord's ally while it exists. If the Rune Lord fails, they can try again once per year on the cult's High Holy Day.

No one can have more than one allied spirit at a time. If an allied spirit is killed or destroyed, a new one may be obtained, but this is a matter for heroic deeds on the part of the Rune Lord.

Support of the Cult

The temple provides for the material needs of the Rune Lord. Because the Rune Lord is a manifestation of the deity, most temples supply the Rune Lord with the finest gear, clothing, decorations, accommodation, mounts, etc. that the temple possibly can. A temple always tries to ransom its Rune Lords taken captive.

Rune Lords function as the local nobility in many areas of Glorantha.

Use of Rune Metals

Large or old established cults generally have enchanted iron or other enchanted Rune metal weapons and armor (see the RuneQuest Gamemaster's Guide). These cults typically provide a new Rune Lord with enchanted weapons and armor as part of their investiture ceremony. Small, nomadic, or fugitive cults usually do not, and a new Rune Lord of these cults must quest for iron or other Rune metals.

Improved Resistance to Magic

A Rune Lord always resists magic and spirit combat with their species maximum POW and not their current POW.

Example: Orlanthi Wind Lord Vasana (POW 14) defends against magic with a POW 21 (the species maximum for humans), no matter what her current POW is.

The god makes up the difference, out of concern for the safety of the sacrifices the Rune Lord will make in the future.

Spell Teaching

A Rune Lord can teach any spirit magic spell they know to any member of the cult, including lay members. The Rune Lord performs a ritual in a holy place of the cult that allows the Rune Lord to teach the magic to a student. This occupies a week of ritual and training during which nothing else may be done except for eating and sleeping.

Spell teaching is an important source of income for the cult. Most temples require that Rune Lords provide a certain amount of spell teaching for free to initiates and other members of the hierarchy. Beyond that, the Rune Lord may charge for the service.

Further Training and Experience

The Rune Lord gains an automatic 1-point increase in cult spirit magic each Sacred Time. They may also learn additional spirit magic from the temple pursuant to the customs of the temple.

The Rune Lord is trained for free in their cult skills. They gain seasonal checks for the Noble occupational skills (see page 423).

Duties and Restrictions

The Rune Lord is accountable to his cult, and must come at its call. Rune Lords are sent on quests by the cult, to seek sacred items, avenge crimes against the cult, or simply on diplomatic or economic missions. The Rune Lord has a fair measure of independence under normal circumstances, but if a message must be carried across a thousand kilometers of wilderness inhabited by hostile natives, a Rune Lord is appointed to lead the expedition.

Since Rune Lords live to serve their temple and their god, they must give 9/10 of their income to the temple. They must observe the cult holy days and sacrifice 2 magic points during cult Worship rituals.

Other duties and restrictions vary from cult to cult. Most cults impose many ritual obligations upon the Rune Lord to re-enact the deeds, conflicts, and alliances of the deity.

Rune Lord-Priests

A Rune Lord with a POW of 18 or higher may also become a Rune Priest of the cult they are associated with. The **Rune Lord-Priest** keeps any benefits they have already gained from their prior status. Even a combination Rune Lord and Rune Priest can only have one allied spirit at a time. A Rune Lord of one cult cannot become a Rune Priest of another.

A Rune Lord serving as a Rune Priest can appeal for divine intervention as a Rune Lord. However, if their unspent Rune points are used up and their POW goes below 18 then this is treated as an involuntary leave of absence.

Many Rune Lord-Priests are destined to become High Priests of their temples, receiving the benefits of being a Rune Priest as well as that of a Rune Lord. This title is primarily ceremonial and designates status within the cult, rather than coming with additional benefits and abilities.

Chief and High Priests

A Rune Priest that runs a minor temple is called a **Chief Priest**. Rune Priests heading major or great temples are termed **High Priests**. Immediate aides to the High Priest of a great temple may also be called Chief Priests. Additionally, priests heading major temples that are subject to a great temple may also be called a Chief Priest.

In most cults, each High Priest needs answer only to their god. In a few extremely large and well-organized religions, the High Priests answer to a high cult official responsible for a large area. A few cults continue this process of centralization to have one person or council ruling the entire cult. Only Chief and High Priests can perform the Ban ritual that expels an initiate from a temple.

In socially dominant cults, such as Orlanth, Ernalda, or the Seven Mothers, the Chief and High Priests are often the societal rulers. *For example, the Chief Priest of a clan temple*

to Orlanth is the clan chieftain—the offices are synonymous. Similarly, the High Priest of Orlanth for a Sartarite tribe is the tribal king. The Prince of Sartar is the highest Priest of Orlanth for the tribes of Sartar.

Becoming a Chief or High Priest

There are two ways to become a Chief or High Priest:

- **Take Over a Vacant Chief or High Priesthood:** This has problems, not the least being that in many cults all the members of the temple choose the next Chief or High Priest.
- **Qualify to Found Own Temple of the Cult:** To do this, a Rune Priest or Rune Lord must have a minimum of 15 Rune points and 90% ability in three cult Knowledge skills. This often requires the permission of the High Priest, which is easy to get if the Priest goes somewhere else to set up the temple, and has sufficient funds to do so.

The greatest advantage of being a Chief Priest is that the Chief Priest is accountable only to the High Priest, and often that accountability is minimal. A Chief Priest need no longer pay 9/10 of their income into the temple treasury; and they may require initiates of the cult to obey them.

The chief advantages of being a High Priest are: the new High Priest need not obey the orders of another High Priest; they need no longer pay 9/10 of their income into the temple treasury; and they may have initiates, Priests, Rune Lords, and God-talkers of the cult to obey them.

In a few large and politically powerful cults, there exist High Priests to whom lesser High Priests are accountable. For example, the Prince of Sartar is High Priest of Orlanth Rex and the High Priests of the member tribes (the tribal kings) acknowledge his authority and primacy.

Leaving the Cult

The **Spirit of Reprisal** (sometimes called a **Spirit of Retribution**) is a common feature to most cults. This is a spirit, monster, or curse, which falls upon initiates who quit the worship of their deity, or upon God-talkers, Rune Lords, or Rune Priests who offend their deity by violating major cult rules. The deity, without excuses, is striking out at those who deny it. Such spirits will, unless stated otherwise, doubly attack Rune Priests or Rune Lords that abandon their cult, usually by having two of the things attack at once or successively. These spirits do not come into action when initiates transfer to an associate cult.

Adventurers who leave their cult keep any Rune points accumulated with that god previously, but can no longer replenish them through worship.

Subcults

A subcult is a smaller and often local version of a cult, which worships a local variant of the deity, a minor god subservient to the deity, an ancient hero, family ancestors, or an obscure spirit surviving from the God Time. Such deities are always worshiped as aspects of, or otherwise in association with a greater deity. The lesser deity obtains its glory and existence from the larger cult.

The subcult has no existence independent of the larger cult. Major cults always include subcults; some cults like Orlanth have subcults of minor deities and spirits and/or dead heroes. These entities depend completely upon the central deity for existence: they are not worshiped outside the cult. Some, like Orlanth, have over a dozen commonly recognized subcults.

A subcult provides access to additional Rune spells, spirit magic, skills, or powers to initiates of the greater cult who also worship through the subcult.

Joining a Subcult

To join a subcult, a member of the main cult must initiate into the subcult. A candidate for initiation not familiar to the temple hierarchy must pass a test equivalent to that of initiation and sacrifice 1 point of POW to establish a link to the subcult (note that this increases the Rune point pool to the main cult), and may choose a special Rune spell provided by the subcult. The new initiate can use their cult Rune points to cast Rune spells gained from the subcult.

Example: Vasana is a member of the Vinga Adventurous subcult of Orlanth. She decides she would like to join the Thunderous subcult, extending her worship of Orlanth. Vasana donates 20 L and is then tested by the Storm Voices, to determine suitability. This takes the form of the tests of the Orlanth cult skills and favored Passions. She must roll for each and succeed with at least three of these rolls.

The gamemaster begins by listing the Orlanth cult skills and Vasana's player rolls for each. The dice are against her, and she succeeds only with Battle and 1H Sword.

Now the gamemaster asks her to roll against each of the Passions favored by the Orlanth cult. Vasana easily succeeds Honor and Devotion Passions.

Finally, she sacrifices 1 point of POW to Orlanth Thunderous, and increases her Orlanth Rune point pool to 4. She is now an initiate of the Orlanth Thunderous subcult, and selects the Increase Wind cult spell. She may now use her Orlanth Rune point pool to cast that spell.

Associated Cults

Associate cults are deities worshiped as part of the cult that are also worshiped independently outside of the cult. These associated deities always have a part in the mythos, and the overlap of worship reveals some of the complexity of the personal, social, and cosmic interactions of the world.

An associate cult provides spirit magic spells and a single special Rune spell to the central cult. Spirit magic can usually be learned from an associate cult on the same terms as the associate cult provides for its own members.

Gaining Access to Associated Cult Rune Spells

When an adventurer sacrifices a point of POW to increase their Rune point pool, they can select a Rune spell from an associated cult worshiped at that temple instead of selecting a Rune spell from their main cult or subcult. The associated cult must be one worshiped at that temple.

Example: Harmast, an Issaries initiate, sacrifices 1 point of POW at the major temple to Issaries in Boldhome. He chooses a special Rune spell from the Orlanth Adventurous subcult: Flight. He can now use his Issaries Rune points to cast Flight!

Casting Associated Cult Rune Magic

To cast the Rune spell provided by an associated cult, an initiate must spend the requisite number of Rune points and successfully roll against the Rune affinity of the spell on a D100. This Rune is often different from the Runes of the initiate's primary god.

Example: Though Harmast is an Issaries initiate, he has Orlanth Adventurous as an associated cult and has gained access to the Flight Rune spell. The Flight Rune spell is an Orlanth Adventurous cult Rune spell, so Harmast can cast it. As Harmast has an Air Rune affinity of 90%, it should be easy for him to cast successfully.

Cult Rune Spell Use

An initiate can use cult Rune points to cast any common Rune spell known by that cult. The initiate can also use cult Rune points to cast any special Rune magic obtained from that cult or its associated cults. If the initiate joins a subcult, they can obtain special Rune spells from that subcult.

Example: *Vasana is an initiate of the Orlanth cult and can use her Rune points with Orlanth to cast any common Rune spells. She has gained the Summon Air Elemental and Increase Wind special Rune spells directly from Orlanth. She is also a member of the Vinga Adventurous subcult, and has obtained Lightning and Shield spells from that subcult, and is a member of the Orlanth Thunderous subcult. From the Storm Bull associated cult she has gained the Face Chaos spell. She may use her Orlanth Rune points to cast any of these spells.*

Harmast is an initiate of the Issaries cult and has access to all common Rune spells, and has obtained the following special Rune Spells: Passage, Pathwatch, and Spell Trading. From the Orlanth Adventurous associated cult, he has obtained the Flight spell. Harmast may use his Issaries Rune points to cast any of those spells.

On the other hand, Lhankor Mhy worshipper Sorala also has Orlanth Adventurous and has gained access to the Wind Words Rune spell. However, her Air Rune affinity is only 40%, so she will not be able to use it reliably.

Temples

A temple is the home of a deity, existing simultaneously in the Gods World and the Middle World of mortals. A temple is a holy place consecrated to and protected by a deity, and served by the cult.

The patron deity of a temple may "reside" in something as simple as a rock with a mask on it, or a decorated idol of stone or metal. Most of the year, the idol is withdrawn to a special place that is off-limits to the public. Only priests are allowed into this place and to approach the idol.

On holy days, the idol is presented to the public in a grand procession. The deity manifests itself and initiates throng to the temple to experience the manifestation of the divine.

Functions of a Temple

- **Worship:** At a temple, cult members regularly meet to worship the deity. A priest or other holy person of the religion leads the ceremonies. Sacred objects used in worship are usually kept on the premises.

- **Replenish Rune Points:** Cult members that have spent their Rune points may regain some or all of them by participating in worship at the temple.
- **Gain Access to Rune Spells:** When an adventurer sacrifices a point of characteristic POW at the temple, the adventurer may gain access to a special cult Rune spell available to that temple, including associate cults. A subcult must be joined before subcult spells can be gained.
- **Learn Spirit Magic:** Cult spirit magic can be learned at a temple.
- **Temple Defense:** The deity worshiped defends its home. A temple can defend itself with magic, even without the presence of priests or worshipers, with guardian spirits called **wyters**, or other means of magical defense.
- **Temple Resources:** Temples often possess great wealth, including cult artifacts, votive gifts, coin, cultivated lands, and herds of livestock.

Temple Sizes

A temple's resources vary with its size, measured by the number of initiates and lay members present. Whenever there is overlap between the various temple sizes, the gamemaster should determine which category the temple belongs to.

Site (0–125 lay members and initiates)

Rune points may be replenished by those maintaining the site for a season, though POW checks are available for worshiping here. No priest or God-talker is supported.

Shrine (75–225 lay members and initiates)

Usually staffed only by a God-talker. Rune points may be replenished. Worship here provides access to a single Rune spell special to the cult.

Minor Temple (150–500 lay members and initiates)

The staff consists of several Rune Priests led by a Chief Priest, and a few servants. A minor temple provides access to all special Rune spells known to the cult, as well as those of any subcults found at the minor temple. *For example, an Orlanthi clan temple typically functions as a minor temple to both Orlanth and Ernalda.*

Example: The Varmandi clan includes a minor temple to Orlanth Thunderous. An initiate of the Thunderous subcult may sacrifice a point of POW to increase their Orlanth Rune point pool and obtain access to an Orlanth Thunderous special Rune spell.

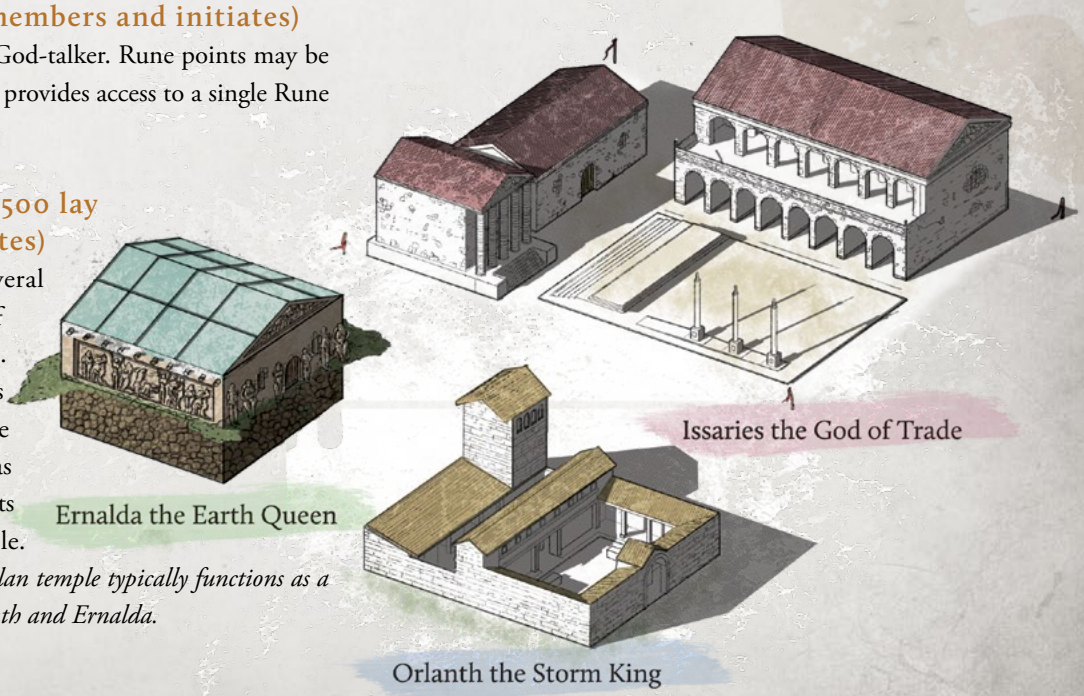
Major Temple (400–1,000 lay members and initiates)

The temple is run by a High Priest, assisted by several full Rune Priests, resident initiates, and servants. A major temple allows access to all common and special cult Rune spells. A major temple typically has several subcults, and a single associated cult. *For example, a large Orlanthi tribe temple typically functions as a major temple to Orlanth.*

Example: The Colymar tribe's Orlanth temple in Clearwine is a major temple of Orlanth and includes the Adventurous, Thunderous, Rex, and Four Weapons subcults. It also includes a shrine to Ernalda as an associated god. An initiate sacrificing POW here can gain access to the special Rune spells from those subcults, as well as the spell provided by Ernalda to Orlanth.

Great Temple (750–4,000+ lay members and initiates, plus shrines to all associated cults)

The temple is run by a High Priest, often assisted by one or more Chief Priests and more priests besides. Many initiates occupy various specialized posts, and servants swarm about. A great temple has all the locally recognized subcults of the deity. Shrines to all recognized associated cults can be found at a great temple.



Example: The great temple of Issaries in Nochet includes all the subcults of Issaries, as well as shrines to all the Lightbringers.

Sample Gloranthan Temples

The following descriptions are provided for use describing specific temple features, and to inspire additional temples, great or small.

Orlanth

Most Orlanth rituals must be performed in the open air, although some rituals must be performed in a "secret place." In rural areas, sacred hilltops and mountains serve as temples to the god. Wandering priests of Orlanth Adventurous maintain two-wheeled carts drawn by oxen that hold ritual equipment, and special spiral tents provide ritual secrecy.

In cities and in some tribal centers, temples to Orlanth are built around central courtyards open to the sky and with altars for offering sacrifices. Stone is the preferred building material in Sartar.

A chamber along the rear of the temple serves as the sanctuary where the cult images and sacred regalia reside—only initiates of the cult are permitted to enter the sanctuary. Subsidiary shrines, dedicated to subsidiary and associated deities, lie to the sides of the main deity. Other chambers hold votive offerings (such as swords, armor, and treasures) and images.

Ernalda

Earth temples are usually cube-shaped buildings, with half the building underground and the other half built aboveground. Stone or rammed earth is the preferred building material. The roofs of many temples are lined with copper. Some of the most famous temples are carved out of a single stone.

Ernalda's sanctuary is always underground, in a chamber lined with stone. Her cult image and sacred regalia are kept beneath the earth, and brought out for sacred rituals. Aboveground is the chamber where feasts are held with the goddess.

The walls of the temple are decorated with scenes of goddesses and fertility. The Esrolian style (popular throughout southern Genertela) is to carve statues and reliefs into the rock and paint them with bright and vibrant colors.

Outside of the temple is a stone altar for sacrifices. Some small shrines are little more than an altar.

Issaries

Temples are marketplaces. In many towns and small cities, the marketplace is the temple, its sacred (and commercial) boundaries marked out by 1-meter wooden staffs carved with likenesses of Issaries at the corners. An altar is erected to offer sacrifices.

Wealthy temples erect buildings to house cult regalia, store treasures, and for shops and offices. Cult images of Issaries tend to be statues, usually of stone, but sometimes bronze, silver, or even gold. These temples serve as mercantile banks, providing loans to merchants, and issuing letters of credit.

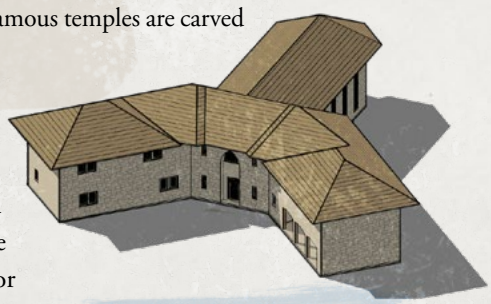
Lhankor Mhy

Temples to the Knowing God are libraries, places where records are made and kept. Temples are built in the Y-shape of the Truth Rune if possible. Each arm of the Y has a special function, with additional functions for the center juncture.

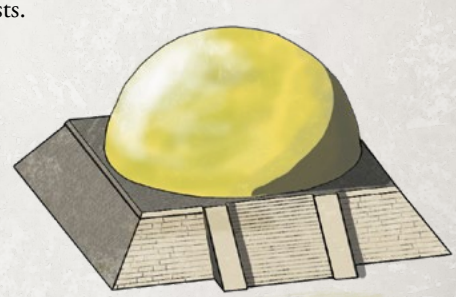
Temples compete with one another to collect information. Most temples have several hundred or even a few thousand books and scrolls, but the greatest temples have tens of thousands—even hundreds of thousands—of books and scrolls.

Chalana Arroy

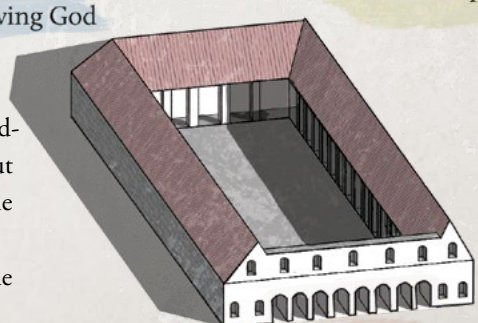
Temples of this cult serve as hospitals and charities, caring for the sick, wounded, and destitute. There is always clean water present for purification and cleansing, and most temples have bathing facilities. Temples are swept and cleaned at least twice daily. Temples have areas put aside for the sick and wounded to rest and sleep, as well as sleeping areas for initiates and priests.



Lhankor Mhy the Knowing God



Yelmalio



Chalana Arroy

Animal sacrifices are not made to Chalana Arroy; instead the goddess is offered food, flowers, valuables, and service.

Humakt

Humakt temples act as hiring halls for mercenaries and professional warriors, and are typically built as halls or houses for its warriors, with the cult regalia and treasures in the rear of the building. Temples are organized along military lines with the High Priest (a Rune Lord) as the captain.

Sacrifices to Humakt are normally made in the night.

Babeester Gor

Temples to the Avenging Daughter are normally annexes to or within larger Earth temples. They are built as barracks, with a chamber for the cult regalia and treasures.

Yelmalio

Temples to Yelmalio are uniformly shaped, though they vary in size. They are always square-based with slightly tapering walls, and with a single staircase rising from the western side and going to the roof. Atop the roof is a dome sheathed in gold. Worshipers inside the temple can see through the gold and look upon Yelm during worship.

The presiding Rune Priest leads the services inside, but most of the priesthood assembles atop the temple around the dome. Non-worshipers inside the temple or anyone who climbs the staircase to the top of the temple with unholy intent are blinded for life, if not killed.

WYTERS

A *wyter* is the spirit of a community. It is a magical entity linked to its members and a leader, conferred with special powers and abilities. The community may vary, and wyters have been associated with everything from villages, military regiments, temples, clans, tribes, and cities. Any community with an associated Passion has a wyter. A wyter is a powerful resource for a community, but is also the community's most precious treasure. Without the wyter the community does not exist, the bonds of fraternity dissolving. Its members will become alienated from one another, moving apart, perhaps even leaving the area.

The origins of an individual wyter varies, and wyters include the spirits of dead heroes, *genius loci*, children of gods, artificial psychic constructs, souls of extinct spirits, intelligent elementals, and many other possibilities. Whatever the origins, these magical entities have become wyters through heroquests that bind the spirit and the community together.

All wyters have the following characteristics:

- A wyter is bound to a single person, typically the leader of the wyter's community, e.g., the king of a tribe, the chief of clan, the high priest of a temple, etc. For game purposes, this person is called the wyter's priest. Depending on the local traditions the priest might be a Rune Priest, Rune Lord, God-talker, or even just an initiate. The priest must sacrifice 1 point of POW to the wyter to establish a link between the two. The wyter communicates directly with its priest. The priest can direct the wyter to travel to places within its range, perceive things, cast spells, etc. Additionally, the priest can use the wyter's magic points as if it were an allied spirit.
- The wyter can be transferred to another priest; this requires the consent of all involved and an additional sacrifice of POW by the new priest. Such transfer is fraught with peril and is never lightly made.
- A wyter must reside in a specific sacred thing in the mundane world, such as an idol or dolmen, or less commonly a smaller object like a weapon, animal, or even a regimental standard. Its presence makes the object glow with an internal "light" visible even under direct sunlight, and perceived even by beings without visual perception or using senses like Darksense.
- The wyter can cast any Rune spell or spirit magic spell known by its priest (assuming the priest is within range of the wyter). A wyter spends points of its characteristic POW instead of Rune points when casting Rune spells, with a chance of success equal to its CHA×5.
- A wyter can travel incorporeally some distance from its sacred object. The distance depends on the wyter and its community, but typically the range is around a half kilometer per point of POW possessed by the wyter. The wyter's range for perception, spell casting, spirit combat, etc., is from the location of its discorporate self and its sacred object. A wyter is not automatically aware of everything within its area of activity, and must be directed to search for things by its priest.
- A wyter has one or more additional spirit abilities, as determined by its origins, the heroquest that brought it the community, and subsequent

The Ernaldori Clan Wyter

The wyter of the Ernaldori clan is bound to a corn snake, held sacred by members of the clan. It has POW 32 and CHA 17. The wyter resides in the Clearwine Earth temple and communicates with the High Priestess (who serves as the wyter's priest). Each season, prior to Ernalda's seasonal holy day, the wyter is worshiped by the members of the Ernaldoring clan, who offer it magic points and sometimes even points of characteristic POW (which could bring its POW up to a maximum of 42).

The clan wyter can cast any Rune or spirit magic spell known to its priest as if it were an allied spirit; however, Rune spells use points of characteristic POW rather than Rune points. It can also spend magic points to cast special abilities; for example, it can kill all the vermin in a hide of plowed land or vineyard for 1 magic point or increase a clan member's Loyalty (Ernaldori) passion by +10% per magic point.

By using additional points of POW, the wyter can use spells or special abilities on multiple targets. For example, if the priestess directed the wyter to cast Heal Body on six clan members, that would cost 4 points of the wyter's POW (3 for Heal Body, and 1 to extend the spell to five other members of the clan). This ability is restricted to members of the wyter's community (i.e., clan members that gave the wyter at least 1 magic point in the last worship ceremony).

The wyter can project its discorporate spirit up to 16 kilometers away from the sacred corn snake, and can engage in spirit combat against other discorporate beings (if directed to do so by its priest) with a Spirit Combat skill of 160%.

heroquests. These abilities can be used against multiple targets by spending additional points of POW. Each point of POW spent lets the wyter use the ability on an additional five members of the community.

- A wyter is incapable of recovering its own magic points. Instead, the community worships the wyter and gives it magic points on the wyter's season holy days. This worship is often combined with that of a local cult, such as Orlanth or Ernalda, making the wyter a local subcult of the greater cult.
- Members of the community must take a Passion with that community (e.g., Loyalty (Clan), Loyalty (Tribe), etc.). Members that have offered the wyter magic points in the last seasonal worship ceremony can send information and pleas to the wyter via prayer. The wyter can pass this on to its priest (if a roll is necessary, it is typically a test of the priest's CHA×5).
- A wyter may cast spirit magic or Rune spells on any member of its community when directed to by its priest. The wyter may even simultaneously cast the same spell on multiple members of the community by spending additional points of POW. Each point of POW spent lets the wyter cast the spell on an additional five members of the community.
- A wyter may receive sacrifices of characteristic POW from its members up to an upper limit based on the size and age of the community (see *Wyter Size* table). If the wyter's POW is ever reduced to 0, the wyter is extinguished and the community is no more, losing any cohesion and naturally disbanding. All Passions associated with that community are lost.
- If the wyter's sacred object is destroyed or killed, the wyter is released, requiring a new heroquest to return the wyter to the community. Often when the wyter is bound to a living thing, it is ritually killed or destroyed allowing the wyter to be transferred to a new object without the need for a heroquest. For example, the wyter of the Enhyli Clan is bound to a sacred white stallion. When the horse reaches a specific age, it is sacrificed during a day-long ceremony, and the wyter is transferred to a younger stallion.

Wyter Size

Community	Members	POW	CHA
Shrine, Large Family, or Vexilla	50–100	4D6+6	3D6
Shrine, Village, or Company	101–250	5D6+6	3D6
Minor Temple, Clan, or Regiment	251–1,000	6D6+6	4D6
Major Temple, Small Tribe, Large Town	1,001–3,000	7D6+6	3D6+6
Major Temple, Large Tribe, City	3,001–7,000	8D6+6	5D6
Great Temple or Large City	7,000+	9D6+6	4D6+6
Great Temple or Metropolis	15,000+	10D6+6	6D6

Temple Defenses

Beyond the temple wyter, every 100 initiates (but not Lay Members) worshiping at a temple provide 1 Rune point allotted for temple defense. These Rune points are regained daily, and if triggered one day, are reactivated 24 hours later.

In addition, the priests themselves set guards, magic traps, and Warding spells to assist in temple defense.

Finally, very ancient or historic temples may have additional POW for defense. A site which is known to be the site of Orlanth's birth, though only a shrine due to lack of worshipers in the area, may well have 30+ points of defense because of its importance to the god.

Example: A minor Humakt temple has 300 initiates, giving 3 Rune points in defenses. The temple sanctum could be defended by a Sever Spirit spell, to strike anyone who touches the sacred sword outside of a worship ceremony.

Cult Format

This section provides descriptions of the major cults of Dragon Pass and Prax, described with the following elements:

Name: Spelling has been standardized for convenience. Local languages usually have some variant of the given spelling and pronunciation. This is the name by which the deity is best known (and not necessarily the name used by the deity's worshipers), thus use the name Yelm instead of Yu-Kargzant.

Runes: Beneath the god's name are their Runes. Some gods have multiple instances of the same Rune, indicating that they "own" that Rune, with the strongest association to it.

Description: This explains what the deity's area of interest is—whether it is a war god, healing goddess, etc. Also listed is the god's primary source of worshipers, whether soldiers, farmers, or outcasts.

Holy Days: The High Holy Day and seasonal holy days are listed. Some cults have "floating" days that are determined by the priests and not by a fixed calendar date.

Initiate Membership: "Standard" means that joining the cult is as described in **Becoming an Initiate** (page 274). If one of the candidate's parents was a cult initiate, they may join simply by sacrificing the necessary POW—no other tests need be made. Special benefits or duties required of initiates are listed here. Unless stated otherwise, initiates have access to the cult's Rune magic by accumulating Rune points devoted to that deity.

Cult Skills: These are the special skills favored and taught by the cult at a reduced price.

Favored Passions: These are the Passions favored by the cult.

Cult Spirit Magic: These are the spirit magic spells taught by the cult, typically at a reduced price. An initiate can also learn spirit magic spells from an associated cult.

Prohibited Cult Spirit Magic: Spells the cult members are forbidden to learn or use.

Rune Magic: These are the Rune spells known by the cult. Common Rune spells can be cast using any Rune associated with the cult and all are obtained upon joining the cult. Access to special Rune magic is described on page 313 and the caster must use one of the Runes associated with the spell in the Rune spell descriptions.

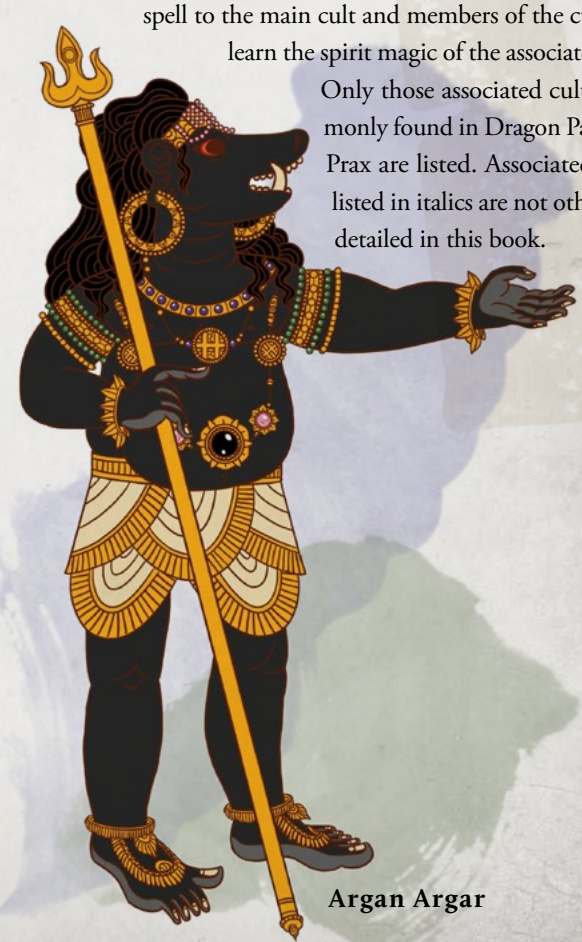
Enchantments: These are the enchantment Rune spells and special rituals that may only be learned by God-talkers, Rune Priests, or Rune Lords. Note that Ban may only be cast by a Chief or High Priest.

God-talker: "As per priests" means the candidate must fulfill all the requirements necessary for becoming a full priest.

Rune Priest: "Standard" means that joining the cult is as described in **Requirements for Rune Priests** (page 275).

Rune Lord: If the cult has Rune Lords, this section details the specific requirements to become one and any unusual requirements or benefits.

Associated Cults: Associated cults provide a Rune magic spell to the main cult and members of the cult can learn the spirit magic of the associated cult. Only those associated cults commonly found in Dragon Pass and Prax are listed. Associated cults listed in italics are not otherwise detailed in this book.



Argan Argar

Argan Argar
God of Surface Darkness

Argan Argar is a son of Night, and was a leader among the trolls during their stay on the Surface World. Argan Argar's cult acts as a mediator between trolls and surface folk. His cult performs many important functions for trolls unavailable elsewhere, including such civilized amenities as languages, trade, and making coinage. He is worshiped by trolls that must deal with outsiders, and by humans that must deal with trolls. He is popular with trollkin, who claim that Argan Argar taught them how to use the spear.

Holy Days

Argan Argar's High Holy Days are Waterday and Clayday of Harmony week of Dark Season. Other seasonal holy days are: Freezeday, Harmony week, Sea Season; Windsday, Harmony week, Fire Season; Fireday, Harmony week, Earth Season; and Freezeday, Harmony week, Storm Season.

Initiate Membership

Requirements: Standard.

Cult Skills: 1H Spear, Bargain, Cult Lore (Argan Argar), Insight (Human or Troll), Read/Write (Darktongue), Speak (Darktongue), Worship (Argan Argar).

Favored Passions: Devotion (Argan Argar), Loyalty (temple).

Spirit Magic: Darkwall, Detect Magic, Glamour, Protection, Vigor.

Prohibited Spirit Magic: Light, Lightwall.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Create Shadow, Dark Walk, Dismiss Darkness Elemental (small or medium), Safe, Summon Darkness Elemental (small or medium), Suppress Lodril.

Enchantments: Ban, Binding Enchantment, Enchant Lead, Magic Point Enchantment, Matrix Creation, and Spirit Armor Enchantment.

Rune Priest

Requirements: Standard. A candidate must Read/Write (Darktongue) at 80% and must be able to speak a second language at 80%.

Associated Cults

- **Ernalda:** Provides Restore Health.
- ***Gorakiki:*** Provides Speak with Insects.
- ***Xentha:*** Argan Argar's mother gifts him with Affix Darkness.

Babeester Gor
The Avenging Daughter

Babeester Gor is the Avenging Daughter of the Earth Mother. Her axe-wielding warrior women are the sacred guardians of the temples of Ernalda and other earth goddesses. They defend temples and hunt down kinslayers, oathbreakers, and other vile criminals whose actions have harmed the temple they guard.

Every important temple to the earth deities is guarded by Babeester Gor's initiates and includes a shrine to her.

Holy Days

Babeester Gor's High Holy Day is Freezeday of Death week of Earth Season. Her other important holy day is Wildday of Disorder week of Dark Season. Otherwise, Babeester Gor is worshiped as part of each Ernalda holy day.

Initiate Membership

Requirements: Standard. Only women can join.

Cult Skills: 1H Axe, 2H Axe, Battle, Cult Lore (Babeester Gor), Listen, Search, Track, Worship (Babeester Gor).

Favored Passions: Devotion (Babeester Gor), Loyalty (cult), Loyalty (Earth temple), Hate (Oathbreakers).

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disruption, Heal, Strength, Vigor.



Babeester Gor

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Axe Trance, Berserker, Dismiss Earth Elemental (small), Earth Shield, Shield, Slash, Summon Earth Elemental (small).

Enchantments: Ban, Binding Enchantment, Enchant Copper, Enchant Iron, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Rune Lord

Requirements: Must be 90% in 1H Axe and 2H Axe, plus have three other 90% abilities chosen from among the following: Battle, Hate (Oathbreakers), Listen, Search, Track, and Worship (Babeester Gor).

Associated Cults

- **Ernalda:** Provides Heal Body.
- **Maran Gor:** Provides Blast Earth.

Chalana Arroy

Goddess of Healing



Chalana Arroy is the daughter of Glorantha herself. This merciful goddess is both a Lightbringer and a member of Yelm's household. She knows how to heal all diseases and wounds, and even healed the sun and the world after the Great Darkness. Her worship is widespread, for everyone desires her blessings. She is even more popular during times of plague or famine. Most cultures and peoples have strong restrictions against attacking Chalana Arroy's healers.

Holy Days

Wildday of each Fertility week is a seasonal holy day. The High Holy Day is a week-long festival running throughout the second week of Sacred Time.

Initiate

Requirements: None, except acceptance of the restrictive cult vows, and the standard sacrifice of 1 point of POW.

Notes: An initiate must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. An initiate must give half of their income to the cult of Chalana Arroy. An initiate must become a vegetarian.

An initiate of Chalana Arroy can identify the presence of disease in a person or thing, simply through concentration.

Foes incapacitated by a healer's action (usually with Befuddle or Sleep) are under her protection. They may not be harmed in any way, though they may be disarmed and captured. Chaotic foes are exempt from this protection.

Cult Skills: Alchemy, Cult Lore (Chalana Arroy), First Aid, Plant Lore, Treat Disease, Treat Poison, Worship (Chalana Arroy).

Favored Passions: Love (any).

Spirit Magic: Befuddle, Dullblade, Heal, Light, Shimmer, Sleep.

Prohibited Spirit Magic: Cult members may not learn: Bladesharp, Bludgeon, Control (Species), Demoralize, Disruption, Fanaticism, Firearrow, Fireblade, Ironhand, Multimissile, Speedart.

Forbidden Sorcery: Cult members may not learn any offensive spell and may not Tap (see page 384).

Rune Magic

Common Rune Magic: All but Warding.

Special Rune Magic: Comfort Song, Cure All Disease, Cure Chaos Wound, Cure Poison, Harmony, Heal Body, Healing Trance, Regrow Limb, Restore Health, Resurrect, Summon Cult Spirit (Healing Spirit).

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Healing Spirits: Chalana Arroy temples attract special cult spirits, called healing spirits. They can be summoned by cult members with a 1-point Rune spell (Summon Healing Spirit), which is otherwise identical to Summon Cult Spirit.

High Healer (Rune Priest)

Requirements: The candidate must have a 90% skill in one of Treat Disease, Treat Poison, or First Aid, and must have a skill of 50% in the other two. They must have a Worship (Chalana Arroy) at 50% or higher. The candidate must know Heal 6 and never have broken cult vows since becoming an initiate. They must have 5 Rune points with the cult and convince the examiners as usual.

Associated Cults

- ***Aldrya:*** Provides Accelerate Growth.
- **Ernalda:** Provides Bless Pregnancy.
- **Issaries:** Provides Create Market.
- **Lhankor Mhy:** Provides Analyze Magic.
- **Orlanth:** Provides the Shield spell.
- **Storm Bull:** Grants Chalana Arroy worshipers the chance to bring a warrior out of the effects of the Berserker spell. The chances for success are equal to POW×5 for a healer.
- **Yelm:** Provides Fight Disease.

Daka Fal

Judge of the Dead

The cult of Daka Fal is an integral link to the cosmic structure. It supports the reality of human mortality by worshiping the Judge of the Dead, and by drawing upon the dead for strength to survive in life. At the same time, the cult provides the basic barriers to help protect weak humans from mighty powers.

When worship services are held, the spirits of the friendly dead invisibly participate. Their presence enables even small families to maintain a shrine or minor temple to their ancestors.

Holy Days

The ancestor worshipers of Daka Fal scrupulously observe the Sacred Time as their High Holy Days. Seasonal holy days are set by tradition for each family.

Initiate Membership

Requirements: Must demonstrate a blood relationship with the accepting **shaman** (see page 351), although it can be as distant as Grandfather Mortal himself.

Cult Skills: Cult Lore (Daka Fal), Speak (Spiritspeech), Spirit Combat, Spirit Lore, Worship (Ancestors).

Favored Passions: Love (family).

Note: An initiate must spend the time and tithing required by their personal shaman. They cannot call upon divine intervention.

Spirit Magic: All.



Daka Fal

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Axis Mundi, Discorporation, Free Ghost, Incarnate Ancestor, Restore Health, Resurrect (one-use), Spirit Guardian, Spirit Melding, Summon Ancestor, Summon Specific Ancestor, Summon Spirit Teacher.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, and Spirit Armor Enchantment.

Shaman Membership

Requirements: Daka Fal priests are also shamans (see **Shamans**, page 351). Initiates of Daka Fal become shamans by following the normal rules (see page 354).

Note: Daka Fal shamans must pay honor and respect to their ancestors, and they must donate POW or Rune points to a friendly ancestor at least once a year. This is in addition to any POW or spells given to ancestors in return for services rendered.

Associated Cults

- **Odayla:** Friendly with Odayla as a form of ancestor worship.
- **Yinkin:** As with Odayla, Yinkin is a fellow ancestor-worshipping cult.

Eiritha

Mother of Herds

The daughter of Ernalda and the Father of Beasts, Eiritha is the mother of all cattle, including the herd beasts of Prax. Indeed, her favorite place was Prax, where she lived with her daughters, each the mother of a species of herd beast. When the mighty Storm Bull came to Prax, Eiritha gave up her old paramours and married the god.

Death came for Eiritha one day, but was baffled when he could not find her. A hero named Orani, son of the Storm Bull, fought with Death and delayed the god, though he paid with his own life. During that time, the wily Tada led his people to dig a great pit and hide the goddess within the womb of the earth again. Death was fooled, but since that time Eiritha may never again walk freely in Prax.

Eiritha is the source of fecundity and rich milk for all hoofed and horned creatures. Every farmer or herder calls her by whatever local animal he favors. The nomad herders of Prax and Pent are utterly dependent upon Eiritha for their daily survival. Eiritha is the woman's cult for all Praxian nomads. She is worshiped throughout Dragon Pass.

Holy Days

Eiritha's High Holy Day is Clayday of Fertility week of Earth Season. Additionally, the Clayday of Fertility Week of each season is a seasonal holy day. Finally, there is time set aside each Clayday for ceremonies by the priestesses.

Initiate Membership

Requirements: Any female member of the tribe can join the cult by sacrificing a point of POW.

Cult Skills: 1H Axe, Animal Lore, Herd, Homeland Lore (local), Plant Lore, Understand Herd Beasts, Worship (Eiritha).

Favored Passions: Love (family), Loyalty (temple), Loyalty (tribe).

Spirit Magic: Farsee, Heal, Slow, Spirit Screen.

Prohibited Spirit Magic: The spells of Bladesharp, Bludgeon, Disruption, Fanaticism, Firearrow, Fireblade, Ironhand, Multimissile, Protection, and Speedart are prohibited to initiates of the cult.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Bless Animals, Dismiss Earth Elemental (small or medium), Speak with Herd Beasts, Summon Earth Elemental (small).

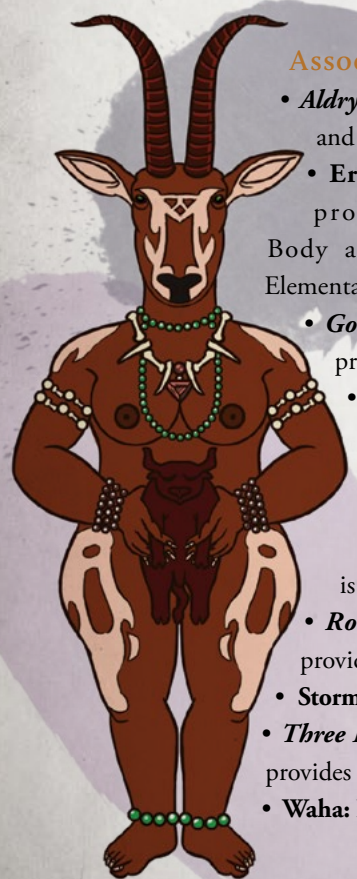
Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

God-talker

Requirements: As per priestess.

Rune Priestess

Requirements: Standard. A priestess must know Understand Herd Beast at 90%.



Associated Cults

- ***Aldrya:*** Provides Accelerate Growth and Heal Body.
- **Ernalda:** Eiritha's mother provides her with Heal Body and with Summon Earth Elemental (medium).
- ***Good Shepherd:*** This spirit cult provides Seal Soul.
- ***Mahome:*** The hearth goddess is tended by the priestesses of the goddess. She gives only the spirit magic spell of Ignite, but it is taught free to all initiates.
- ***Ronance:*** This spirit cult provides Pathway.
- **Storm Bull:** Provides the Shield spell.
- ***Three Bean Circus:*** This spirit cult provides Peace to High Priestesses.
- **Waha:** Provides the Peaceful Cut skill.

Engizi

The Sky River Titan

Engizi the Sky River Titan is the god of the Creek-Stream River that runs from Skyfall Lake to the Choralinthor Bay at Nochet.

Holy Days

Waterday of Movement week is a seasonal holy day, with the Waterday of Movement week of Sea Season being the High Holy Day. Waterday of Death week in Dark Season is another seasonal holy day, which is a time of mourning when Engizi received his death wound.

Initiate Membership

Requirements: Standard. An initiate must be able to swim at 50%.

Cult Skills: Boat, Cult Lore (Engizi), River Lore, Speak (Boatspeech), Swim.

Favored: Loyalty (temple).

Spirit Magic: Glue, Rivereyes.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Breathe Air/Water, Dismiss Water Elemental (small or medium), Fireshield, Strongnet, Summon Cult Spirit (Naiad), Summon Water Elemental (small or medium).

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Naiads: The daughters of Engizi are a type of river nymph called naiads. They can be summoned with a 2-point Summon Cult Spirit spell (Summon Naiad).

God-talker

Requirements: As per priests.

Rune Priest

Requirements: Standard.

Associated Cults

- ***Diros:*** Provides Float.
- **Orlanth Thunderous:** Provides Cloud Call.

Ernalda

Earth Mother and Queen

Ernalda is the bountiful mother of life and is the source of all sustenance. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are

her children. She is fruitful and generous. She is the goddess of women, sex, community, and all the things that live on and in the Earth.

Holy Days

Every Clayday is a minor holy day for Ernalda. Clayday of Fertility week is always a seasonal holy day, with the Clayday of Fertility week in Earth Season being the High Holy Day. Other seasonal holy days are Waterday of Harmony week in Sea Season and Freezeday of Illusion week in Dark Season.

Initiate Membership

Requirements: Standard.

Cult Skills: Animal Lore, Dance, Cult Lore (Ernalda), Farm, First Aid, Insight (human), Orate, Plant Lore, Worship (Ernalda).

Favored Passions: Devotion (Ernalda), Loyalty (temple), Loyalty (High Priestess).

Spirit Magic: Befuddle, Demoralize, Heal, Second Sight, Shimmer, Slow, Strength, Vigor.



Ernalda

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Absorption, Arouse Passion, Bless Champion, Bless Crops, Bless Pregnancy, Charisma, Command Snake, Command Swine, Dismiss Earth Elemental (any size), Earthpower, Gnome to Gargoyle (one-use), Heal Body, Inviolable, Regrow Limb, Reproduce, Restore Health, Summon Earth Elemental (any size), Summon Household Guardian.

Enchantments: Ban, Binding Enchantment, Enchant Copper, Magic Point Enchantment, Matrix Creation, and Spirit Armor Enchantment.

God-talker

Requirements: As per priests, except that a God-talker need not have given birth.

Rune Priestess

Requirements: Standard, plus a candidate must have given birth to a healthy child.

Associated Cults

Ernalda is the most important Earth deity and has many associated gods and goddesses. Some are local and not mentioned here; others are universally recognized and enshrined in every great temple of Ernalda.

The following deities are universally recognized as associates to Ernalda at every great temple:

- ***Aldrya:*** Provides Accelerate Growth.
- ***Asrelia:*** Provides Hide Wealth.
- **Babeester Gor:** Provides Earth Shield.
- **Chalana Arroy:** Provides Healing Trance.
- **Eiritha:** Provides Bless Animals.
- ***Good Shepherd:*** This spirit cult provides Seal Soul (one-use).
- ***Mahome:*** The hearth goddess is tended to by the priestesses of the goddess. She gives only the spirit magic spell of Ignite, but it is taught free to all initiates.
- **Maran Gor:** Provides Blast Earth.
- ***Three Bean Circus:*** Provides Peace to High Priestesses.
- ***Ty Kora Tek:*** Provides Bless Grave.

The Husband-Protectors

Wherever Ernalda is found, her local husbands give her a Rune spell as protection. Orlanth is always one of Ernalda's husbands, but he shares that honor in many places with one or more of the husband-protectors.

In Esrolia, however, all the following husband-deities are present, and Ernalda's priestesses there gain Rune spells from all:

- **Orlanth:** Orlanth is universally worshiped as Ernalda's husband, even among people who do not worship Orlanth. Ernalda cultists can receive Cloud Call from Orlanth Thunderous, and the Shield spell from Orlanth Adventurous.
- **Argan Argar:** Argan Argar is only worshiped as Ernalda's husband in Esrolia and among the rare Darkness-worshiping cultures that respect the Earth deities. He provides Create Shadow.
- ***Flamal:*** Flamal is worshiped as Ernalda's husband primarily among the elves. He provides the Bear Fruit spell.
- ***Magasta:*** Magasta is Ernalda's husband in Esrolia and in some island cultures. He provides Breathe Air/Water.
- **Storm Bull:** The Storm Bull is worshiped as Ernalda's husband in Esrolia and by the rare Ernalda worshipers of the Wastes. He provides Impede Chaos.
- **Yelm:** Yelm is worshiped as Ernalda's husband by the Pure Horse People of the Grazelands. He provides Cloud Clear.
- **Yelmalio:** A minority of the tribes in Dragon Pass and the south Pelorian hills worship Yelmalio as one of Ernalda's husbands. Yelmalio provides Catseye.

Eurmal

The Trickster

Eurmal goes by many names and many shapes. He is a liar, a shapeshifter, a joker, a murderer, an innocent victim, a ravenous glutton, usually insatiably selfish but occasionally touchingly generous. He is a paradox and a mystery, too shallow to be real, and yet he is one of the Seven Lightbringers.

His worshipers are ill-mannered, gluttonous, and selfish in every way. They are vagabonds, drunkards, madmen, outcasts, and thieves.

The Eurmal cult is an illusion. It does not exist in any formalized sense. Each Eurmal shrine is a separate subcult. Each shrine or minor temple operates completely independently.

Trickster spirits can be summoned and worshiped by shamans for spirit cults. The Trickster is one of the most common and widespread spirit cults in existence. Most tribes only know how to summon one or two types of trickster spirit.

Paradoxically, Eurmal's many shrines work in unofficial harmony, for an initiate can get Rune spells and replenish Rune points from any shrine. However, the wide distance between temples permits only well-traveled tricksters to carry a wide array of spells.

Holy Days

Eurmal's holy days are set by the whim of the priest of each shrine.

Initiate Membership

Requirements: The initiate must be willing to become an outlaw, plus any other test desired by the local Rune Priest, who is always eccentric and sometimes cruel. The priest may make the candidate search through an entire dungheap for one pearl, or steal a stick from a wyvern's nest.

Note: Tricksters exist outside the law. The law does not punish their crimes, but there are no legal sanctions against those harming tricksters in any way either. Few will protect a trickster outside of the ritual of protection offered by the Orlanth cult.



Eurmal

Cult Skills: Charm, Conceal, Cult Lore (Eurmal), Dodge, Fast Talk, Sleight, Worship (Eurmal).

Favored Passions: Hate (Authority).

Spirit Magic: Varies with the shrine. Disruption, Glamour, Ignite, Shimmer, and Silence are common.

Rune Magic

Common Rune Magic: Divination, Extension, Multispell.

Special Rune Magic: All Illusion spells (Illusory Motion, Illusory Sight, etc.) and Reflection.

Enchantments: Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Rune Priest

Requirements: Standard. Must maintain the local shrine.

Subcults

Eurmal has countless subcults. Each shrine is associated with a Eurmal and provides additional special magic.

Some common subcults include:

- ***Dismembered:*** Remove [Body Part] (each shrine of the subcult provides two variants of this spell).
- ***Fool:*** Group Laughter, Create Feast (4-point Illusion).
- ***Fright:*** Panic.
- ***Glutton:*** Swallow.
- ***Lightbringer:*** Clever Tongue, Hide Fire.
- ***Murderer:*** Crack, Strike.
- ***Rogue:*** Lie.
- ***Seducer:*** Charisma, Create Wine (1-point Illusion).
- ***Shapechanger:*** Become [Other Shape] (3-point Illusion).
- ***Thief:*** Invisibility.
- ***Truant:*** Hallucinate.

Associated Cults

- **Orlanth:** Orlanth gives his old companion the Wind Words spell. A trickster may swear loyalty to a Rune Master of the Orlanth cult, gaining a Loyalty Passion. The Orlanthi takes full responsibility for the trickster, *"as if it were me myself."* Thereafter, if the trickster does something wrong, the Orlanthi is responsible for all fines and payments. The Orlanthi is free to punish the trickster in any way they want.
- **Other Lightbringers:** Eurmal provides no magic to the other Lightbringer cults, nor do they provide him with any. Nonetheless, they are associated cults.

Foundchild

Hunting God



Foundchild was first discovered by Helpwoman during the Great Darkness. Upon reaching adulthood, he taught his family the use of Death as a tool of Life. He also taught the songs to send slain beasts' spirits back to their ancestors. After Time, Foundchild's worship developed into a fraternal society in which the strong are respected and the weak are protected.

Holy Days

The High Holy Days of the cult are the three weeks just prior to Sacred Time, when a Great Hunt is performed. Seasonal holy days are set by the local Master Hunters.

Initiate Membership

Requirements: Standard. An initiate must hunt and kill at least one prey beast per season to donate to their community. They must always use the Peaceful Cut on any animal killed for food.

Cult Skills: Devise, Hide, Missile Weapon, Move Quietly, Peaceful Cut, Scan, Survival, Track, Worship (Foundchild).

Favored Passions: Love (family), Loyalty (temple).

Spirit Magic: Detect Life, Disruption, Mobility, Multimissile, Silence, Slow, Speedart.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Beastmaster, Draw Beast, Sureshot.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Master Hunter (Rune Lord)

Requirements: Each year there is a Great Hunt, in which normally only Master Hunters take part. Those participating may wear no armor, and must hunt alone.

If there is a vacancy in the tribe for a new Master Hunter, initiates that know the Peaceful Cut at 90% or higher are permitted to take part, but this is voluntary. Each participant tries to bring in the most impressive game animal. The hunter must slay or capture it alone and unarmored. Live captured animals are more impressive than dead ones. The tribal elders judge the quality of the various animals brought in.

If a hunter manages to bring in the most impressive game animal, the initiate is ordained a Master Hunter. Only one

new Master Hunter can be created in a year. If two or more hunters tie for first place, no new Master Hunter is chosen.

Associated Cults

- **Odayla:** Members of both cults participate together in the same Great Hunt ceremonies.
- **Waha:** Provides Foundchild with the skill of Peaceful Cut, taught to initiates.
- **Yinkin:** Members of both cults participate together in the same Great Hunt ceremonies.

Humakt

God of Death and War



Humakt is the god of death and war. He is the unyielding fate of all living creatures, both mortal and divine. To his followers, Humakt is a frightening but necessary agent of eternal change who can be used in a courageous and noble way to preserve the world. To others he is the merciless doom of all mortals. His temples sometimes also serve as mercenary hiring halls. He is primarily worshiped by professional warriors and soldiers.

Holy Days

The High Holy Day for Humakt is Windsday of Death week in Storm Season. This commemorates the slaying of Grandfather Mortal. There are seasonal holy days each Death week of each season: Waterday of Death week in Sea Season; Fireday of Death week in Fire Season; Clayday of Death week in Earth Season, and Freezeday of Death week in Dark Season.

Initiate Membership

Requirements: Must pass a test which is abstracted by rolling under the average of their CHA ×5 and their Sword skill on a 1D100. The candidate then sacrifices 1 point of POW to create a Rune point with Humakt.

Cult Skills: 1H Sword, 2H Sword, Battle, Craft (Bronze or Iron), Cult Lore (Humakt), First Aid, Scan, Sense Assassin, Worship (Humakt).

Notes: Humakt initiates must take a gift of Humakt and accept a Humakt geas (see below). Up to three gifts may be taken at this time, but the concomitant number of geases must also be taken. Cult members may never be brought back from the dead by any means. Humakt prevents their corpses from being turned into undead.

The cult teaches Bladesharp 4 to its initiates free.

Favored Passions: Honor, Loyalty (cult), Devotion (Humakt).

Spirit Magic: Bladesharp, Coordination, Demoralize, Detect Enemies, Detect Undead, Disruption, Fireblade, Heal, Parry, Protection, Repair, Strength, Vigor.

Prohibited Spirit Magic: Cult members may not learn Bludgeon or Dullblade.

Humakt's Gifts

The following shows twelve standard Humakti gifts. Others have been given by the god throughout Time, and may be given again. Specific gifts are chosen by the player, or can be rolled by the gamemaster. Each gift provides the number of geases required.

Humakt's Gifts

D12	Gift	Required Geases
1	+10% to attack with cult weapon.	1
2	+20% in a cult skill other than weapon.	1
3	Increase a raiseable characteristic by 1 point.	1
4	Increase a non-raiseable characteristic by 1 point.	3
5	Increase the hit points of a specific weapon by 50%.	1
6	Begin Sense Assassin skill at 30% plus Magic skills category modifier.	1
7	+4 to effective CON against disease or poison.	1
8	Gain ability to Detect Undead as per the spirit magic spell by simply concentrating, at no magic point cost.	1
9	Bless specific weapon to do double damage (once armor is penetrated) against a given foe species.	2
10	Bless a specific weapon to do double damage (once armor is penetrated).	3
11	Bless a specific weapon to do double damage (once armor is penetrated) upon striking a specific hit location.	2
12	Recover magic points at double normal speed.	1

Humakt's Geases

The geases taken by a Humakti often have little direct effect on daily life, but the burden of some geases can be considerable. If the geas contradicts the gift desired or a previous gift taken, then the worshipper may choose a new gift, but must take the geas. If the same geas is rolled twice, roll again.

Humakt's Geases

D100	Geas
1	Favored by Humakt, no geas.
2–4	Mistrust all Mostali.
5–7	Mistrust all Aldryami.
8–10	Mistrust all trolls.
11–13	Mistrust all non-Humakti except those friendly to Humakt's cult.
14–16	Mistrust all non-Humakti, friendly or not.
17–18	Never eat from a dish.
19–21	Remain silent one week per season (this includes casting spells).
22–23	Do not speak one day per week.
24–26	Eat no meat on Windsday.
27–29	Eat no meat in Death week.
30–32	Eat no cooked vegetables.
33–36	Eat no vegetables.
37–40	Ride no animals one day per week.
41–43	Ride no animals two weeks each season.
44–46	Ride no animals.
47–50	Drink no alcoholic beverages.
51–57	Never participate in an ambush.
58–60	Never lie to a friendly cultist.
61	Never lie.
62–65	Double magic point sacrifice each holy day
66–67	Never use poison.
68–71	Use no non-cult weapons.
72–75	Cannot use large shield.
76–78	Cannot use large or medium shield.
79–80	Cannot use any shield.
81–85	Cannot love (remove any Love Passions).
86–88	Sever one loyalty (remove one Loyalty Passion).
89–91	Wear no metal armor over a specified location.
92–93	Cannot use any armor over a specified location.
94	Cannot use metal armor over two specified locations.
95	Cannot use any armor over two specified locations.
96–98	Never refuse a challenge to one-on-one combat.
99–00	Roll twice more.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Bind Ghost, Detect Truth, Morale, Oath, Sever Spirit, Shield, Sword Trance, Truesword, Turn Undead.

Enchantments: Ban, Binding Enchantment, Enchant Iron, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Sword of Humakt (Rune Lord)

Requirements: Must be 90% in a Sword skill, plus have three more skills at 90% chosen from any of the following: any other Sword skill, any other weapon attack, Battle, Craft (Bronze or Iron), First Aid, Orate, Ride, Scan, or Sense Assassin. They must have an Honor Passion of 90%+. They must have a Worship (Humakt) skill of 50%+. The candidate must have a CHA of 18 or greater and convince the examiners as per a normal Rune Lord (see page 280).

Note: A new Sword must take at least one more gift and its attendant geas. The Sword may take as many gifts, with their geases, as desired.

Associated Cults

None.



Humakt

Issaries
God of Communication and Trade



Issaries is the god of communication, roads, and trade, and is one of the Seven Lightbringers. His worshipers are merchants, traders, caravaners, travelers, and heralds. The cult's language, Tradetalk, was spread by the God Learners and is spoken as a second language throughout much of Glorantha. Issaries is often worshiped apart from the rest of the Orlanthi pantheon and his cult is located throughout most of the civilized world.

Holy Days

The High Holy Days of the cult are the Wildday of each week in Sacred Time. Seasonal holy days are the Wildday of Movement week each season. Each Wildday is a holy day and a market day.

Initiate Membership

Requirements: Standard.

Cult Skills: Bargain, Cult Lore (Issaries), Customs (any), Evaluate, Orate, Speak Own/Other Language (any), Speak (Tradetalk), Worship (Issaries).

Favored Passions: Loyalty (temple).

Spirit Magic: Countermagic, Detect Enemies, Farsee, Glamour, Glue, Mobility, Repair.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Create Market, Lock, Passage, Path Watch, Spell Trading.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Trader Prince (Rune Priest)
Goldentongue Subcult

Requirements: Standard, but a 90% Bargain skill is required.

Note: Trader Princes need donate only half of their income and 1/10 of their time to the cult. They are not supported financially by the cult.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Merchant Priest (Rune Priest)
Garzeen Subcult

Requirements: Standard, but a 90% Evaluate skill is required.

Special Rune Magic for High Priests: Create Great Market.

Note: Merchant Priests need donate only 1/10 of their income and half of their time to the cult. They are not supported financially by the cult.

Associated Cults

- **Chalana Arroy**: Provides Regrow Limb.
- **Eurmal:** Provides Clever Tongue.
- **Lhankor Mhy:** Provides Analyze Magic.
- **Orlanth Adventurous:** Provides Flight.

Lhankor Mhy
Lord of Knowledge



Lhankor Mhy is the Lord of Knowledge. He is one of the Lightbringers, and during that epic quest, he inherited, found, fought for, and stole many pieces of the old powers. Even so, his knowledge is not complete, and he and his cult ever thirst for more. His Sages (as priests of the cult are called) provide information to all that pay for it. They constantly seek after new information.

Holy Days

The Godday of every Truth week is a seasonal holy day. The Goddays of the Sacred Time serve as the High Holy Days of the cult.

Initiate Membership

Requirements: Must have 50% in either Read/Write (any language) or any Lore.

Cult Skills: Alchemy, Cult Lore (Lhankor Mhy), Evaluate, Lore (any), Read/Write (any), Worship (Lhankor Mhy).

Favored Passions: Loyalty (temple).

Note: Members of the Lhankor Mhy cult can learn sorcery, and may marry only within the cult.

Spirit Magic: All Detect spells, Farsee.

Sorcery Spells: Enhance INT, Identify Otherworld Entity, Geomancy, Logical Clarity, Logician, Reveal Rune, Solace of the Logical Mind, Speak to Mind, Total Recall.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Analyze Magic, Clairvoyance, Find (substance), Knowledge, Mind Read, Reconstruction, Translate, Truespeak.

Enchantments: Ban, Binding Enchantment, Enchant Iron, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

God-talker

Requirements: As per priests.

Sage (Rune Priest)

Requirements: Standard, except that the skill requirements are to have 90% in two different Lores and in Read/Write (any language).

Associated Cults

- **Chalana Arroy:** Provides Restore Health.
- **Eurmal:** Provides Clever Tongue.
- **Issaries:** Provides Create Market.
- **Orlanth:** Provides Wind Words.

Maran Gor

The Earthshaker



Maran Gor is the goddess of the Earthquake. She represents the destructive side of the Earth Mother. She is worshiped by those who seek the carnage and destruction that is her most precious gift.

In the grim regions where she alone is worshiped, Maran Gor's temples come in all sizes. Commonly, her cult consists of shrines within the temples of her sister goddesses.

Holy Days

Maran Gor's High Holy Day is the Clayday of Death week in Dark Season. Each Clayday in Death week is a seasonal holy day, as is Wildday of Fertility week in Earth Season.

Initiate Membership

Requirements: Standard.

Cult Skills: Climb, Cult Lore (Maran Gor), Dance, 1H Axe, 1H Mace, Scan, Throw, Worship (Maran Gor).

Favored Passions: Devotion (Maran Gor), Loyalty (temple).

Spirit Magic: Befuddle, Bladesharp, Bludgeon, Demoralize, Disruption, Dullblade, Heal, Ironhand, Strength, Vigor.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Blast Earth, Command Dinosaur, Create Fissure, Dismiss Earth Elemental (small or medium), Shake Earth, Summon Earth Elemental (small or medium).

Enchantments: Ban, Binding Enchantment, Enchant Copper, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

God-talker

Requirements: As per Rune Priestess (below), except that males may become God-talkers, but must be eunuchs.

Notes: Female God-talkers of Maran Gor need not be celibate, but may not be married. Any sons born to the God-talker must be sacrificed. Daughters born must be dedicated to the service of Maran Gor or Babeester Gor.

Rune Priestess

Requirements: Standard, plus must be an unmarried woman.

Note: Priestesses of Maran Gor must be celibate.

Associated Cults

- ***Asrelia:*** Provides Hide Wealth.
- **Babeester Gor:** Provides the Shield spell.
- **Ernalda:** Provides Earthpower.
- ***Ty Kora Tek:*** Provides Bless Grave.



Maran Gor

Odayla
The Sky Bear

Odayla is the son of Orlanth and the Lady of the Wilds. He is best known for his hunt of the great Sky Bear. One slew the other and took his skin to wear, fooling the ignorant. Initiates know the truth of course: that there were never two at all, but that the hunter and the hunted are always part of one being.

His companion is always a shadowcat, and Odayla's hunters are forbidden to slay these animals except in extreme need.

Odayla is often worshiped as a subcult of the Orlanth cult.

Holy Days

Each season, the Windsday of Movement week is a seasonal holy day, as are the Windsdays of Sacred Time. The High Holy Days of the cult are the three weeks just prior to Sacred Time, when a Great Hunt is performed.

Initiate Membership

Requirements: Standard. An initiate must hunt, kill, and skin a bear as part of the initiation rite.

Cult Skills: Climb, Hide, Missile Weapon, Move Quietly, Peaceful Cut, Scan, Survival, Track, Worship (Odayla).

Favored Passions: Love (family).



Spirit Magic: Detect Life, Disruption, Heal, Mobility, Protection, Slow, Speedart, Spirit Screen, Strength.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Bear's Skin, Bear's Strength, Claws.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Bearwalker (Rune Lord)

Requirements: A candidate must have a 90% weapon skill plus 90% proficiency in any four skills chosen from among the following: Climb, Hide, another Melee Weapon, Missile Weapon, Peaceful Cut, Scan, Search, Survival, Track, and Worship (Odayla). A Bearwalker must participate in the annual Great Hunt.

Associated Cults

- **Daka Fal:** Odayla is friendly with Daka Fal, despite his beastly nature, and his cult is often combined with ancestor worship.
- **Foundchild:** Members of both cults participate together in the same Great Hunt ceremonies.
- ***Lady of the Wilds:*** Provides Transform Self.
- **Orlanth:** Provides Summon Air Elemental (small).
- **Yinkin:** Odayla's uncle is his constant companion. Both cults participate together in the annual Great Hunt.

Orlanth
Storm God, Chieftain, Warrior

Orlanth is the King of the Gods, Master of Storms, Death Wielder, and Bringer of Light. He is one of the Seven Lightbringers, and is the chief of those deities. His worship is widespread throughout much of Glorantha. He made the world what it is with his strength, and his virtues keep it that way. By right of his deeds Orlanth claims overlordship of the universe. He is the god of warriors, farmers, and rulers, all three.

Holy Days

Windsday of Movement week in Storm Season is the High Holy Day. Each season, the Windsday of Movement week is a seasonal holy day, as are the Windsdays of Sacred Time. Additionally, Orlanth has a "floating" seasonal holy day each season. These holy days are determined by the priests of the cult and not fixed by calendar.

Wind Lord Challenges

Wind Lords have honors to uphold, and the following challenges must be made:

If meeting a Yelmalio Light Priest or Light Son, or a Yelm Sun Lord or Priest, the Wind Lord must cry out:

"Wandering Sun, Jealous Uncle,
I have a new toy here, see it?
Test me, twice if you can.
For a gold piece each right answer."

The Wind Lord and the Fire/Sky Rune Master must then engage in a Riddling contest. (For riddling, each rolls INT×5 or answers incorrectly). The loser pays a Wheel for each wrong answer. There is a minimum of one question each.

Upon meeting any Earth Priestess, the Wind Lord must say:

"Sweet Green Woman, look at me!
I am come, the Conqueror!
None can stand before me.
I am yours. What Dark shall I fight?"

The priestess may, then, order the Wind Lord to pursue and fight any force of Darkness that has bothered her in the last week. She does not have to do this, but if she does then the Wind Lord has the right to make one demand upon her Fertility on the next Earth cult seasonal holy day. (Earth Cults include Eiritha, Aldrya, Ernalda, and Gata.)

Upon meeting other Lightbringers:

"Good greetings in ill times, friends!
No person can risk the world alone.
Join others you can share with,
They need not be like you."

If any of the Rune Priests or Rune Lords among those met are hungry or thirsty or in need of healing, the Wind Lord must help them. If people have been unfairly treated, it is the duty of the Orlanthi Wind Lord to investigate, though definitions of this task are intentionally vague.

Upon meeting something of Chaos:

"Foul slime, curse of existence, be gone!
Turn your back and flee from me.
I will kill you, you are evil.
Lie and whimper before me."

If the Chaotic thing does not do as it is told, the Wind Lord must fight it to kill it if possible. If it turns its back or lies and whimpers he can still kill it without any penalty to his honor or conduct. It is not necessary for a Wind Lord to attack anything he deems overly large, but he must get help and bend his efforts to destroying the Chaos as soon as possible.

Chaotic things on the Wind Lord hate list are: broo; scorpion men; ogres; Chaos things like gorp, dragonsnails, and bullsitch; and people loyal to the Lunar Empire. It is possible for a Wind Lord to spare a Lunar if they have never been personally tainted by Chaos, but only to try to rescue them from their perverted Lunar ways.

Initiate Membership

Requirements: Standard.

Cult Skills: 1H Sword, Battle, Cult Lore (Orlanth), Farm, Herd, Orate, Scan, Sing, Speak (Stormspeech), Worship (Orlanth).

Favored Passions: Devotion (Orlanth), Hate (Chaos), Honor, Loyalty (Temple).

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disruption, Fanaticism, Heal, Mobility, Protection, Strength.

Subcults: The Orlanth cult has two major subcults: Adventurous and Thunderous. An initiate picks one subcult or the other when they join the cult of Orlanth—typically whatever subcult is locally favored. No additional POW sacrifice is necessary.

Other important subcults include Orlanth Rex and Vinga.

Only tribal leaders can join the Orlanth Rex subcult. The tribal king is the High Priest of Orlanth Rex for that tribe; the Prince of Sartar is High Priest for all the tribes of Sartar.

The Vinga subcult is an all-female warrior subcult that worships Orlanth in female form. Initiates must dye their hair red. It is otherwise identical to Orlanth Adventurous.

Note: Since they worship the King of the Storm gods, initiates of Orlanth can always tell when a change in the weather is coming. Wind Lords and Storm Voices can tell approximately what the weather will be one day in advance.

Rune Magic

Common Rune Magic: All.

Special Rune Magic (all subcults): Dismiss Air Elemental (small or medium), Increase/Decrease Wind, Summon Air Elemental (small or medium), Summons of Evil, Wind Warp.

The following Rune spells are available through these subcults:

- **Orlanth Adventurous:** Dark Walk, Earth Shield, Flight, Leap, Lightning, Mist Cloud, Shield, Wind Words.
- **Orlanth Thunderous:** Cloud Call, Cloud Clear, Dismiss Air Elemental (any size), Summon Air Elemental (any size), Thunderbolt.
- ***Orlanth Rex:*** Command Priests, Command Worshipers, Detect Honor.

- **Vinga:** As per Orlanth Adventurous, plus Fearless. See **Initiate Membership**, **Subcults** entry.

Enchantments: Ban, Binding Enchantment, Enchant Iron, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

God-talker

Requirements: As per Storm Voice.

Storm Voice (Rune Priest)
Orlanth Thunderous Subcult

Requirements: Standard. Storm Voices are the spiritual leaders of the Orlanthi. A candidate must belong to the Thunderous subcult.

Special Rune Magic: Bless Thunderstone.

Wind Lord (Rune Lord)
Orlanth Adventurous Subcult

Requirements: Wind Lords are the temporal leaders of the Orlanthi. A candidate must belong to the Vinga or Adventurous subcult, have a 90% Sword skill plus 90% proficiency in any four abilities chosen from among the following: Battle, Climb, Drive Chariot, Honor, Jump, another Melee Weapon, Missile Weapon, Orate, Ride, Scan, Sing, Speak (Stormspeech), and Worship (Orlanth).

Note: A Wind Lord must donate 9/10 of their time and income to the cult.

Special Rune Magic: Bless Woad.

Associated Cults

- ***Barntar:*** Provides Tame Bull.
- **Chalana Arroy:** Provides Restore Health to both Adventurous and Thunderous subcults.
- **Ernalda:** Provides Heal Body.
- **Eurmal:** Provides Charisma.
- ***Heler:*** Provides Rain to Storm Voices.
- **Issaries:** Provides Lock.
- **Lhankor Mhy:** Provides Analyze Magic.
- ***Mastakos:*** The god of Movement is Orlanth's Charioteer. He provides Guided Teleportation to Thunderous, and Teleportation to Adventurous.
- **Odayla:** Provides Bear's Strength to Thunderous.
- **Storm Bull:** Provides Face Chaos to Adventurous.
- ***Valind:*** The god of Winter engages in fraternal contests with his kinsman Orlanth each winter. Valind provides Snow to Adventurous.
- ***Voriof:*** Provides Command Sheep.
- **Yinkin:** The god of shadowcats is Orlanth's half-brother, and many Orlanthi heroes have shadowcats as allies. Provides Identify Scent to Adventurous.

The Seven Mothers
Mothers of the Red Goddess

The Seven Mothers is the guardian cult of the Lunar Empire's borderlands. It is the official state organ, first responsible for keeping foes of the Empire out and secondly for letting friends of the Empire in. For the first role, the cult has a warrior subcult, terrible in its fury. In the second role, it has a teacher subcult whose mission is to educate those wanting to meet the Red Goddess.

The Seven Mothers is a proselytizing cult. Its members include both missionaries and converts.



The Seven Mothers

Anyone who wants the benefits of the Lunar sphere of influence must pay attention to this cult and its welfare.

Holy Days

The High Holy Day is Godday of Disorder week in Dark Season—the day the Seven Mothers gave birth to the Red Goddess. Each Full Moon day (Wildday in Dragon Pass) of Illusion week is a seasonal holy day.

Initiate Membership

Requirements: Standard.

Cult Skills: Conceal, Cult Lore (Seven Mothers), Insight (Human), Listen, Lunar Empire Lore, 1H Sword (Kopis), Read/Write (New Pelorian), Scan, Speak (New Pelorian), Worship (Seven Mothers).

Favored Passions: Loyalty (Red Emperor).

Spirit Magic: Befuddle and Glamour are provided at normal cult prices. All other spirit magic is available at twice the normal cult cost.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Dismiss Darkness/Earth/Fire/Water Elemental (small only), Dismiss Lune (any size), Madness, Mindblast, Reflection, Regrow Limb, Summon Darkness/Earth/Fire/Water Elemental (small only), Summon Lune (any size).

Enchantments: Ban, Binding Enchantment, Enchant Silver, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Lunar Cyclical Magic

Ever since her apotheosis, the Red Goddess has hovered in the northern skies. Unlike the small and less important planets or the larger and more important Sun, the Red Moon does not rise and set, but remains in one place all day and night. In the daytime it is constant; at night it gradually turns its face, making a new phase of the moon.

The phases of the moon last for one full day, and half of two nights. Seven phases complete a cycle called a Lunar Week. In order, the daily phases are: Black, Crescent-come, Empty Half, Full, Full Half, Crescent-go, Dying.

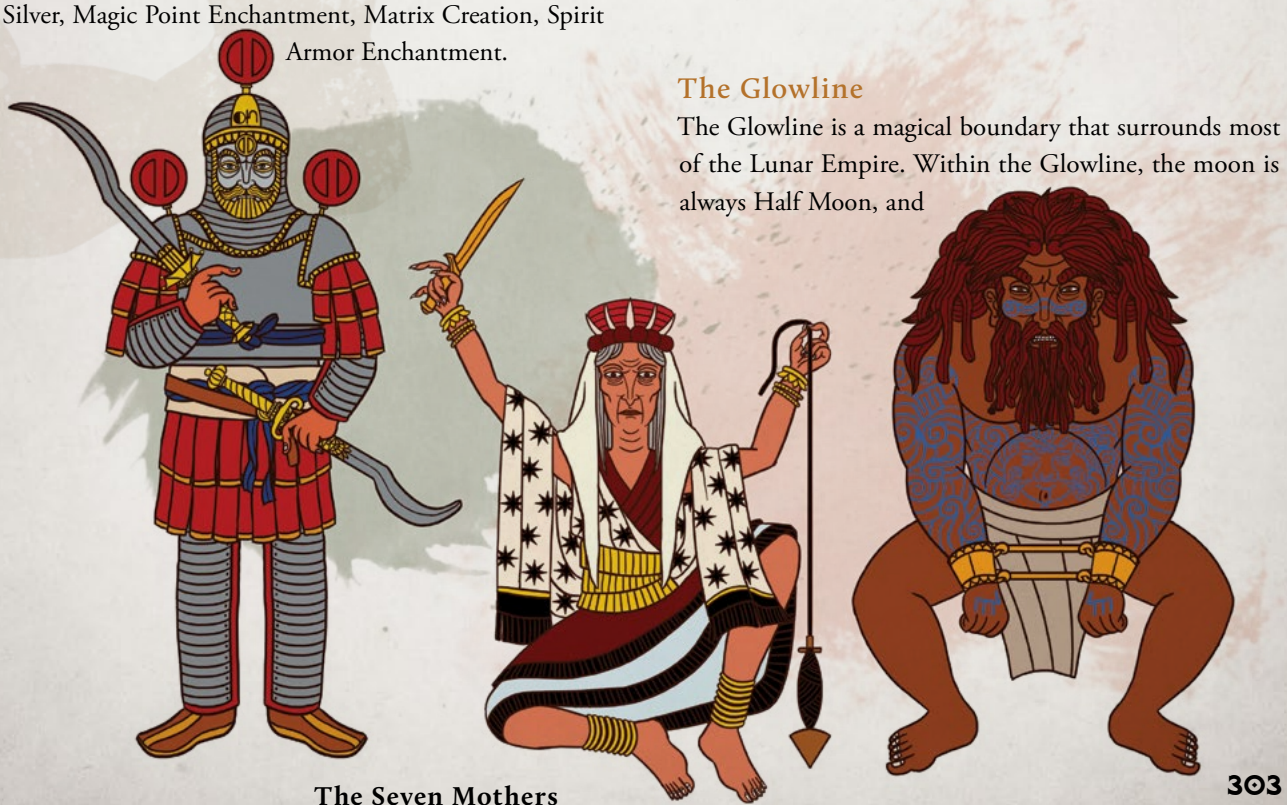
These changes in the moon affect the magical power of the Red Goddess upon the world. Since Rune spells mark divine power on the earth, the changing phases measure that power. All Lunar Rune spells follow this cycle, unless specified otherwise.

Moon Cycle Effects

Day	Effect
Black, Dying	Only 1-point Rune spells available, and no spells stackable.
Crescent-come and -go	Rune spells up to 2 points available; 1-point stackable spells can be stacked up to 2 points.
Empty and Full Half Moons	All spells available and freely stackable.
Full Moon	All spells available and freely stackable. Temporal spells have double the normal duration.

The Glowline

The Glowline is a magical boundary that surrounds most of the Lunar Empire. Within the Glowline, the moon is always Half Moon, and



The Seven Mothers

all spells cast by Lunar priests within the Glowline are thus beneficially affected.

God-talker

Requirements: As per priestess.

Rune Priestess

Requirements: Standard. A priestess must have at least a 60% Loyalty (Red Emperor). A priestess need not be female.

Rune Lord

Requirements: The candidate must have a 90% Loyalty (Red Emperor) and a 90% skill in two of the following: 1H Spear, Kopis, or Lance. The candidate must have 90% skill in three of the following: Battle, Climb, Conceal, Insight (Human), Listen, Move Quietly, Read/Write (New Pelorian), or Track. The candidate must have 50% skill in Orate, Ride, and Scan. Finally, the candidate must convince the examiners, a test simulated by a roll of POW×3 or less on D100, with +3% for every Rune point the candidate has.

Other Lunar Cults

The Seven Mothers cult is an introduction to the extensive and sometimes bewildering Lunar religion. Initiates and Rune Priests or Rune Lords from this cult have many opportunities to transfer to still other cults, each specializing in some deity or aspect to bring the worshiper closer to unity with the Red Goddess. Each of these cults provides spells to their members as if they are associate cults.

- ***Jakaleel the Witch:*** She is called "Spindle Hag" and was once a priestess of Zorak Zoran in the mountains of Jord. This cult explores the diverse horrors and solaces contained in the secrets of darkness in its many forms, and some close associations with the Blue Moon are present. She is the source of the Lunes of the Lunar pantheon.
- ***Teelo Norri:*** She is called "Young Life" and she was drawn apparently at random from the streets of Torang for the ritual. In the Lunar pantheon, she is cupbearer to the Red Goddess, and the source of the Fund for the Poor movement.
- ***Deezola:*** She was a ruler of lands on the Arcos River, and a priestess of Arachne Solara. She is called the "Binder Within" in the Lunar pantheon, and is the source of Regrow Limb for the cult.
- ***Irrippi Ontor:*** He is called the "Brown Man" in the old texts, and is known to have been an outlawed scribe. He is the source of the Mindblast cult spell.
- ***Danfive Xaron:*** He was a bloodthirsty outlaw who volunteered for the most dangerous task in the ritual and was called "Bridge for the Seeker." His partial success earned him the position of Gatekeeper, Porter, and Night Watchman for the Lunar pantheon. His gloomy and pessimistic cult presents a last chance for society's most desperate dregs to rehabilitate themselves. Criminals of any sort get refuge, but the cult has harsh standards (looking at the opposite sex in the first year merits blinding and dismissal).
- ***Yanafal Tarnils:*** He is called "Ram and Warrior" in the old rituals. He was an exiled nobleman from Yuthuppa who still ruled his lands. He later defeated his master, Humakt, in battle and became war god for the Lunar pantheon. He provides Truesword to Chief and High Priests of the cult.
- ***She Who Waits:*** She is a mysterious, unnamed personage in the myths whose identity was unknown to outsiders.
- ***Etyries:*** This goddess is called a daughter of Issaries, and she is the Lunar goddess of trade. The main cult is very similar to that of her father, the Lightbringer, and shares its magic. Like Issaries she has many mystical associations connected with her duties as Messenger of the Goddess. The cult teaches Tradetalk.
- ***Hon-eel:*** The Third Inspiration of the Red Emperor, she renewed the Lunar Empire after horse barbarians desolated it. She danced her way to the end of the universe and brought back maize and rich blessings of fertility. She provides a variant of Bless Crops that is limited to maize (Bless Maize).
- ***Hwarin Dalthippa:*** She was a daughter of the Red Emperor. She founded the great city of Jillaro, conquered the provincial barbarians, and built the magical roads that crisscross South Peloria. She provides Shield to Chief and High Priests of the cult.
- ***The Young Elementals:*** These are the major spirits of the Elements, born when the world ended but imprisoned outside of Time until the coming of the Red Goddess. They control appropriate elementals of each type and serve to focus such

spells. They are the source of the small elementals of the cult.

- ***Yara Aranis:*** The daughter of the Red Emperor and a barbarian demon, this savage, six-armed goddess was conceived with the intent to terrorize the horse nomads and slay them, if need be. The cult is more popular in the north, where the barbarians still fear the mother as well as the daughter, but a shrine is usually included in all borderland temples.
- ***Red Goddess:*** Priests of the Seven Mothers may become initiates of the Red Goddess upon achieving Illumination (described in the RuneQuest Gamemaster's Guide). She provides Chaos Gift to Chief Priests and High Priests of the cult.

Storm Bull

The Chaos Killer

The Storm Bull is the god of berserks. He is the Desert Wind, the raw power of righteous purifying rage. The primary purpose of the Storm Bull is to prevent the rise of the Devil, or any associated form of Chaos. Storm Bull is beloved by the Praxians and tolerated even in civilized Orlanthi lands because he is so skilled against the forces of Chaos. Where Chaos is active, Storm Bull is a popular cult.

Holy Days

Each season has a holy day during Stasis week. The day varies according to the season. In Sea Season it is on Freezeday; in Fire Season on Waterday; in Earth Season on Clayday; in Dark Season on Windsday; and in Storm Season on Fireday. The High Holy Day for the year is Storm Season, Stasis week, Wildday.

Initiate Membership

Requirements: Standard.

Cult Skills: Battle, Cult Lore (Storm Bull), Cultural Weapons, Ride, Scan, Sense Chaos, Track, Understand Herd Beast, Worship (Storm Bull).

Favored Passions: Devotion (Storm Bull), Hate (Chaos).

Notes: All Storm Bull cultists gain the Sense Chaos skill. Initiates are required to investigate any hints or rumors of Chaos personally. Though they may feel fear at the presence of Chaos, a Storm Bull initiate must stand against it.

Spirit Magic: Demoralize, Detect Enemies, Dispel Magic, Fanaticism, Heal, Protection.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Berserker, Dismiss Air Elemental (small), Face Chaos, Impede Chaos, Summon Air Elemental (small).

Enchantments: Ban, Binding Enchantment, Enchant Iron, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Storm Khan (Rune Lord)

Requirements: Storm Khans are also priests. A candidate must have 90% in their main weapon, know Heal 4, and have 90% ability in four of the following: Battle, Hate (Chaos), a second Melee Weapon, Missile Weapon, Ride, Scan, Search, Sense Chaos, Track.

Note: Storm Khans must give 90% of their time and income to the cult, but since they rule the religion, they can generally use the money and assign the time as they see fit.

Storm Khans may marry only priestesses of Earth goddesses, although they may freely take concubines. If they learn of or sense the presence of Chaos, they must shout for their god and set off to destroy it. A Storm Khan is sworn to stand against Chaos, regardless of any fear they are experiencing.



Storm Bull

Associated Cults

- **Chalana Arroy:** Provides Cure Chaos Wound.
- **Eiritha:** Provides the skill of Understand Herd Beast.
- **Ernalda:** Provides Earthpower.
- **Orlanth:** Provides Shield.
- **Waha:** Provides Summon Spirit of Law.
- ***Zorak Zoran:*** The troll war god provides Fear.

Waha the Butcher

Khan of the Animal Nomads



Waha is the god of the Animal Nomads of Prax and the Wastelands. His cult provides the basic lifestyle and survival needs for the tribes of Prax. It carefully explains what each man must do to survive, and determines the social order within the tribe.

Holy Days

Waha's High Holy Day starts on Godday of Death week in Dark Season, and ends late on Freezeday, Fertility week, Dark Season. Each Godday of Death week is a seasonal holy day.

Initiate Membership

Requirements: Must be a male tribal member, have 50% skill in Ride and in a tribal weapon, and know one spirit magic spell. Outsiders must join the tribe before they can join Waha's cult.

Cult Skills: Cult Lore (Waha), Peaceful Cut, Ride, Spirit Combat, Survival, Tribal Weapon, Worship (Waha).

Favored Passions: Devotion (Waha), Loyalty (Khan).

Notes: Restricted to male Praxians.

Cult Spirit Magic: Countermagic, Detect Spirit, Distraction, Heal, Protection, Second Sight, Slow, Speedart, Spirit Screen, Vigor.

Prohibited Spirit Magic: Cult members may not learn more than 1 point of the Heal spell.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Axis Mundi, Discorporation, Dismiss Earth Elemental (small), Shield, Summon Spirit of Law, Summon Earth Elemental (small).

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Shaman Membership

Requirements: The Waha cult has shamans instead of Rune Priests. Any Waha initiate who becomes a shaman qualifies for this status. See the **Shamans & the Spirit World** chapter for more information.

Note: Shamans serve as priests for the Waha cult and in exchange for four shamanic abilities they must take the following four taboos:

- Must not marry any foreign women.
- Must not eat any meat on Claydays.
- Must not hunt birds or gather eggs.
- Must not sew.

Once in their life, the shaman must make a pilgrimage to the Devil's Marsh, and return alive.

Special Rune Magic: Alter Creature (one-use).

Khan (Rune Lord)

Requirements: Khans are the warrior leaders of the Praxian tribes and are also priests. A candidate must have a 90% ability with Ride and their tribal weapon and a 90% ability in any three of these skills: Orate, Peaceful Cut, Scan, Track, or another weapon skill.

Note: Khans are never allowed to ride any steed but their own herd beast. They may not marry a woman who is not a priestess of an Earth goddess. They may not travel to the sky as a friend, eat gold or golden food, or build a house. Once in his lifetime, a Khan must travel to the Devil's Marsh near the Block and kill something of Chaos.

Special Rune Magic: Alter Creature (one-use), Call Founder (one-use).

Associated Cults

- **Eiritha:** Provides Speak with Herd Beasts, and teaches the Understand Herd Beast skill.
- **Foundchild:** Provides the Silence spirit magic spell at ½ cost.
- **Oakfed (see page 379):** Provides Cremate Dead.
- **Storm Bull:** Provides Impede Chaos.

Yelm

The Sun Horse



Yelm, called *Yu-Kargzant* the Sun Horse by the Pure Horse People, is the Sun God who ruled over all during the Golden Age. He was betrayed by Rebel Gods and went to the Underworld, but returned with the Dawn to rule the world and give primacy to the Pure Horse People. The Pure Horse People ruled Peloria in the Dawn Age, but were driven out of



Peloria by Orlanth-worshipers from Dragon Pass. They came to Dragon Pass in the Third Age.

Initiation into the cult is hereditary and, among the Pure Horse People, it is divided into several subcults, which worshipers join and leave as they progress through their lives. An initiate belongs to only one subcult at a time, though not all subcults are equally respected. These subcults, ranked from novitiate to priesthood, are the Youth, the Archer, the Warrior, the Teacher, and the Elder.

This is the Yelm cult worshiped by the Pure Horse Peoples. In Dara Happa, the Yelm cult is structured differently and has many more associated cults.

Holy Days

The High Holy Day of Yelm is Fireday, Harmony week of Fire Season, and the date upon which the sun rises to its highest point all year. His second holiest day is Freezeday of Disorder week in Sea Season—the first day of the year. Other seasonal holy days fall on: Fireday of Stasis week, Earth Season; Fireday of Mobility week, Dark Season; Fireday of Death week, Storm Season.

The Youth

Requirements: Must be a male member of the Pure Horse People tribe whose father was an initiate of Yelm.

Note: Youth cannot sacrifice for Rune points nor can they obtain divine intervention. They need give only 1/100 of their income and none of their time to the cult. Members must ride and herd only horses and may not practice agriculture.

Favored Passions: Honor, Love (family).

Spirit Magic: Farsee, Light, Lightwall.

Archer (Initiate)

Yelm the Archer is one of the more widely worshiped aspects of this god and is invoked as bows are bent by peoples all over the world.

Requirements: Must be a Youth member of the cult in good standing for a year, and have 50% or more in Bow and Ride (Horse).

Note: Archers receive all normal initiate benefits and must fulfill all normal requirements. They may sacrifice for Rune points with Yelm. Members of the Archer subcult must ride and herd only horses, and may not practice agriculture.

Cult Skills: Bow, Cult Lore (Yelm), Ride (Horse), Speak (Firespeech), Worship (Yelm).

Favored Passions: Devotion (Yelm), Honor, Love (family), Loyalty (cult).

Spirit Magic: Befuddle, Coordination, Detect Enemies, Disruption, Extinguish, Farsee, Firearrow, Fireblade, Heal, Ignite, Light, Lightwall, Mobility, Multimissile, Slow, Speedart.

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Cloud Clear, Command Horse, Dismiss Fire Elemental (small), Fight Disease, Shield, Summon Fire Elemental (small), Sunspear (one-use), Sureshot.

Enchantments: Ban, Binding Enchantment, Enchant Gold, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Sun Lord (Rune Lord)

Requirements: A candidate for Sun Lord must have been a member of the Archer subcult in good standing for five years. They must be 90% in Bow and Ride Horse, and in three of the following skills: First Aid, Insight (Human),

Orate, Play (instrument), Speak (Firespeech), or Speak (Pure Horse People).

Note: Members are called Sun Lords and serve as Rune Lords. They must give 1/10 of their time and half of their income to the cult. They must ride and herd only horses, and cannot practice agriculture.

Favored Passions: Devotion (Yelm), Honor, Loyalty (Pure Horse People).

Golden Bow (Shaman)

Requirements: Any Yelm initiate who becomes a shaman qualifies for this status. See the **Shamans** and **Spirits & the Spirit World** chapters for more information.

Note: In exchange for four shamanic abilities, Golden Bow shamans must take four of the following taboos (player choice):

- Must not touch the ground with bare feet.
- Must drink only mare's milk.
- Must eat no flesh other than horseflesh.
- Must use no weapon except a bow.
- Must never let a horse suffer.
- Must maintain celibacy.

Special Rune Magic: Dismiss Fire Elemental (small or medium), Summon Fire Elemental (small or medium).

Elder (Rune Priest)

Requirements: A Sun Lord can become an Elder if there is a vacancy, has 90% or better in Worship (Yelm), 50% or better in Speak (Firespeech), and he succeeds in the Test of Holiness (a roll of POW×3 or less on D100).

Note: Elders function as normal priests in every way, including the need to give up 9/10 of time and income to the cult.

Special Rune Magic: Dismiss Fire Elemental (all sizes), Summon Fire Elemental (all sizes), Sunspear.

Associated Cults

- ***Aldrya:*** Provides Accelerate Growth.
- **Chalana Arroy:** Provides Restore Health.
- **Ernalda:** The Earth Queen provides Heal Body.
- **Yelmalio:** Yelmalio is one of Yelm's important sons and the only sky god worshiped with any frequency among the hill folk of Peloria, Kethaela, Ralios, and Fronela. He gives his father the Catseye spell.

Yelmalio

The Cold Sun

OY

Yelmalio is the god of the Sun Dome—the shining light of the sky when both the sun and night are absent. He is the predominant sky god worshiped in Dragon Pass, and is also popular among the elves.

The cult survives by training and hiring out sarissa-armed soldiers as mercenaries—the famous Sun Dome Templars.

Holy Days

Fireday of Truth week in Fire Season is the High Holy Day of Yelmalio. Seasonal holy days are each Fireday of Truth week.

Initiate Membership

Requirements: Those born to a Yelmalio initiate can automatically join by sacrificing 1 point of POW and gaining a Rune point. Those who have served with the temple mercenaries for over two years must choose either to leave or to be initiated automatically by sacrificing 1 point of POW and gaining a Rune point.

Cult Skills: Battle, Bow, Celestial Lore, Cult Lore (Yelmalio), Listen, 1H Long Spear, Pike, Scan, Search, Speak (Firespeech), Worship (Yelmalio).

Favored Passions: Devotion (Yelmalio), Honor, Loyalty (cult).

Notes: An initiate may take a gift and its geas from Yelmalio, chosen by the player or rolled by the gamemaster. Only one gift and its concomitant number of geases are given at the initiate level. If an initiate does not take a gift upon first joining the cult, they do not get another chance until reaching the level of Light Son, Light Servant, or Light Priest.

The Yelmalio cult teaches its initiates how to use a shield in conjunction with the Pike skill. This is a special exception to the rule that a shield cannot be used with a two-handed weapon.

Spirit Magic: Coordination, Detect (Gold), Farsee, Lantern, Light, Lightwall, Repair.



Yelmalio

Prohibited Spirit Magic: Cult members may not learn Bludgeon, Darkwall, Fireblade, or Firearrow.

Yelmalio's Geases

Roll on the **Yelmalio's Geases** table, with the number of required geases indicated by the **Yelmalio's Gifts** table. These must be rolled by the gamemaster.

If a roll contradicts a prior roll (e.g., "Never eat the meat of birds" and "Never eat any meat but birds"), roll again for the contradictory geas. If one roll results in a narrow prohibition (e.g., "Never use a small shield" or "Never eat meat in Fire Season") and another is broad prohibition that includes the narrow one (e.g., "Never use any shield" or "Never eat any meat"), simply follow the broad prohibition. There is no need to roll again for the narrow prohibition.

Yelmalio's Gifts

D10	Gift	Required Geases
1	+10 in any skill, chosen by initiate.	1
2	Permanent ability of Farsee (as per the spirit magic spell).	2
3	Immediate raising of a cult weapon skill to 90%.	3
4	Gain Catseye as a permanent ability.	3
5	Communication with all horses.	2
6	Gift of languages (learn at half the normal time and cost).	2
7	Per geas, 1-point permanent addition to STR, CON, DEX, POW, or CHA, no limits.	1
8	Per geas, 1-point permanent addition to INT or SIZ, no limits.	2
9	Gain Speak to Birds as a permanent ability.	3
10	Protection (half damage) from all forms of fire.	1

Rune Magic

Common Rune Magic: All.

Special Rune Magic: Catseye, Cloud Clear, Command Hawk, Sunbright.

Enchantments: Ban, Binding Enchantment, Enchant Gold, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

Light Servant (God-talker)

Requirements: As per Light Priests. A Light Servant need not take a gift and its geases upon gaining the status, but may do so if they see fit. Whether they take such a gift or

Yelmalio's Geases

D100	Geas
1	Favored by Yelmalio; no geas.
2–5	Never eat meat on Fireday.
6–9	Never eat meat in Fire Season.
10–12	Never eat the meat of birds.
13–15	Never eat any meat but bird.
16	Never eat any meat.
17–20	Celibacy every Fireday.
21–24	Celibacy during Truth week of each season.
25–28	Celibacy during Fire Season.
29–30	All celibacy requirements above.
31	Total celibacy.
32–33	Speak only truth to everyone.
34–36	Never seek shelter from a storm.
37–40	Never let a horse suffer needlessly.
41–45	Never wear padding.
46–48	Never wear leather armor.
49–50	Never wear metal armor.
51	Never wear any armor.
52–53	Never wear anything on the head.
54–55	Never use a small shield.
56	Never use a medium shield.
57	Never use any shield.
58–60	Never use any axe.
61–65	Never use a flail or whip of any kind.
66–68	Never use a sword of any kind.
69–70	Never use any but cult weapons.
71–73	Always immediately challenge worshipers of Kyger Litor or Zorak Zoran. This must be a fight to the blood, but it is unnecessary to fight to the death.
74–75	Challenge all Darkness creatures on sight. This must be a fight to the blood, but it is unnecessary to fight to the death.
76–78	Never speak to or help trolls in any way.
79–80	Never speak to or help dwarves in any way.
81–85	Never speak to or help Darkness worshipers in any way.
86–88	Never speak to or help Orlanth worshipers in any way.
89–90	Never eat the meat of horses.
91–94	Never love any but Earth cult worshipers.
95–97	Never bathe.
98–99	Roll twice more.
00	Roll thrice more.

refuse it, they cannot take any more gifts until they become a full Light Priest or Light Son.

Light Priest (Rune Priest)

Requirements: Must know Farsee and Lightwall, be able to read their native tongue at 80%, and have at least 10 Rune points with Yelmalio. There is no test to pass since the temple should already know the candidate well-enough by this time, and can reject or approve at need.

Note: A Light Priest must take another Yelmalio gift and its concomitant number of geases upon becoming a Light Priest. A Light Priest may take more Yelmalio gifts later, but no more than one gift per year. Light Priests are not allowed to marry after they become priests.

Light Son (Rune Lord)

Requirements: Light Sons lead the temple warriors. A candidate must have 90% in Bow or Javelin, Scan, and any Spear skill, plus 90% in two of the following abilities: Battle, Honor, Listen, Move Quietly, or Search. The candidate must know the spell of Farsee. As with Light Priests, there are no examinations to pass. A worthy candidate is accepted if an opening exists.

Associated Cults

- ***Aldrya:*** Provides Heal Body.
- **Ernalda:** Provides Bless Crops.
- **Yelm**: Provides Sunspear (one-use) to High Priests of Yelmalio.

Yinkin

The Shadowcat God



The god of shadowcats is a half-brother to Orlanth, born of the same mother, Kero Fin. The animal god served as Orlanth's friend and ally through all his wars, and is now honored in the storm pantheon for it. Yinkin has a very small cult and is normally worshiped through Orlanth as an associated cult.

Shadowcats are sacred to the Yinkin cult (as they are to the Orlanth and Odayla cults), and members of the cult are forbidden from killing these creatures.

Holy Days

Yinkin's seasonal holy days are Wildday of Stasis week in Sea Season; Fireday of Harmony week, Fire Season; Wildday of Harmony week in Earth Season; Freezeday of Disorder week in Darkness Season; and Fireday of Movement week in Storm Season. The High Holy Days of the cult are the three weeks just prior to Sacred Time, when a Great Hunt is performed.

Initiate Membership

Requirements: Standard. An initiate must spend a year alone in the wilds.

Cult Skills: Charm, Climb, Hide, Move Quietly, Scan, Speak (Beastspeech), Survival, Track, and Worship (Yinkin).

Favored Passions: Love (family), Loyalty (tribe).

Spirit Magic: Coordination, Detect Life, Disruption, Glamour, Heal, Mobility, Silence, Slow.

Rune Magic

Common Rune Magic: Divination, Heal Wound, Sanctify, Spirit Block, Soul Sight.

Special Rune Magic: Catseye, Charisma, Claws, Identify Scent.

Enchantments: Ban, Binding Enchantment, Magic Point Enchantment, Matrix Creation, Spirit Armor Enchantment.

God-talker

Requirements: As per Rune Priest.

Rune Priest

Requirements: Standard.

Associated Cults

- **Foundchild:** Members of both cults participate together in the same Great Hunt ceremonies.
- ***Hykim and Mikyh:*** Yinkin's grandparents, the Father and Mother of Beasts, provide him with Transform Self. This spell needs to be cast with Catseye, Claws, and Identify Scent.
- **Odayla:** The bear god is the nephew of Yinkin and a companion. Both cults participate together in the Great Hunt.
- **Orlanth:** Provides Shield. Yinkin initiates can join the Orlanth cult merely by sacrificing 1 point of POW to Orlanth.

CULT COMPATIBILITY

Through myth and history, deities and their cults inherit attitudes and behaviors relative to one another. Individuals within the cults learn these responses; cult myth, ritual, and legend reflect them; and religious activities reinforce them. When strangers meet, whether on cult business or matters otherwise committed to their religious cause, in neutral territory, they can be expected to act as indicated on the chart below.

The opinion one cult has of another cult is determined by taking a cult listed on the left-hand column and cross-referencing it with a cult listed on the top row. Thus, Issaries is friendly towards the Storm Bull cult. This attitude may not be reciprocated; Storm Bull is neutral towards the Issaries cult.

Enemy Cults (E)

These cults know no compromise. Members fight if they think they can win, or flee if they fear they will lose. No one expects or will give mercy.

Hostile Cults (H)

Relations are strained, and the historic tension precludes peaceful dealings. There are difficult moments when hostile cults meet.

Neutral Cults (N)

Such cults act according to present circumstance. Trouble may occur, but the spark must be deliberate, not caused by minor squabbles.

Friendly Cults (F)

Even without formal arrangements these groups find each other supportive and agreeable. Meetings are likely to be pleasant.

Associated Cults (A)

Associated cults share much in common: myths, rituals, and spells. There is no religious hostility; worshipers can be trusted.

Cult Compatibility

	Argan Argar	Babeester Gor	Chalana Arroy	Daka Fal	Eiritha	Engizi	Ernalda	Eurmal	Foundchild	Humakt	Issaries	Lhankor Mhy	Maran Gor	Odayla	Orlanth	Seven Mothers	Storm Bull	Waha	Yelm	Yelmalio	Yinkin
Argan Argar	—	N	F	F	N	F	A	N	N	F	F	F	N	F	F	N	F	F	H	H	F
Babeester Gor	N	—	F	H	F	N	A	N	N	N	N	N	A	F	F	H	N	N	N	N	F
Chalana Arroy	F	F	—.	F	F	F	A	A	F	N	A	A	F	F	A	N	A	F	A	F	F
Daka Fal	H	H	F	—	N	H	H	H	N	H	H	H	H	A	H	N	H	H	N	N	A
Eiritha	N	F	F	N	—	N	A	H	N	N	N	N	F	N	N	N	A	A	N	N	F
Engizi	F	N	F	N	N	—	F	H	N	N	F	N	N	N	F	N	N	N	N	N	N
Ernalda	A	A	A	N	A	F	—	H	N	N	F	F	A	F	A	N	A	N	A	A	F
Eurmal	N	H	A	H	H	H	N	—	H	N	A	A	H	F	A	H	H	H	H	H	F
Foundchild	N	N	F	N	N	N	N	H	—	N	N	N	N	A	F	N	N	A	N	N	A
Humakt	N	N	N	N	N	N	N	N	N	—	N	N	N	N	F	H	N	N	N	N	F
Issaries	F	N	A	F	N	F	F	A	N	F	—	A	F	F	A	N	F	F	F	F	F
Lhankor Mhy	N	N	A	N	N	N	F	A	N	N	A	—	N	F	A	N	N	N	N	N	F
Maran Gor	N	A	F	N	F	N	A	H	N	N	F	N	—	F	F	H	N	N	N	N	F
Odayla	F	F	F	A	N	N	F	F	A	N	F	F	N	—	A	H	F	N	N	N	A
Orlanth	F	F	A	N	N	A	A	A	F	F	A	A	F	A	—	H	A	N	N	N	A
Seven Mothers	F	N	F	F	N	F	N	H	N	N	N	N	H	H	H	—	H	H	F	F	H
Storm Bull	N	N	A	N	A	N	A	H	N	N	N	N	N	F	A	H	—	A	H	H	F
Waha	N	N	F	N	A	N	F	H	A	N	N	N	N	N	N	H	A	—	N	N	N
Yelm	H	N	A	N	N	N	A	H	N	N	F	F	N	N	N	F	H	N	—	A	N
Yelmalio	H	N	F	N	N	N	A	H	N	N	N	N	N	N	N	N	N	N	A	—	N
Yinkin	F	N	F	A	F	N	F	F	A	F	F	F	F	A	A	H	F	N	N	N	—



RUNE MAGIC

An initiate, God-talker, Rune Priest, or Rune Lord can cast **Rune spells**. The caster relies on power supplied by their god to cast the spell. Gods are usually unwilling to grant mortals use of their power unless they get something out of it. The adventurer must permanently sacrifice characteristic POW to their god to acquire the right to wield the god's Rune magic spells. They can get this POW back eventually through normal POW increase rolls.

When an adventurer casts Rune magic, the caster acts as the deity. The caster imitates the deeds of the deity and thereby magically partakes of the deity's power. In this way, the deity can act within the confines of Time. The more Rune magic cast, the more the deity manifests.

RUNE POINTS

When an adventurer joins a cult as an initiate, they permanently sacrifice 1 point of POW to the deity, establishing a magical link between the cultist and the deity. This point of POW becomes the cultist's first Rune point to that deity and enables the cultist to access cult special Rune magic.

A cult member may sacrifice additional points of POW to the deity, increasing the number of Rune points with the deity and gaining greater access to cult special magic. The sacrifice requires a full week of prayer and meditation in the temple. At the end of the week, the adventurer sacrifices 1 or more POW points and gains an equal number of Rune points. The maximum number of Rune points an adventurer can have with a single cult is equal to their CHA.

An adventurer whose POW goes down to 0 dies. As a result, most gods will not let an adventurer sacrifice their last point of POW.

If an adventurer is a member of more than one cult, they must have a separate pool of Rune points for each god.

Example: *Yanioth is an assistant priestess of Ernalda and now has 7 Rune points dedicated with her goddess. She has gained access to all common Rune spells, plus the following special Rune spells: Blast Earth, Bless Crops, Charisma, Dismiss Earth Elemental, Heal Body, Inviolable, and Summon Earth Elemental. She can use her Rune points to cast any of those spells.*

Nathem is an initiate of Odayla with 4 Rune points and has obtained the following special Rune spells: Bear's Skin, Bear's Strength, Claws, and Transform Self. If he were to join the cult of Orlanth Adventurous (seeking the Shield spell), he would have two pools of Rune points: 4 with Odayla and 1 with Orlanth. He could not spend his Odayla Rune points to cast Shield, nor use his Orlanth Rune points to cast Bear's Skin, Bear's Strength, Claws, or Transform Self. He must keep track of the points separately, and they will be regained through different worship ceremonies.

The Rune association of the adventurer's god affects the adventurer, making them better at using the elements or powers their god is associated with.

GAINING RUNE MAGIC SPELLS

Upon joining a cult, an adventurer has access to any of the common Rune magic possessed by the cult. These Rune spells are common to most cults.

Cults also possess one or more special Rune magic spells. An adventurer gains access to cult special or associated cult Rune spells at the same time they sacrifice POW for Rune

points. For each point of POW sacrificed, the adventurer acquires the right to cast an additional cult special Rune magic spell. As the magical link between the cultist and the deity deepens, the adventurer also gains a broader use of the deity's power.

When an adventurer becomes a Rune Master (God-talker, Rune Lord, Rune Priest), acquiring Enchantment spells becomes an additional option.

It is entirely possible that an adventurer has obtained access to all the cult's special Rune magic (including from subcults, associated cults) and still wants to increase their Rune point pool. In that case, no new spells are obtained (as there are none left to obtain) but the Rune point pool still increases. This is especially likely with cults to minor gods.

An adventurer can use Rune points to cast any common Rune magic spell or any cult special Rune magic they have gained. If a spell is stackable they may spend additional Rune points to increase its effect.

Example: Vasana is an initiate of the Vinga Adventurous and Thunderous subcults of Orlanth, with 5 Rune points. She has access to all common Rune spells and has obtained use of Face Chaos, Lightning, Shield, Summon Air Elemental, and Increase Wind as her cult special magic. At the tribal temple to Orlanth (a major temple) she sacrifices 2 permanent points of characteristic POW to increase her Rune points to 7. She also gets to select two more cult special Rune spells that she can cast. She chooses to gain Earth Shield and Wind Words.

With those 7 Rune points, she might choose to cast Earth Shield followed by a Lightning spell stacked with 3 Rune points (making it a Lightning 3 spell) and Wind Words, or Command Cult Spirit (2 points) followed by Earth Shield and then Heal Wound twice, or Heal Wound 7 times, or Shield stacked with 3 Rune points (making it a Shield 3 spell) followed by a Lightning 4 spell, or any other combination of spells costing up to 7 Rune points.

CASTING A RUNE SPELL

To cast a Rune spell available to the adventurer, during the Statement of Intent, the player must identify the spell to be cast and its target(s). The adventurer must have sufficient Rune points to cast the spell—the cost of each spell is given in the spell descriptions throughout this chapter. The caster recites the invocation to the god, either aloud or in the mind, after which the spell takes effect. Rune magic spells always take effect at strike rank 1.

The adventurer must roll D100 equal to or less than a Rune affinity the adventurer shares with the spell. If there are multiple Rune affinities, the player can pick the one to use. If the roll succeeds, then the spell takes effect, the Rune points are spent, and the Rune affinity gets an experience check. If the roll was a critical, the spell costs no Rune points.

If the casting success roll is greater than the adventurer's relevant Rune affinity, the spell is not cast, and there is no Rune point loss. If the adventurer is boosting the spell with additional magic points, they lose 1 magic point (no matter how many are being spent). On a fumble, the spell fails and the adventurer loses the Rune points intended for the spell.

Casting a Rune magic spell prevents an adventurer from casting any other Rune magic, spirit magic, or sorcery spells that round. The sole exceptions are Extension, which is cast at the same time as the spell it is intended to extend, and Illusion spells. For more information see the description of these Rune spells.

Once spent, Rune points must be replenished before they can be used again.

Example: After his injuries in the Caves of Chaos, Vostor Son of Pyjeem decides to cast Heal Wound on himself. He has 1 Rune point remaining after that battle, and 7 magic points. Heal Wound is a common Rune spell, marked with the Magic Rune, which means it can be used by any cult Rune. The Seven Mothers cult Runes are Moon, Fertility, and Death, and Vostor's Moon affinity is 90%, a clear choice.

Because Heal Wound uses magic points to restore hit points, Vostor decides to spend 6 magic points on the spell along with the 1 Rune point to cast it. He rolls against his Moon affinity, with a result of 27, a clear success. He checks off the Rune affinity for an experience check later, and crosses off the Rune and magic points for the spell, He applies the 6 points of healing to his wounded flesh, choosing his worst injury first.

RESISTANCE ROLL

Many spells require the caster to overcome the intended target's POW with a resistance roll (see the **Magic** chapter for more information). An adventurer may try to augment their chance of success with the resistance roll by using an appropriate ability or through Meditation (see **Increasing Chance of Success with Magic** on page 244).

Spell Effects

Using a Rune spell literally channels part of the power of a god to affect the Mundane World; it is not an invisible act! The caster always exhibits some form of manifestation of the magical powers at their disposal. The caster might appear to grow larger (even if their SIZ is unaffected), burn with an inner glow, crackle lightning from their fingertips, or even start to physically resemble the image of the deity.

Stackable Rune Magic

All Rune magic spells have an initial Rune point cost that allows one casting of the spell. Rune magic spells can be stacked (combining several castings into one) if the spell is described as stackable. This provides a much more powerful effect when the spell is cast. There may be a ceiling to the maximum allowed to be cast together. All the Rune points are cast at one target, in a single melee round and take effect at strike rank 1.

Replenishing Rune Points

Rune points may only be replenished through worship of the deity on a holy day and participation in cult rites.

Rune points can be replenished up to the total the adventurer has with their deity by participating in worship of the deity at a temple, sanctified area, or other holy place to the deity on a holy day and succeeding with a Worship skill roll and an expenditure of at least 2 magic points.

The amount of Rune points replenished depends on the holy day and whether the adventurer is a mere initiate, God-talker, Rune Priest, or Rune Lord.

- **Sacred Time:** All Rune points are replenished with a successful Worship roll. Even on a failure, 2D6 Rune points are replenished, up to the adventurer's total Rune points.
- **High Holy Day:** All Rune points are replenished with a successful Worship roll. Even on a failure, 2D6 Rune points are replenished, up to the adventurer's total Rune points.
- **Seasonal Holy Day:** With a successful Worship roll on a seasonal holy day, initiates get 2D6 Rune points restored, and Rune Priests, God-talkers, and Rune Lords get all Rune points replenished. With a failure, an initiate gets 1D3 Rune points replenished; God-talkers, Rune Priests, and Rune Lords get 1D6 Rune points replenished.
- **Minor Holy Days:** With a successful Worship roll on a minor holy day, initiates get 1D6 Rune points restored and God-talkers, Rune Priests, and Rune Lords get 1D6+1 Rune points replenished. With a failure, no Rune points are restored.
- **Associated Cults:** With a successful Worship roll during an associated cult's high or seasonal holy day, initiates get 1D6 Rune points restored, and God-talkers, Rune Priests, and Rune Lords get 1D6+1 Rune points replenished. With a failure, no Rune points are restored.
- **Holy Site:** A cult member that maintains a holy site for a season (providing it with regular offerings and sacrifices, and typically costing between 25 and 200 L a season) gets 1D3 Rune points replenished with a successful Worship roll or 1 Rune point replenished with a failure.
- **Votive Image:** With the approval of the temple hierarchy, a cult member can commission a votive image (usually a terracotta, stone, or metal statuette costing between 15 and 100 L to make). For each votive image placed in a temple during seasonal or High Holy Day worship ceremonies, the cult member gets 1 Rune point replenished each season. A cult member may have as many votive images in a temple as the priests allow, each votive image typically requiring successful Loyalty (temple) rolls.

Example: Her Rune points expended with the disastrous sojourn in Snakepipe Hollow, Sorala returns to Nochet and the Lhankor Mhy Knowledge temple she calls home. As luck would have it, she arrives shortly before the Godsday of Truth Week, a seasonal holy day, and she will be able to attend the worship service.

Sorala joins her fellow cultists—lay members, initiates, and Scribes—for a full day of cult rites, meditation, and worship. She sacrifices 2 magic points to the Lord of Knowledge and attempts a Worship roll. Her skill is only 30% but because it is a Great Temple during a seasonal holy day, she receives a +50% to her chance of success. If she made any sacrifices, this would increase her Worship chance even more, but she has little

to offer, as the expected loot from the Snakepipe Hollow raid failed to materialize.

She rolls, and is in luck, with a result of 24. The gamemaster rolls 2D6 for her Rune point replenishment and gets a result of 5. As Sorala has a maximum Rune point pool of 3, all her Rune points are replenished and any Rune points above 3 are lost.

Sacrifice

Sacrifice is practiced by most cults, although most Gloranthan cults draw the line at sacrifice of sentient beings. Sacrifice transfers energy from this world to the Gods World. Sacrifices are typically of magic points, of living things, or of goods. An adventurer gets a bonus to their Worship skill depending on the nature and the amount of sacrifice made during the ritual:

Magic Points

Initiates and Rune Masters must sacrifice at least 2 magic points during a Worship ritual to their deity. For each additional magic point sacrificed, they get a +10% bonus to their Worship skill during that ritual. Magic points sacrificed regenerate normally.

Living Things

Sacrificing animals or plants (in the form of grain, bread, fruits, etc.) and then consuming them in a sacred feast provides the following bonuses:

Living Sacrifices

Offering Size	Example	Bonus
Small	Rabbit, bird, 1 liter of wine or beer.	+5%
Medium	Sheep, pig, 40 liters of wine or beer.	+10%
Large	Cow, horse, 500 liters of wine or beer, etc.	+20%



Valuable Objects

Sacrificing valuable objects desired by the deity provides the following bonuses:

Object Sacrifices

Offering Size	Examples	Bonus
Small	Dagger, axe, spear, or approximately 15 L of goods.	+5%
Medium	Sword, large shield, hauberk, full helmet, or approximately 50 L of goods.	+10%
Large	Plate panoply, magic item, or approximately 300 L of goods.	+20%

Sacred Dates

An adventurer gets a bonus to their Worship skill by performing the ritual upon a date sacred to the deity:

Sacred Day Bonus

Sacred Day	Bonus
Weekly or other minor holy day	+10%
Seasonal holy day	+20%
High Holy Day	+40%
Sacred Time	+40%

Sacred Places

An adventurer gets a bonus to their Worship skill by performing the ritual in a place sacred to the deity:

Sacred Place Bonus

Sacred Place	Bonus
Shrine	—
Minor Temple	+10%
Major Temple	+20%
Great Temple	+30%

One-Use Rune Spells

The Rune points used to cast spells designated as "one-use" in either the Rune spell descriptions or in the cult descriptions cannot be replenished. The player reduces the total Rune points on the adventurer sheet by the cost of the spell.

Characteristics of Rune Spells

Unless the spell description says otherwise, **all Rune magic spells are passive with a duration of 15 minutes and a range of 160 meters.**

A Rune magic spell is always twice as strong as a spirit magic spell of the same point cost. Thus, it takes 2 points of Dispel Magic to dispel a 1–point Rune magic spell.

Rune Spell Descriptions

Each spell indicates the Rune affinity or affinities that may be used to cast the spell. **Spells identified with the ᚱ Rune (the Magic Rune) can be used with any cult Rune affinity.**

For definition of the other terms used to describe the spells, refer to the **Magic** chapter.

Rune Spells

Absorption

1 Point

Ranged, Temporal, Stackable

This spell absorbs enemy spells, converting them into magic points, and makes those points available to the caster. It also screens out the effects of Absorbed incoming spells. It must be cast beforehand and has no effect on spells already in effect.

Each point of Absorption soaks up 1 point of Rune magic, or any 2 points of sorcery or spirit magic spells and converts them into magic points. Each 1 point of Rune magic is converted into 2 magic points. The Absorption spell does not soak up part of a spell. If the incoming spell has more total magic points than can be Absorbed, then it takes effect normally.

The magic points gained this way remain suspended within the caster's aura, usable as they wish. When the spell expires, or is dispelled, any magic points exceeding the user's current POW dissipate.

Absorption can be cast on others, but the caster of the spell gets the absorbed magic points. This spell can protect anything, including inanimate objects.

Accelerate Growth

1 Point

Ranged, Temporal, Stackable

This active spell matures a plant by one year in 15 minutes. It won't enlarge, strengthen, or make more fruitful any plant beyond its natural potential. The spell effect is permanent.

Common Rune Magic

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate.

All common Rune spells use the ᚱ Rune. Any Rune of the cult providing the spell may be used to cast a spell indicated with the ᚱ Rune. However, not all spells indicated with the ᚱ Rune are common Rune spells. The following is the complete list of common Rune spells:

Common Rune Spell	Rune Point Cost
Command Cult Spirit	2 points
Dismiss Magic	1 point
Divination	1 point
Extension	1 point
Find Enemy	1 point
Heal Wound	1 point
Multispell	1 point
Sanctify	1 point
Soul Sight	1 point
Spirit Block	1 point
Summon Cult Spirit	1–3 points
Warding	1 point



Each point affects one tree at a time, a 1-meter square area of bush or ground, or even a seed, causing it to bloom and flourish.

Affix Darkness

1 Point

Ranged, Duration until the following sunset, Stackable

This spell must be cast at night, at a chosen area with a volume of 100 cubic meters. That volume's darkness becomes fixed in place, and remains present even after sunrise, persisting all day, as a little piece of night. The Affixed Darkness remains exactly as dark as the area was when the spell was initially cast. A torch or other light source carried into the darkened area illuminates it just as at nighttime. The darkened area has rather fuzzy, indistinct edges, but is clearly visible in daylight.

This spell may not be stacked with Extension. Each additional point placed in the spell increases the volume affected by another 100 cubic meters.

Alter Creature



2 Points

Permanent, Ranged, Nonstackable, One-use

When the priest casts this spell on a creature, and makes a successful POW vs. POW attack, the role of the creature as determined in the Survival Covenant (an ancient agreement negotiated by the god Waha) is reversed. Herd-things become people and people become herd-things. Alter Creature is binding only on those who agreed to the Survival Covenant: men, herd-men, Morokanth, impala, sable, bison, llama, and rhino.

This spell takes one full round to work its transmutation, from strike rank 1 when the spell is cast to strike rank 12 of the same round. If a Countermagic or Dismiss Magic breaks the spell during this time, this Rune spell is totally ineffective. After the spell is completed it is permanent. Only another Alter Creature or Divine Intervention can turn the victim back to its original state.

A beast that becomes a human gains 3D6 Intelligence and 3D6 Charisma. It becomes omnivorous, requiring the same quality of food that people eat. This new human can still have fertile offspring with their former kind, but these offspring are unintelligent. The new human has the same attack skills, plus or minus any improvement to the skill category bonus for INT. They will speak Praxian with an initial skill equal to their INT. This new human can improve skills and learn new skills and spells in the usual way. Their outlook on life is still that of a beast, until taught otherwise.

A person who becomes a beast loses INT and CHA. It becomes herbivorous, able to live off the plains. It can no longer have intelligent offspring with its former kind. The beast retains any non-weapon attack skills, with the skills category modifier altered for its lost INT. It forgets any weapon and other skills and all spells. It cannot understand language, except simple commands taught it. Such beasts can improve skills only by being taught by a Beast Master. Any bound spirits are freed. An allied spirit remains allied, but it is now linked to a creature which cannot understand language.

Analyze Magic



1 Point

Touch, Instant, Stackable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. If more than 1 point is cast simultaneously, more than one truth is discovered. If the spells are not cast simultaneously, the same truths may be repeated.

Arouse Passion



1 Point

Ranged, Temporal, Stackable

This spell adds +20% to one of the target's Passions (chosen by the caster) and can even temporarily create a new Passion beginning at 20%.

Each additional point stacked with the spell adds another +20% to the aroused Passion.

Axe Trance



1 Point

Self, Temporal, Nonstackable

This spell must be boosted with 1 or more magic points. Each magic point expended increases the caster's Axe skill by +10% for the spell's duration. This spell may be combined with other weapon-enhancing spells. This spell does not combine effects with Berserker or Fanaticism.

Axis Mundi



1 Point

Ranged, Temporal

This summoning ritual creates a holy sanctuary 10 meters in radius which functions as follows:

- First, it enhances the transition of ancestral spirits to the Mundane World. Ancestral spirits can appear within the sanctuary without using a Visibility spell.
- Second, it acts as a beacon (much akin to a lighthouse) that enhances a spirit's chances of finding their way to the shaman and this sacred portal.
- Third, it acts to protect the shaman who created the sanctuary. The Incarnate Ancestor spell may be cast within this sanctuary, and the sanctuary acts as a protective circle when the summoned ancestor first arrives. Any ancestor summoned within an Axis Mundi is disoriented for 1D6 rounds and cannot take any hostile actions until this effect wears off.
- Fourth, when created by a shaman in preparation for the initiation of an assistant shaman, it acts as the locus of the transition to full shaman.

- Fifth, it attracts spirits aligned with the traditions of the cult and allows their active participation in Holy Day celebrations.

This spell can be boosted with magic points. Each additional magic point adds 15 minutes to the spell's duration.

Ban



1 or 3 Points

Ritual, Duration (special)

This hour-long ritual can only be cast by a Chief Priest or High Priest of a cult. A version of this spell is known by most cults. It forbids its target from being able to participate in worship at the temple or temples that are subject to the authority of the caster. For the purposes of that specific temple, the target is no longer an initiate or even a lay member of the cult, and cannot rejoin the temple for the duration of the spell. The target cannot regain Rune points or sacrifice for new spells at the caster's temple.

Many cults require formal proceedings or even approval by the members of the temple before this spell may be cast on a worshiper. Depending on the cult, this may also result in outlawry from a clan or tribe. The caster (or their successor in the office) may lift the effects of this spell at any time.

The 1-point version of Ban has a duration of three years. The 3-point version of Ban lasts until the target is dead.

Bear Fruit



1 Point

Ranged, Ritual, Nonstackable

This spell causes a single tree or a 3-meter square area of bush or ground cover to yield its fruits, no matter what the season. A full-day ritual is needed to activate the spell and to appease the plant's spirit. This spell can kill the plant if done at a bad time. Chances of killing plants are seasonally determined: Sea Season 30%, Fire Season 15%, Earth Season 10%, Dark Season 70%, Storm Season 50%. In Sacred Time, the plant always survives.

Bear's Skin



3 Points

Touch, Temporal, Nonstackable

This spell causes the target to sprout a coat of thick brown fur and to add +6 to its SIZ characteristic. It adds 4 points of armor to the target on all hit locations. It cannot be layered with existing armor, unless that armor is built to accommodate the additional SIZ. This spell can only be cast on initiates or Rune Masters of Odayla.

Bear's Strength



2 Points

Touch, Temporal, Nonstackable

This spell swells the target's sinews and muscles. The target's current STR doubles, which should cause its damage bonus (page 56) and Agility and Manipulation skills category modifiers (including weapon skills) to increase. This does not double the effects of other STR-enhancing magic spells such as Strength. This spell can only be cast on initiates or Rune Masters of Odayla.

Beastmaster



2 Points

Ranged, Temporal, Stackable

This spell may be cast upon any unintelligent animal. If it fails to resist, then it will move as the caster directs for the duration of the spell, though it will refuse to leap off cliffs or go to other obvious deaths. It will not fight for the caster, and it will not otherwise serve them. It will not attack the caster. Once controlled, it may move out of the 160-meter range and it will remain controlled. This is an active spell, and if the caster is disturbed, the animals are freed. For each additional point of Beastmaster stacked with the original spell, an additional beast may be targeted. It works on riding beasts.

Become [Other Shape]



3 Points

Self, Temporal, Nonstackable

This spell comes in many forms. Each variant turns the user's shape into a single other shape. The shapes vary tremendously. The spell often turns the user into an animal (most commonly a fox, mouse, or raven), but some spells turn them into another human, a type of tree, a rock, or even (in Naskorion) a dirty shirt, or (in Pent) a pile of dung.

The user retains all their own characteristics and skills, except for SIZ, which the user chooses. The new SIZ cannot increase, but can be smaller, to a minimum of 1. The user gains all the abilities (or lack of same) of the new shape, to be defined by the gamemaster. If the shape has gender, the user can choose which.

Berserker



2 Points

Ranged, Temporal, Nonstackable

This spell sends the recipient into a murderous, berserk fury. Personal safety and all but the strongest loyalties are forgotten in the rage to destroy, but the stamina and the combat skills

of the Berserker are greatly enhanced and the subject gains magical protection.

- The Berserker increases their attack skill rating by half again.
- The Berserker adds half again to their effective CON for the duration of the spell. This can increase their CON above species maximum.
- The Berserker gains the effects of 2 points of Countermagic (equivalent to the spirit magic spell, see page 258).
- **The Berserker is twice as effective against Chaotic creatures:** the Berserker's attack skill rating is doubled (instead of being increased by half again), and against these creatures the Berserker is protected by Countermagic 4.
- A Berserker is preserved from incapacitation, shock, unconsciousness, or exhaustion while the spell is in effect. If the Berserker would be subject to these effects when the Berserk spell ends, these conditions take effect.
- All CON rolls made by the Berserker during the spell's duration succeed unless a 96–00 is the result.
- The Berserker is completely incapacitated when the spell expires.

However, the Berserker cannot cast magic, parry, or Dodge. Anyone affected by the spell cannot normally attempt to shake off its effects before the normal duration of 15 minutes expires. If the gamemaster determines that there are extenuating circumstances, the Berserker may attempt to snap out of the battle rage before the 15 minutes are up by



rolling INT×1 or successful use of the Meditate skill (pick one). Otherwise the rage continues. Initiates and healers of the Chalana Arroy cult may bring someone out of a Storm Bull Berserker rage if they succeed with a roll of the Chalana Arroy initiate's CHA×5. This ability does not extend to the Berserker spell granted by other cults.

If Berserker is cast upon a target under the effects of Fanaticism, this spell takes precedence. They do not combine effects.

Binding Enchantment



1 Point

Enchantment, Ritual, Stackable

A binding enchantment is a magical item that can hold a spirit or other otherworld creature. The item to serve as the binding enchantment must be enchanted with 1 point of POW per characteristic type possessed by the creature.

Bind Ghost



1 Point

Ritual, Instant, Nonstackable

Binds the spirit of a dying Humakt worshiper into an area as a ghost. The caster must engage in a successful round of spirit combat if the spell is to work. The spirit must be a volunteer.

Blast Earth



1 Point

Ranged, Instant, Stackable

This spell is cast on an area of land geometrically proportionate to the number of Rune points expended, with each point doubling the prior step. One Rune point affects 1 square meter, 2 Rune points affects 2 square meters, 3 Rune points affects 4 square meters, 4 Rune points affects 8 square meters, etc. No plants within the blasted area can flower or bear fruit for a full year.

Bless Animals



1 Point

Touch, Instant, Nonstackable

This fertility spell increases the calving potential for each beast so blessed. Each birth produces a healthy calf or, rarely, twins. Nine out of ten calves born to a beast influenced by this spell are female.

Bless Animals can only be cast on the High Holy Day of the year, and affects only the following year's calving. It may be cast on male or female beasts; herders typically use it with their finest stud bulls for maximum benefit.

Bless Champion



2 Points

Ranged, Duration (one day), Stackable

This spell allows the caster to bless a worshiper of one of Ernalda's husband-protectors (see page 294). The target must be willing and participate in a ritual with the caster that takes at least 30 minutes to perform. If the target does not already have a Love (caster) Passion of 60% or higher, they must now take that Passion for the spell to work.

After the ritual, the caster may cast on the target any defensive spirit or Rune magic that the caster has. The effects last a full day.

For each Rune point stacked with this spell, the spell lasts one additional day.

Bless Crops



1 Point

Ritual, Instant, Stackable

This ritual affects an area of ground equivalent to that which a farmer can plow in a season (one hide of land). It adds +20% to the owner's occupational skill rating for that hide in the following Sacred Time (see page 420). For each point stacked in the spell, either an additional hide can be added or an additional +20 can be added to the Income roll in Sacred Time (see page 420).

Bless Grave



1 Point

Ritual, Nonstackable

This ritual summons an invisible aspect of Ty Kora Tek to escort the soul of a dead believer; a successful ritual ensures that the soul does not return as a bad ghost.

Bless Pregnancy



2 Points

Ritual, Duration (length of pregnancy), Stackable

This ritual blesses a pregnant woman. For the duration of her pregnancy, she does not suffer any of the pains and sicknesses of her condition. The mother adds +50 to the result of her Sacred Time childbirth roll (see page 435). During childbirth, she suffers only mild pangs and can control the timing of the birth. The ritual must be cast during the first season of pregnancy.

This spell can only be cast once per pregnancy, although that single casting is fully stackable. For each additional Rune point stacked with the ritual, the child gets +1 to a characteristic of the caster's choosing (although no characteristic may be above species maximum). The caster of the spell may choose the sex of the child.

Bless Thunderstone



1 Point

Ritual, Stackable

This spell may only be cast by a full Storm Voice of Orlanth. It may only be cast on the High Holy Day of Orlanth upon a properly prepared flintstone, and thus can only be cast once a year.

The thunderstone must be activated before its magic operates. This is done by spending 1 magic point while touching it, whereupon the stone begins to spark and crackle. The stone may be thrown, slung, held in one's hand, or struck against a target. Once the stone has damaged a target, or one melee round after activation in any case, it shatters and becomes useless.

For each point of Bless Thunderstone stacked in the casting, the stone does 1D6 hit point damage and destroys 1D6 magic points of a struck target. Armor protects normally against the hit point damage done by the stone. The magic point drain can be stopped by protective spells: each 1D6 drain acts as 1 point of Rune magic for purposes of blocking. Thus, if a 5-point thunderstone struck a target with Countermagic 8 or Shield 4, the target would lose only 1D6 magic points.

Once a stone is enchanted, additional castings of Bless Thunderstone on it have no added effect.

Bless Woad



1 Point

Ritual, Stackable

This spell may only be cast by a full Wind Lord of Orlanth. It may only be cast during the High Holy Day of Orlanth upon a properly prepared pot of woad (a blue dye derived from the woad plant), and thus may only be cast once a year.

The woad must be smeared over the naked body of the user. A casting of the spell enchants enough woad to coat one person.

For each point of Bless Woad stacked in the casting, the woad acts as 1 point of armor and gives 1 point of magical protection. These points can be divided among several pots of woad. *For example, a Wind Lord with 15 Rune points might make three pots of 5-point woad, or one pot of 15-point woad, etc.* Any hostile spell affecting the wearer must contain more magic points than the wearer is covered in points of woad.

Each day that the woad is worn, it declines in potency by 1 point. If the wearer ever puts on armor or clothing, the woad immediately loses all its magic power.

Once a pot of woad is enchanted, additional castings of Bless Woad do not enhance its enchantment. If its pot is kept sealed, blessed woad never spoils.

Breathe Air/Water



2 Points

Ranged, Temporal, Nonstackable

Castable on air-breathers or water-breathers, for the duration it allows the target to breathe as if it was in its own element while inhabiting the other.

Call Founder



6 Points

Nonstackable, One-use

This spell may only be cast by the legitimate Khan of an entire tribe, and summons the original founder of that tribe. It takes all day to prepare. The being so summoned is of awesome power, far beyond the normal scope of play, appearing as a human with the appropriate herd animal's head, and with a STR and SIZ equal to ten times that of the summoning Khan. The being's POW varies between 40 and 110, depending on the tribe. It is called only for tribal emergencies.

Catseye



1 Point

Touch, Duration (12 hours), Nonstackable

For 12 hours, this spell effects the user's eyes so they can see in any amount of available light. If there is a complete absence of light, they cannot see; if but a single dim spark exists, they see normally. Eyes under this spell reflect light like a cat's.

Chaos Gift



2 Points

Self, Duration (variable), Nonstackable

This allows the caster to adopt a random Chaos feature from the Chaos Features table in the Glorantha Bestiary. If a successful Divine Intervention is used as this spell is cast, the caster can choose which Chaotic feature they wish to obtain. This spell is subject to the Lunar cycle:

- **Dark/Dying Moon:** Spell cannot be cast.
- **Crescent Moons:** Feature lasts 2 minutes.
- **Half Moons:** Feature lasts 15 minutes.
- **Full Moon:** Feature lasts for 4 hours.

The subject of the spell gets a permanent increase of +20% to their Chaos Rune, or gains the Chaos Rune at 20% if they do not already have it. Once this spell has been used, a person is always detected as Chaos-tainted by appropriate detection magics, abilities, or spirits.

Charisma



1 Point

Ranged, Temporal, Nonstackable

This spell doubles the CHA of the target for the duration. The target must possess CHA for it to be affected. This spell likely results in changes to the target's Communication skills category modifier and spirit combat damage value. This briefly increases the target's limit of spirit magic spell holding, but the Charisma spell's duration makes this of limited use. Any bonuses or benefits from the increased CHA disappear when the spell has expired.

Clairvoyance



2 Points

Ranged (5 kilometers), Temporal, Nonstackable

This spell gives the caster the ability to know what is happening in an area within the spell's range which they have previously studied for at least 15 minutes. The caster can see and hear, as if they were in the area.

The caster is in a complete trance state, completely insensible to their surroundings. However, they may terminate the spell at any time.

Claws



2 Points

Touch, Temporal, Nonstackable

The target's hands become clawed, doing 1D6 damage plus damage bonus. The chance to hit with the claws is equal to the target's normal Fist attack and the target can attack with both claws in one round, 5 strike ranks apart. The target gets a +50% bonus to Climb. This spell can only be cast on initiates and Rune Masters of an appropriate god, such as Odayla or Yinkin.

Clever Tongue



1 Point

Ranged, Temporal, Nonstackable

This spell doubles the target's skill percentages with Fast Talk and Orate for the duration of the spell.

Cloud Call



1 Point

Ranged (indeterminate), Temporal, Stackable

This spell brings or makes enough clouds to cover the area of sky that can be seen from the ground by the caster. Each point of the spell increases the cloud cover by +20% and increases the chance of rain by a corresponding amount.

Cloud Clear



1 Point

Ranged (indeterminate), Temporal, Stackable

This spell decreases cloud density. Each point of the spell decreases the cloud cover by –20% and decreases the chance of rain by a corresponding amount. The area of sky that can be seen from the ground by the caster is affected.

Comfort Song



1 Point

Ranged (earshot), Temporal (length of song), Nonstackable

This allows the target to sing a Song of Power which keeps all listeners from feeling pain, effectively anesthetizing the body while still permitting consciousness. It is often used during childbirth and after battles. Adventurers who would normally be incapacitated are able to act unimpaired, though damage is unhealed.

Command (Cult Spirit)



2 Points

Ranged, Temporal

This spell permits the caster to command cult spirits, such as elementals, petty deities, guardians, and other such entities. The being must obey if its POW is overcome by the caster's POW in a resistance roll.

If successful, the caster may command the cult spirit for the next 15 minutes. If unsuccessful, the cult spirit acts in accordance with its nature.

This spell is most commonly used to command elementals. It is, however, effective with any cult spirit of the caster's cult.

Command Priests



3 Points

Ranged, Duration (one day), Nonstackable

Casting this spell affects all Rune Masters (of any cult) within range that belong to the caster's tribe. Those affected may not use any Rune magic without the express consent of the Rex (the Orlanth Rex High Priest).

Command (Species)

Rune depends on cult

2 Points

Ranged, Temporal, Nonstackable

While it endures, this spell allows the caster to take over the actions and will of an unintelligent creature. The caster must see (or be able to distinctly sense) the beast to cast the spell, and its POW must be overcome by the caster's POW in a resistance roll. If successful, the creature enters a special line-of-sight, telepathic form of communication with the caster. The caster must form a mental image of the actions they wish the creature to perform. Commanding a creature requires the caster to concentrate for a full melee round.

Rune cults have Command spells for different animals connected with their own mythology and culture. *For example, Ernalda has Command Snake and Command Swine, Yelmalio worshipers use Command Hawk and certain troll cults have Command Giant Beetle.*

Command Worshipers

2 points

Ranged (5 kilometers), Instant, Nonstackable

This spell requires an hour-long ritual to cast and only affects members of the caster's tribe. Casting this spell signals all affiliated Orlanthi within range to hastily finish their immediate business, gather any equipment, and report to the summoner within two days of the spell's casting. During this time, the caster must remain in the same spot or else the spell disperses and releases the worshipers from their compulsion to report for duty. This spell is a privilege, and must not be abused. It is used only for emergencies or joyous celebrations.



Crack

2 Points

Ranged, Instant, Nonstackable

This spell must be cast on an inanimate, nonliving, nonmagical object, such as a piece of armor or a weapon. The targeted object immediately breaks into pieces. Items with bound spirits, magic point storage, etc. are considered magical in nature and the spell cannot be cast on them. However, a temporary enchantment, such as a spirit magic spell (Fireblade, Bludgeon, etc.) does not make the item proof against the spell. A Repair spell can fix the broken object.

Create Fissure

1 Point

Ranged, Instant, Stackable

This spell opens a chasm 5 meters long, 1 meter wide, and 5 meters deep for each point in the spell.

If the fissure is created to undermine a wall or similar structure, the structure loses 1D6 armor points per point of the spell. If the wall is reduced to 0 armor points, it collapses where it has been undermined.

If a chasm is formed underneath a target, the target must roll DEX×3 or fall into it, taking 1D6 falling damage per 3-meter depth of the chasm.

Create Great Market

1 Point

Ritual, Duration (eight weeks)

This spell is available only to the elected High Priests of the Issaries cult. This day-long ritual allows all priests of the cult to combine their Create Market spells together to make one gigantic, protected marketplace. Thus, if six Create Market spells are present, anyone with ill intent entering the zone defined by those spells takes 6D3 damage.

Create Market (Create Neutral Ground)

3 points

Ritual, Duration (eight weeks)

This day-long ritual creates an invisible protected zone identical to a Warding 1 in most respects. Staves carved with likenesses of Issaries are used to define the boundaries of the zone. Unlike Warding, Create Market does not detect just anyone entering, but only activates on those who enter the area with a hostile intent. It makes no distinction between "friendly" fighters and "hostile" fighters; anyone attempting to enter the zone with intentions of harm alerts it.

Create Shadow

1 Point

Ranged, Temporal, Stackable

This spell creates a region of shadow. Its dimensions equal 9×6×6 meters or any other shape with the same volume. It cannot do any damage and it has 1D6 hit points per point in the spell. It cannot be damaged by physical weapons, as it is too immaterial, but Disruption spells and the like affect it. It is considered to have a POW equal to that of the caster when the spell is cast. The shadow has a movement rate of 12.

When additional points of this spell are cast, the volume covered does not change, but the darkness becomes deeper within the shadow. One point of the spell is enough to permit casting of the Dark Walk Rune spell and to create an effect of a haze in sunlight. Two points of this spell are enough to cancel the effects of sunlight on cave trolls and trollkin. Three points of this spell make a shadow equivalent to a moonlit night. Four points of the spell make an area that is pitch black—requiring Darksense to see within.

Within the area affected by the shadow, fire or other illumination is visible, but illuminates nothing.

Create Wildfire

1 Point

Ranged, Instant, Stackable

This must be cast on a fire. Each point increases its intensity (see page 157) by one level, adding 1D6 to the damage it produces, and increasing the fire's heat output. It also, naturally, causes the fire to burn itself out much sooner.

This spell works on Fireblade, but the affected weapon takes 1D6 points of damage per point of the spell. This spell increases the damage done by a salamander by increasing the intensity of its flames, but the elemental also takes 1D6 damage per point.

Cremate Dead

1 Point

Ritual, Nonstackable

This spell allows an official (usually a priest) to fully destroy the bodily remains of any one person after death. The affected corpse must have belonged to the same clan as the official presiding over the ritual. It guarantees that the ghost will not return to haunt the family. It also burns all goods sent along with the corpse, allowing the deceased to carry some weapons and other supplies into the Land of the Dead. It can be used on a still-animated skeleton, zombie, or even the vampiric form of a former clansman to burn it, though the target's POW must be overcome with a resistance roll.

Cure All Disease

2 Points

Touch, Instant, Nonstackable

This spell cures any disease and stops its effect immediately. However, it does not restore any characteristic points lost. Restore Health is needed to restore any lost characteristic points.

Cure Chaos Wound

1 Point

Touch, Instant, Nonstackable

This spell is of no use by itself and cannot be stacked on its own, but can be stacked with any spell used to cure a wound or other affliction received from a Chaotic creature. It provides all the magic points needed to work the spell. As such it has little effect on most Rune spells, though it helps tremendously with Heal Wound. *For example, if stacked with a Heal 6 spell, the spell would cure 6 points of damage and cost the user no magic points.* The spell also completely cures the victim of broo impregnation and removes its consequences. It also cures diseases received from a Chaotic creature.

Cure Poison

1 Point

Ranged, Instant, Nonstackable

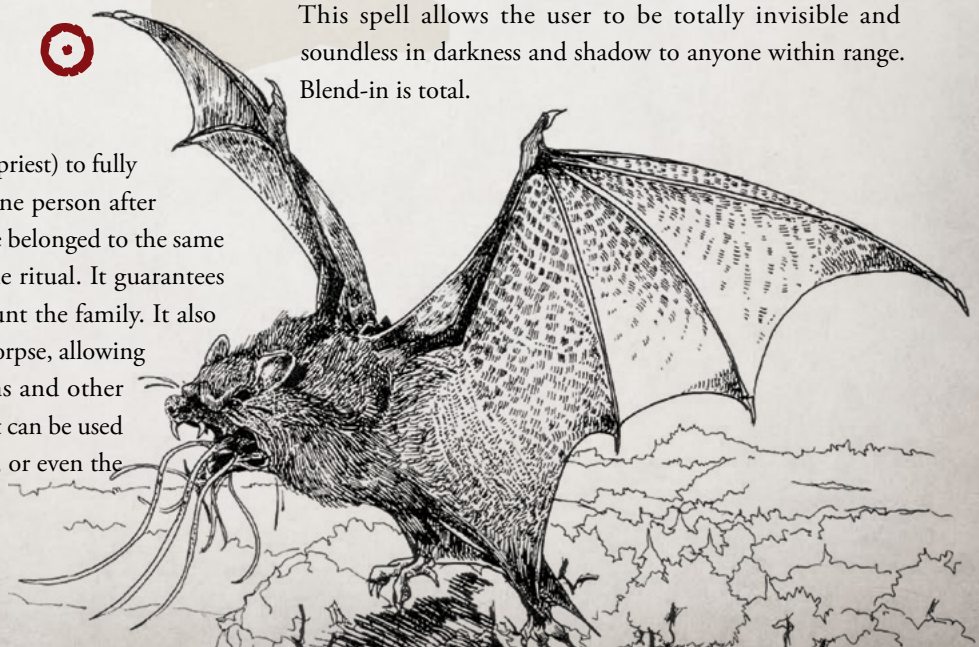
This spell cures any poison and stops its effect immediately. The damage resulting from the poison may now be healed by other magic.

Dark Walk

1 Point

Ranged, Temporal, Nonstackable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within range. Blend-in is total.



Detect Honor



1 Point

Instant, Stackable

This spell informs the user whether the target is an honorable individual—according to the Orlanthi understanding of what that means—as determined by the gamemaster. The spell is highly subjective in nature, and an individual might register as honorable one week, and dishonorable the next.

Detect Truth



1 Point

Ranged, Temporal, Nonstackable

This spell allows the caster to tell whether anyone within a 5-meter radius of the spell's target is lying (deliberately speaking falsehood, based on their own knowledge). If lies are spoken, the speaker emits a dark, smoky glow, visible only to Swords and initiates of Humakt.

Discorporation



1 Point

Self, Temporal, Stackable

This hour-long ritual, known to a few secret societies and mysterious subcults, is like the shamanic ability. It allows the caster to temporarily detach their spirit from their body and reunite them at will, or after 15 minutes, whichever comes first. The body remains comatose until the spirit returns. When the time limit is reached, the spirit "snaps back" to the body immediately.

Discorporation requires a successful Meditate roll and costs 1 Rune point. The difficulty of maintaining the separation is directly proportional to the distance between spirit and body, costing 1 further Rune point per 5 kilometers of distance. Thus, the caster must stack 2 Rune points to be able to travel more than 5 kilometers from their body. These additional points should be spent when Discorporation is cast.

While in spirit form, the caster may cast spells and travel to anywhere the adventurer can maintain the separation.

A Discorporate adventurer is treated in all respects like an ordinary disembodied spirit. A Discorporate adventurer can initiate spirit combat against another spirit or against a corporeal entity. If a Discorporate adventurer loses spirit combat to a shaman or other corporeal entity, the Discorporate spirit can be bound just like any other spirit.

A Discorporated adventurer can be forced back into their body by a properly powerful Dispel Magic spell, assuming the user of Dispel Magic can find the Discorporate adventurer by means of the Detect Spirit spell, or finds the body.

While Discorporate, an adventurer attempting an attack spirit magic spell and rolling a fumble on the attack roll is immediately returned to their body.

While Discorporate, the adventurer can sense other spirits and sources of POW at a range of roughly 10 meters per point of POW possessed by the adventurer. The adventurer cannot see non-magical mundane objects without POW or magic points (such as ordinary walls, armor, weapons, furniture, scrolls, coins, etc.). Within a range of 1 meter per point of POW, the adventurer can sense the POW of entities to within 5 points above or below their own. At that range, the adventurer can also sense Runic affinities over 50%. The adventurer can use magical languages (such as Spiritspeech or Stormspeech), but cannot communicate using mundane tongues. In direct contact with another entity, the adventurer can sense exact POW, INT, and CHA. The adventurer can also sense cult affiliations. Contact is also the range of spirit combat.

While an adventurer is Discorporate, their body is still vulnerable to all damage-causing spells, weapons, diseases, etc. It is also vulnerable to being possessed by hostile spirits unless protected by magic or an allied spirit. If the body dies, the adventurer becomes a ghost (see the Glorantha Bestiary).

Discorporation can be combined with Extension to increase the duration of the Discorporation.

Dismiss Elemental (type)

Rune varies depending on elemental being summoned

1–3 Points (depending on elemental size)

Ranged, Instant, Stackable

This spell can dismiss an elemental of the type listed. With 1 Rune point, the caster can try to dismiss a small elemental. With 2 Rune points, the caster can try to dismiss a medium or small elemental. With 3 Rune points, the caster can try to dismiss a large, medium, or small elemental. Most cults are limited as to the size of elemental that can be dismissed with this spell.

The caster of the spell must overcome the POW of the elemental for the spell to work. The elemental cannot be dismissed until it is fully formed. When dismissed, the elemental disappears at the end of the melee round during which the dismissal spell was cast, and gets to attack during that round.

Dismiss Magic



1 Point

Ranged, Instant, Stackable

Cast at a target, this spell eliminates magic from the target. Each point of Dismiss Magic cancels 2 points of spirit magic

or sorcery, or 1 point of Rune magic. Only the spell strength of sorcerous spells (see page 385) needs to be overcome.

When cast against a general target, without specifying any particular effect or spell, Dismiss Magic always destroys defensive spells first, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the specific spell.

Divination

1 Point

Ritual, Duration (special), Stackable

This ritual must be performed in a holy place of the caster's deity such as a temple or a Sanctify spell-blessed area that is undisturbed for the duration of the ritual.

This spell allows the caster to communicate with their deity. For each point of the spell cast during the ritual, the communicant may ask a simple question and they either receive an answer of up to ten words or a brief vision or dream of the answer. This procedure requires one hour per point of Divination used.

The gamemaster should privately roll D100 whenever a player requests an answer to a Divination. If the roll is greater than the caster's POW×5, then the caster failed to interpret the answer or dream properly. The gamemaster then makes up a misleading or puzzling answer.

Draw Beast

1 Point

Ranged, Temporal, Stackable

When this spell is cast upon an unintelligent animal of any type, it causes that animal to move towards the caster at walking speed. The animal can resist the initial attack. For each additional point stacked, an additional beast may be affected.

Earth Shield

3 Points

Touch, Temporal, Nonstackable

Also called Shield of Arran, this spell must be cast upon a shield. The shield has an infinite number of hit points for the spell's duration. Knockback attacks still affect the holder of the shield.

Earthpower

3 Points

Self, Instant, Stackable

This spell enables the caster to draw upon the strength of the earth to save them in a time of mortal or existential peril. If the caster's magic points or POW fall to 0, Earthpower enables them to draw both 1 point of POW and 1D8 magic points directly from the earth, preventing unconsciousness or destruction of their soul. They must be physically in contact with the earth for this effect to happen. Each additional Rune point added to the Earthpower spell returns an additional 1 POW and 1D8 magic points. The POW disappears at the end of the spell's duration, and any magic points in excess of the caster's magic point total are temporary and are lost when spent, and do not regenerate.

Enchant (metal)

Rune varies depending on metal

1 Point

Enchantment, Ritual

This ritual must be performed over the specific Rune metal it is designed for. Rune metals are described in greater detail in the RuneQuest Gamemaster's Guide. One point of POW is sacrificed for each 10 ENC (or fraction thereof) of the metal enchanted. The metal should be forged (with the relevant Craft skill roll) into the desired form before this spell is cast, for reforging enchanted metal always cancels the enchantment. The metal always gains hit points or armor points equal to those of bronze (except in the case of iron, which are half again as many as bronze), and may gain other special abilities, depending on the metal.

If an enchanted item is broken, it may be fixed with the Repair spell, or reforged. In either case the enchantment is lost, and the item must be reenchanted.



Extension



1 Point

Range (as per spell), Temporal, Stackable

This spell extends the duration of any temporal Rune spell that has a normal duration of 15 minutes. The Extension spell and the spell to be Extended must be cast by the same person in the same melee round, and for all game functions are cast simultaneously. This spell and the Illusion spells are the only exceptions to the rule that just one Rune spell can be cast per melee round.

Extension affects a spell's duration as follows:

Extension Duration

Extension	Spell Duration
1	1 hour
2	1 day
3	1 week
4	1 season
5	1 year

Face Chaos



1 Point

Ranged, Temporal, Stackable

This spell cannot be resisted and can be cast only on non-chaotic targets. When cast upon a single fighter, that person stands their ground and fights any Chaotic foe they face, even if they would have ordinarily chosen to flee. In general, this spell is used on outsiders, since Storm Bull cultists stand against Chaos regardless of fear. Each additional point adds one additional target.

This spell does not render its target immune to the effects of such spells as Demoralize or Panic, though the target still does not flee. A Demoralized fighter continues fighting, though at half attack chances; a Panicked fighter cannot fight at all, but does not flee; etc.

Fear



1 Point

Ranged, Instant, Nonstackable

This spell causes intense, incapacitating fear to well up within the target. To be effective, the caster must overcome the POW of the victim with a resistance roll. The degree of success in overcoming the victim's POW determines the effect of this spell. Once cast, the effects of Fear cannot be dispelled.

Fear Effects

Result	Effect
Critical	Victim dies of fear.
Special Success	Victim collapses for 20 minus CON full turns, and must make a CON×5 roll or die as above.
Success	Victim acts in all ways as if Demoralized (see spirit magic spell description) for 20 minus CON melee rounds.
Failure	Intelligent beings are unaffected. Unintelligent creatures, including animals, are Demoralized for 20 minus CON melee rounds.
Fumble	Victim is unaffected.

Fearless



2 Points

Ranged, Temporal, Nonstackable

This spell provides immunity to fear, including magically caused fear such as Demoralize, Fear, or Madness, or to the fear resulting from battle, Chaos, or even Terrors. The subject may decide to flee from such things regardless of the spell, but the choice is theirs.

Fight Disease



1 Point

Touch, Instant, Nonstackable

This spell is cast upon a sick individual. It doubles the target's effective CON for their next disease resistance roll (see page 154). If the adventurer enters spirit combat with a disease spirit, it adds 25% to their Spirit Combat skill for the duration of the spirit combat.

Find Enemy



1 Point

Ranged, Temporal, Nonstackable

This spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm them, whether the lurker can be seen or not. The caster may also designate another person to receive the spell's protection. In this case both the caster and the target psychically know who the target's enemies are.

Interposing 3 or more meters of any solid substance between the caster and a potentially detected enemy blocks the effects of this spell.

Find (substance)

Rune varies depending on substance

1 Point

Ranged, Temporal, Nonstackable

This spell informs the caster of the presence of the substance sought. The slight identifying glow is visible only to the caster. The caster is aware of the presence of the object for the duration of the spell.

This spell can detect hidden objects made of the desired substance unless they are behind 3 or more meters of stone, soil, or metal.

Fireshield

2 Points

Ranged, Temporal, Stackable

This spell reduces the damage of all fire-related attacks upon the recipient by half (rounding down), after the effects of armor and protective magic have been deducted.

Flight

1 Point

Ranged, Temporal, Stackable

The caster may transport one object weighing up to SIZ 6 through the air for the duration of the spell. Each extra point of Fly increases the potential weight carried by 6 SIZ. Thus, an adult human would probably need 2 or 3 points of Flight to leave the ground.



To pick up something fastened, the caster must use their POW to overcome the STR of the fastening.

An object affected by this spell has a movement rate of 12. An unwilling target's POW must be overcome or this spell has no effect on them.

If the adventurer needs to maneuver while flying, use their Air or Movement Rune rating (player choice) in place of a Fly skill.

Float

1 Point

Ranged, Temporal, Stackable

Each point of this spell lifts 16 SIZ to just below the surface of the water. Heavier objects do not float, though they will sink more slowly than they would if the spell had not been cast. Lighter objects are raised halfway out of the water, bobbing about.

Free Ghost

1 Point

Ranged, Instant, Stackable

This spell must be cast upon the ghost of a deceased mortal. The user must overcome the POW of the ghost with their own with a resistance roll. If successful, the ghost is unbound from its haunting and returns to the Land of the Dead.

Gnome to Gargoyle

1 Point

Ranged, Temporal, Stackable, One-use

This spell must be cast on an earth elemental of any size. It turns the elemental into a humanoid monster. This spell usually is cast only in times of extremity.

The monster produced has the STR and POW of the original elemental. Its hit points remain the same and become the gargoyle's SIZ. It gets a DEX of 3D6. The monster attacks with its fist at 35%, and does 1D6 plus its damage bonus. It has 6 points of armor in each location from its stony hide.

When the spell expires, the monster turns back into earth.

Group Laughter

1 Point

Ranged (10-meter radius around caster), Temporal, Stackable

This spell ensures that everyone within the radius sees the point of every joke told, and is even capable of enjoying practical jokes played on themselves. Even old jokes that everyone knows seem funny when told to those affected by this spell. Additional points of this spell increase the radius of effect by 10 meters.

This spell's effects cannot be resisted. The caster can boost it with magic points to help penetrate Countermagic or similar defensive spells.

Heal Wound—Powerful and Common

Heal Wound is the most powerful healing magic available to most adventurers. For 1 Rune point, an adventurer can heal as many hit points of damage as they spend magic points on.

Each cult's version of Heal Wound is subtly different.

For some examples, Humakt's Heal Wound uses Death or Truth to mortify the wounded flesh so that the injury can be denied or ignored. It always leaves painful scarring. Ernalda's Heal Wound uses Fertility or Harmony to knit the wounded flesh back together without scarring or pain. Orlanth's Heal Wound uses Air to bring enough breath to the victim that it simply overpowers the wound.

Guided Teleportation



3 Points

Self, Instant, Nonstackable

This nonstackable spell always returns the caster to a specific spot made sacred to Orlanth through a complicated week-long ritual. This spell has no range limitation.

Hallucinate



1 Point

Self, Temporal, Stackable

Each point of this spell acts as 12 points worth of any Illusion or combination of Illusions including motion, odor, sight, sound, substance, or taste. The hallucination is perceived only by the spell's caster (and any in a magical mental link with the caster) and is completely undetectable to anyone else. A Second Sight spell shows that the magic affects only the caster. See **Illusions** on page 331 for more information.

Harmony



1 Point

Ranged, Temporal, Stackable

This stackable spell affects anyone within 3 meters of the caster and keeps them from getting violent. It counteracts emotion-affecting spells (such as Fanaticism and Demoralize) that are weaker than the Harmony spell. Each Rune point added to the spell adds 3 meters to the radius of effect. Harmony can be boosted with magic points to overcome more powerful emotion-affecting spells (such as Berserk) and to blast through Countermagic and other defensive spells.

To work, the caster must roll D100 and compare the result on the resistance table to their own POW. All targets whose POW would be overcome are affected. *For example, if a caster with a 12 POW rolled 52, all potential targets with an 11 or lower POW are affected.*

Heal Body



3 Points

Touch, Instant, Nonstackable

This spell cures the total damage done to a body, regardless of hit location or source. The player of the affected adventurer simply erases all damage from total hit points and hit location hit points. Any severed limbs are reattached if available, or regenerate as if new.

Healing Trance



1 Point

Touch, Duration (as needed), Nonstackable

The target of this spell falls into a deep trance, during which the natural healing rate speeds up by a factor of eight times normal. Thus, an adventurer that normally heals 2 points of damage per hit location in a week would heal 16 points of damage to each hit location in the same time.

The caster of this spell and the recipient both remain in an unwakeable trance until all healing is done. They must be fed and cared for as if they were catatonic during this period.

Heal Wound



1 Point

Touch, Instant, Nonstackable

This spell repairs damage done to a living creature's hit points. It works equally well on any living thing, provided it has hit points. The spell converts magic points into hit points. The caster must simultaneously spend magic points equal to the points to be healed. This spell cures the damage in the locations being touched as well as total hit points.

Hide Fire



2 Points

Ranged, Temporal, Stackable

This spell is cast upon a container of any type or size, including a human hand, a burlap sack, or a pail. It permits the container to hold an appropriately-sized fire without burning or putting the fire out. Thus, an adventurer could pick a candle flame off its wick and hold it in their palm for the duration of the spell. The adventurer could also close their fist and hide the flame—when they open the fist, the fire is still there.

For each Rune point stacked with the spell, the intensity of fire that can be held increases by 1. Generally, each point of intensity is equal to 1D6 points of damage (see **Fire as a Weapon** on page 157).

Hide Wealth



1 Point

Touch, Duration (one day), Stackable

This spell must be cast upon an inanimate bundle of goods. It causes the target to become invisible to everyone except the caster and those watching as the spell is cast. Each additional point of Hide Wealth cast at the same time permits an additional bundle to be hidden. Magic items hidden with this spell cannot be sensed, even with magical spells, but the presence of the spell of Hide Wealth itself could be. If any of the hidden goods are moved, the spell dissipates. Each point of Extension stacked with Hide Wealth doubles the duration of the spell.

Identify Scent



1 Point

Ranged, Temporal, Stackable

This spell enables the target to perfectly identify the nature of any scent encountered under the spell's influence. If the scent is of a substance or entity that the target has never encountered or seen, the target will only know that an unknown scent has been encountered.

The target's sense of smell is dramatically increased under the influence of this spell to approximately twenty times more sensitive than a normal human. The target gains a Scent skill of 25% plus their Perception skills category modifier. This skill may improve with experience.

Illusory Motion



1 Point

Ranged, Temporal, Stackable

Within range, this active spell animates illusions and moves them as desired by the caster. Each additional point of the spell allows the illusion to be moved at an increasing rate of three meters per melee round (equal to a movement rate of 1). The caster has a chance of manipulating the illusion equal to their DEX×3.

Illusory Odor



1 Point

Ranged, Temporal, Stackable

This spell reproduces a single scent from the caster's memory. Though odor perception is different between different species, this spell can fool creatures other than the caster's own species. Four points or more of this spell forces anyone encountering the odor to make a CON×2 roll against the odor. Failure indicates the adventurer is overcome by nausea until the CON roll succeeds during a later melee round.

Illusions

Illusion spells are magical creations that create effects resembling reality. Once an illusion has been magically created it becomes a part of reality, however temporary. Illusions cannot be disbelieved. An illusion with substance can do damage and can be damaged.

The six spells below can be combined in any manner desired by the caster to create simple or complex illusions as desired, remembering that all uses of illusion are subject to the guidance of the gamemaster. If any of these rolls fail, the illusion lacks that aspect.

If an illusion is cast upon an already-moving object, the illusion moves with the object. A sound illusion cast upon a noisy target masks contradicting noises, and the same is true with contradicting tastes, smells, sights, etc. The following table suggests some standards for sense-related illusions:

Illusion Intensity

Intensity	Odor	Taste	Sound
1	Rose	Water	Whisper
2	Smoke	Pear	Conversation
3	Scented Oils	Lemon	Shout
4	Ammonia	Vinegar	Avalanche

Along with the spell Extension, Illusion spells are the only exceptions to the rule that only one Rune spell can be cast during a melee round.

Illusory Sight



1 Point

Ranged, Temporal, Stackable

This spell creates a visual illusion which registers upon light-sensitive organs. Each point of the spell covers a volume of SIZ 3. One casting of the spell can completely cover an area the size of a small child. If 1 point were used to create the illusion that an adult was covered in armor plate, only a portion of the adult would appear to be covered by armor.

Illusory Sound



1 Point

Ranged, Temporal, Stackable

The sound created with this spell must be specified as to nature, duration, and intent at casting. The gamemaster should rely upon the player's stated intent instead of the specified noises. If the adventurer wishes to change the sound, they must cast another use of the spell.

Illusory Substance



1 Point

Ranged, Temporal, Stackable

This spell creates 1 SIZ (5 kilograms) to the solid matter of an Illusion per point. For purposes of combat, 1 SIZ point equals 1 hit point.

An illusion with substance can do damage. One point of substance can do 1D3 points of damage; 2 points can do 1D6 points of damage; and 4 can do 2D6. Each additional 2 points does a further 1D6 damage.

For an illusion with substance to do damage the target must either strike themselves with the illusion (such as walking into an illusionary fire), or motion must be combined with the substance to give the caster fine control.

Illusory Taste



1 Point

Ranged, Temporal, Stackable

This illusion creates a single taste covering about 1 SIZ of material. The taste created must be somewhat familiar to the caster, though the target reacts to the taste as its experience dictates. Illusory taste can conjure up tasty dishes, but may also be used to create poisonous substances. Each point of the spell can create a POT of 1D6.

If the target of the illusion cannot taste things, then this spell has no effect.

Impede Chaos



1 Point

Ranged, Temporal, Stackable

The target of this spell becomes difficult for Chaos creatures to hit. For each point stacked in the spell, subtract –20% from the attack skill of any Chaos creature attacking the recipient.

Impede Chaos has no effect against non-Chaotic opponents.

Incarnate Ancestor



3 Points

Ranged, Temporal

This spell can bring the spirit of an ancestor to occupy the body of one of its descendants. The family-member must be willing, and the Daka Fal priest is typically the host body. The summoned spirit knows all spells, knowledge, and skills it knew while still living. The host spirit is suspended temporarily in the Spirit World and returns when the spell expires unless a fumble is made when the spell was cast, or the spell is extended longer than one day. In either case, the body is permanently possessed, and the previous host spirit goes to the Land of the Dead.

This spell can be cast without naming the specific ancestor desired, in which case a random ancestor comes. This is dangerous unless an Axis Mundi spell has been prepared beforehand (see page 318).

Increase/Decrease Wind



1 Point

Ranged (100-meter radius around caster), Temporal, Stackable

This spell increases or decreases the average wind STR by 1D6 for the duration of the spell. Each additional point used either adds or reduces the wind STR by another 1D6, or increases the radius of effect by another 100 meters. Refer to the **Weather** section (page 160) to determine what penalties on movement, missile fire, and visibility a wind might have.

This spell has no effect upon temperature or wind direction.

Invigorate



1 Point

Touch, Instant, Nonstackable

This spell completely revitalizes and refreshes the recipient, even if they are exhausted to the point of collapse. It does not restore any lost hit points, but will restore any CON that has been temporarily lost through some condition such as hunger, thirst, or exhaustion.

Inviolable



1 Point

Ranged, Temporal, Stackable

This spell affects any Ernalda cultist or member of any associated cult within 3 meters of the caster, counteracts Fanaticism and Demoralize, and acts to keep anyone within range from getting excited or violent. It counteracts emotion-affecting spells (such as Demoralize, Fanaticism, or Fear) that are weaker than the Inviolable spell. Inviolable can be boosted with magic points to overcome more powerful emotion-affecting spells (such as Arouse Passion, Berserker, or Madness) and to blast through Countermagic and other defensive spells. The gamemaster should determine whether any other spells are affected.

To work, the caster must roll D100 and compare the results on the resistance table to their own POW, as if the caster were the passive characteristic, following the results until a value higher than the roll is reached. All targets whose POW would be overcome are affected.

Example: Yanioth casts Inviolable before entering a potentially dangerous situation. Her POW is 15. She rolls a 42 on D100. Consulting the resistance table as if she were engaging in a POW vs. POW struggle, Yanioth's result puts her above 40 (POW 13) but lower than 45 (POW 14). This means that the spell affects anyone in range with POW 13 or lower.

Invisibility

3 Points

Ranged, Temporal, Stackable

This spell makes the user invisible by attracting an enemy's attention to a spot other than where the adventurer is. The subject of the spell remains unnoticed unless they wish to draw attention to themselves, or are detected by magic. If the subject makes a noise, an enemy can try to strike by sound alone, at a –50% chance of success.

If the adventurer protected by the spell attacks with a missile or melee weapon, or with magic, they become visible in the same strike rank in which they attack and disappear again after the last strike rank of that round, unless engaged in melee. Any round the adventurer disengages from melee, they disappear again at the end of the round of disengagement.

Knowledge

2 Points

Touch, Temporal, Nonstackable

This spell allows the user to read the history of an item simply by touching that item. Any information that cannot be assimilated fully within the 15 minutes of the spell is lost. If the item has a long history, the spell starts at the beginning, unless the caster dictates a specific time at which to start.



Leap

1 Point

Ranged, Temporal, Stackable

This spell allows a fully-encumbered person to jump up to 6 meters high or 6 meters away for the spell's duration. Every additional point in the spell adds 6 meters to the range of a jump or allows the user to lift 6 additional SIZ points while jumping.

Lie

2 Points

Self, Instant, Nonstackable

This spell can be cast undetectably right as a trickster tells a lie. Anyone hearing the lie automatically believes it to be true, no matter how outrageous it is. They continue to believe it until they have incontrovertible evidence of its falsehood, or for at least one full melee round in any case. *For example, if a trickster used this spell to tell a Yelm priest that the Sun wasn't going to rise tomorrow, it would cause a great deal of panic until next morning or until the priest performed Divination and asked their deity what had happened or until the end of the full melee round after the spell was cast.*

Those who hear the lie secondhand are not forced to believe it, and can try to talk the original hearers out of their misguided belief.

Lightning

1 Point

Ranged, Instant, Stackable

A blast of crackling energy projects from either the hand of or some device held by the caster (a sword, a spear, wand, etc.) towards the target. Each point of Lightning cast causes 1D6 points of damage to a single hit location if the caster overcomes the target with a POW vs. POW resistance roll. No armor protects against this damage, but spells that defend against physical attacks are effective. The Lightning discharge is very bright, very loud, and sets dry, flammable materials on fire.

Lock

1 Point

Ritual, Duration (eight weeks), Stackable

This spell may be cast on a door, chest lid, bag opening, or similar device. It thereafter acts as a more potent version of the spirit magic spell Glue, with a strength equal to the magic points used to strengthen the spell when it was cast. It is personalized to the caster, and only they may open the door (lid, cover, etc.) as many times as desired. If it is ever closed during the duration of the spell, the Lock works again.

This spell cannot be removed by Dispel, Dismiss or Neutralize Magic. If the Locked item's STR is overcome by brute force, and later closed again, the Lock still works again, unlike Glue. This spell may be stacked with Passage.

Madness



2 Points

Ranged, Instant, Nonstackable

If the caster of this spell overcomes the POW of the target with a resistance roll, then the target suffers the effects given on the table below. The severity of the result depends on the degree of success of the caster's attack. Once the spell has been cast its effects cannot be dispelled.

Madness Effect

Roll	Result
Critical	**Insane:** Lose 1D4 INT permanently, and roll again on the Insanity table for the precise result, which lasts 30 minus POW in days.
Special	**Rage:** Victim attacks nearest person as if Fanatical (see spirit spell Fanaticism) for 30 minus POW in minutes.
Success	**Catatonia:** Victim collapses for 30 minus POW in minutes and cannot be awakened during that period.
Failure	No effect on intelligent beings; unintelligent creatures including animals are confused for 30 minus POW in minutes.
Fumble	Victim is unaffected.

When an adventurer experiences insanity, their madness is all-encompassing, either incapacitating them or rendering them a danger to themselves and others. Even after the insanity has receded, the adventurer retains traces of it. To determine these effects, roll 1D6 and consult the **Insanity** table.

Magic Point Enchantment



1 Point

Enchantment, Ritual, Stackable

Each point of POW sacrificed in such an Enchantment can be used to store 1D10 magic points. The ritual takes one hour per point of POW sacrificed. These stored magic points can be used to power or boost spells by anyone who can use the item. Magic points stored in Enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one melee round to store 1 magic point in an Enchanted item. An Enchanted item cannot hold more magic points than it has capacity to store them.

Matrix Creation



1 Point

Enchantment, Ritual, Stackable

This spell is used to store the potentiality of a spirit magic or Rune spell in an item. Anyone who can use the item gains the ability to use the spell whenever they are in physical contact with the item, though they lose the potentiality of the spell as soon as they lose that contact.

POW points equal to the magic points or Rune points needed to cast the spell must be sacrificed to create the matrix. An enchanter cannot make a matrix for a spell they do not have access to.

Insanity

D6	Insanity
1	**Amnesia:** The victim is bereft of select memories. They remember their gods and spells, but not the names and knowledge of friends, family, and enemies.
2	**Elemental Fear:** The victim picks their lowest rated Elemental Rune (except the Moon Rune) on the adventurer sheet. The victim now has an all-consuming fear and paranoia of that element, and seeks magical and mundane allies against the forces of that element.
3	**Pantophobia:** The victim fears everything. Each noise, every action of friends (not to mention enemies) throws the victim into paroxysms of fright. When not cowering in a corner, they are running for cover.
4	**Paranoia:** A paranoid is positive that everyone is an enemy. Every comment or gesture is a threat. The victim may not utter this belief but develops elaborate secret schemes of protection and revenge.
5	**Stupefaction:** The victim of stupefaction stands with no will or interest, and does not talk or communicate in any rational way. They may be led or forced to walk, eat, stand, or sit, but takes no independent action. May babble incoherently.
6	**Unlimited Semiosis:** The victim is mentally lost, and perceives that everything proves everything, that everything is everything, and we are all us. While suffering from this disorder, the adventurer is incapable of taking practical action such as attacking, parrying, spell casting, etc.

For example, to make a spear into a Thunderbolt matrix requires 3 points of POW. The strength of a matrix can be built up over time. Thus, the Thunderbolt matrix could later have an extra point of POW stacked with it by later sacrifices of POW. Similarly, to create a Strength matrix, 2 points of POW must be sacrificed into the item. The Thunderbolt matrix, needing 3 points of sacrificed POW, can be done over the course of several weeks or even seasons. The spear does not have the Rune spell until the entire sacrifice is made.

The user of a Rune spell matrix has a chance of casting that spell equal to their POW×5. If the casting fails, the user can try again the next melee round. Once used, the user must take the item back to the proper temple to be recharged with a successful Worship ceremony.

The user of a spirit magic spell matrix has a chance of casting that spell equal to their POW×5. The user also needs to spend 1 magic point per point of the spirit magic spell.

Mindblast



2 Points

Ranged, Instant, Nonstackable

This spell must overcome the POW of the target to be successful. If successful, it temporarily reduces the INT of the victim to 0 for days equal to half the caster's POW, rendering them in a vegetative state for that period. The effects of the spell cannot be dispelled. If the caster achieves a special success in overcoming the target's POW, the attack also causes 1D6+2 points of damage to the target's head hit location. Armor does not protect against this damage, though magical protection will.

Example: Percippus the Priest casts Mindblast at an enemy Tailed Priest. The dragonewt's POW is 19, and Percippus has a 15 POW, but he rolls a 22 and the spell overcomes the dragonewt. The Tailed Priest immediately stands stupefied, dumbstruck, and incapable of doing anything of its own volition. One-half of Percippus' POW is 8, so the dragonewt effectively loses all INT for eight days.

Mind Read



2 Points

Ranged, Temporal, Nonstackable

This active spell gives the caster the ability to read the conscious thoughts of the target without their consent, though the target can tell there is an intruder in their mind. The caster must overcome the target's POW for the spell to function.

Mist Cloud



1 Point

Ranged, Temporal, Stackable

This spell creates a bubble of natural-looking mist 2 meters in diameter for every Rune point expended with the spell. Visibility within or through the mist is limited to 1 meter. The cloud can be formed to encircle and thus blind an opponent.

Morale



2 Points

Ranged, Temporal (see below)

This spell establishes a field around the user or picked target that affects an entire regiment with the fighting equivalent of a Fanaticism spell, but without the deleterious effects of ignoring parrying and defensive tactics. This spell requires an hour-long ritual with the caster and the regiment. It lasts until either sunrise or sunset, whichever comes first.

Multispell



1 Point

Self, Temporal, Stackable

This spell allows the caster to combine two spirit magic spells and cast them at once. These are resolved as separate attacks. The only exception to this is the Disruption spell, which can be combined with itself and resolved as one attack doing 2D3 damage to one hit location.

This spell affects all spells cast by the caster over the duration. Thus, every melee round the caster can throw two spirit magic spells. The spells may be different each round.

Multispell can be used to cast two different spells at the same time, or to cast spells at two different targets at the same time. This spell does not decrease the cost in current magic points of all spells to be combined, so the caster loses the total amount required to cast them separately from their current magic points. Multispell does not override the usual limitations on how much of a variable spell can be used. Also, it cannot be used to cast incompatible spells on the same target. Thus, Multispell cannot be used to create a single arrow with Speedart 2 on it, or put Countermagic and Protection on the same adventurer. An attack using Multispell takes effect at the highest strike rank of any spell included in the combined attack. *For example, if Joshfar tried to Demoralize one enemy and cast Disruption on another, both at the minimum cost to cast, it would take effect at his Demoralize SR of 2, not his Disruption SR of 1.*

For each additional point stacked with Multispell, one additional spirit magic spell can be combined. Thus Multispell 2 allows three spirit magic spells to be combined and thrown at once.

Oath



2 Points

Ritual, Permanent (see below), Stackable

The Oath spell binds two (or more) people into a pact. Anyone that breaks the oath receives an attack of Sever Spirit (see page 338) with magic points equal to the total magic points placed into the Oath spell to start it. The greater the Oath sworn, the more magic points are committed to the swearing. *For example, if two Humakti each placed 15 magic points into an Oath Rune spell and one later broke the oath, 30 magic points would be matched vs. the oathbreaker's POW. If overcome, the oathbreaker will die.*

Each additional Rune point added to the Oath allows an additional participant. The participants need not be Humakti—the spell can be cast by a third cult member.

Panic



2 Points

Ranged, Temporal, Nonstackable

If the user overcomes the target's POW with their own, the target is seized with an overpowering terror. They cannot cast any spells or attack in melee, though they can parry or Dodge normally. Usually, they run away.

Passage



1 Point

Ritual, Duration (eight weeks), Stackable

This spell must be stacked with Lock (see page 333). Each point of Passage allows one additional person to pass through or open the magically-affected aperture aside from the caster. It is cast on the door (or whatever), and the person(s) getting the Passage must also be present, laying their hands on the opening while the spell is intoned.

Path Watch



2 Points

Self, Duration (variable), Nonstackable

This spell is used when traveling through dangerous or questionable territory. It must be laid upon a known path or visible road to be traveled on by the caster. The spell alerts the user to the direction and number, though not type, of all enemies and traps within a 100-meter radius. The spell lasts until the caster falls asleep, or the path ends.

Pathway



1 Point

Ranged, Temporal, Stackable

This stackable spell allows the user to determine the direction of the nearest oasis. If 2 Rune points are used, then the closest and second closest oases will be known, with each additional point increasing the number of oases known. There is no limit to the number of Rune points stackable, but the spell tells only direction and relative distance (closest, next closest, etc.), not the actual distance.

Peace



3 Points

Ranged, Temporal, Nonstackable

This spell causes all persons not of Rune Master status within a 1-kilometer radius to lay down their weapons and forget all violence and war. For the duration of the spell, they prefer rather to listen to the wonders of peace and love which the spirits send ringing through their minds.

Rain



1 Point

Ranged (100-meter radius around caster), Temporal, Stackable

This spell causes rain to fall. If it is not currently raining, the spell creates rainfall as per the range in the **Cloud Cover** table, as appropriate for the current cloud cover, for the duration of the spell. If it is currently raining, the spell results in an increase in rainfall as if there were +10% more cloud cover.

Cloud Cover

% Cover	Description	Rainfall
0–10	None	0–10 mm
11–20	Scant clouds	11–20 mm
21–30	Scattered clouds	21–30 mm
31–40	Slightly overcast	31–40 mm
41–50	Moderately overcast	41–50 mm
51–65	Mostly overcast	51–65 mm
66–80	Completely overcast	66–80 mm
81–00	Dense clouds, little light	81–100 mm

This spell requires visible cloud cover to be effective; clouds could be summoned using the Cloud Call Rune spell (see page 323).

For each Rune point stacked with the spell, the amount of rain that falls increases as if the cloud cover was increased

by +10% or the radius affected by the spell is increased by another 100 meters.

Reconstruction



3 Points

Ranged, Temporal, Nonstackable

This spell causes any 15-minute sequence from the past to replay for the caster's senses, for as long as they are in the immediate area in which it took place (up to the spell's duration). The user is in a trance state and no one else can sense what they sense. The user must state the time and date of starting the vision.

Reflection



1 Point

Ranged, Temporal, Stackable

This spell reflects spells that fail to overcome the POW of the protected being. The next strike rank, the reflected spell or spells attack their caster(s). The POW of the reflected attack spell is equal to the caster's POW when the spell was originally cast. It is compared to the POW of the caster (after the spell was cast) in a resistance roll. If the spell overcomes the caster's POW, the caster suffers the spell's effects.

Each point stacked of this spell reflects 2 points of spirit magic or sorcery, or 1 point of Rune magic. Reflection does not work at all if the incoming spell is too powerful.

Regrow Limb



2 Points

Touch, Permanent, Nonstackable

This spell regrows a severed or mangled limb. Whenever a limb is lost, the gamemaster should determine what percentage of the limb was lost. The gamemaster can roll D100 or simply decide. The result shows how much needs to be regrown. The recovery rate is 10% per game week if the spell is applied within ten minutes of damage, increasing to 20% per season thereafter.

Remove (body part)



2 Points

Self, Temporal, Nonstackable

This spell allows the caster to pull off the specified limb or organ without damage or pain. The detached limb can be moved by the caster and they receive all normal sensory input from it as if it were still attached, though with the additional freedom of movement. A caster with Remove Hand can take off their hand and send it crawling away. Even if the caster cannot see their limb, they can still control it and feel what it feels, although they may not be able to tell where or how far away it is.

If the separated limb is damaged, all normal rules ensue as if it were not detached—the owner can become incapacitated, take general hit point damage, or even be poisoned! The caster cannot grow a new equivalent part with a Regrow Limb or its equivalent until the old part is destroyed.

The caster can reattach the detached part if they bring it back within the spell's duration. If the spell ends before it is restored, it must remain separated until they cast the spell again. This does not result in the death of the caster, even if the detached part of the body is the head!

Reproduce



2 Points

Touch, Instant, Nonstackable

This spell is cast upon a single living thing of any sort, and permits it to recreate itself through the natural processes of the life force. The being's next attempt at procreation succeeds to the greatest degree possible. If a corn shoot were blessed, the full-grown plant would be heavily laden with ears, and all kernels in each ear would be large, fertile, and capable of growing a new plant. A human would give birth to a healthy baby, possibly even twins or triplets (in such case, the gamemaster may want to roll 1D3 to determine how many babies). However, if reproduction is normally impossible, this spell does not render it possible.

Resurrect



3 Points

Ritual, Nonstackable

This ritual spell allows an adventurer to be restored to life. First, the body must be healed to at least 3 hit points. If the body is dead from disease, the disease must be eliminated or the Resurrect is futile.

This spell summons the deceased spirit to approach its former body. The caster of the spell or their allied spirit must engage in spirit combat with the deceased. If the caster succeeds in causing the deceased to lose magic points, the spirit is forced back into the body and returns to full life. If the caster fails by ending the spirit combat early or being defeated, the soul returns to the Courts of Silence.

Each day after the first that the dead adventurer stays dead permanently reduces their STR, CON and DEX characteristics by 1D3 points each. When any characteristic is reduced to 0 or less, that adventurer is irrevocably lost. Thus, death from characteristic loss means that the adventurer is not resurrectable.

Finally, anyone dead longer than 7 days is unable to be resurrected with this spell, regardless of their characteristic points. They can only be brought back through a successful heroquest.

Restore Health



1 Point

Touch, Instant, Stackable

This spell restores characteristic points that have been lost to disease, to the effects of the sorcery spell Tapping, or to other sources. This spell does not cure any disease that may be present. It does not restore characteristics lost due to death.

Each Rune point of Restore Health restores one point of a specified characteristic. Use of this spell can restore characteristic points only up to their value prior to being lost.

Safe



2 Points

Touch, Duration (eight weeks), Nonstackable

This spell is cast upon a container or opening to bar unwanted passage. The caster must boost the spell with one or more magic points (although typically the caster boosts it with as many as possible). When anyone other than the caster tries to open the secured container, or crosses a doorway with this spell, they are attacked by the spell's magic points. If the trespasser's POW is overcome, they take 1D6 points of general hit point damage and are forced back. If their POW is not overcome, the spell is broken and they may enter freely, as may anyone accompanying them. If an intruder fails to overcome the spell on their first try, they can try again and again until they either succeed, give up, or are slain.

The spell's entire magic points are matched against any defensive magic the intruder might have.

Sanctify



1 Point

Ritual, Stackable

This spell blesses the volume of a 10-meter-radius area, usually a sphere (though Earth cult holy ground always takes on a cubical shape). Cast on level ground, one hemisphere would roughly be in the air, and the other within the earth. While the Sanctified area is not detectable by touch or trolls' Darksense, the boundaries slightly shimmer in bright light.

Ceremonies are performable within a Sanctified area that normally can be performed only in a temple, such as replenishing Rune points.

Anyone within any portion of the sanctified area is considered completely within it. If non-initiates, spells, or spirits cross the boundary, the caster is immediately alerted to their presence.

Additional Rune points of Sanctify increase the radius of protection by half again. Thus, 2 points of Sanctify protects a 15-meter-radius area, and so on.

Seal Soul



3 Points

Ritual, Nonstackable, One-use

This is a limited resurrection spell which may be used on cult initiates or Rune Masters, or occasionally sold to foreigners for outrageous prices. The body must have been slain, not dead from disease or old age. The body must be fully healed, or it will die again when its soul returns. After casting the spell, the caster will engage in spirit combat with the spirit of the deceased. If the caster is successful in overcoming the spirit during the first round of combat, then the body and spirit will be rejoined, thereby bringing the adventurer to life. After casting the spell and engaging the spirit, the caster will have lost 1D3 of CON from having undergone such strenuous activity.

Each day after death that the adventurer has been dead permanently reduces their STR, CON, and DEX characteristics by 1D3 points each. When any characteristic is reduced to 0 or less, then that adventurer is irrevocably lost. A death from loss of a characteristic is not resurrectable.

Finally, anyone dead longer than 7 days cannot be have their body and soul reunited with this spell, regardless of their characteristic points. They can only be brought back through a successful heroquest.

Sever Spirit



3 Points

Ranged, Temporal

This spell acts as a sword to cut the bond between the body and spirit of the target. The caster must make a successful POW vs. POW resistance roll. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to general hit points.

Shake Earth



1 Point

Ranged, Temporal, Stackable

This spell has two variables: magic points are used to determine the size of the area affected, and the number of Rune points stacked in the spell determines the severity of the result.

The spell affects an area of land geometrically proportionate to the number of magic points expended. One magic point covers 1 square meter, 2 magic points covers 4 square meters, and so on.

Everyone within the area has a 5% per point of Shake Earth subtracted from all Agility and Manipulation skills and DEX rolls. Each round, anyone standing up must succeed in a DEX×5 roll or fall (this roll is modified by the above penalty).

Other results of the quake, such as toppling trees, avalanches, etc. are up to the gamemaster to determine, and should be based on the number of Rune points spent on the spell and the existing conditions or environment. An earthquake can range from a light tremor that causes little damage to a catastrophic, city-killing event, at the gamemaster's discretion.

Shattering

1 Point

Ranged, Instant, Nonstackable

This spell acts as four Disruption spells cast at once, all directed at one target. As it does an average of 8 points of damage when it hits, all to one area, it is a very lethal spell. The target can resist.

Shield

Rune varies depending on cult

1 Point

Ranged, Temporal, Stackable

This spell protects the wearer from damage. Each point of Shield gives the wearer 2 points of magical armor and 2 points of Countermagic (equivalent to the spirit magic spell). The effects of this spell are cumulative with either Protection or Countermagic.

To get past a Shield spell, a spirit or sorcery spell must be at least 1 point stronger than the defense of the shield. This spell does not dissipate when breached. It remains in effect for the full 15-minute duration, or until it is destroyed with Dispel, Neutralize, or Dismiss Magic.

If cast on a target already protected by Countermagic, the Countermagic would be Dispelled before the Shield, if possible.

Slash

1 Point

Touch, Temporal, Stackable

This spell must be cast upon a one- or two-handed axe. Each point of Slash increases the damage done by 1D6.



Snow



1 Point

Ranged (100-meter radius around caster), Temporal, Stackable

This spell must be cast when precipitation is present. If it is raining, the spell changes all the rain to snow, sleet, or hail (at the gamemaster's option) within the spell's radius of effect. If it is already snowing, the spell doubles the amount of snow falling.

Each additional point of this spell increases the radius of affect by another 100 meters.

Soul Sight



1 Point

Ranged, Temporal, Nonstackable

This spell allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells).

The recipient can also tell if a person viewed through this spell is an initiate; and if so, whether the initiate is in good standing or not. This spell does not reveal if a person is a Rune Master, merely that they have been initiated into a cult.

Speak with Herd Beasts



l Point

Range (Voice), Temporal, Nonstackable

This spell allows the person on whom it is cast to talk with one type of herd beast for the length of the spell. Orate and Fast Talk can be used if the creature needs convincing. The spell does not instill any intelligence into the creature, so it can only speak from its natural awareness.

Speak With Insects



1 Point

Ranged, Temporal, Nonstackable.

This spell allows the person on whom it is cast to converse with one type of insect for the spell's duration. Oratory bonuses count if the creature needs convincing. This spell can be used to speak to very small insects, but their INT is small and they may not be able to get very coherent ideas across.

Spell Trading



2 Points

Touch, Instant, Nonstackable

This spell allows the caster to trade one use of any Rune magic (except this one!) in exchange for one use of any Rune spell known by another priest of any cult. The trade must be done voluntarily. Trading a spell requires that each adventurer spend Rune points equal to the traded spell.

A special procedure must be followed or this spell does not work:

- The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, so that a thief who intends to "accidentally" cast a Mindblast at the Issaries priest is detected by the market spell.
- Traded items must be stated. Exact prices are negotiable, but Issaries insists on a negotiated clear profit for his priest in one form or another.
- Some sort of token must be passed as part of the trade, and it must represent in some way the spell being traded. Thus, a Shield spell would use a shield, a Humakti spell a knife, or a Summon Air Elemental (small) a bag of air. This is in addition to any traded items.
- Each player simultaneously rolls a D100. If 1–95 is rolled by both, the spell was traded successfully, but a 96–00 result by either means that the spell is activated against the other party, and immediately takes effect! *For example, if a Sunspear is being traded, the intended recipient is struck by the blast.* Even if one of the partners fails to trade the spell properly, he still receives the spell from the other party.
- The Rune points used to trade a Rune spell can be replenished in the regular fashion. To cast the received spell, no Rune points need to be used and the caster uses the relevant Rune rating of the person who provided the spell.
- The original "owners" of the spells can still cast them after trading them, provided that the spell was not a one-use spell and that all other requirements for the spell (Rune points, cult status, etc.) are still met.

No cult trades special cult magic lightly; other cults treat these transactions in various ways. All Lightbringers, for example, deal with their associate god of Issaries, but the Earth goddesses allow spell trades only if the High Priestess of the temple approves. The nomad gods (Storm Bull and Waha) require the High Priest to be present to negotiate. The non-human deities are even more reluctant. A spell acquired through trade can be traded again for another by use of this spell.

Example: The Issaries priest Biturian Varosh has let it be known at Pimper's Block that he is willing to trade Rune magic. He offers any Issaries Rune spell in trade, and a Lhankor Mhy priestess named Jorjera tells him she would like to trade a Truespeak for a Path Watch. Biturian agrees and they negotiate terms.

They are in a Market. Biturian announces he is trading a Path Watch spell, Jorjera announces she is trading a Truespeak and one-half of a bison. Biturian then casts his Spell Trading spell (and spends 2 Rune points). He hands her a polished stone, painted like an eye. She gives him a clay disk with a mouth in the center and painted with Truth Runes. Both cast their spells and spend the Rune points for them (2 Rune points in each case). Biturian rolls a 55, well under his Movement Rune of 92%, but Jorjera rolls a 97! Suddenly Biturian finds himself glowing dimly from the spell, but realizes he does not know how to cast Truespeak. Jorjera, on the other hand, now has one use of Path Watch at 92% (the same as Biturian's Movement Rune).

Biturian does not know the spell, but at least he made some food from the trade in the form of half a bison, profit enough for a hungry man!

Spirit Armor Enchantment

1 Point

Ritual (Enchant), Stackable

This enchantment is used to create spiritual armor that absorbs magic point damage in spirit combat. It requires an hour-long ritual, after which the caster sacrifices 1 or more points of POW. Each point of POW sacrificed in the enchantment imbues the object with the equivalent of 1D3 points of spiritual armor.

Spirit Block

1 Point

Ranged, Temporal, Stackable

This spell helps protect the recipient from attack by spirits. Each point of this spell acts as spiritual armor and absorbs 2 points of magic point damage in spirit combat.

Example: Sorala, protected by Spirit Block 2, has 8 current magic points and is engaged in spirit combat. She loses this round against the spirit, which does 5 points of spirit combat damage to Sorala. Her Spirit Block protects her for 4 points, so only 1 point of damage gets through. She now has 7 current magic points.

If the current magic points of the attacking spirit fall below the value of the Spirit Block they are unable to continue spirit combat with the protected recipient, and the spirit combat ends.

Spirit Guardian

1 Point

Ranged, Duration (one day), Stackable

This spell must be cast upon a friendly ancestral spirit. It sets up a mental connection, identical to that with an allied spirit (see page 277), between the spirit and the target.

Each additional Rune point added to this spell adds a day's duration to the connection. The recipient may only have one such Spirit Guardian at any given time.

Spirit Melding

2 Points

Touch, Temporal, Nonstackable

This spell must be cast upon a friendly ancestral spirit enveloping the caster. For the spell's duration, the spirit's POW is added to the caster's for purposes of resisting spirit combat and spells. If the spirit leaves the caster, the spell's effects end.

Strike

1 Point

Touch, Temporal (until used), Nonstackable

This spell is cast upon a weapon. The next blow by that weapon ignores all armor. It may be parried or Dodged as usual.

Strongnet

2 Points

Ranged, Temporal, Nonstackable

This spell must be cast upon a net. It makes the net unbreakable by any means, including fire. A trapped victim must escape by unwrapping itself, tearing the net from the grip of its captor, or squeezing between the weave.

Summon Ancestor

1 Point

Ritual, Ranged, Temporal

This summons a randomly determined spirit of the caster's ancestors from the Land of the Dead. The same spirit is rarely gotten twice. The spirit arrives as indicated on the **Ancestral Summons** table, appearing within the spell's range.

After giving commands to the spirit (providing it is friendly) the summoner must roll a D100. On a fumble the spirit misunderstands the command and turns on the summoner. The summoner may command the spirit to engage in spirit

combat (see page 366) against a foe. The spirit may also cast any spells it knows, but depletes their magic points in doing so. In either case, if the spirit's magic points are reduced to 11 or fewer, the spirit disappears immediately (even if engaged in spirit combat) and returns to the Land of the Dead. If the summoned spirit has fewer than 11 magic points to start with, it will disappear once it loses any additional magic points.

The spirit cannot be used to memorize spells, supply magic points, or to teach the summoner. The spirit can speak Spiritspeech and its original language from its former life.

- **Friendly:** Spirit does as the summoner desires.
- **Neutral:** Spirit does as the summoner desires, but only if the summoner gives it 1 magic point for every point of POW the spirit possesses. This must be expended immediately, and cannot be used by the summoner of the spirit.
- **Malign:** These spirits always try to attack and possess the summoner.
- **Spirit Spells:** To determine the precise spells known by the spirit, roll on the **Ancestor Spirit Spells** table. Spirits know 2D6–5 points of a variable spell (minimum of 1 point).
- **Rune Points:** This indicates the number of Rune points the spirit has. An ancestor can only cast Daka Fal special Rune magic, and cannot cast common Rune spells.

Ancestral Summons

D100	Type	POW	Spirit Spells	Rune Points
1	Friendly	5D6+6	4D3	3D6
2–4	Friendly	4D6+6	3D3	2D6
5–9	Friendly	3D6+6	2D3	1D6
10–16	Friendly	2D6+6	1D3	0
17–25	Friendly	1D6+6	1	0
26–28	Neutral	5D6+6	3D3	2D6
29–34	Neutral	4D6+6	2D3	1D6
35–43	Neutral	3D6+6	1D3	0
44–55	Neutral	2D6+6	1	0
56–70	Neutral	1D6+6	0	0
71–80	Malign	1D6+6	0	0
81–88	Malign	2D6+6	0	0
89–94	Malign	3D6+6	1D3	0
95–98	Malign	4D6+6	2D3	0
99–00	Malign	5D6+6	3D3	1D6

Summon Cult Spirit

Rune varies depending on cult spirit.
1–3 Points (depending on cult spirit)
Ranged, Temporal, Stackable

With this spell, the caster asks the deity to send a cult spirit of some type. The size of the spirit depends on the number of Rune points stacked with the spell. As a rule, greater deities have more types of cult spirits.

Summon Elemental is a specific example of this spell but many other variations exist. For example, Chalana Arroy cultists can use this spell to summon a healing spirit with a 1-point variant of this spell, and Engizi cultists can use a 2-point variant of this spell to summon a naiad of the Creekstream River.

See the Glorantha Bestiary for examples of cult spirits.

Summon Elemental (type)

Rune varies depending on elemental being summoned
1–3 Points (depending on size)
Ranged, Temporal, Stackable

With this spell, the caster asks the deity to send an elemental of this type. The size of the elemental depends on the number of Rune points stacked with the spell (and is limited by whatever maximum size of elemental is available to the cult).

Elementals come in three sizes: small, medium, and large. See the Glorantha Bestiary for more details on elementals. A small elemental is 1 cubic meter in size or less (1×1×1). With one additional Rune point stacked with this spell, a medium elemental is summoned. A medium elemental is 3 cubic meters or less (1×3×1). With two additional points stacked with this spell, a large elemental is summoned. A large elemental is 10 cubic meters or less (2×5×1). Most cults are limited as to the size of elemental that can be summoned with this spell.

Once summoned, an elemental acts according to its nature and cult affiliation, unless an appropriate Command Cult Spirit spell is cast and the elemental's POW overcome by the caster with a resistance roll. If successful, the elemental serves the summoner until it is physically destroyed, or 15 minutes have passed, whichever comes first. An uncontrolled elemental may playfully destroy things around it, wander away, or even attack those hostile to its god, all at the gamemaster's discretion.

If the caster fails, the elemental becomes hostile to the caster. The caster may try again to cast Command Cult Spirit and overcome the elemental's POW.

Any number of elementals may be summoned at one time, controlled by the same adventurer. An elemental cannot be

Ancestral Spirit Spells

Ancestral spirits usually behave like ghosts. They cannot normally provide their CHA or magic points for others' use, but can cast spells and engage in spirit combat. Only malign ancestral spirits ever retain permanent possession of a mortal after spirit combat ends.

All ancestors have CHA rolled as per the species they once belonged to. Human spirits roll 3D6. In any case, a spirit cannot have more spirit spells than its CHA—if a spirit's rolled CHA is 10, but the roll indicates that it knows 12 points of spirit magic, decrease the spells known to 10.

D100	Spell
1–3	Befuddle
4–6	Binding Enchantment
7–8	Bladesharp
9	Bludgeon
10–15	Control (spirit type)
16	Coordination
17–20	Countermagic
21	Darkwall
22–24	Demoralize
25	Detect Enemies
26	Detect Magic
27–29	Detect (substance)
30–35	Dispel Magic
36–37	Disruption
38	Dullblade
39	Extinguish
40	Fanaticism
41	Farsee
42	Firearrow
43	Fireblade
44	Glamour
45	Glue

D100	Spell
46–47	Heal
48	Ignite
49	Ironhand
50	Light
51	Lightwall
52–54	Magic Point Enchantment
55	Mobility
56	Multimissile
57	Protection
58	Repair
59	Second Sight
60	Shimmer
61	Slow
62	Speedart
63–65	Spell Matrix Enchantment
66–75	Spirit Screen
76–77	Strength
78–83	Summon (entity)
84	Vigor
85–90	Visibility
91–00	Other (gamemaster's choice, or roll again)

summoned without at least some reasonable amount of that element present. It need not be anywhere near the amount used in the elemental, but if an adventurer is out of water in the desert, they cannot summon a water elemental!

Having once successfully summoned an elemental, the deity sends the same elemental every time the adventurer summons an elemental of that size and type. If the caster summons more than one elemental of that size, they can choose which one they summon in the future.

Example: Yanioth asks Ernalda to send her a large earth elemental to aid her fight against the broo in Snakepipe Hollow. She spends 3 Rune points to summon the elemental and then another 2 Rune points to cast Command (Earth Elemental) on it. Yanioth's current POW is 18; the elemental's POW is 20. Yanioth has a 40% chance of commanding her earth elemental. Her player rolls a 38—a success!

If Yanioth failed to overcome the elemental's POW, she could spend another 2 Rune points and try again the following round. Yanioth thinks that perhaps she needs to bind her elemental into a Binding Enchantment.

Summon Household Guardian

1 Point

Ritual, Nonstackable

This ritual summons a spirit of POW 2D6+6 and 3D6 CHA to protect a household and its members. The spirit manifests as a large snake and the spell ends if the snake is killed. The household spirit knows 1D3 points of cult spirit magic (typically Heal or Demoralize). The spirit is bound to the household precincts and must receive regular worship from the household. The caster of the spell may draw upon the household spirit's magic points while within the precincts of the household.

Summon Specific Ancestor

1 Point

Ranged, Temporal

This spell must be stacked with a 1-point Summon Ancestor spell. It calls a specific ancestor spirit already known to the summoner. Otherwise it is as Summon Ancestor.

Summon Spirit of Law

1 Point

Ranged, Temporal, Nonstackable

This spell summons a weak spirit (POW of 2D6+6 and CHA of 2D6), for a spirit combat attack on a target that has already revealed its Chaotic nature. The spirit has a spirit combat skill equal to its POW×5 and no spells. If the spirit appears and does not detect a Chaotic spirit or soul, the Spirit of Law departs without making any attack.



Summon Spirit Teacher



2 Points

Ranged, Temporal

This must be stacked with the 1-point Summon Ancestor spell. The spirit so summoned can teach spells, give information, or act as a shaman's fetch for the length of the spell. It allows rapid teaching of spells, to be learned in one day. It may be stacked with Summon Specific Ancestor.

Summons of Evil



3 Points

Ritual, Range (Special), Duration (Special)

This spell is typically performed at the start of a Worship Orlanth ritual. It requires an effigy of an enemy (which may be an individual, a deity, a species, etc.) of the caster to be made. The effigy is typically made of wicker or wood. When cast, the spell animates the effigy with a malevolent spirit associated with the enemy. It also summons the most powerful representative of the enemy it can during the duration of the ritual.

The spirit summoned typically has a POW between 4D6+6 and 5D6+6, but more powerful spirits are not unknown. The spirit remains trapped within the effigy and its boundaries until the end of the ritual, when the participants must destroy it. During this time, it will fight back with any abilities it possesses, whether magic or otherwise. The spirit has hit points and STR equal to its POW and always has one or more spirit powers (see page 365 for more information on spirit powers).

If the effigy is destroyed, the participants gain a +20% bonus in overcoming the magic resistance of or defending against spells cast by the enemy represented by the effigy for the duration of the ceremony. They also get a +50% on their Worship roll for that ceremony (as a result, the Rune points cast on the spell are usually regained at the end of the ceremony).

While the effigy is present, the spell summons the most powerful representative of the enemy within the range of the spell. The enemy does not realize that they have been summoned, but rather feels an urgent need to go to the place where the ritual is being performed. This compulsion makes rational and emotional sense to the subject—the subject may "recognize" that this is a rare opportunity to destroy a hated enemy, or perhaps that a preemptive strike is needed to prevent the caster from performing a more dangerous ritual. The enemy takes enough time to hastily gather companions, followers, and allies and then sets out by whatever means would be normal for the enemy to travel. *For example, an army leader might march out with his regiment (or at least his bodyguards and favored officers), but a wyvern-riding hero might fly far more rapidly.*

The range is determined by the amount of time the ritual is maintained until the effigy is destroyed. The longer the ceremony is maintained, the greater the range. *For example, during a typical one-day Worship ceremony, the spell summons an enemy from within a day's travel (typically between 8–16 kilometers). If the ceremony is maintained for the entire 14 days of Sacred Time, an enemy as far as 200 kilometers away might be summoned.* If the caster has a heroquest enemy, the spell always tries to summon that being, in addition to the enemy initially summoned by the effigy.

Once the effigy is destroyed, the enemy is no longer compelled to travel, but might come anyway, especially if companions, allies, and followers have already begun traveling.

Sunbright



2 Points

Ranged, Temporal, Nonstackable

This spell puts a 60-meter radius circle of light around the recipient of the spell. If the recipient is unwilling, the caster must overcome their POW. This light gives the effect of full daylight, and so affects creatures such as cave trolls. It Demoralizes vampires, ghouls, and other intelligent undead as per the spirit magic spell. It also gives the recipient the equivalent of a Shimmer 2 spell.

A darkness elemental takes 1D3 points of damage each round it remains within the influence of a Sunbright spell. If a Sunbright spell is cast directly upon a darkness elemental and overcomes its POW, the elemental dissolves.

Sunspear



3 Points

Ranged, Instant, Nonstackable

This spell works only in direct sunlight. When cast, a shaft of sunfire is directed towards a single designated target. The target must be visible to the caster. Without needing to overcome POW, a 1-meter diameter cylinder of fire descends upon the target, affecting anything in a 1-meter circle around that target.

Every living thing within the circle receives 4D6 points of damage to their total hit points. Only the target's thinnest armor protects against this damage; spells are ineffective.

At the gamemaster's discretion, this spell may set flammable material on fire, or even melt non-flammable items, depending on the damage rolled and the circumstances.

Suppress Lodril



3 Points

Ranged, Temporal, Stackable

This spell creates a sphere 3 meters in radius, centered on any specified spot within range. It does not necessarily have to be centered around the caster. Inside the area is shadowy haze equivalent to a Summon Shadow 1 spell. Anyone initiated into a Light, Heat, or Sky Rune-based cult trying to cross the borders of the spell automatically takes 2D6 damage directly to a random body location, ignoring all armor. The sphere's boundary also acts as a 4-point Countermagic against spells cast by initiates or Rune Masters of Light, Heat, or Sky Rune-based cults. This spell may be cast to encircle a member of such a cult, and thus restrict their movements.

Each additional Rune point used in this spell increases the damage done by 1D6 and the Countermagic effect by 2 points.

Sureshot



1 Point

Ranged, Temporal, Nonstackable

This spell is cast upon a missile weapon. Unless the adventurer's player rolls a 96–00, the adventurer's next missile attack automatically hits—regardless of movement, range (if it is within maximum missile range for the weapon), concealment, etc. Any chance for a critical, special, or fumble result is still based on the adventurer's own missile skill. Successful hits made using Sureshot do not qualify for experience checks.

This spell is compatible with Speedart or Firearrow. It can be combined with Multimissile, but only the real missile is affected.

Swallow



1 Point

Self, Instant, Stackable

Each point of this spell allows the user to instantaneously swallow an entire SIZ point of any substance. Thus, a 4-point spell would allow the user to swallow an average dog whole. The intended target may attempt to Dodge or evade but cannot attack once the spell has taken effect. Any living being swallowed by the caster dies immediately. The swallowed item or substance is destroyed and vanishes entirely once the spell's duration is over. The caster remains unharmed even if swallowing actively dangerous substances such as fire, acid, or poison. Furthermore, the caster does not suffer any effects from using this spell, such as increased SIZ due to the amount swallowed. The gamemaster should determine if any swallowed items are recoverable while the spell's duration is still in effect.

Sword Trance



1 Point

Self, Temporal, Nonstackable

This spell must be boosted with 1 or more magic points. Each magic point expended increases the caster's Sword skill by +10% for the spell's duration. This spell may be combined with other weapon-enhancing spells. This spell does not combine effects with Berserker or Fanaticism.

Tame Bull



1 Point

Ranged, Temporal, Nonstackable

If the target's POW is overcome, this spell will calm any bull, enough for the caster to castrate it, hitch it to a plow, or even ride it. The spell works on all male cattle (including all male Praxian herd beasts), sky bulls, and Storm Bull cultists.

Teleportation



3 Points

Self (and Touch), Instant, Nonstackable

Sighting for this spell must be done visually. The caster can teleport to any spot that can be seen, either on their own, or through the eyes of an allied spirit. Each additional Rune point enables one extra living thing to be teleported at the same time, provided they are touching the caster. The intended destination must be an actual location capable of accommodating the target and cannot be something as vague as "into the sky."

The spell can be used to teleport someone else, but the target must be in physical contact with the caster. Unwilling targets must also have their POW overcome.

Thunderbolt



3 Points

Ranged, Instant, Stackable

This spell draws a bolt of divine energy from the storm clouds and directs it at a specified target, without needing to overcome the target's POW. The bolt is accompanied with a deafening peal of thunder. The sky must have visible cloud cover for this spell to be effective: clouds could be summoned using the Rune spell Cloud Call.

This spell does 3D6 points of damage directly to total hit points. Neither armor nor spells that protect against physical damage are effective against this spell, though Countermagic works. On casting, each additional Rune point expended adds another target.

Transform Self

2 Points

Touch, Duration (Special)

This spell must be stacked with the three cult specialty spells. *For example, an Odayla cult-member caster would use Bear's Skin, Bear's Strength, and Claws.* When these spells are combined with Transform Self, the user bodily transforms into a magical, semi-divine version of the god's animal. All the spells have full effect, and, additionally, they last for one full hour instead of 15 minutes. All the normal abilities of the animal become usable by the caster for the spell's duration.

This spell may only be cast on Wildday and can only be cast upon an initiate or Rune Master of the god.

Translate

1 Point

Touch, Temporal, Nonstackable

This spell translates all words touched by the user's index finger at normal reading speed (about 3,000 written words in 15 minutes), leaving an impression of the meaning afterwards, in a manner which aids in translations of the same language or script. Untranslatable words are not translated, though the user receives an idea of the word's meaning.

Truespeak

2 Points

Ranged, Temporal, Nonstackable

This spell compels the victim to speak nothing but the truth for the duration, answering all questions in a literal manner. The user must overcome the target's POW with their own to compel the truth-telling for each question. The target can refuse to speak at all, but if they do speak, and their POW is overcome, they must tell the truth. Combined with Mind Read, this spell makes the Lhankor Mhy sage a potent inquisitor.

True (Weapon)

1 Point

Touch, Temporal, Nonstackable

Cast on a specified melee weapon, this spell doubles the normal damage done by the weapon. The player of the weapon-wielding adventurer should roll the weapon damage dice twice and total the results. The wielder's damage bonus is applied but is not doubled.

The Humakti version of this spell is called True Sword, but some other Rune cults have versions using their own cult weapons.

Turn Undead

1 Point

Ranged, Instant, Stackable

This stackable spell affects one undead creature (such as a skeleton, zombie, mummy, ghoul, or vampire) for each point sacrificed. The caster must attempt to overcome each target's magic points (undead do not have POW) with their own POW (roll separately for each target). Use the Turn Undead Results table to determine results.

Turn Undead Results

Result	Effects
Critical	Undead destroyed, released, or an appropriate end.
Special	Undead paralyzed and immobile for 20 melee rounds minus the creature's INT (skeletons are automatically inactivated for 20 rounds). Undead with INT 20+ are inactive for 1 melee round.
Success	The undead turns and flees, if possible. If not, the effects are as per a special success, above.
Failure	The undead is Befuddled as per the spirit magic spell.
Fumble	No effect.

Warding

1 Point

Ritual (Enchant), Stackable (up to 4 pts)

This ritual spell creates an area of safety for those inside. It requires four wands as props. The wands can be made of any material and can be so spaced as to enclose a maximum area of up to 100 square meters. The spell extends into the air for 3 meters above the wands, and underground to the depth of the wands.

The activated wands connect invisibly to form a barrier detectable only by magical means. The protection afforded by the Warding is initiated when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When this happens, a loud noise (a keening, whistling, booming, etc.) begins, which may be suppressed by the casting priest.

Each point of Warding counts as 1 point of Countermagic against spells cast across the barrier, 2 points of Spirit Screen against outside spirits, and does 1D3 points of damage, ignoring armor, to one hit location of any corporeal enemy unwise enough to cross the boundary.

Instead of providing additional Countermagic or Spirit Screen, any added points of Warding can be used to increase

the area protected: each additional point covers another 100 square meters.

The Warding spell remains in effect until the props are removed. Anyone but the caster that attempts to touch the stakes is affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the stakes. The stakes need not be visible to work.

Wind Warp

1 Point

Ranged (100-meter radius around caster), Temporal, Stackable

This spell changes the wind direction by 30 degrees in the direction of the caster's choice. Each additional point of the spell either adds +30 more degrees of directional change or increases the radius of effect by 100 meters. This spell doubles the effect of wind on missile weapons.

When the spell ends, the wind hesitates, motionless, for one melee round, then abruptly returns to its former direction. Small whirlwinds may form at the spell's boundaries, where the wind is forced to clash with itself.

Wind Words

1 Point

Ranged, Temporal, Nonstackable

The caster can cause the wind to bring conversations to their ears, as if they were standing next to the speaker.

Devising Rune Spells

Rune magic is the result of the generosity of a god, allowing a mortal to wield a fraction of the god's attributes on the material plane. Often such spells create results such as death, which even a Divine Intervention could not normally accomplish, for that would involve the god directly with the material world and possibly precipitate direct godly participation in the affairs of mortals. This could lead to a new Gods War.

This lending of Rune magic to mortals roughly equals one country giving another country arms and supplies with which to fight a war, rather than sending their own troops into battle. This fine line is very important to the gods of Glorantha.



With this idea in mind, the gamemaster should consider what sort of spells to create for any new cult with which to enliven the campaign, using these guidelines:

- Create spells appropriate to the god. Humakt is concerned with death and fighting; Kyger Litor with people, Darkness, and spirits; Orlanth with air and movement, etc. Some idea of the emphases of a cult can be found in the Runes describing it, and it is often a good idea to figure out first what combination of Runes the cult has, and only then determine its characteristics. Recall that certain Powers (Life and Death, for instance) are diametrically opposed, and only a Chaotic and tradition-shattering cult like the Red Moon could combine them.
- Always check the proposed magic against the premier god in that area. Humakt, the premier Death god, has the spell Sever Spirit available for 3 Rune points. Therefore, no Death or War god should be able to do the equivalent of Sever Spirit with a 2- or 3-point Rune spell. In fact, Humakt is the only Death god able to give his worshipers this as a reusable spell. Any other Death god provides this as single-use spell for which the Rune points used are not replenished after each use. As a second example, note that Yelm, the Sun god, is the premier Fire/Sky Rune god as well. His priests get the 3-point Rune spell Sunspear. No other god should have the ability to do the same amount of fire damage at the 3-point level. Consider that Chalana Arroy, the foremost healing deity in the world, is capable of resurrection, but at the cost of a 3-point Rune spell and a round of spirit combat. Only the Lunars have reproduced this knowledge, and no other form of raising dead is as easy or as foolproof.
- The gods of Glorantha are very unlikely to do material creation. They prefer to work with energy, preferably magical energy. Any spell should affect only one person, or at most a small area. No spell should cover more area than the influence of an elemental of similar sacrifice can cover, and it should cover less area and/or cost more Rune points to use it if it does more damage than an elemental. Finally, few spells cause large or permanent change, except for the immediate damage.

The gods are as bound by Time as any mortal; they neither can change history nor predict the future.



SHAMANS

Shamans are magical specialists who interact with the Spirit World and manipulate spirits. In Dragon Pass they are concentrated in Prax among the Animal Nomads and ancestor cults, but can be found anywhere.

WHAT IS A SHAMAN?

Spirit magic is commonly used to enhance tasks and accomplish remarkable feats, and the shaman is an expert and master teacher in its use. A shaman is deeply committed to spirit magic, knowledge of spirits, and the Spirit World. They alone have relationships with mythic heroes, tribal ancestors, and divine beings. Knowledge of this tribal history allows the shaman to evoke magical events and energies to aid their tribe in its current challenges.

Through these relationships, a shaman develops specialized skills, knowledge, and powers. Their extraordinary abilities are gained because they have awakened their **fetch**, their Spirit World alter ego.

A shaman fully engages in spiritual work, surviving mainly on the payments that others make in return for their unique services. Their main responsibility is to tend to the spiritual protection and knowledge of their kinsmen and tribe members. They are the keeper of ritual and spirit magics, and act as enchanters and summoners. They are often viewed as the leading source of knowledge within their community.

Typical activities include blessing (some specialize in specific areas, e.g., people, animals, things, land), healing (some specialize in physical or mental illness, animals, the environment, etc.), conducting the souls of tribal members who have passed over to the Spirit World, and promoting the overall spiritual wellbeing of their tribe or clan by performing rituals of birth, marriage, and death. When playing a shaman, the player and gamemaster should keep in mind they are the equivalent of Rune Priests in other cults. They have and expect the respect of those they serve and guide.

A shaman typically knows both spirit magic and the Rune magic applicable to their cult.

A shaman is a very powerful adventurer archetype because they exist in both the Middle World and the Spirit World at the same time. This perspective is unique in Glorantha. While other entities may use magical means, and others such as priests may command spirits, no one else can view the whole of existence with the perspective of the shaman. In some shamanic traditions, shamans see no difference between mortals and spirits. Many spirits were once mortal, and mortals transition into spirits, and, then, perhaps, transition back.

TOOLS OF THE SHAMAN

As part of their spells and rituals, shamans use various magical aids, such as:

- Drums that evoke the sounds made during the creation of the Spike (see **Axis Mundi** on page 318).
- Rattles used to remind all who listen of the arguments between the ancient gods.
- Bones used to symbolize the structure around which all life forms itself and which also evoke the energy of the Spike.
- Songs used to call the spirits they seek.
- Dances performed as part of rituals, travels, and interactions with spirits.
- Gestures that both evoke a particular type of energy or symbolize an event from myth.
- Drugs that may be ingested or inhaled to facilitate communication with otherworld entities.

Furthermore, a shaman can enchant items to act as storage for captured spirits or magic points, traditional tools for their spirit work.

Path to Shamanhood

There are three levels of shamanic expertise: **student**, **assistant**, and **shaman**. Everyone in a shaman's community is a student, but someone from outside the community may seek to become one. An assistant shaman is a more formal position that requires a serious commitment of time and discipline. An adventurer on this path begins as an assistant shaman (see below), assumed to have already passed through the training as a student shaman.

To become a full shaman requires knowledge, and the assistant shaman must pass a spiritual test.

Student

To become a student, an adventurer must approach a shaman and ask to be accepted as a student. If the applicant is known to the shaman and willing to serve the shaman, they are accepted. An applicant not known to the shaman, or a member of a different tribe or clan, must give a gift of items or time to the shaman in order to be considered. The applicant will then be interviewed by the shaman (or, if the shaman is busy, one of the shaman's assistants) to see if the applicant has the necessary knowledge and dedication. This interview can be roleplayed or, alternatively, handled with a successful roll in an appropriate Lore skill.

Assistant Shaman

To become an assistant shaman, an adventurer asks a shaman to be taken on for initiation into the mysteries. The adventurer must demonstrate a dedication to learning the mysteries, or have evidence of a "calling" to the profession. The adventurer will be interviewed by the shaman. If they pass this interview, the shaman will then ask their fetch if the time is propitious to train another assistant or whether this applicant has been called. If the fetch agrees, then the new assistant is accepted. An applicant must have at least 25% in the skills of Animal Lore, Plant Lore, and First Aid. The player must make a roll equal to the adventurer's POW×3 or less on D100, which represents the approval of the mentor's fetch. In lieu of this formal procedure, the gamemaster and player may create the story of the calling.

Vasana's Saga

1627, Sea Season.

Because of his ordeal in the Sleeping City Hills, Vishi Dunn had changed. He avoided the fertility rites of Sacred Time, and seemed to avoid proximity with Yanioth. When we camped, Vishi would not sleep, but sit upright through the night, mumbling motionlessly. I once caught a glimpse of a ghostly high llama with horns like an elk standing near him while he mumbled. He spoke to things not there, and constantly sensed spirits, both friendly and malign. When a White Bull Society member fell ill to a broo's curse, he cured him by laying hands on the Praxian.

I confronted Vishi and asked what had transpired in the Sleeping City Hills. He said, "I cannot speak of what happened, but I survived the ordeal."

I asked if he had been cursed by Tada's spirits and he replied, "I was cursed and blessed. I have one eye in the Spirit World now. There are places in the Spirit World I must travel to repay my debts—the Earth Serpents aided me against the Bad Man and I owe them dearly. I travel to them in the night, but do not worry, for my spirit-self keeps watch over me."

I asked Vishi if that was the horned high llama I had seen. He told me that it was, and that the specifics of his ordeal were secret, and he could not speak of them.

"I have probably told you more than I should, but I doubt the spirits will be angered much by me telling a friend such things. And if they are, I shall make them regret such insolence." He smiled broadly at this.

I had no idea what Vishi was talking about, but I listened and nodded attentively, and Vishi seemed pleased.

A calling to be a shaman may take many forms. In some cults (Daka Fal), it might be the appearance in a dream of a tribal ancestor or one of the great heroes of myth. In other cults, such as Waha's, it may simply be special attention paid to the adventurer by an animal sacred to the cult. Among the Grazelander clans, new shamans are chosen by the horses ridden by the clan chief, the choice communicated by the horse itself to the applicant through Spiritspeech. In other traditions, the calling may take on the form of a spirit animal helper—which might be a preview of the form that

the shaman's fetch will assume—or a particular dream in which the future shaman sees themselves dissected by tribal ancestors and then reassembled in front of their eyes, or after experiencing a long and debilitating illness, or the simple act of climbing into and unintentionally falling out of a tree sacred to the clan. Any or all these may be a shaman's calling.

Through adventurer creation, an adventurer may have already started play as an assistant shaman. In this case, the player should create a unique initiation story for the adventurer, a significant milestone in their personal history.

Assistant Shaman Duties, Restrictions, and Benefits

An assistant shaman lives with, works for, and aids their mentor shaman in every way. In return, the assistant shaman is taught the way of the shaman. An assistant shaman's time is not their own; most shamans have only two to four assistants, and have no room for sluggards, backsliders, or disloyal followers. An assistant shaman must spend 90% of their time with their mentor shaman. They may take a Loyalty (Shaman) Passion starting at 60%.

In return, the assistant shaman receives free training in the Spirit Combat, Spirit Dance, Spirit Lore, and Spirit Travel skills (described on pages 183-184). The assistant shaman also receives 1 free spell point of spirit magic per season and an automatic 1-point increase in POW at the end of every year.

An assistant shaman also gains a +1 modifier to their spirit combat damage value.



The Horned Man

In the Great Darkness when Chaos devoured everything and fear was food, the Horned Man's other self awoke to timeless possibilities and became his mirror. Weaving songs of power, he escaped Kajabor's mesmeric grasp, and his rage birthed Bad Man. With his new skills and songs, the Horned Man changed many in the Great Darkness and guided them to aid the spirits and the peoples.

The Horned Man was the first shaman, and now lives beyond the realm of normal spirits and gods. He seeks to spread the knowledge of the shaman and spends his time contemplating the Middle World to see who he should awaken to the power of the spirits. He sometimes visits young children in their sleep, and those that do not cry out are destined for the shamanic path.

Shamans are often awoken during childhood. The Horned Man whispers his knowledge into their sleeping ears and they are forever changed. Shamans are made as he snatches the candidate from their sacred starting place, and takes them to the end of the world to see if they change into their new shape. Bad Man, the first Enemy, always appears, becoming whatever the candidate fears most, seeking to destroy them permanently with the Chaos Void.

Shamans cannot contact the Horned Man unless they have learned to travel beyond the realms of gods, spirits, and powers, to stand before Earthmaker, who created the world. Here he welcomes his protégés and teaches the secrets of the Soul Winds to those who would become as great spirits themselves. Many shamans tell the stories of how the Horned Man became the fetch of Earthmaker.

Shamanic Skills

Because they traverse the membrane between the Middle and Spirit Worlds, shamans have a set of unique skills. These skills include: Spirit Combat, Spirit Dance, Spirit Lore, and Spirit Travel. All these skills are taught to an assistant shaman.

Spirit Combat (20)

This skill allows one to engage in spiritual combat with a Discorporate entity. See the **Spirits & the Spirit World** chapter for more information. As with other skills, shamans may increase Spirit Combat through experience.

Spirit Dance (00)

Successful use of this skill enables a shaman to avoid a hostile spirit. The shaman's chance of success is reduced by –1% per magic point possessed by the enemy spirit. A successful roll means that the shaman returns to their body safely. A special or critical success means they avoid the enemy spirit, and can stay in the Spirit World for more exploration, if desired. A fumble means the spirit attacks the shaman and receives one free attack prior to combat commencing.

Spirit Lore (00)

This is the chance to know something about a spirit encountered, such as its affinities, abilities, or what appeases it or drives it away. If used in the Spirit World, this skill is opposed by the spirit's POW×5.

Spirit Lore can be increased by experience, training, or research. Only a shaman, priest or sorcerer can learn this skill. Special and critical results provide additional information. Fumbles yield erroneous information.

Spirit Travel (10)

Spirit Travel governs a discorporate shaman's ability to navigate the Spirit World and track down specific spirits. The skill is also used for exploration and general navigation of the Spirit World. It can be increased by experience. Certain

locations in the Spirit World reduce this skill and increase the chance of becoming lost. A special result reduces travel time by a third. A critical result reduces the travel time by half. A fumble results in the shaman becoming lost.

Becoming a Full Shaman

If deemed worthy by their shaman mentor at the end of a year of training, an applicant may attempt to awaken their fetch and become a full shaman. To determine if the applicant is worthy, the player attempts a roll of (average of POW+CHA)×5. This evaluation may also be roleplayed (at the gamemaster's discretion).

If the adventurer now decides not to attempt to obtain a fetch, fails in the attempt, or is deemed unworthy by the shaman, they may either leave forever and return to normal life, or serve the shaman for another year and try again. To gain a fetch, an adventurer accompanies the shaman to a holy place of his tribe or cult.

Example: Before his arrival at the Sleeping City Hills, Vishi Dunn decided that he was ready to be considered for shamanhood. He arranged to meet the shaman Sabera Spiritrider, his mentor, there. He presented himself to her and made his intentions known. His POW of 19 and CHA of 15 were added together, averaged, and multiplied by 5, giving Vishi an 85% chance of success. His player rolled and achieved a result of 62—a success!

Sabera Spiritrider agreed that her pupil was ready, and anointed him as a full shaman of the High Llama Tribe, with all the rights and responsibilities such a title entailed. Now came the difficult part: Vishi needed to summon a fetch to aid him in his spirit work. To do so, he entered the Sleeping City Hills alone, on this spiritual journey.

His companions, Vasana, Harmast, and others, waited for him, unaware of his plans.

Summoning the Fetch

The most important aspect of becoming a shaman is awakening the fetch. The awakening proceeds through a series of stages. Described below is a typical sequence, but the gamemaster should feel free to adjust the sequence or number of steps for dramatic effect. The process may differ from cult to cult, but these differences alter only the props and locations, not the basic structure of the process.

Stage One—The Departure: To begin, the shaman must go to a holy place and enter a meditative trance, fasting and praying to a Greater Entity to awaken the powers within. A Greater Entity may include gods, mythic heroes, or powerful ancestors of the shaman's tribe or cult. The shaman's former mentor may create and maintain an Axis Mundi within which this stage takes place. The shaman remains in this trance for 1D6+1 days (determined secretly by the gamemaster). At the journey's conclusion, the Horned Man, the First Shaman, appears to the applicant. He tells the assistant that it is time to begin. The applicant must then Discorporate and the Horned Man escorts their spirit along the Great Path. Along the Path, the applicant undergoes the remaining stages.

Stage Two—The Crossing: The Horned Man and the applicant approach the threshold of the Frontier Region. Here the applicant sacrifices POW points to the Greater Entity as a demonstration of the applicant's dedication and humility in the face of these great powers. These POW points are permanently taken from the current POW of the applicant, and a corresponding number of magic points are also deducted. These points become the starting POW of the shaman's fetch at the end of this ritual. There is no minimum that must be sacrificed, but a fetch with only 1 or 2 points of POW is easily destroyed if it must combat spirits attacking the fetch or the shaman. Here the Horned Man leaves the applicant, as the applicant must find their way to the Cave stage alone. As the Horned Man departs, he gifts the shaman a drum. (The drum is a typical gift, but each culture may have its own symbols: rattle, headdress, statues, etc.)

Stage Three—The Cave: The Cave is a location in the Spirit World that is both literal and symbolic. The

Axis Mundi

Also known in some cultures as the Cosmic Mountain or the Axis of the World, the Axis Mundi symbolizes the Center of All Things. Glorantha's Celestial Court combined their powers and together built the center of the world. This center was called the Perfect Palace within its interior, and its exterior was called "the Spike."

The Spike is the Cosmic Mountain, and got its name from Mostal the Maker, who engineered the mundane construction. Mostal loved tools, and so called the place the Spike because it was the thing that nailed together all of reality and held it in place.

The Perfect Palace was a place of harmony, beauty, and singularity. It housed the firsts of everything in the world and maintained everything in perfect order. Within its fastness, the powers of creation expanded until they spread beyond the protection of the Spike. Younger deities left the unchanging mountain with its secrets and filled the universe with variants of the ancient schemes. But alas, the Spike was destroyed. Some shards of it remain, of which the largest is the Block (see page 124).

Shamans interact with and make use of the power and magic within the Spike, as well as the iconography of both the Spike and the Palace, which permeates their dreams, their ceremonies, and their practices. Small pieces of the Spike are extremely valuable to shamans.

gamemaster should encourage the applicant's player to describe the location themselves. Often the location would include some imagery of the Spike, or the Block, a tree sacred to the tribe, an oasis located somewhere in Prax, etc. The description should evoke both fear and wonder. It is a visual representation of the applicant's inner strength as well as the applicant's most despised weakness.

The journey to the Cave is fraught with challenges of a personal nature that are designed to test the shaman's resolve. Spirits appear to the applicant and put questions to the applicant such as:

"Who deserves greater loyalty, your King or yourself?"
"Is it better to shield your fetch from prying eyes or proudly display your powers for all to see?"

Ideally, the gamemaster should prepare two or three such questions and note the player's response. The gamemaster should also consider relating these questions to the adventurer's Passions or Rune affinities. These responses will play into the challenges of the ordeal.

Once the questions are completed, the applicant enters the Cave. Here the applicant's player must attempt a Spirit Dance skill roll to awaken the fetch. This skill can be augmented by ritual practices. The results of the roll determine details about the awakened fetch.

Consult the **Awaken Fetch** table, below.

Awaken Fetch

Skill Roll	Result
Critical	Fetch's beginning POW is the POW sacrificed + 2D6; beginning CHA is 3D6+6. The player may choose any spirit animal desired (within appropriate cult guidelines).
Special	Fetch's beginning POW is the POW sacrificed + 1D6; beginning CHA is 3D6+2. The player gives the gamemaster a list of any two spirit animals desired for the fetch. The gamemaster chooses one.
Normal	Fetch's beginning POW is the POW sacrificed; beginning CHA is 3D6. The player gives the gamemaster a list of three possible spirit animals for the fetch. The gamemaster chooses one.
Failure	Fetch's beginning POW is the POW sacrificed; beginning CHA is 2D6. The gamemaster randomly chooses a spirit animal for the fetch.
Fumble	Fetch's beginning POW is the POW sacrificed; beginning CHA is 1D6. The fetch does not have a spirit animal form and may not materialize by using the Materialize Fetch ability.

The fetch adds its POW to the shaman's POW against any contests involving POW vs. POW struggles.

Stage Four—The Ordeal: Still within the Cave, the Bad Man arrives to test the resolve of the shaman applicant. Spirit combat with the Bad Man begins. The Bad Man has a POW 35, and engages with any applicant for 1D6 rounds (determined secretly by the gamemaster). At the end of each round, the gamemaster gives the applicant the choice to break off the combat. Until the number of rounds specified by the roll are reached, regardless of what the player responds, the gamemaster announces that the contest will continue. If, after the final round is reached, and the player responds that they wish the contest to continue, it does continue. The contest continues until both the 1D6 roll is exceeded and the player chooses to break off the contest. No contest can exceed six rounds.

In each round, the winner and loser are determined. No magic points are lost. If the Bad Man wins a round, the player must choose a taboo from the **Taboo** table on page 363. The gamemaster may make the choice for the player. If the shaman wins a round, they gain a single shamanic ability and skips the need to take a corresponding taboo. The shaman need not choose which shamanic ability at this point: it may be chosen later.

Stage Five—The Reward: After these stages are complete, the fetch and the shaman are one entity. The Horned Man escorts the new shaman back to the Mundane World, the shaman's spirit re-enters their body, and the former applicant and their mentor have a great feast to celebrate the new shaman. The shaman then picks one shamanic ability from the list below, plus any other abilities gained and taboos acquired through the ordeal, and begins their career.

The Fetch

A fetch is a portion of the shaman's soul. In most people, this portion lies dormant, but in a shaman, it can be awakened. The fetch may be visualized many ways, depending on the mystical tradition of the shaman. It might be one of the shaman's own ancestors, an essence of magical energy, a powerful animal spirit, or a totemic spirit. It might even be a spirit double of the shaman, somehow evoked from their subconscious. Among non-humans, it might be a pre-mortal monster, an unborn spirit, or a fragment of Aldrya's overmind. Whatever the source, it is certain that the maintenance and evocation of the fetch is a manifestation of something deep within the shaman's spirit.

Every fetch shares many things in common, and yet every fetch is unique. Through their relationship with the fetch, a

shaman lives in and is aware of both the Middle World and the Spirit World at the same time. Both worlds impinge on them. This duality is both a blessing and a curse. When the shaman is wholly present on this plane (i.e., not discorporate), the fetch is present in both worlds, and the fetch and the shaman are fully aware of everything the other is doing.

The Awakened Fetch

Once awakened the fetch can never be put to sleep or disconnected from the shaman. A fetch can never be Dispelled, Dismissed, or Neutralized, and it can never be awakened accidentally. **If the fetch is ever destroyed, the shaman dies.**

Usually the fetch is visualized in the form of an animal. The shaman's player may choose the animal form of the fetch. If the game characteristics are not listed in the Glorantha Bestiary, the gamemaster should assign characteristics to the physical form of the fetch, as it may take physical form at times.

What the Fetch Provides the Shaman

The fetch provides POW and magic points to the shaman. Its magic points are always accessible to the shaman, and its POW can be sacrificed whenever the shaman desires. The fetch's POW does not increase on its own, but grows only by the shaman sacrificing points of their own POW to add to the fetch's total. The fetch's magic points regenerate at the normal rate, in parallel with the shaman's. If the fetch's POW is 12, for example, it regains 1 magic point every two hours.

The shaman gains use of the fetch's CHA for storing spirit magic spells, but this does not add to the shaman's CHA for other purposes.

The fetch can store captured spirits within its POW (see below).

The fetch shares the shaman's INT, knowing what the shaman knows, and can act and react just as can the shaman.

The fetch cannot be seen by normal entities without some ability such as Pierce Veil or Second Sight. A Divine Intervention can be paid for partially or wholly with the fetch's POW (but the die roll is still based only on the shaman's own POW).

Fetch and Discorporation

The fetch inhabits and protects the shaman's body as the shaman goes into the Spirit World to find spirits to bind or control. When the shaman discorporates, their Fetch becomes visible in spirit form in the Mundane World and inhabits and protects the body awaiting the re-emergence of the shaman's spirit. The fetch can cast any spell available to the corporeal shaman, including spells and spirits held by shaman's corporeal body, but it cannot move or animate the shaman's body. Spells cast by the fetch have the POW and magic points of the fetch behind them instead of the POW and magic points of the shaman. The fetch is in constant communication with the shaman's spirit in the Spirit World. When discorporate, the shaman cannot use the fetch's magic points to defend or attack, though they can use the fetch's magic points to fuel spells. When protecting the shaman in this fashion, the fetch is visible but still in spirit form; it is not corporeal (such as when using the Materialize Fetch shamanic ability, described on page 360).

A discorporate shaman does not use their fetch's magic points for defense while traveling in the Spirit World.

The Form of the Fetch

Some shamanic traditions dictate the form the fetch takes. With Hsunchen shamans (like the Telmori), the fetch always takes the form of their totemic beast (thus the fetch of a Telmori is always a wolf). With the Waha cult, the fetch typically takes the form of their tribal beast.

Fetches and Combat

During combat, the fetch acts independently from the shaman, but uses the shaman's DEX strike rank. If the fetch casts spells against a target in the Mundane World, only then can the fetch be targeted by spells emanating from the Mundane World. Otherwise, the fetch cannot be attacked by corporeal entities. The fetch can always be engaged by an entity in the Spirit World or any spirit controlled by an enemy.

When casting spells, the fetch uses its POW to determine its casting percentage.

If the fetch has become physical through use of the Materialize Fetch ability (see page 360), it may also attack using normal melee combat rules.

The shaman may always draw upon the fetch's magic points in spirit combat, but not for attack or defense.

Capturing Spirits with the Fetch

Spirits are automatically captured when a shaman battles them in spirit combat and reduces their magic points to 0 and has a fetch with sufficient POW to maintain control of the spirit. By ordering the fetch to capture the spirit, the

spirit automatically becomes part of the fetch. Control type spells are not required.

These spirits always remain captured without protest until discharged, unless the POW of the fetch is reduced sufficiently to allow a captured spirit to flee. A captured spirit performs any number of tasks at the shaman's command. These spirits act as if they are Bound (see page 249); the shaman may cast spells possessed by the spirits, draw on their magic points, release them to perform desired functions, etc.

The POW of a fetch allows it to maintain permanent contact with these spirits. The number of spirits is unimportant. However, the quantity of their total POW cannot be greater than the POW of the fetch. A fetch with a POW of 18 might capture one POW 18 spirit, or it might for example take one with POW 4, two POW 2, one POW 5, one POW 3, and two POW 1 spirits. The fetch must maintain enough POW to keep these captured spirits, at a ratio of 1 point of POW to 1 point of captured spirits' POW. If the POW is lost, the spirits depart, always with the largest first, and weakest last.

Captured spirits may be ordered to cast any spells they have on behalf of the shaman.

Example: Since awakening his fetch in the Sleeping City Hills, Vishi has defeated many spirits in spirit combat. He has them bound into his fetch, which appears as a luminous, ghostly llama.

When he awakened it, Vishi sacrificed 5 points of POW. He was spectacularly lucky on his roll on the awakened fetch table, with a result of 02. This made his fetch's POW equal to 5+2D6 and its CHA equal to 3D6+6. Rolling for these yielded characteristics of POW 11, CHA 15. As far as starting fetches go, this one is quite good.

The fetch offers Vishi the following benefits: 11 additional magic points (though his current personal magic points are reduced by 5 from his earlier sacrifice), 11 points of POW he can use to sacrifice if need be; an additional 15 points of CHA towards storing spirit magic spells; and a guardian and assistant while he Discorporates. Additionally, the fetch can fight for him at his DEX strike rank 2, able to combat opponents in the Mundane or Spirit Worlds. Of course, Vishi knows that if his fetch reaches POW 0, it will be destroyed, and he will die along with it, so closely are their souls intertwined.

So far, Vishi has bound two spirits into his fetch: one POW 8 spirit and one POW 2 spirit, a total of 10 points. With its POW 11, the fetch has room for 1 point more of bound spirits.

Benefits of Being a Shaman

A full shaman naturally receives all the benefits described in the following sections.

Discorporation

A shaman's spirit can leave their body and wander deep into the Spirit World. During that time, the shaman's fetch is left to guard the sleeping body. When manifest on the Mundane world, the fetch usually appears as an animal or other entity significant to the shaman, visible to anyone. The resulting transparent form cannot be Dispelled, Dismissed, or Neutralized.

To discorporate, a shaman must sacrifice a minimum of 5 magic points during a ritual that requires one hour to complete. After that, the duration of this discorporation is 1D6 hours. Every additional magic point spent during the ritual increases the time that the shaman can remain discorporate by one hour. This discorporation process cannot be magically dispelled.

While discorporate, the shaman can sense other spirits and sources of POW at a range of roughly 10 meters per point of POW. Within a range of 1 meter per point of POW, the shaman can sense the POW of entities to within 10 points, 5 points above or below their own. At that range, the shaman can also sense Runic affinities over 50% and The adventurer can also communicate with the spirit using Spiritspeech.

In direct contact with another spirit or entity, the shaman can sense exact POW, INT, and CHA. The shaman can also sense cult affiliations. Contact is also the range of spirit combat.

Neither the shaman or the fetch recovers magic points while the shaman is discorporate.

If the discorporate shaman wishes to interact with creatures on the Mundane World, they must then use the Visibility spell.

Should for some reason the shaman wishes to use the Discorporate spell instead of the natural ability, they must use the description of that spell as provided on page 326.

Expanded Charisma

A shaman gains use of increased CHA when they awaken their fetch. This is the fetch's awakened CHA, an extension of the shaman's own CHA. It can be used for storing additional spirit magic spells, but does not affect the shaman's natural CHA.

Learning Spirit Magic

A shaman may learn any spirit magic spell desired (unless a specific spell is forbidden to the shaman for other reasons, such as a cult restriction or taboo) and without cost. The shaman merely goes to the Spirit World to speak with

the relevant spirit, and then makes a focus for the spell. A shaman can do this once per day.

Second POW

When gaining 1 or more points of POW, a shaman may give this new POW to their fetch, thus increasing the fetch's POW. This additional POW regenerates magic points at the same rate as the shaman's own magic point regeneration.

A fetch reaching POW 0 is destroyed: the shaman dying immediately with it.

Teaching Spirit Magic

A shaman can teach any spirit magic spell they know to another person. It takes one week of ritual and training to learn the spell and have a focus made by the shaman.

Spell teaching is an important source of income for shamans.

Second Sight

A shaman automatically has permanent Second Sight, as per the spirit magic spell on page 264. This means that the shaman can see another entity's POW, and tell whether that entity's POW is about the same as their own, 5 or more points less, or 5 or more points more. When looking at another shaman, the shaman sees both the shaman's spirit and that shaman's fetch.

The shaman can even see POW in the dark, eliminating the penalties for attacking while in darkness.

Example: Vishi has a POW 14 (down from 19 from awakening his fetch), and his fetch has POW 11, for a total of 25. He can tell whether a target has a POW of roughly 25, 20 or less, or 30+, but he cannot get more precise information than that unless he chooses the ability of Second Sight (Enhanced) (page 361).

Exorcism

By means of Second Sight, a shaman can see possessing spirits. Then, using the proper spirit (such as bringing healing spirits to fight against disease spirits, etc.), or by becoming discorporate, the shaman engages the spirit in spirit combat. If the combat is successful, the shaman drives the hostile spirit away, freeing the body of possession.

Spirit Combat

Shamans are the experts in not only combating spirits, but have in-depth knowledge of the different varieties of spirits, what spirits' motivations might be, and how best to deal with them. A shaman receives a +3 bonus to their spirit combat damage, replacing the +1 bonus for being an assistant shaman.

Basic spirit combat damage is specified in the **Spirit Combat Damage** table on page 368.

Spirit Defense

The shaman can draw magic points from the fetch at will, to replace their own, even during spirit combat. If the shaman is not discorporate, and an attacking spirit comes solely from the Spirit World, the shaman can intercept it with their fetch, so the fetch fights instead. The fetch's Spirit Combat skill is equal to the shaman's. If the shaman is discorporate, the fetch cannot intercept a Spirit World attacker.

Spirit Pacts

Shamans may gain control of disembodied spirits by bargaining with them, exchanging POW for service. To find spirits to control, the shaman uses their fetch to inhabit their body while the shaman journeys into the Spirit World. As with Discorporation, the ritual to enter the Spirit World is complex, requiring an hour to complete.

Once the Spirit World is entered, refer to the **Spirit Contact** table (page 359) to determine the type of spirit encountered. More than one encounter can be had on the Spirit World in one venture there. However, except when in spirit combat, a shaman may always return to their body immediately. It is always possible, of course, to adventure in the Spirit World and find nothing.

Once a spirit is contacted, the shaman must decide to approach it to bargain with it. Normally, the risk is not great, since spirits have little interest in fighting with each other unless there is an obvious gain for them. On a D100 roll of 96–00, however, the spirit is aligned with an opposing tribe or cult and immediately attacks if it has a POW equal to or greater value than that of the shaman. Spirits can tell the POW of another spirit within a range of within 5 points higher or lower than its own, so it will know if it has a chance of success.

If contact is made with a non-hostile spirit, the shaman must bargain with it. The normal deal is for the shaman to give to the spirit 1 point of POW per 10 points of POW the spirit possesses. These points of POW are lost permanently. In return for the loss of POW, which goes to the spirit, the spirit serves the shaman as an extra set of eyes in the Spirit World, as a reservoir of magic points for casting spells, and in spirit combat, when required. The spirit does not, however, hold or cast spells for the shaman.

The POW sacrificed to the spirit becomes part of the spirit's POW. Thus, a spirit with a POW of 23 would need

a sacrifice of 3 points of POW to become controlled, giving the spirit a total POW of 26. However, the POW of the spirit for bargaining purposes is judged by what it was before the contact, not on what it is after the contact. Thus, a POW 19 spirit needs only 2 points of sacrificed POW, giving it a new POW of 21. The sacrifice is based on the old POW of 19, not the new POW of 21.

The pact lasts until the spirit's magic points are reduced to 5 points less than its opponent's current magic points in spirit combat or when its current magic points reach 3 or less, in any case, through either spirit combat or spell use.

Deities are powerful and capricious beings. Their power is unlimited in human terms. In the case of a shaman contacting a deity, the referee should determine what god is involved and what its outlook is towards shamans. Generally, gods ignore other spirits unless they actively intrude on their sphere of activity.

A shaman may not have pacts of any nature at the same time with more spirits than their fetch's CHA.

A shaman's bound spirits are bound to them until the shaman is unable to heal their body sufficiently to self-resurrect (see page 361). If the shaman cannot heal themselves in this manner, the bound spirits are freed, just as they are when any other binder dies.

Spirit Contact

D100	Spirit POW	Spirit CHA
1–10	1D6	1D3
11–20	2D6	1D6
21–35	3D6	2D6+3
36–75	3D6+6	3D6
76–90	4D6+6	3D6+3
91–95	5D6+6	3D6+6
96	6D6+6	3D6+6
97	7D6+6	3D6+6
98	8D6+6	3D6+6
99	10D6+6	3D6+6
00	Deity	Unlimited

Increased Limit to Bound Spirits

The total number of spirits a shaman may keep bound and have pacts with is equal to the total of the shaman and the fetch's CHA. This is an improvement over the normal limits, described in **Limit to Binding** on page 250.

Tribal/Cult Support

Shamans are fully supported by their tribes or cults, and normally receive the best of everything, after the tribal chief and cult Rune Masters. If captured by foes, their tribe spends every reasonable effort to rescue or ransom them, depending on how many shamans are still with the tribe.

Gain First Shamanic Ability

The shaman chooses their first ability from the list in **Shamanic Abilities**, following. This ability is free, and is in addition to any abilities gained during Stage Four of the initiation rite.

Shamanic Abilities and Taboos

Most shamanic abilities and all taboos are always in effect. If a shaman wishes to gain a new ability or taboo, they must contact a Greater Entity. Greater Entities vary from place to place. In Dragon Pass, the Greater Entities are Horned Man, Daka Fal, Waha, Hykim and Mikyh, Kolat, Kyger Litor, Jakaboom, and the Earth Witch.

Adding Shamanic Abilities

The first shamanic ability a shaman takes is free and the shaman starts with 1 point in the ability. The shaman may have gained additional abilities from their ordeal. To add an additional ability or to increase the points in an existing ability from 1 to 2, the shaman must bargain with a Greater Entity (see above) and sacrifice 1 characteristic point (such as a point of STR, CON, INT, POW, etc.).

To gain a third shamanic ability or to increase an existing ability from 2 to 3 costs the shaman 2 additional characteristic points. The next costs 3 characteristic points, and so forth. A point of INT counts for 3 times as much as any other characteristic.

Each time the shaman improves an ability or acquires a new ability, the cost in characteristic points increases.

Example: When Vishi awakened his fetch (taking the form of a llama) under the Horned Man's tutelage, he chose (for free) 1 point in the Spirit Mastery ability, letting him do +3 magic point damage when successful in spirit combat. Later, he sacrifices 1 additional point of POW to increase his Spirit Mastery ability to 2.

Much later, he contacts his tribe's ancestor, and sacrifices 1 SIZ for Soul Expansion 1, then 2 DEX to get Spirit Mastery 3. Finally, he sacrifices 2 POW and 1 STR (3 points worth of characteristics) for Spirit Mastery 4.

Vishi could sacrifice 1 point of INT instead of the 2 POW and 1 STR, but he earns POW quickly as an adventuring shaman, and INT not so easily.

Characteristics may not be reduced below the lowest possible roll for that characteristic, such as STR 3 (for 3D6) or SIZ 8 (2D6+6).

Shamanic Abilities

Conceal Fetch (Rare)

This ability is known only to a few secretive sects, such as the Black Fang Brotherhood (see page 378). Each point of Conceal Fetch conceals the fetch's presence from one selected form of magical vision or spell. Normally, Second Sight is chosen with the first point of this ability, with the second and third points going to Pierce Veil and Soul Sight.

Cure Disease

The shaman can lay hands on a diseased individual and spend up to 6 magic points per point of Cure Disease. The shaman matches the total magic points spent vs. the infecting spirit's POW. If the shaman wins the opposed roll, the spirit is extracted, usually in the form of a stone, bit of fluff, or small bloody organ. The shaman can then either exile the spirit into the Spirit World, or trap it within their fetch or a spirit binding enchantment.

If the sick person is not possessed by a disease spirit, then instead the shaman adds the magic points spent to the target's CON for their next roll for disease resistance (see page 154).

Expanded Presence

Each point of this ability provides the fetch with 3D6 "temporary" CHA solely for determining how many spirit magic spells the shaman may learn. This CHA does not affect the shaman's Communication skills or skills category modifier, just the number of points of spirit magic the shaman can possess.

Hide Soul

Hide Soul allows the shaman to hide from an enemy spirit, if not already engaged in spirit combat. The shaman also expends up to 1 magic point per point of Hide Soul; each magic point so used lets the shaman mask their presence from hostile spirits with up to 10 magic points. Thus, 1 magic point protects the shaman vs. any number of enemy spirits with 10 or fewer magic points each. Sensory spells such as Second Sight, Detect Enemies, etc., cancel out an equal number of Hide Soul magic points.

Example: Sabera Spiritrider, Vishi's mentor has Hide Soul 3. She spends 3 magic points to hide from an evil wraith. This guards her from up to 30 magic points, so the wraith, with 21 magic points, cannot see Sabera.

The wraith is suspicious, though, and casts Detect Life. This drops the Hide Soul by 1, so now it conceals Sabera from up to 20 magic points only, fewer than the wraith's magic points.

It sees her clearly and attacks.

Magic Attack

Each point adds +1 to the shaman's effective POW towards overcoming an opponent's POW when casting a spell, in addition to the normal benefit of the fetch's POW being added to the shaman's for such rolls.

Magic Defense

Each point adds +1 to the shaman's effective POW towards resisting an attack spell, in addition to the normal benefit of the fetch's POW being added to the shaman's for such rolls.

Materialize Fetch

By performing a 15-minute ritual, the shaman may materialize their fetch for a length of time equal to 15 minutes per point of the ability. The fetch's appearance is as described in "The Awakened Fetch," on page 356. See the Glorantha Bestiary for descriptions of natural creatures.

While corporeal, the fetch may be attacked through normal means, take damage, etc. If reduced to 0 hit points, the fetch dies, taking the shaman to their death along with the fetch.

When the ability ends, the fetch dematerializes. If the fetch dematerializes while still suffering hit point loss, the fetch may not materialize again until fully healed. Healing proceeds normally, and may not be magically augmented in any way.

Possession

While any shaman can discorporate and engage others in spirit combat, this ability lets the shaman possess the body of a victim and control it as desired. If the victim is killed while the shaman is in possession, the shaman's spirit immediately returns to their own body, and they take 1D6 general hit points damage.

The first point of Possession lets a shaman possess members of their own species (human, troll, elf, centaur, etc.). The second point lets a shaman possess any creature with the same hit location table as their species (e.g., a human shaman could possess a troll, elf, ogre, etc.). Each subsequent point lets the shaman select a new hit location table that they can use.

Power Within

The shaman takes 1 melee round and concentrates, gathering their inner strength. At the end of the round, they lose 1 hit point (in the location of the player's choice), and receive one of the following bonuses:

- Gain 1D6 magic points.
- Gain +10% to spellcasting for the next 10 melee rounds.
- Cast any 1-point spirit magic spell, whether memorized or not. This must be the next spell the shaman casts.

Additional points of Power Within let the shaman sacrifice correspondingly more hit points. Thus, a shaman with 3 points in the ability could choose to lose up to 3 hit points, and gain either 3D6 magic points, +30% to their spell casting chance, or knowledge of any 3-point spirit magic spell for a one-time casting attempt.

Second Sight (Enhanced)

This gives the shaman additional abilities for his innate Second Sight. Each point lets the shaman choose a single ability from the following list (they need not be chosen in order, in most cases):

- Distinguish POW equal to their own or within a range of 5 points. (for example, a shaman with POW 16 and a fetch with POW 10 can detect whether the POW is 26, or 1–5, 6–10, 11–15, 16–20, 21–25, 27–31, 32–36, etc.)
- Identify a target's exact POW (only if the prior ability is taken).
- Distinguish available magic points within a range of 10 points higher or lower than the shaman's POW.
- Distinguish available magic points within a range of 5 higher or lower than the shaman's POW (only if the prior ability is taken).
- Determine if an individual knows any spirit magic.
- Identify the exact spirit magic spells cast on an individual.
- Determine if an individual knows any sorcery spells
- Determine if an individual knows any Rune magic.

Self-Resurrection

If the shaman dies, they can cast healing magic on their own body and restore it to at least one positive hit point, returning from the dead. The healing magic must restore the shaman up to 1 or more hit points, but self-healing in this fashion costs permanent points of POW rather than temporary magic points. The return from the Spirit World takes time, depending on the shaman's level of Self-Resurrection.

Self-Resurrection Limits

Points	Limit
1	One season (eight weeks)
2	One week
3	One day
4	One hour
5	One minute
6	One melee round
7	The shaman's DEX strike rank
8	One strike rank

Show Spirit

Exposes discorporate spirits, making them visible to others. The shaman spends up to 1 magic point per point of Show Spirit. A single magic point causes all spirits within a range equal to the shaman's fetch's POW in meters to become visible as vague, half-unseen shadows. Each additional magic point either increases the radius by the fetch's POW in meters, or increases the spirits' visibility, according to the following chart:

Show Spirit Visibility

Magic Points	Visibility
1	Onlooker can see a spirit in some detail with a Search roll.
2	All spirits easily and clearly visible.
3	POW of all discorporate spirits visible as per Second Sight.
4	Exact POW of all discorporate spirits visible.

Soul Expansion

Each point of Soul Expansion adds +1 to the shaman's species maximum POW. This improves his chance to increase POW by experience.

Spell Barrage

Each point of Spell Barrage allows the shaman to throw one additional spirit spell simultaneously. All spells cost the full magic point amount. The strike rank is equal to the shaman's DEX strike rank, plus the magic points spent, and all the spells go off simultaneously. Only one roll for success is made, and either all spells succeed or all fail. If multiple attack spells are aimed at a single target, a single resistance roll is made to see if the target was affected by all the spells at once. Multiple targets must all be visible to the shaman.

If the shaman's player rolls a critical success or a normal failure when casting, the shaman only spends 1 magic point, regardless of the number of spells or their cost.

Spell Extension

The shaman can maintain one spirit magic spell indefinitely in effect per point of Spell Extension. The shaman can drop the extended spell at any time, and recast it when desired. The spell can be dispelled normally, of course.

(Spirit) Affinity

This reflects an affinity for spirits of a certain type, or tied to a single Rune. The most direct benefit is that spirits tied to that Rune tend to be friendlier, though spirits tied to opposing Runes may be hostile. Spirit Affinity is normally required of shamans that belong to cults.



The ability reduces the Frequency multiplier required to search for spirits of the appropriate type, as shown on the **Spirit Rarity** table (see page 375). For example, Common spirits are now Very Common, Uncommon spirits are Common, Rare spirits are now Uncommon, etc. Additionally, each level of Spirit Affinity gives the user a +10% bonus when casting a Control or Command spell on an appropriate spirit. It also provides a –10% modifier for an enemy trying to wrest control away from the user.

A more restrictive affinity can be chosen. This provides the shaman with a bonus of +20% per point. For instance, if instead of Death Affinity a Disease Master chose Disease Affinity, the shaman would get +20% per point for Disease spirits (only). See the **Spirits & the Spirit World** chapter for more information.

Spirit Defense

This gives the shaman some protection in spirit combat even when very weak. Their Spirit Combat skill is increased by +10%.

Spirit Mastery

Each point adds +3 to the magic points lost by a defending spirit when the shaman successfully attacks in spirit combat.

Disadvantages of Becoming a Shaman

Obligations to Tribe or Cult

A shaman's first obligation is to their tribe or cult. This takes precedence over all other obligations. A shaman only adventures when it is necessary to the tribe or cult. If a shaman fails in the obligation to support their tribe or cult, the tribal deities may remove the shaman's fetch and any stored POW. In such cases, only superhuman efforts on behalf of the tribe or cult can regain them.

Visibility

By their very nature shamans are conspicuous. The paraphernalia of their rituals and aura of power that hangs around them make them easy to distinguish.

Commitment

There is no leave of absence from being a shaman. Once tied into the Spirit World, there is no leaving, ever, except by being cast out from the tribe or cult. The normal action in such cases is suicide.

Taboos

When a shaman takes a taboo, their ability cost is "reset." That is, the next ability level the shaman takes only costs 1 characteristic point, then 2, etc.

Taboos might range from geas-like prohibitions (*"Attack Tusk Riders on sight."*) to quest-like challenges (*"Find Oxus' burial mound, enter the Spirit World, and bring Ironhoof's Gift back."*)

Example: Vishi Dunn's last shamanic ability point—increasing Spirit Mastery from 3 to 4—cost him 4 characteristic points. He now contacts Waha and rolls the taboo "Never extinguish a fire." He then takes a fifth point of Spirit Mastery, which now costs him only 1 characteristic points instead of the 4 it would normally cost. He selects POW to sacrifice.

To determine a new taboo, the gamemaster can select a taboo or roll D100 and consult the **Taboos** table:

Taboos

D100	Taboo
1–5	Never eat elk meat.
6–9	Never eat bison meat.
10–12	Never eat bear meat.
13	Never eat any meat of any animal spirit creature.
14–18	Remain celibate during Sacred Time.
19–23	Remain celibate during a given season (usually corresponding to the shaman's strongest Rune).
24–26	All celibacy requirements above.
27	Total celibacy always.
28–29	Speak only Truth to everyone.
30	Attack Tusk Riders on sight.
31–32	Always play drum while spellcasting.
33–34	Always play rattle while spellcasting.
35–36	Always dance while spellcasting.
37–38	Always sing while spellcasting.
39	Only use Spiritspeech while casting spells.
40–41	Sleep outdoors one day every week.
42–43	Never let an animal sacred to the clan suffer needlessly.
44–45	Never wear leather armor.
46–47	Never wear metal armor.
48	Never wear any armor.
49–50	Never wear anything on the head.
51	Never wear any clothes.
52	Never use any shield.
53–54	Never use any axe.

Taboos

D100	Taboo
55–56	Never use any bow.
57–58	Never use a flail or whip of any kind.
59–61	Never use any spear.
62–63	Never use a sword of any kind.
64–66	Make pilgrimage to a Spirit Place each Sacred Time.
67–69	Make pilgrimage to a Spirit Place once each season.
70–72	Make pilgrimage to the Great Herd (in the Spirit World) on Waha's holy day in Death Week of Dark Season.
73–76	Make pilgrimage to Bulldry (in the Spirit World) once per season.
77–79	Make pilgrimage to Daka Fal's Fire (in the Spirit World) once per season.
80–82	Make pilgrimage to Earth Camp (in the Spirit World) once per season.
83–85	Make pilgrimage to Hunter's Camp (in the Spirit World) once per season.
86–88	Make pilgrimage to the Roost (in the Spirit World) once per season.
89–91	Make pilgrimage to the Serpent Ground (in the Spirit World) once per season.
92–93	Make pilgrimage to clan camp or settlement every Ancestor holy day.
94	Challenge all Mallia cultists on sight.
95	Never eat the meat of horses.
96	Never bathe.
97–99	Roll twice more.
00	Roll thrice more.



SPIRITS & THE SPIRIT WORLD

CHARACTERISTICS OF SPIRITS

All natural things in the Middle World, such as mortal beings (including plants and animals), rocks, streams, lakes, etc., are composed of a corporeal body and a spirit. The separation of the spirit from the corporeal body is known as death.

Some spirits are not embodied in the Middle World. These discorporate entities normally exist only in the Spirit World, although they can manifest in and interact with the Middle World. These spirits practically swarm around sacred ground (any place where sacrifices have been made to gods). On the other hand, there are barren wastelands nearly devoid of spirits (unless, of course, the area is one where there used to be a lot of sacrifice).

Disembodied spirits are non-material entities existing in the Spirit World. They have POW, CHA, and sometimes INT. The run-of-the-mill, available-for-challenge sort of spirit has a CHA of 3D6 and a POW of 3D6+6. If a wider variety of spirits is desired, refer to the **Spirits** chapter of the Glorantha Bestiary.

Spirits are normally indifferent to the physical world.

NEGOTIATING WITH SPIRITS

Spirits have their own desires, Passions, and goals. Encounters with each different type of spirit—either benevolent, neutral, or malign—should be treated as any encounter with Lunars, Sartarites or trolls when simply meeting them on the road: each to their own merits. The gamemaster and players are encouraged to seek narrative value in these meetings. To that end, at times these meetings proceed through discussion and possibly negotiation before proceeding to violence (if they ever arrive there at all).

Discorporate spirits can sense other spirits and sources of POW at a range of roughly 10 meters per points of POW. Within a range of 1 meter per point of the sensing spirit's POW, spirits can sense the POW of other spirits to within 10 points, 5 points above or below their own. At that range, they can also communicate with corporeal entities (and vice versa) and can also sense Rune (but not cult) affinities over 50%.

In direct contact with another entity, spirits can sense the exact POW, INT, and CHA of that entity. They can also sense cult or religious affiliations. Contact is also the range of spirit combat.

Spiritspeech is used to communicate with friendly or neutral discorporate spirits. Spirits with INT might also know a mortal language (particularly if they once were mortal or are worshiped by mortals).

Spirits can be bargained with. Spirits may desire some material concern resolved (such as a long-dead king demanding the return of his grave goods) or action taken against an enemy (such as the endless conflict between the Three Feathered Rivals in Prax).

Many spirits are willing to temporarily aid mortals in exchange for worship or to otherwise further the spirit's interests. To worship a spirit, at least 1 magic point needs be offered per point of POW the spirit possesses. Not all the sacrifice needs to come from the same person. The aid granted is always consistent with the spirit's nature, desires, and Passions.

The gamemaster may also determine whether any of an adventurer's social skills can apply to negotiations with the spirit. It is entirely up to the gamemaster to determine what the spirit wants, whether it can be negotiated with at all, and so on.

Prior Editions

If the gamemaster is using RuneQuest materials from prior editions, a spirit's Spirit Combat skill is its POW×5. The spirit's base spirit combat damage is 1D6+1.

Bound Spirits

Spirits may be bound into a magic crystal, or into a specially prepared object or animal as described in the **Binding Enchantment** section (page 249). The binder of a spirit can use any spirit magic the spirit possesses and the magic points of the spirit to fuel spells.

Spirit Combat

Interactions with hostile spirits often ends in combat. Spirits hostile to adventurers may attack for any number of reasons. Commonly, they may do so to possess them or infect them with disease. Spirit combat also covers contests of psychic energy, such as when two magicians Discorporate and initiate magical battle.

Spirit combat is also sometimes used to force powerful spirits to teach rare spells. The gamemaster should only resort to spirit combat in spell-teaching situations when the encounter has value for the story.

Regardless of the motivations, this section discusses how those combats proceed.

Initiating Spirit Combat

Spirit combat may occur between two discorporate entities (entirely within the Spirit World) or between a discorporate entity and an embodied entity (such as a human being) in the Middle World. It may not normally occur between two entities that reside entirely in the Middle World.

Spirit combat may be initiated only by a discorporate being. A normal corporeal being may not initiate spirit combat. A shaman wishing to engage in spirit combat must first discorporate to begin spirit combat. For a non-shaman to discorporate requires the Rune spell Discorporation (see page 326). The spell takes one hour to cast, and cannot be used in situations where spirits ambush a party.

If a spirit wishes to attack a corporeal being, the spirit makes itself visible in the Middle World the melee round prior to its first attack. Shamans can see the spirits at all times using Second Sight, and they would normally be aware of the spirit's malign intention to attack before it becomes visible. If both combatants are already in the Spirit World, there is no delay.

Once begun, spirit combat lasts until one of the following conditions are met:

- Both parties agree to end the conflict.
- One of the combatants disengages.
- One or both parties are reduced to 0 magic points.

Once a spirit attacks, it continues to attack its target until the spirit wins, loses, negotiates a deal with the target, or the target disengages. The spirit magic spell of Distraction, when cast on a spirit, can direct the spirit's attacks to the spell's caster (normally a shaman), at which point the spirit leaves its former target and attacks only the caster from that point forward.

Living beings engaged in spirit combat may communicate with the attacking spirits at any time. The gamemaster determines, based on the type of spirit, what kind of communication is possible with any particular spirit. It may be verbal, visual, or symbolic in some way. Spiritspeech may always be used to communicate with spirits, but it may not be the only method available.

Combatants

Any number of discorporate spirits may attack a single entity at a time. They take up no amount of space in the Middle World.

Once a corporeal being is engaged in spirit combat, they may not attempt any skill or engage in physical melee combat with a separate physical melee target without first succeeding at an **intelligence check** (normally INT×5, but the gamemaster may adjust that up or down, as desired). They may choose to attack the spirit attacking them using enchanted weapons (see below) without succeeding at a concentration check.

Corporeal beings engaged in spirit combat may cast a spell if they succeed at a concentration check.

Spirits may cast spells if they possess that ability and do so in the same manner as other combatants. Spells cast by a spirit go off in strike rank 1 and spirits do not need to succeed with a concentration check.

Spirit Combat Skill

The Spirit Combat skill is used for both attack and defense in spirit combat. This is a magic skill and can be increased by training, research, and experience.

≈Vasana's Saga≈

1627, Sea Season.

Some ten kilometers southeast of Alda-Chur are the Longdoe Hills, where Argrath's meager army of Sartarites and Praxians waited.

Argrath had taught some of his companions (including myself and several of my friends) how to detach our spirit from our body—a process not unlike filling oneself with a god's power. Those who learned the technique were marked with a tattoo of a bird carrying thunder. With great concentration, I could send my spirit wandering, although my body needed to be guarded—both physically and magically—though Yanioth and Sorala seemed to find it easier. Vishi had already mastered the technique, or something similar, but was fascinated by our efforts. Perhaps he felt like an adult seeing infants take their first steps. The others did not learn the technique, and warded us as we meditated.

We learned that the Lunar army had marched out of Alda-Chur along the King's Road. These were not Tarshite militia, but trained soldiers from the Heartlands and their priests. By late afternoon, the Lunars had lined up beneath us, ready for battle in the morning. At sunset, Argrath and his priests began a ritual atop a hill sacred to Death—we were asked to discorporate and guard them from hostile spirits until sunrise. I called as much of Orlanth's breath into me as my body could contain and followed my Star Heart out of my body.

While outside my body, I could perceive spirits and the magical geography of the land, but I could not see the Middle World. I could see the spirits of Argrath, his priests, and their spirit allies and helpers. I was not sure of the passage of time, and could not say if a minute or an hour had passed.

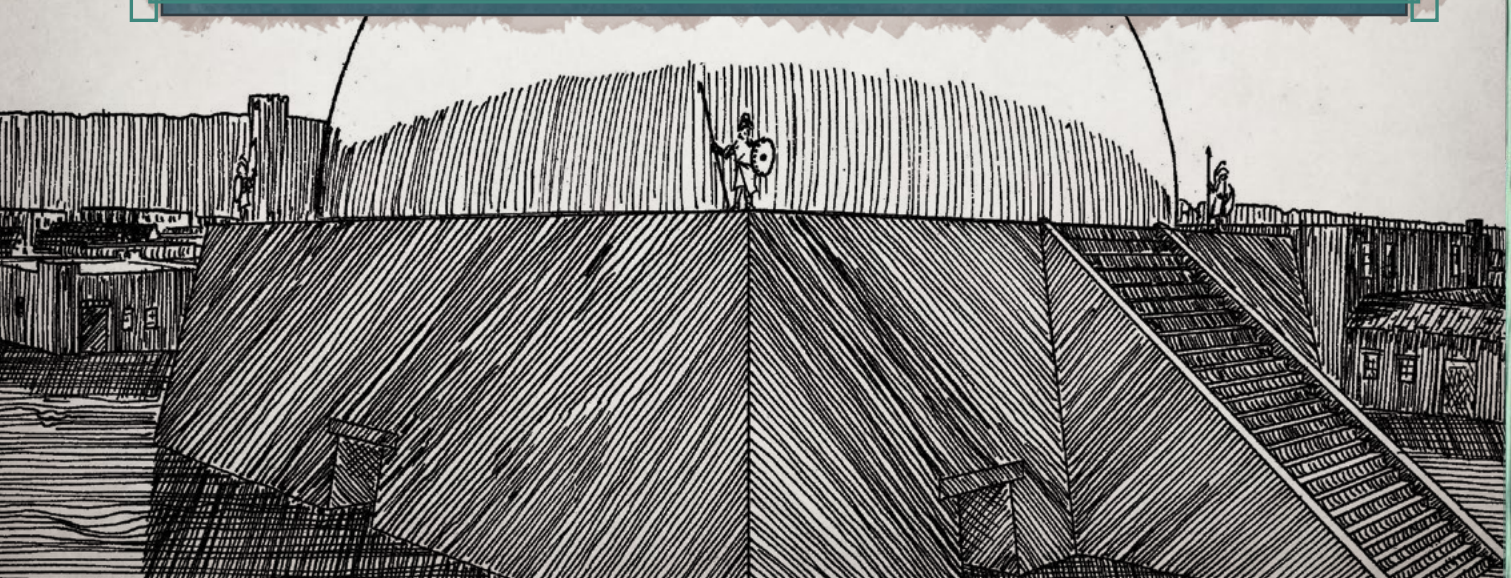
It was good that we watched, for as Argrath had feared, malevolent spirits tried to enter the ritual. They were strange shifting things of crimson and blue, filled with menace and hate. I hurled my soul at them, envisioning myself as a red-tailed hawk with feathers of lightning. I tore at the evil spirits.

Orlanth protected me from their counterattacks, for I called upon him to block their attempts to extinguish the star that guided me. I saw an iridescent green serpent, a bear made of stars, and a horned high llama fight alongside me. We fought with desperation and fury, giving no quarter and expecting none.

I do not know how long our spirits fought; although we had defeated many spirits, there were too many for us to overcome. I prepared to offer my soul to Orlanth, but before I could call upon the god, I saw a brilliant light from Argrath and his priests. A huge and terrible spirit bird had appeared, brandishing thunder and flashing lightning from its eyes. It overwhelmed the evil spirits, incinerating some and scattering the others, before it flew off towards the Lunar army. My battered soul returned to my body, which promptly collapsed of exhaustion.

We later learned that the powerful spirits sent by Argrath and his magicians devastated the Lunar army below, killing their priests and hurling lightning and thunder at the soldiers. The Sartarites and Praxian volunteers—those who were not Argrath's companions—only pursued, for by the time they arrived there was no Lunar army to fight! We pursued long into the night and cut down most of our foes.

Argrath entered Alda-Chur and was cheered as their liberator, and they raised him upon their sacred shield as a sign of their respect. The tribal leaders urged him to march on Boldhome to light the Flame of Sartar.



The base chance for Spirit Combat listed is for all races. A normal adventurer's beginning Spirit Combat skill is 20% plus the adventurer's Magic skills category modifier.

Spirit combat may be augmented with abilities such as Dance, Sing, or Speak (Spiritspeech), or by relevant Runes or Passions.

Resolving Spirit Combat

Spirit combat is an opposed roll using the combatants' Spirit Combat skills (see **Opposed Resolution,** page 142). Both contestants roll against their Spirit Combat skill. If both combatants succeed, the winner is whichever combatant achieved the better result. If one participant gets a special success and the other a normal success, the special success is the winner. If one participant got a critical success and the other a normal or special success, the critical success is the winner.

An opposed roll may thus result in a winner and a loser, a tie, or two losers:

- **Winner and a Loser:** The winner succeeds and the loser fails. The winner does spirit combat damage to the loser.
- **Tie:** A tie (where both participants succeed but achieve the same quality of result) means the situation is temporarily unresolved. If both participants rolled a critical success, the result is a tie. Both parties do spirit combat damage to the other.
- **Two Losers:** Both participants fail their roll. Nothing happens unless one of the rolls is a fumble (in which case, roll on the **Spirit Combat Fumble** table).

Any adventurer defeating a spirit in combat may gain one of its spirit magic spells (player's pick). If the spirit possesses a variable point spell, the adventurer may gain possession of as many points in the spell as the spirit possesses.

Strike Rank

Spirit combat is always resolved on strike rank 12 of each melee round, regardless of any other actions taken by the characters. If a spirit is attacked with physical weapons or spells, that is resolved on the attacker's normal melee strike rank.

Any damage not defended against or absorbed by spiritual armor is deducted from the target's current magic points. Certain attacks may result in actual hit point damage to corporeal beings.

If an entity is attacked by more than one spirit, they must roll their Spirit Combat skill separately against each attacking spirit.

Spirit Combat Damage

Spirit damage from a successful Spirit Combat attack is determined by combining the attacking entity's POW+CHA and consulting the **Spirit Combat Damage** table.

Spirit Combat Damage

POW+CHA	Damage
2–12	1D3
13–24	1D6
25–32	1D6+1
33–40	1D6+3
41–56	2D6+3
Each +16 points	Additional +1D6
Assistant Shaman	+1 damage
Shaman	+3 damage

Spirit damage reduces the target's current magic points, unless absorbed by spiritual armor.

- On a special success, the rolled spirit damage is doubled.
- On a critical success, the spirit damage is rolled twice, and bypasses any spiritual armor.
- In addition, on a special or critical success, actual physical damage to hit points are inflicted to a random hit location on a corporeal target. See **Hit Point Damage** below for more information.

Reaching 0 Magic Points

When a spirit is reduced to 0 magic points, it then can then be controlled by a shaman. If the spirit is not controlled, the spirit retreats to the Spirit World. Any adventurer defeating a spirit in combat may learn its magic, forcing it to teach them any spells it knows, as described in **Resolving Spirit Combat**, prior.

If a corporeal being is reduced to 0 magic points, that being is open to possession (if that is the spirit's goal) or falls unconscious until it recovers 1 magic point.

Example: Vishi Dunn is engaged in spirit combat with a particularly malign spirit in the Spirit World. His Spirit Combat skill is 95% and his spirit combat damage is 1D6+6 (his base

of 1D6+3, and +3 due to his new status as a shaman). He achieves a special success on his Spirit Combat attack roll, with a result of 09. The spirit he's battling fails its roll, with a Spirit Combat skill of 70% and a roll of 83. For his damage, Vishi rolls (1D6+6), obtaining an 8, which is doubled because of the special success to 16 points.

The spirit's magic point total is 14, which reduces the spirit to 0 magic points, and the spirit must return to the Spirit World. But before it leaves, Vishi can try to learn any one spell the spirit possesses by forcing it to provide him with a spell it knows.

Hit Point Damage

When suffering a special or critical attack in spirit combat, an embodied target (such as a human) takes actual physical damage to their hit points equal to the number of D6s rolled for the attack's damage. Thus, 1D6+3 points of spirit combat damage will inflict 1 hit point of physical damage.

Example: In another encounter with a more powerful spirit, Vishi loses a round of spirit combat, and the spirit rolls a special success. Its spirit combat damage is 1D6+3, and its damage roll is 8, doubled to 16 magic points of spirit damage. In addition to the 16 magic points lost, Vishi takes 1 hit point physical damage (because 1D6+3 is rolled) to a random hit location. If the spirit can roll 2D6 for damage, Vishi would take 2 hit points physical damage.

Spiritual Armor

Some spells and magical items can act as spiritual armor, absorbing spiritual damage and reducing the damage done to the victim's magic points. *For example, the spirit magic spell Spirit Screen absorbs 1 point of spirit combat damage for every point of the spell, while the Rune spell Spirit Block absorbs 2 points of spirit combat damage for every point of the spell.*

Spiritual armor can be created through enchantment and even with certain natural items, such as the tail feathers of certain birds (especially those of vrok hawks, red-tailed hawks, giant eagles, and condors), or certain plants (including datura, moon flower, and snake plant).

Attacking with Weapons and Spells

Corporeal entities may attack a spirit that is engaged in spirit combat with enchanted weapons and spells. The physical attack is resolved normally, but opposed by the spirit's Spirit Combat skill. However, the magic point damage from physical weapons is based on its magical nature:

- Temporary damage boosts from Rune magic (such as True Weapon) do harm spirits but only to the amount of extra damage caused by the spell. *For example, True Sword would do 1D8+1 if cast on a broadsword.*
- Enchanted weapons (such as enchanted iron or other Rune metals) do normal damage, but gain no damage bonus from STR+SIZ.
- Offensive damage-causing spells (such as Disruption or Lightning) can harm spirits.
- Temporary damage boosts from spirit magic (such as Bladesharp, Fireblade, etc.) do not harm most spirits, nor do unenchanted Rune metal weapons (such as unenchanted iron).



Damage from enchanted weapons or spells reduces the spirit's magic points.

Example: A spirit with 18 magic points is hit with an enchanted iron sword for 7 points of damage. As a result, its magic points are reduced to 11.

Spirit Combat Fumbles

When a fumble is rolled in spirit combat, roll D100 and refer to the **Spirit Combat Fumble** table for additional consequences.

Spirit Combat Fumble

D100	Result
1–15	Combatant confuses realities; loses all actions next round.
16–30	Combatant begins to dream; loses next two melee rounds while attacking imaginary enemies.
31–45	Combatant confuses self with target; does spirit combat damage to self.
46–60	Combatant hallucinates; if discorporate, may attack any random nearby target; if in the Middle World, misses next 1D3 melee rounds negotiating with imaginary foe.
61–75	Combatant's energies become unfocused; lose 1D6 magic points.
76–79	Combatant begins to cry uncontrollably, and has trouble seeing. Combatant's Spirit Combat skill for the next two melee rounds is halved.
80–89	Spirit combat energies penetrate the veil; combatant takes 1D3 hit points damage to a random hit location.
90	One magic item (chosen at random) is damaged beyond repair due to outpouring of magical energies.
91–95	Energies affect the combatant's senses. Roll 1D6: on a 1: Combatant's legs become numb and the combatant falls; 2: Combatant's arms become numb and they drop anything they are holding; 3–4: Combatant loses control of their bladder; 5: Combatant loses control of their bowels; 6: Combatant falls unconscious (remaining magic points are retained).
96–98	**Non-shaman:** Combatant's body and spirit become separated; combatant discorporates and may only be reunited by a successful Spirit Travel roll or the intervention of a shaman. The gamemaster should determine the physical effects of long-term discorporation. **Shaman:** Re-roll twice.
99–100	Combatant loses all faith and believes that their only viable choice is to surrender; spirit combat ends.

Disengaging from Spirit Combat

An entity may declare during their Statement of Intent that they are trying to disengage from spirit combat. They may do so by doing one of the following:

- **Succeeding at a Spirit Dance Roll:** One attempt may be made at any time during the round. If successful, no Spirit Combat opposed roll is made that round, as the entity has disengaged.
- **Succeeding with a Spirit Combat Roll:** If an adventurer announces they intend to disengage at the end of the round and they succeed in that round's Spirit Combat opposed roll, they may disengage at the end of the round.

When a combatant disengages, the combat is over. Spirits return to the Spirit World. If the spirit wishes to renew the combat, it must first become visible for one melee round before it can initiate spirit combat again.

Possession

When a spirit reduces a corporeal entity's magic points to 0, the spirit may possess the entity. There are two kinds of possession:

- **Dominant Possession:** In this form, the identity (the INT and POW) of the original occupant of the body is suppressed by the possessor and imprisoned within the body beyond normal reach, communication, or action. The possessed entity cannot regain magic points or heal its body. The possessor controls the body. While it controls the body it normally has only beginning percentage chances in all skills. Examples of dominant possession include demonic possession, insanity, the Bad Man of the shamanic initiation, and others. If magically viewed, the aura of a possessed being has the shape of the possessor's natural aura. The entrapped soul is visible as an ugly smudge within the aura of the possessor.
- **Covert Possession:** The possessing creature exerts no influence upon the actions or consciousness of the natural owner of the body, but shares the physical form. Examples include disease spirits, sendings, Passion spirits, and hauntings (including bad memories and dreams). If magically viewed, the aura of a being suffering covert possession appears cloudy where the two spirits overlap.

≈Vasana's Saga≈

1627, Sea Season.

One evening, a day out of Alda-Chur, we sat around our fire in the shadow of some tall and broken pillars, ruins of a forgotten people. Sitting beside me, Vishi Dunn stared into the flames, seemingly lost in its flickering dance. Since our visit to the Spirit World, conversation had been strained, words faltering. The experience of our battle was profound, and now I understood more about the worlds in which my ally walked.

I asked him, "What was your first visit to the Spirit World like?"

The High Llama shaman seemed to stir, surprised at the directness of my question. He took another drink, licked his lips, and spoke carefully.

"I could see everything about me clearly, and I chose three things to fix my eyes upon. One was the vast green forest that spread itself out below me. Closer was the great magical plinth that gleamed eerie blue in the sunlight. Finally, there was the form of my friend Alkaaz—another of Sabera's assistants—guiding me.

"First, everything grew misty. I wanted to rub the tears from my eyes. My skin grew cold, then prickly as hairs stood on end all over my body. The mist deepened. I lost sight of the features of all about me in a growing blur.

"The blur grew until everything was a dim and cold gray, indistinguishable from other things and parts. Then, glowing lights intruded themselves through the fog. Brightest was the form of Alkaaz, my friend, who burned with a clear white light as I had learned all living things do. Behind him was a wavering blob of bright blue which was the spirit of the stone we were seeking. Beyond that, distant and still blurred or smudged across all I could see, was a great green expanse of forest."

He turned then, locking eyes with me.

"All who enter the Spirit World see it as they believe it should be. They carry with them their landmarks, their sky, their land. What did you see?"

The requirements for success of a covert possession vary with the type of spirit, and are detailed in the Glorantha Bestiary for each type of spirit that may possess covertly. The possessed being cannot expel the possessor even when their magic points have returned to normal. The possessor can only be exorcised (see page 358) by another spirit or shaman.

When a spirit possessing someone is defeated in spirit combat, it is immediately expelled to the Spirit World. The shaman cannot choose to keep such a spirit in bondage in his fetch.

The Spirit World

The Spirit World is a vast singularity without strict internal borders. It is made up of discorporate entities and things. It maintains a loose correlation with the Middle World. Some spirits are bound to specific regions, while others wander throughout the Spirit World. It is a place of sublime beauty and life, but is also where lost spirits wander, where broken dreams coalesce, and where nightmares feast.

Usually, adventurers and shamans discorporating and visiting the Spirit World begin in the Inner Region, its center. From there, they may voyage outward, using the Spirit Travel skill to navigate.

Describing the Spirit World

The Spirit World can be visualized as a place without gravity or an exterior light source, but which is instead filled with various shapes of color. Real perception is limited, and depends on the power of both the viewer and the viewed. POW defines the relative size of spirits as well as the spirit's perceptibility.

The Spirit World is made of many smaller parts that are distinct, but connected to other locations through spiritual pathways.

For example, if one wishes to find access to the Infinite Realm, they can start at Waha's Camp, which is surrounded by the Great Herd. Keep going outside into the Happy Herding Realm, which lies in the Vast Plains of the Spirit. Wander on through that, and perhaps into to the Infinite Flatland, whose outer borders fade away into the Infinite Realm.

These regions are indistinct from each other, often overlapping and including the lesser within the greater. They tend to shift and meld at times, merging and offering no distinct boundaries. This is one of the great dangers of the Spirit World, for beings of tremendous magnitude can be anywhere.

The Spirit World is also a single place, undifferentiated by borders or barriers. To most people, the entire Spirit World

Vasana's Saga

1627, Fire Season.

We had gone to the ruins of Whitewall to seek the aid of the gods and spirits of that place. Sorala had told us that until Sartar founded Boldhome, Whitewall had been the religious center of the Heortling people for many centuries, and its spirits might be persuaded to aid us. Vishi thought he could seek friendly spirits there.

The great temple city had fallen to Lunar assault nearly six years ago—this was where my father Farnan had been extinguished by the Crimson Bat. I secretly hoped to find some evidence of his spiritual existence, although Yanioth warned me that it was unlikely.

Seasonal ceremonies are still performed at Whitewall by the Hendriki; but the city itself has been abandoned. Vishi, Yanioth, and I discorporated while Harmast, Vostor, Sorala, and Nathem (resurrected after our excursion to Snakepipe Hollow) guarded our bodies.

We followed Vishi's spirit form deep into the Spirit World—much deeper than Argrath had shown us how. I heard a terrible rumbling in the darkness and saw stars spiral into the deep. I saw an enormous serpent in the distance, so vast I saw neither its mouth nor its tail. Vishi warned us not to approach these great entities; "…for if they gazed upon you with their full might, your spirit would be annihilated."

I caught a glimpse of a luminous red light, and I followed it. The light sped through the darkness and I heard the flow of underground waters. I saw serpents climb about in the darkness, although I saw no walls. Then I saw the bloody head of a golden man floating on a stream of blood. A brown serpent was licking at his head, as if it sought to devour it.

Vishi was filled with urgency. "We must leave here, now!"

From within the deeps of the stream shone a red sun, radiating and flickering upward through the dark water. The red sun began rising from the waters, scattering the serpents. The eyes of the decapitated golden man opened, but before its gaze reached us, Vishi danced us back into our bodies.

"What was that?" I asked.

"The waning moon shall wax again," said Vishi cryptically. I told him to speak more plainly.

"It was a spirit of the Red Moon, summoned or perhaps created when the Lunars assaulted Whitewall. They brought terrible magic with them—Chaos, murder, and other horrors. They birthed that spirit."

"Could it be bound to our service?" I asked.

"It could," Vishi said carefully. "But it is more powerful and more treacherous than I care to confront."

"Orlanth wrested power from many dangerous and treacherous beings," I said.

"I am not Orlanth," replied Vishi.

A fair point, I thought. Perhaps, as a spirit, it was too powerful. But there might be other ways to gain power over the denizens of the Otherworld.

appears as simply a vast, seemingly limitless grey zone of nothingness. They don't have the senses or sensibilities to perceive its reality. Shamans, however, can perceive their own local Inner Region, and they define the look and feel of that area according to their traditions. Thus, both the Praxians and Pentans find themselves in a lush plain, amidst a huge herd of their own animals. Darjiinites find themselves in a luscious swamp.

Beyond that local area, if they explored further out, a Praxian would find an even larger herd comprised of all the Praxian beasts, where living, extinct, or yet-to-be spirits reside. This Frontier Region encloses their limited ancestral area.

And beyond that, there is yet another even larger Outer Region that includes the Praxians and other beings as well, though those others have less obvious relevance to the herd folk. It is, in this case, a larger realm of animals in general, which has within it portions of the Hykimi beast area, as well as separate creatures like the Agimori; and that is overlapped by other ancient spirits of Genert's Garden, most of whom are dead now. Yet that larger region exists, though often with vague and shifting boundaries because the concepts are fluid. The presence of the six- and eight-limbed Atharax creatures and of the humanoid *beliyem* and *kendist* people, or the experiences of the playful and destructive *uluym* and the absorbent, annihilating *ini*, is distressing at best, hostile at worst to normal human Praxians. Hence, its extreme difficulty forbids passage for most people.

To truly understand these larger, encompassing domains requires increased knowledge, power and especially the development of spirit sight to perceive the true effects of



ecstatic experience. It is akin to expanding and assimilating, or being able to enclose all the various concepts that are contained within them.

This process is one of going outward. Eventually a shaman could theoretically integrate these huge realms within themselves, so that the shaman understands them, and could go onward to others that are even more huge and vague. The process requires the shedding of mere human characteristics, and thus the more powerful a shaman becomes, the less human they become.

When all possible realms are thus digested, Eternity may be reached.

Mapping the Middle World to the Spirit World

Locations in the Middle World have equivalent locations in the Spirit World. These places can sometimes become "doorways" between the worlds, through which it is possible to past. Magic existing on one side or the other can increase or decrease the permeability of these doorways, which include Spirit Vortices, graveyards, temples, or anywhere sacrifices have been made to gods. Some of these locations are called out in The Guide to Glorantha. The gamemaster should place others as they craft their adventures.

Regions of the Spirit World

Most visitors to the Spirit World arrive in the Inner Region, its center, and venture outward. The closer one is to the center of the Spirit World, the more it reflects its own true nature, rather than merely any equivalent physical form. Traveling to the Inner Regions of the Spirit World is easy; too easy, for the current of the Spirit World draws one inexorably towards its center. Often a vortex forms a gateway towards a deeper region. A shaman merely needs to "let go" and they are drawn deeper; the tricky part getting back out again. To move outward from one region to another, towards the Frontier, requires successful use of the Spirit Travel skill.

A shaman normally searches for spirits in the Frontier Region of the Spirit World. Most spirits a shaman seeks for their work can be found there. Occasionally the shaman must journey outward to the Outer Region in search of specific spirits, into areas more difficult to navigate

Rare spirit magic spells allow the shaman to create a gateway between regions of the Spirit World. If successful, the shaman must "step through" to travel from one region outwards to the next.

For each hour spent in an inner region, the shaman must roll his POW×3 (or, if in a group, the group's highest POW×3). If the roll is unsuccessful, a hostile spirit finds the shaman.



Each region imposes a penalty to all attempts to leave, with the penalty increasing the deeper into the Spirit World the shaman goes. Each step closer to the center reduces the shaman's Spirit Travel skill by –10%. The current gets stronger towards its source, meaning it becomes easier to go inward but more difficult to maneuver or return against that current.

Spirit Vortices

Spirit vortices are sites that create, attract, or imprison spirits. A shaman can always revisit a previously known vortex. Generally, it takes 1D6 hours to reach a spirit vortice. Shamans find the knowledge of particular vortices to be valuable, and a shaman's player should make a list of the vortices the shaman knows, so they can return to them to find the associated spirits they hold.

If a shaman is extremely far from a vortex, it may take longer than 1D6 hours to get to it.

Runes and the Spirit World

Parts of the Spirit World resonate to the influence of different Runes. A shaman learns to recognize and locate these resonances, part of how they locate spirits. If the shaman is searching for a Healing spirit, or a spell spirit that knows Heal 3, they seek out areas of the Spirit World that resonate to the Healing (Harmony) Rune using Spirit Travel. Once the shaman has located it, they examine any gathered spirits for the one sought, just as a hunter might inspect watering holes or streams in a great forest or plain while in search of specific prey.

Spirits are drawn to Runes according to their natures. The longer the Rune has been attached to a vortex, the more (and more powerful) spirits are drawn to the resonance.

Finding Spirits

To find a spirit, the shaman discorporates and enters the Spirit World. The shaman states what type of spirit is sought, and attempts a Spirit Travel skill roll. The chance of success is affected by the spirit's rarity, as determined by the gamemaster, based on the area, the type of spirit, and

its nature, as shown in the Modifier column in the **Spirit Rarity** table, below.

Spirit Rarity

Rarity	Example	Modifier
Very common spirit	POW 1D6	+20%
Common spirit	POW 3D6	0
Uncommon spirit	POW 3D6+6	−10%
Rare spirit	POW 4D6+6	−20%
Very rare spirit	POW 5D6+6	−30%
Unique spirit	POW 6D6+	−50%
At an appropriate Spirit Place	See Spirit Places	+20–50%

A failure may result in an encounter with a random spirit, at the gamemaster's discretion. A fumble usually results in a dangerous and potentially malevolent spirit. The gamemaster should feel free to ignore the need for a Spirit Travel roll in lieu of advancing the story, as desired.

The shaman can spend magic points when starting the search to increase the chance of success. Each magic point spent for this purpose adds +1% to the Spirit Travel chance.

During any single period of discorporation, the shaman is limited to one Spirit Travel roll and one planned encounter with a spirit. If a discorporate shaman loses a combat in the Spirit World, their soul retreats to their body, followed by the victorious spirit.

Extended Discorporation

A shaman's standard discorporation ritual allows for a single journey to the Spirit World, one Spirit Travel roll, and one encounter with a spirit. After that, the 1D6 hours are up and the shaman returns to their body. The shaman must wait a day before re-entering the Spirit World.

If the shaman knows that the search will take longer, they can prepare in advance for the possibility of an extended discorporation. If this is announced at the time of the discorporation, at the end of the 1D6 hours, the shaman may spend 1 magic point. At this point, the gamemaster again rolls 1D6 to determine how many additional hours the shaman can remain in the Spirit World. The shaman gains one additional Spirit Travel roll and one additional planned spirit encounter.

For each hour beyond the first six hours spent in the Spirit World, the shaman must roll less than or equal their POW×4. If the roll is a failure, the shaman loses 1D6 from their general hit points. If the roll is a success, no hit point loss occurs.

The shaman dies if their hit points are reduced to 0.

Spirit Places

Some spirit vortices are places where the Middle World and the Spirit World lie close together. These **spirit places** are usually places where great amounts of magical energy have been discharged, such as in a battle, a divine marriage, or other magical action of great note.

Some spirit places are inhabited by random spirits: use the random spirit chart in the **Spirits** chapter of the Glorantha Bestiary to determine the type of spirit available. However, most spirit places are dominated by the original participants from the event that formed the place.





Spirit places are relatively rare. Some famous examples include:

- **The Block:** Where Storm Bull defeated the Devil. Mostly Air, nomad, and Chaotic spirits.
- **Dangerford:** The site of the great Arkat/Gbaji battle. Mostly Air, troll, human, and Chaotic spirits.
- **Grizzly Peak:** An Orlanthi sacred place and site of terrible defeat at the hands of the Lunar College of Magic. Mostly Air, human, and Lunar spirits.
- **Hill of Orlanth Victorious:** Where Orlanth (and later Harmast Barefoot) began the Lightbringers' Quest. Mostly elemental and human spirits; well-guarded by the Orlanth cult.
- **Jaldon's Rest:** The site of Jaldon Goldentooth's grave is guarded by the White Bull Society. Mostly elemental, human, and herd animal souls.
- **Kero Fin:** The birth place of Orlanth, and the Axis Mundi for Dragon Pass, this place attracts many powerful and unique spirits of Air and Earth. It is also Yinkin's birthplace, and home to many shadowcat spirits.
- **Night & Day:** The site of a terrible battle where Gbaji crippled Kyger Litor and destroyed the Heortling kingdom. Mostly elemental, troll, and human souls.
- **Smoking Ruins:** These permanently smoking ruins mark where the dragonewts and Beast Men broke the power of the trolls during the Inhuman Occupation of Dragon Pass. Mostly elemental, troll, and some human souls.
- **Stormwalk Mountain:** Storm Bull wrestled with a mountain god here, twisted him into a cork-screw shape, and stuck him into the ground. This well-guarded site is mostly elemental, mammal, and human souls.
- **Whitewall:** This ruin was the temple capital of the Hendrikings. It fell to the Lunars in 1621 after a two-year siege, at incredible cost. It has mostly Air, Lunar, and human souls.
- **Wild Temple:** This vast megalithic complex is a temple to Arachne Solara and is well-guarded by the Beast Men. It has powerful and unique spirits of all types.

Spirit Cults

Throughout Glorantha many notable spirits receive worship, yet are neither gods nor part of the cult of a god. Many remnants of ancient shrines from various periods of legend and history can be activated by shamans. If done successfully, worshipers can sacrifice POW to the spirit, and in return receive limited, specialized Rune spells.

These places of worship are called **shrines**. True cults can grow from such humble beginnings, but much is needed to make it happen. The requirements are numerous and beyond the scope of this description.

The following items are true of any spirit cult.

Lay Membership

Whoever knows of the existence of a spirit cult might be considered to be a lay member of that cult. However, there is no benefit to the status, either to the spirit or to the lay member.

Initiate Status

The actual worshipers of the spirit are initiates of the cult. They have many of the benefits and responsibilities of a regular cult initiate, but are freer in their worship. Unless the spirit cult is an absolute enemy of another god's cult, one can be an initiate of both with little trouble, or even an initiate of the spirit and a priest of the god. Being relatively weak, the spirits do their best not to be enemies of any god.

An initiate must sacrifice 1 point of POW to the spirit, which gives them 1 Rune point with that spirit. If desired, additional sacrifices of POW can be made.

Initiate divine intervention tends to be limited to feats in keeping with the spirit's attributes. The usual request for a spirit is *"Help!"*, with few exceptions. The spirit then helps in any way it can, commensurate with its abilities.

Shamans

Rather than traditional Rune Priests, in these cults the shamans tie themselves to the spirit, gain what few Rune spells are available, as well as the ability to teach the spirit's magic to their followers.

If the shaman leaves the service of the spirit, they lose access to the Rune spells the spirit has provided. Aside from being considered an enemy of the cult, there are no other disadvantages.

Establishing a Spirit Shrine

Activation of a spirit shrine requires several components, described below.

A Focus of Power

The **focus of power** is generally a sacred idol, a divine relic, a holy object, or some other powerful item. It must have once been very close to the god or spirit, preferably being the center of power for a forgotten cult or something which a god or hero used. Not every idol or legendary person's possession will do; it must be something which contains enough of the essence of the spirit to serve as a clue to reaching it.

Some examples of known foci are statues of Frog Woman, magical waters, a fossil bone from a god, a magical weapon, a shred of wood, a tangled skein of yarn and hair, a necklace of teeth, a shield, a dried horse head, a leather bag full of red soil, an oar, and a ladder.

Shaman

A shaman must follow a special ritual to activate these shrines. This ceremony may be performed differently, as is usual among shamans, but all the ceremonies have common elements.

The shaman must permanently sacrifice 1 point of POW from their own characteristics.

The shaman then discorporates, enters the object, and traces the flow of lost power into the Spirit World. To trace the spirit, the player must roll the shaman's POW×3. If this roll is missed there is no chance of finding the spirit without beginning the rite again and sacrificing another point of POW. The shaman returns to their body.

If found, the spirit must be convinced to cooperate with the shaman and activate the spirit shrine. This is generally not difficult as they are used to such requests. To determine the shaman's chance of success, match the shaman's CHA vs. the spirit's POW in a resistance roll. The average spirit's POW is 3D6+6. The struggle may go on and on until the shaman wins. Each lost round means that the shaman becomes ill for the equivalent number of days after the ritual, but has no danger of being possessed except by humanoid or Chaotic spirits.

Once convinced, the spirit must be approved by the fetch of the shaman, which is currently inhabiting the shaman's body. This can be the most crucial part of the operation: if it decides in favor of the spirit, the fetch becomes a devotee of that spirit, along with the shaman, and can sacrifice for use of the spirit's Rune spells, just like a Rune Priest's allied spirit. Without the agreement of the fetch, the agreement is useless and the shaman must find a new spirit and try again. Despite possible advantages, a fetch may not wish the arrangement, as it loses autonomy and becomes subject to the cult spirit for the duration of the arrangement, and generally must obey its wishes. There may be longstanding disagreements between the fetch and the spirit cult spirit that manifest only when the two come into contact through the shaman.

To be a shaman, the fetch is absolutely necessary, so the agreement with the cult spirit has to be abrogated. To determine if the fetch and cult spirit agree, roll D100. A roll of 1–90 means that the agreement takes place; 91–00 indicates irreconcilable differences. The shaman loses all the POW he sacrificed to make the agreement and may never try to contact that particular spirit again.

Congregation

At least ten initiates must be willing to keep actively worshiping the spirit for the next stage to be successful. The spirit rises, inhabiting the shaman's body, and leads everyone in a prayer praising the spirit. Each initiate will then sacrifice 1 magic point. This keeps the spirit appeased for one week, whereupon the prayer and sacrifice must be repeated. This is part of the agreement.

For this relationship to continue, normal cult standards must hold. The examples below provide standards for the Black Fang cult and the Oakfed cult, including the same general conditions for worshipers.

To create other conditions which must be met by worshipers, the gamemaster should determine what is known about the spirit, and have the spirit demand that the initiates perform in a way it finds satisfactory. If it is offended, then it leaves, whether it wants to or not. Ancient laws must be followed, especially by such weak entities as these minor spirits.

Sample Spirit Cults

Two examples of spirit cults are included here. These may be taken as general models for spirit cults.

Black Fang Brotherhood



Troll Bandit Spirit

The Black Fang Brotherhood was formed some 200 years after the troll invasion of the Pavis Rubble, when a human shaman met Black Fang in the Spirit World. Black Fang was a legendary bandit of approximately 100 years before who had raided everyone inside the Rubble, irrespective of race.

Black Fang's spirit serves an unnamed god and can dispense Rune magic to worshipers.

This is a small cult, whose 300 or so worshipers are assassins and cutthroats. It is organized as a large extended family, with initiates being "adopted" into the family.

Initiate Membership

Initiates are found by being known to the shaman-priests of the cult. They must work on cult missions before being accepted. Black Fang does not accept worshipers who are not initiates.

The prospective initiate need not meet the basic rules qualifications for initiation. Instead, the candidate must convince a controlled spirit of the High Priest of the cult by making the same roll against the spirit as they would have to make as a Rune Lord allying a spirit (see page 280). If the roll is unsuccessful, the spirit engages the candidate in spirit combat, because the candidate knows too much to be let free. If the roll is successful, the candidate has convinced the spirit and becomes an initiate and one of the family. The spirit does not become the candidate's ally.

If any resultant spirit combat is unsuccessful, the spirit either attempts to possess the initiate or leaves, at the gamemaster's discretion.

Rune Priests

Spirit cults don't have proper Rune Priests, so Priests of Black Fang are shamans, instead. Like most shaman-priests, they can sacrifice POW for the cult's Rune points.

Special Cult Rune Magic

Because this is a small cult, only the following standard Rune magic spells are available to members of the cult: Divination, Extension 1, Multispell 1, and Spirit Block. Special cult Rune magic includes Invisibility, Shattering, and Shield.

Miscellaneous Notes

Membership in the cult is dangerous, as there are many who put to death anyone suspected of being a member. However, so long as they are useful to the powers that be, they are unofficially tolerated and even encouraged.

Oakfed

Fire Spirit of the Plains

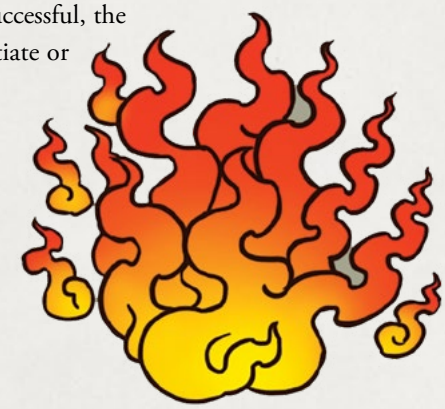
Oakfed is the most powerful fire deity in the plains of Prax. He carries messages and sacrifices to the Air and Sky gods, but more important is his function as Protector. During the Great Darkness, men kept him alive by feeding him all the great forests that once dotted the area, and thus, in turn, Fire helped men to survive. From true worship and sincere reverence, Oakfed joined the Greater Spirits of the plains.

Oakfed only demands of his initiates and shamans that they never let a fire go out completely or possess the spirit magic spell Extinguish.

Special Cult Magic

Oakfed provides the following standard Rune magic spells: Divination, Extension 1, Multispell 1, and Spirit Block. He allows his worshipers to Summon and Dismiss Fire Elemental (any size), and provides his faithful worshipers with Create Wildfire.

If Oakfed's worship service is marked by a special success, he provides Cremate Dead as well as Create Wildfire.





SORCERY

THE NATURE OF SORCERY

Sorcerers perceive an impersonal universe of immutable laws. Sorcery uses a logical manipulation of these laws to exploit these qualities to create a desired effect. As such, it does not require the assent of the gods or spirits the way spirit or Rune magic does.

It is the most conceptually flexible approach to RuneQuest magic, and its spells are potentially the most powerful. Through the expenditure of magic point—often considerable amounts—sorcerers can alter the basic characteristics of their spells and increase their range, duration, and even strength.

In the Second Age, the God Learners carefully studied the relationships between the Runes by examining and hypothesizing about the **monomyth**, and as a result, created unique and extremely powerful spells that changed the magical landscape of the world. They used large working collectives of sorcerers to cast spells far beyond the ability of any individual sorcery. The God Learners conquered much of Glorantha, but their overreach ultimately resulted in their destruction.

Sorcery is the dominant magical system for the Malkioni religion located to the distant west of Dragon Pass. Elsewhere, sorcery is feared as a result of the legacy of the God Learners. Despite that, sorcerers can be found in Kethaela and in the Lunar Empire. In Dragon Pass, the Lhankor Mhy cult teaches limited sorcery.

This chapter provides a bare bones overview of sorcery, a subject to be expanded upon in future RuneQuest supplements.

SORCERY USE

Gloranthan sorcery uses complex, logical formulae that must be mastered precisely to manipulate one or more Runes with one or more **techniques**.

Each sorcery spell is a skill representing the sorcerer's ability to precisely channel their psychic energy (i.e., magic points) through the loci of the formula in exactly the right order, manner, and combination to achieve the desired effect.

RUNES

A sorcerer's understanding of a Rune is not based on their affinity with that Rune, nor is it a skill. Instead, an adventurer either understands a Rune well enough to manipulate it, or does not.

Sorcerers divide Runes into Elemental Runes, Power Runes, and Form Runes. This is similar to the approach taken with an adventurer's personal Runic affinities, but there are some key differences—most importantly that sorcerers strictly distinguish between the Power Runes and the Form Runes to a greater degree than do others.

An adventurer's understanding of a Rune for sorcerous purposes has no personality or psychological implications—sorcery is impersonal and rational. A sorcerer can learn to manipulate both the Illusion and Truth Runes without penalty or behavior being affected by the nature of those Runes (although what the sorcerer does with that magic can have implications to their personal Rune affinities).

Every sorcerer begins play having mastered at least one Rune, as described in the Philosopher occupation on page 70.

The Magic Rune

This Rune indicates a connection between the mortal world and the eternal God Time. It is different from the Runes that make up the Elements, Powers, and Forms of Glorantha; the Magic Rune is a condition, not a constituent part. It is studied to master the art of magic.

The Elemental Runes

Sorcerers arrange the Elemental Runes into a pentagram called **Zzabur's Sigil**. Each Rune is thereby connected to two others—these are **its minor Runes**.

Darkness: The first of the elements. It includes all things dark, cold, or connected with the Underworld. Its minor Runes are Earth and Air.

Water: The second element, including all liquids composed mainly of water or which rely on it for their composition: lakes, rivers, streams, the sea, rain, blood, and so on. Its minor Runes are Air and Fire/Sky.

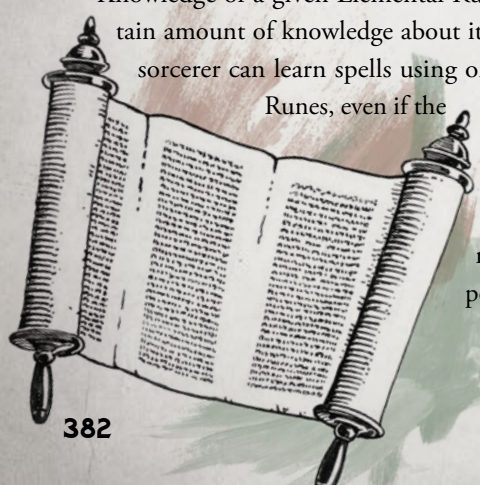
Earth: The third element, it includes soil, rock, stone, bone, and everything solid. Its minor Runes are Darkness and Fire/Sky.

Fire/Sky: The fourth element, it includes the Sky Dome, fire, heat, and light. Its minor Runes are Water and Earth.

Air: The fifth element, it includes air, wind, the atmosphere, breath, and clouds. Its minor Runes are Water and Darkness.

Moon: Acknowledged only by Lunar sorcerers, Moon includes the Red and Blue Moons, Time, cycles, and balance. It has no minor Runes.

Knowledge of a given Elemental Rune provides a certain amount of knowledge about its minor Runes. A sorcerer can learn spells using one of their minor Runes, even if the sorcerer has not mastered it, but they cost double the normal number of magic points to cast.



Example: Damastol has mastered the Rune of Fire/Sky. He can use spells with Water and Earth, but at a higher cost in magic points.

The Moon Rune has no minor Runes associated with it. As a result, the God Learners doubted whether the Moon Rune really belonged to the Elemental Runes.

The Power Runes

The Power Runes are arranged in opposite pairs. Knowledge of one Power Rune in a pair implies a certain amount of knowledge about its opposite. A sorcerer can use spells using an opposing Power Rune, even if the sorcerer has not mastered it, but at a greater magic point cost to cast.

Movement: The Rune governs the movement and redirection of things, either up, down, side-to-side, or in any permutation possible. It is the opposite of Stasis.

Stasis: This Rune governs stability, inactivity, and motionlessness. It is the opposite of Movement.

Harmony: This Rune governs unity, cooperation, and healing. It is the opposite of Disorder.

Disorder: This Rune governs disunity, entropy, and scattering. It is the opposite of Harmony.

Truth: This Rune governs truth, knowledge, veracity, exactness, and logic. It is the opposite of Illusion.

Illusion: This Rune governs illusion, falsehood, deception, and concealment. It is the opposite of Truth.

Fertility: This Rune governs living things, growth, love, and fertility. It is the opposite of Death.

Death: This Rune governs separation, termination, and death. It is the opposite of Fertility.

An adventurer can learn spells using opposed Power Runes, but the magic point cost to cast them is doubled.

Example: Damastol has mastered the Rune of Truth. He can theoretically use spells with Illusion, albeit at a higher magic point cost to cast. However, if those spells are used to lie or deceive, he might earn experience checks in his Illusion Rune affinity!

Vasana's Saga

1627, Storm Season.

If anything, Nochet seemed bigger and more crowded than three years ago. Merchants from distant lands and across the oceans were shoulder-to-shoulder with refugees from the wars, trolls from the Shadow Plateau, and proud snake priestesses, and shrines to foreign gods stood next to ornate temples to the Earth goddesses and the Lightbringers. The very air was rich with the scent of perfume, spice, incense, and more pungent odors.

Sorala had secluded herself for the last few weeks in the Temple of Knowledge, obtaining lore about the ancient temple in Snakepipe Hollow. While the others indulged themselves in the pleasures and wonders of Nochet (and my sister had gone on pilgrimage to the great temple of Ernalda), I grew restless and spent my time amongst my fellow devotees of Orlanth, coated with ashes from the funeral pyres. My spirit traveled the winds, my body guarded by Black Vanadis.

On one of my increasingly rare excursions off Orlanth's Hill, Vostor came to me. "We mere mortals may have something of interest to my Lady of the Winds," he said with friendly mockery. "Sorala has learned that the records she seeks were taken to the City of Wonders centuries ago by the God-King."

"How is that of interest? It sounds like a dead end."

Vostor frowned. "When the White Bear sacked the City of Wonders, the God-King's library was looted by Wolf Pirates and other adventurers."

"So, the records are gone forever?"

"Not necessarily. Sorala says she knows of a meldek—a godless sorcerer—whose magic might be able to find the information we seek."

The sorcerer's name was Damastol, and he came from Nolos in the Far West. He lived outside the Harst Gate in the foreigners' enclave commonly called Meldektown. The Westerners segregate their sorcerers from the rest of the population, imprisoning them with countless taboos, perhaps so that they have no distractions from their eldritch arts. Damastol was a tall, bearded man who never took off his high, conical hat.

Damastol said that through his mastery of the arcane arts, he could find what we were looking for, proof, he sneered, of the superiority of logic and human will. I disliked him almost immediately.

Nevertheless, his magic was effective. With a boatsman's map of the Choralinthor Bay and a pendulum, he pointed to an island just south of the marshes below the Shadow Plateau.

"Frog Island," Damastol declared. "What you seek is on the middle promontory there."

The Form Runes

The Form Runes are each independent and autonomous. Knowledge of one Form does not provide any insight into another Form.

Spirit: This Rune governs discorporate beings.

Plant: This Rune governs all vegetation, from the lowliest fungi to the greatest of trees.

Beast: This Rune governs all animal life, including mammals, birds, reptiles, fish, and insects.

Man: This Rune governs all mortal humanoids, including humans, trolls, and Aldryami. It does not include Mostali.

Chaos: This Rune governs evil, corruption, annihilation, and perversion of other Runes. Mastery of this Rune results in a Chaotic taint to the sorcerer.

Techniques

Six techniques are used in sorcery: **Command**, **Combine**, **Separate**, **Summon**, **Dispel**, and **Tap**. Similar to the sorcerous use of Runes, these techniques are not skills. A sorcerer either understands the technique well enough to manipulate it, or does not.

Four of the six techniques are arranged as two sets of pairs. Knowledge of one technique in a pair implies a certain amount of knowledge about its opposite. A sorcerer can use spells using an opposing technique, even if the sorcerer has not mastered it, but at double the magic point cost.

Example: Damastol knows the technique of Summon. He can cast spells using Dispel at double the magic point cost.

The two other techniques, Command and Tap, are implied in all other techniques. A sorcerer mastering either of these techniques can learn spells using any other technique, but the magic point cost to cast is doubled.

- **Command:** This technique forces a specific manifestation of a Rune to act in a specific manner in accordance with its nature. Knowledge of Command provides insight into all other techniques.
- **Combine:** This technique forces a specific manifestation of one Rune to combine with that of a different specified Rune. It is the opposite of Separate.
- **Dispel:** This technique allows a sorcerer to dismiss specific manifestations of the Rune to the material world. It is the opposite of Summon.
- **Separate:** This technique forces a specific manifestation of a Rune to remove itself from a different specified Rune. It is the opposite of Combine.
- **Summon:** This technique allows the sorcerer to call forth specific manifestations of the Rune to the material world. It is the opposite of Dispel.
- **Tap:** This technique allows a sorcerer to transform the manifestation of a Rune into raw energy that the sorcerer can use. Knowledge of Tap provides insight into all other techniques.

Note that knowledge of any technique provides insight into Tap and Command.

Mastering New Runes or Techniques

A sorcerer starts by mastering one Rune and one technique, as described in the Philosopher occupation on page 70. A sorcerer must have a minimum INT of 13 to understand one Rune and one technique. For each point of INT above 13, the sorcerer can learn one more Rune or one more technique. Thus, a sorcerer with an INT of 18 could know up to 7 Runes and techniques in total.

To master a new Rune or technique, the sorcerer must achieve intellectual union with the source of their magic (be it the Invisible God, the One, the Great Mind, Logic, or whatever the sorcerer's philosophy holds to be the case). The sorcerer must make an INT+POW roll on a D100. The roll can be augmented through ritual practices. If successful, the sorcerer must sacrifice 1 point of POW to master the Rune or technique. Only one attempt can be made per season.

Once a Rune or technique has been mastered, it cannot be unmastered.

Example: Damastol wishes to master the technique of Tap. He has an INT of 17 and a POW of 16, giving him a 33% chance to master the technique. He decides to use ritual practice to increase his chances by 70%, by spending four weeks in ritual practices. He now has a 103% chance of success. Damastol rolls a 25 and succeeds! He sacrifices 1 point of POW to gain mastery of the Tap technique.



Manipulating Spells

A sorcerer may manipulate spells up to their **Free INT**, a value equaling their INT minus the number of points of sorcery and spirit magic possessed. A sorcerer cannot cast a spell that requires more Free INT than they possess.

Intensity

The **intensity** of a spell measures its strength, range, and duration when cast. **All sorcery spells have an automatic intensity of 1 in each of these parameters, at no additional cost.**

The intensity of a spell can be increased with additional magic points. **For each increase in the intensity of the spell, the caster can increase one of these categories by 1 level.**

Example: Damastol wishes to cast the Conflagration spell. The base cost of the spell is 2 magic points, and starts with strength 1, range 1, and duration 1. If he wishes to increase the spell's strength to 8, he must spend an additional 7 magic points. The other parameters are not affected, unless additional magic points are spent on them.

Unless otherwise specified in the spell description, it costs 1 additional magic point to increase the intensity of a spell by one level; or double the amount of magic points if it uses a Rune or technique that the sorcerer has not mastered.

Limits to Manipulating Intensity

A sorcerer can manipulate the intensity of a spell up to the limit of their Free INT. Each increase in a spell's intensity requires 1 point of Free INT.

Example: Damastol wishes to increase the intensity of his Enhance INT (Fire + Summon) spell, increasing its strength. He has an INT of 17 and 3 points of spirit magic. As a result, he can add up to 14 levels of intensity, divided among strength, range, and duration.

Spell Strength

All sorcery spells have a basic level of strength of 1; each additional level of intensity may add to the strength of the spell and increase its basic effect.

If the spell directly causes damage, that typically increases as per the following table:

Sorcery Strength

Intensity	Magic Point Cost (mastered/unmastered)	Damage
1 (base)	0	1D3
2	+1/+2	1D3
3	+2/+4	1D3
4	+3/+6	1D6
5	+4/+8	1D6
6	+5/+10	1D6
7	+6/+12	1D6
8	+7/+14	2D6
9	+8/+16	2D6
10	+9/+18	2D6
11	+10/+20	2D6
12	+11/+22	3D6
13	+12/+24	3D6
14	+13/+26	3D6
15	+14/+28	3D6
16	+15/+30	4D6
17	+16/+32	4D6
18	+17/+34	4D6
19	+18/+36	4D6
20	+19/+38	5D6
Each +4	+4/+8	+1D6

Spell Range

All sorcery spells have a basic range of 10 meters; each level of intensity added to the effect of the spell increases that range.

The caster must be able to physically or magically perceive—or otherwise know—the precise location of a target.

Sorcery Range

Intensity	Magic Point Cost (mastered/unmastered)	Range
1 (base)	0	10 meters
2	+1/+2	20 meters
3	+2/+4	30 meters
4	+3/+6	50 meters
5	+4/+8	80 meters
6	+5/+10	130 meters
7	+6/+12	210 meters
8	+7/+14	340 meters
9	+8/+16	550 meters
10	+9/+18	1 kilometer
11	+10/+20	1.5 kilometers
12	+11/+22	2.5 kilometers
13	+12/+24	4 kilometers
14	+13/+26	6.5 kilometers
15	+14/+28	10 kilometers
16	+15/+30	15 kilometers
17	+16/+32	25 kilometers
18	+17/+34	40 kilometers
19	+18/+36	65 kilometers
20	+19/+38	100 kilometers

Spell Duration

All sorcery spells have a basic duration of 5 minutes; each level of intensity added to the effect of the spell increases that duration.

Sorcery Duration

Intensity	Magic Point Cost (mastered/unmastered)	Duration
1 (base)	0	5 minutes
2	+1/+2	10 minutes
3	+2/+4	20 minutes
4	+3/+6	40 minutes
5	+4/+8	80 minutes
6	+5/+10	160 minutes
7	+6/+12	6 hours
8	+7/+14	12 hours
9	+8/+16	1 day
10	+9/+18	2 days
11	+10/+20	4 days
12	+11/+22	1 week
13	+12/+24	2 weeks
14	+13/+26	4 weeks
15	+14/+28	1 season
16	+15/+30	2 seasons
17	+16/+32	1 year
18	+17/+34	2 years
19	+18/+36	4 years
20	+19/+38	8 years
Each +4	+1/+2	Doubles

Casting Spells

To cast sorcery, a sorcerer lapses into a semi-trance, concentrating their conscious mind on the Rune they wish to affect, while allowing their subconscious to concentrate on the technique used to manipulate it. Once the appropriate magic points have been expended, the arcane technique exerts a psychic force on the subject of the Rune, hopefully creating the desired effect.

Each sorcery spell is a skill, and a sorcerer has a percentage chance to successfully cast it. Sorcery spells are modified by the sorcerer's Magic skills category modifier, as well.

Each spell consists of one or more Runes, manipulated by a technique. The sorcerer must have achieved mastery or insight into each Rune and technique contained in the spell to use the spell at the normal cost.

Spell Cost

To cast a spell costs a minimum of 1 magic point per Rune or technique contained in the spell. Each additional magic point added to the spell adds 1 level of intensity (affecting range, strength, or duration) to the spell. If the caster has not mastered one of the Runes or techniques required in the spell, but is using an associated Rune or technique as a substitute (see above), the cost for that Rune or technique is doubled.

Example: Damastol has learned the Total Recall spell (Truth + Summon) at 35%. As he knows the Rune and the technique, it costs him 2 magic points to cast, plus 1 magic point for each additional level of intensity.

Using an unmastered technique or Rune costs double the magic points, and if a sorcerer tries to cast a spell with a Rune and a technique they have not mastered, the magic point cost is multiplied by 4 (essentially, doubled twice).

Example: Damastol also knows the Logical Clarity spell (Truth + Dispel) at 42%, but because his affinity with the Illusion rune is through its opposite (Truth) and because he only knows Dispel as an insight of Summons, it costs 4 magic points to cast, plus 4 magic points for each additional level of intensity.

Casting Time

Sorcery is much slower than spirit magic or Rune magic. A sorcery spell takes one full melee round to cast, and takes effect on the DEX strike rank of the following round + 2 strike ranks per additional magic point used in the spell.

If a sorcery spell's strike rank total exceeds the number of strike ranks in the round (12) the spell goes into effect the following round, minus 12 strike ranks. Thus, two full melee rounds will pass before the spell has any chance of going into effect. This should be continued until the modified strike rank is 12 or lower, at which point the spell will take effect.

Example: Damastol wishes to cast Conflagration and add 7 magic points to boost its strength to 8. Damastol has a DEX SR of 3, so the spell goes into effect two entire rounds after he starts, on strike rank 5.

Determining Success

On the strike rank that the sorcerer completes their spellcasting, the player rolls a D100 for a simple success based on the sorcerer's skill with the sorcery spell. That percentage can be augmented by the Meditate skill or ritual practices, time, place, and item bonuses, and by a pertinent Rune affinity or Passion.

If successful, the player marks off the magic points used in casting the spell and the spell takes effect. If the roll was a critical, then the spell only costs 1 magic point.

If the roll fails, then only 1 magic point is lost and the spell has no effect. If the roll is fumbled, then all the magic points used in the spell's casting are lost (as if the spell were successful), but the spell has no effect.

Concentration

Sorcerers must maintain concentration when casting spells. This limits a sorcerer to no more than a simple nod or shake of the head in response to simple questions. A sorcerer cannot attack, parry, or Dodge while casting a spell.

A sorcerer sustaining damage while casting a spell must make an INT×3 roll to maintain concentration. If a sorcerer's concentration is broken while casting a spell, then the spell is aborted with no loss of magic points. A sorcerer automatically loses concentration if they go into shock or unconsciousness.

Spell Limits

A sorcerer can manipulate the intensity of a spell up to the limits of their Free INT. Each increase in a spell's intensity requires 1 point of Free INT. A sorcerer cannot cast a spell that requires more Free INT than they possess.

Boosting Spells

A sorcerer may boost a spell by adding additional magic points to the spell. This may help the spell overcome defensive magics.

Boosting a spell increases its casting time by 2 strike ranks per additional magic point used in the spell.

Aborting a Spell

A sorcerer can abort the casting of a spell at any time. The sorcerer loses the time spent to up to the point where the spell is aborted, as well as 1 magic point.

Incompatible Spells

Some spells cannot be cast on the same target. When a spell is cast on a target that already has an incompatible spell, then only the spell with the greatest magic point value takes effect. If both spells are of equal value, then the already-existing spell remains in effect.

Meditation or Ritual Practices

A sorcerer can use the Meditate skill or ritual practices (see page 244) to increase the chance of casting a spell, as described in the **Magic** chapter.

Sympathetic Magic

A sorcerer can use sympathetic magic to increase their chance of casting a spell. A sorcerer gets bonuses for casting a spell at Rune-appropriate times and places, and by using Rune-appropriate components. Bonuses are determined at the time of casting the spell.

Time

Each day, week, and season has a Runic association. For example, Fireday is associated with the Fire Rune. Movement week is associated with the Movement Rune. Dark Season is associated with the Darkness Rune. A sorcerer determines their bonus based on the moment casting is finished (when the dice get rolled) rather than when the casting begins.

All these bonuses are cumulative.

Rune-appropriate Day

Each day of the week provides a +10% bonus for casting a spell with a specific elemental Rune tied to that day. Each day also provides a –10% penalty for casting a spell with a different elemental Rune in opposition to that day.

Day Modifiers

Day	Bonus (+10%)	Penalty (–10%)
Freezeday	Darkness Rune	Earth Rune
Waterday	Water Rune	Fire Rune
Clayday	Earth Rune	Air Rune
Windsday	Air Rune	Water Rune
Fireday	Fire Rune	Darkness Rune
Wildday	Spells without any elemental Rune	None
Godday	None	None

Rune-appropriate Week

Each week provides a +10% bonus for casting a spell with a specific Power Rune tied to that week. Each week also provides a –10% penalty for casting a spell with the opposing Power Rune tied to that week.

Week Modifiers

Week	Bonus (+10%)	Penalty (–10%)
Disorder	Disorder Rune	Harmony Rune
Harmony	Harmony Rune	Disorder Rune
Death	Death Rune	Fertility Rune
Fertility	Fertility Rune	Death Rune
Stasis	Stasis Rune	Movement Rune
Movement	Movement Rune	Stasis Rune
Illusion	Illusion Rune	Truth Rune
Truth	Truth Rune	Illusion Rune

Rune-appropriate Season

Each season provides a +5% bonus for casting a spell with a specific Elemental Rune tied to that season. Each season also provides a –15% penalty for casting a spell with a different elemental Rune in opposition to that season.

Season Modifiers

Season	Bonus (+5%)	Penalty (–15%)
Sea	Water Rune	Fire Rune
Fire	Fire Rune	Darkness Rune
Earth	Earth Rune	Air Rune
Darkness	Darkness Rune	Earth Rune
Storm	Air Rune	Water Rune

Example: Damastol knows the Summon Water Elemental spell at 45%. He decides to cast the spell on a Waterday in Sea Season, giving him a +15% to his spell casting. If he tried to cast the same spell on Windsday of Storm Season, he'd suffer a –25% penalty.

Places

Certain places are associated with specific Runes and provide a bonus (or a penalty) for casting spells associated with that Rune. The more powerful of these places are typically the locations of temples or are spirit places, and thus may be defended by cults or shamans.

- **Minor Rune Association:** Places with a noticeable but minor association with a particular Rune get a +10% bonus. For example, suitable places are the site of a murder for the Death Rune, a field ready to be harvested for the Earth Rune, a road for the Movement Rune, a shrine or minor temple to a god of that Rune, etc.
- **Major Rune Association:** Places with a major association with a particular Rune get a +20% bonus. For example, suitable places are a recent battlefield for the Death Rune, a harvest festival for the Fertility Rune, the caldera of an active volcano for the Fire Rune, a major temple to a god of that Rune, etc.
- **Great Rune Association:** Places with a great association with a particular Rune get a +30% bonus. These are places where mythological events involving that Rune took place. For example, suitable places are Stormwalk Mountain for the Air Rune, Ezel for the Earth Rune, Yuthuppa for the Fire/Sky Rune, etc.

Components

By including things associated with a Rune in the casting of a spell, a sorcerer can gain a bonus to cast it. See the descriptions of the Runes on pages 48-50 for examples of what sort of objects might be associated with a particular Rune.

- **Mundane Object:** A sorcerer gets a +10% bonus for including a mundane object associated with a Rune in the casting of a spell.
- **Magical Object:** A sorcerer gets a +20% bonus for including a magical object associated with a Rune in the casting of a spell.

Learning Sorcery

Sorcerers are not born, they must be trained to understand and manipulate Runes with sorcerous techniques. Sorcery is a literate discipline, and a sorcerer cannot know a spell better than their Read/Write skill.

Sorcerers generally begin their training in early childhood. Some cults begin training potential sorcerers as early as 5 or 6 years old.

Four examples of how sorcery is learned are provided below.

Malkioni

The Malkioni worship the Invisible God as the supreme Creator and use sorcery as their primary form of magic. Most Malkioni do not use Rune spells, although many use spirit magic. Their societies are divided into four castes: *dromal* (worker), *horal* (soldier), *talar* (noble), and *zzaburi* (sorcerer).

In the Rokari sect of Malkionism, children with an INT of 16 or higher may be selected by age 5 to join the *zzaburi* caste and train as sorcerers. Training in the processes of logic and emotion necessary to manipulate the Runes begins from the age of 6 and continues until the child reaches age 13 and becomes a novitiate *zzaburi* (an apprentice sorcerer).

At age 13, the novitiate selects three Runes (the Spirit Rune, an Elemental Rune, and either a Power Rune or the Magic Rune) and two techniques (Command and one other) in which to specialize and then devotes the next five years or more to mastering them. At that point, they may accept the oaths that confer the status of *zzaburi* upon them.

Malkioni also learn the Worship (Invisible God) magical skill, which lets them use a portion of the magic points generated by all the worshipers in the weekly ceremony. Another portion of the magic points is passed "up the chain of veneration" to the *zzaburi*'s Watcher. Maintaining the caste restrictions provides bonuses to the use of sorcery (the restrictions depend upon the school of Malkionism); once the restriction is violated, the bonus is forever lost.

Many schools of Malkionism exist, and individual temples sometimes try to keep knowledge of specific spells exclusive to their own members.

Aeolianism

Aeolianism is a sorcerous tradition found in Kethaela. Like the Malkioni, the Aeolians revere the Invisible God as the supreme Creator. Unlike most Malkioni, the Aeolians view the Invisible God as too remote and too unapproachable to directly worship. Instead, they worship Orlanth, Chalana Arroy, Issaries, Lhankor Mhy, and Eurmal as personifications or emanations of the Creator. Of these, Orlanth is most important. These gods have consorts who are worshiped in combination with them.

The Aeolians have three hereditary castes: free (commoner), *talar* (noble), and wizard (sorcerer). These castes are hereditary and endogamous. The free and *talar* castes use Rune and spirit magic; the wizard caste uses sorcery.

Children of the wizard caste are taught from age 6 the prayers and rituals that train their mind to manipulate the Runes. At age 16, those with a minimum INT of 14 select two Runes and one technique in which to specialize and spend the next five years mastering them. At age 21, they are acclaimed as wizards.

Lhankor Mhy

Lhankor Mhy apprentice scribes (lay members) are taught logical reasoning and wisdom literature as part of their training. Most apprentices begin their studies between the ages of 6 and 15.

Upon initiation into the cult, the initiate is taught to master the Truth Rune and the technique of Command. Additional Runes and techniques can later be learned if an appropriate book can be found or if a teacher can be located and persuaded. Only cult initiates are ever taught sorcery.

The Lhankor Mhy cult teaches a limited number of sorcery spells from a collection of documents called the *Torvald Fragments*, including: Enhance INT, Identify Otherworld Entity, Geomancy, Logical Clarity, Logician, Reveal Rune, Solace of the Logical Mind, Speak to Mind, and Total Recall. Not every temple possesses all these spells and some temples include different spells in the collection.

Lunar Sorcery

There are numerous schools of sorcery within the Lunar Empire, some dating back to the Carmanian Empire. They are typically based on the manipulation of the Moon, Fire/Sky, and Darkness Runes. All the Power Runes are known to Lunar sorcerers, as is the Chaos Rune.

All sorcery spells using the Moon Rune are subject to the Lunar Cycle—in this case it affects the magic point cost of the spell:

- **Full Moon Day:** All spells cost half the number of magic points, including increasing intensity.
- **Half Moon Days:** All spells are at normal cost.
- **Crescent Moon Days:** All spells (including increasing intensity) cost half again the normal magic point cost.
- **Dying/Black Moon Days:** All spells (including increasing intensity) cost double the normal magic point cost.

Learning New Spells

New spells can be gained through training under another sorcerer or through researching a book, scroll, tablet, etc., that contains spells.

Being taught a spell by a teacher takes a season of study, in which time the sorcerer can only do minimal activity

as with learning another skill (see page 416). The cost of learning a spell is typically 50 L for common spells, more for rarer spells or cult secrets. Many teachers accept payment in service as well as coin. At the end of the training, the sorcerer has learned the spell and has a beginning percentage in the spell of 1D6 plus their Magic skills category bonus.

Learning a spell through research also takes a season of study. The sorcerer must first make a successful Read/Write roll for the script the source is written in and then an INT×3 roll. If both are successful, the sorcerer has learned the spell and has a beginning percentage in the spell of 1D6 plus the Magic skills category bonus. A failed roll indicates that the sorcerer failed to learn the spell and must repeat the entire procedure.

Memorizing Spells

A sorcerer can never know more sorcery than they have INT. Each sorcery spell actively memorized takes up 1 point of Free INT, and every point of spirit magic also takes up 1 point. Many sorcerers forgo spirit magic entirely to focus on sorcery, choosing to forget any known spirit magic spells.

Most sorcerers learn techniques of memorization that allow them to "forget" active knowledge of a spell by placing it in a recessed part of their memory. It takes about an hour of meditation to try to forget a spell, and the sorcerer must succeed with a Meditate skill roll.

Once a spell has been forgotten, the spell can be recalled through meditation. It takes about three hours of meditation to try to recall a spell and the sorcerer must succeed with a Meditate skill roll. The sorcerer must have enough Free INT to know the recalled spell.

Inscribing Spells

Knowledge of a sorcery spell can be inscribed into an item—such as a scroll, book, piece of jewelry, weapon, or some other small token—through ritual enchantment, instead of using a point of Free INT. The enchanter, who must know the spell, must sacrifice 1 point of POW to create the inscription.

For each point of POW added to the inscription, the base strength, range, or duration of the spell is increased by 1, without requiring any manipulation by the sorcerer. This enables the sorcerer to create spells with a greater intensity than their Free INT would allow.

Once inscribed, the sorcerer may cast the spell at their normal skill in that spell. Only the sorcerer may use the inscribed item to cast the spell. If the inscription is destroyed, knowledge of the spell is lost until it is recalled through meditation as described above

Creating New Spells

A sorcerer can create new spells combining Runes and techniques already mastered. To create a new spell, a player needs to work with the gamemaster to describe the intended effects of the new spell, what its point cost should be, what the impact of additional intensity should be, etc. In general, a 1-point sorcery spell is weaker than a comparable 1-point spirit magic spell and significantly less than half as strong as a comparable 1-point Rune point spell.

The gamemaster has final authority as to the description of the new spell.

It takes a season to research the formula of a new spell, after which the sorcerer must make an INT roll at a difficulty determined by the gamemaster:

Spell Creation Difficulty

Roll	Difficulty
INT×4	A spell that merely modifies a spell that the sorcerer already knows.
INT×3	A spell conceptually related to a spell that the sorcerer already knows
INT×2	A spell making a novel application of techniques to Runes.
INT×1	A very powerful or unique spell.

If the sorcerer fails the roll, the roll can be re-attempted after another season of research.

If the sorcerer succeeds, the new spell is created and can be memorized, written down, and taught to others.

On a critical success, the gamemaster may add some additional twist to the spell.

Increasing Spell Casting Ability

A sorcerer can increase their ability to cast sorcery spells through experience, training, or research.

Sample Sorcery Spells

This section lists and describes a sample of spells that might be known by sorcerers in the Dragon Pass area.

Spell Descriptions

Each of the spells listed below follows the same format, described below.

Spell Name

Runes and Techniques Used: The presence of the magic Rune (ᚱ) indicates that this spell can be used with any Rune. A sorcerer must have an affinity with the Rune or Runes used in the spell, or insight into the opposite. Similarly, the technique or its opposing technique is also required.

Minimum Magic Points: Additional points of intensity can be added. For ritual spells that cost permanent points of POW, the POW sacrifice is listed.

Casting Range, Type, Duration: For more information, see pages 385–386.

Spell Description: Including area of effect, whether the spell is offensive (requiring a resistance roll of POW vs. POW), and other notes.

Accelerate Healing

2 Points

Ranged, Passive, Temporal

This spell doubles the target's healing rate for the duration of the spell. At strength 3 it increases the target's healing rate to be three times its normal rate, at strength 6 it increases it to be four times its normal healing rate, at strength 9 it is five times the normal rate, and so on.

Animate Dead

4 Points

Ranged, Active, Temporal

Each point of spell strength animates either 6 SIZ or 1D6 STR, chosen when the spell is cast. The sorcerer normally needs enough spell strength for the corpse's entire SIZ (in special circumstances, just a corpse's arm, head, etc. could be activated). The creature can be given more STR than it had in life. If it has a STR more than triple its SIZ, however, it may damage itself in movement. (Spending for excess SIZ is futile.) An animated corpse's movement rate is 2 less than in life, but an animated skeleton moves as fast as in life.

Attract Magic

2 Points

Ranged, Passive, Temporal

When cast, the Attract Magic spell causes any other ranged spells cast in its area of effect to be diverted to affect the target of the spell, regardless of the original intended target. Once cast, the Attract Magic spell's range is centered on the target. The recipient of the diverted spells must be a valid target of the spell in question. For example, if the caster is not visible to the spellcaster, the caster cannot attract the spell.

Match the Attract Magic spell's strength vs. the intensity of a valid spell on the resistance table. Each Rune point counts as 2 points of intensity for this spell. If the Attract Magic wins, the spell targets the target of the Attract Magic spell, even if the spell was targeted on the original caster.

If the caster dies, the spell ends. If two Attract spells would both affect a given magical attack, the higher-strength spell checks first to see if it succeeds. If two spells of equal strength compete, the one nearer to the target checks first.

Attract Missiles

4 Points

Ranged, Active, Temporal

See Attract Magic (above) for details.

Roll 1D20 for each missile passing through the spell's radius. If the result is equal to or less than the spell's strength, the missile hits the target. If the roll is higher, the missile continues as originally directed. Impales and criticals apply if the missile's original roll to hit was such. The effects of a fumble should be determined by the gamemaster, based on the result of the fumble roll.

Attract Spirits

2 Points

Ranged, Active, Temporal

See Attract Magic (above) for details.

All spirits capable of offensive spirit combat must roll their magic points vs. this spell's strength each round they are within the spell's radius. If overcome by the spell, they must attack the target of the Attract Spirits spell. Spirits currently engaged in spirit combat or who have 10 or more magic points than the Attract Spirit spell's strength can ignore it.

Bind Elemental

+ [Elemental Rune]

3 Points POW

Ritual (Enchantment)

A binding enchantment is a magical item that can hold a specified type of entity, in this case an elemental. The item to serve as the elemental binding object must be enchanted with 3 points of POW.

Bind Spirit

2 Points POW

Ritual (Enchantment)

A binding enchantment is a magical item that can hold a discorporate spirit. The item to serve as the spirit's binding object must be enchanted with 2 points of POW.

Boon of Kargan Tor



2 Points

Touch, Passive, Temporal

This spell must be cast on a weapon. At spell strength 1, it adds +1D3 to the damage done by that weapon for the duration of the spell. If the spell's strength is increased to 4, it adds +1D6 damage. For each additional 4 levels of strength, it does an additional +1D6 points of damage.

Call Cold



2 Points

Ranged, Passive, Temporal

This spell reduces the temperature within a radius equal to the spell's range by 2° C per level of strength.

Call Light



2 Points

Ranged, Passive, Temporal

This spell creates a faint glow. Strength 1 is enough to read by, strength 5 is near-daylight, and strength 10 makes bright daylight.

Calm Water



3 Points

Ranged, Active, Temporal

This spell reduces water speed and turbulence. If successful, the waters within range are soothed into a placid, mirror-like surface. Aside from calming the water itself, the effective STR of the wind (at least as it affects the water) is reduced by 2 for each level of spell strength. Additionally, the speed the water moves (usually because of river flow or tides) within range is reduced by 0.5 knots per level of spell strength.

Castback



4 Points

Ranged, Passive, Temporal

If an offensive spell fails to overcome the magic points of the target of the Castback spell and the strength of that offensive spell is equal or less than that of the Castback, the offensive spell is bounced back at the caster. If both target and caster have Castback, the spell may ricochet back and forth until it finally affects a target.

Conflagration



2 Points

Ranged, Active, Temporal

This spell summons a fire into existence at a place within the range of the spell. The intensity of the fire depends on the strength of the spell:

Conflagration Intensity

Strength	Brightness	Damage/ Melee Round
1–3	Candle	1D3
4–7	Torch	1D6
8–11	Raging fire, hot enough to melt tin	2D6
12–15	Intense fire hot enough to melt lead	3D6
16–19	Hot enough to melt bronze, copper, gold, or silver	4D6
20+	Hot enough to melt iron	5D6

The fire does not move, although it will spread if flammable material is nearby. If it is cast at a living person, it does damage based on the strength of the spell until the target moves away.

Create Hallucination



2 Points

Ranged, Active, Temporal

This spell creates an illusion sensible only to the target of the spell. The illusion combines the effects of Create Image, Create Odor, Create Sensation, Create Sound, and Create Taste, but only for the target. The target's POW must be overcome by the strength of the spell for the spell to work.

Create Image



3 Points

Ranged, Active, Temporal

This is the spell of creating illusionary images. The strength of an illusion determines its opacity and size. Each point of strength creates a solid-looking illusion of SIZ 3. Alternatively, the caster can create a larger, but increasingly transparent illusion.

Example: One point of strength creates a translucent SIZ 6 image; or a colored transparency of SIZ 12; or SIZ 18 image barely visible as smooth, clear glass (and hard to detect without a Search roll).

Illusion Spells

The following is true of all illusion spells, particularly Create Hallucination, Create Image, Create Odor, Create Sensation, Create Sound, and Create Taste.

When a sorcerer creates an illusion, they are fabricating a temporary reality. Though the Pierce Veil, Soul Sight, and Second Sight spells can detect the illusion for what it is, the illusion will remain in effect nonetheless.

An illusion cannot simply be disbelieved.

The caster of an illusion must concentrate on it to cause the illusion to change or move up to a MOV rate of 12.

Create Odor



3 Points

Ranged, Active, Temporal

This is the spell of creating illusionary odors. The odor is the same for all species and can be used to fool any creature. The strength of an illusion determines the intensity of the odor.

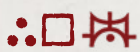
Sample Odor Intensities

Strength	Example
1–2	Water after rainfall
3–4	A rose or fresh-cut wheat
5–7	Frying onions or cloying perfume
8–9	Burning oil
10+	Fresh skunk oil

An odor stronger than an ambient scent can be used to mask it (an undead being, for example, might use some stronger scent to cover the stink of its corruption.) An odor weaker than an ambient scent can be used to modify or alter it, such as transforming the smell of cut oak wood into the smell of cut cedar wood.

Foul odors can be used offensively. To do this, match the odor's intensity vs. the target's CON. If the odor wins, the target is incapacitated that round. Keep re-rolling each round until the target succeeds, when the target has become accustomed to it and won't need to roll again unless the odor's intensity rises.

Create Sensation



3 Points

Ranged, Active, Temporal

This is the spell of creating illusionary sensations. This manifests as a solid force with a SIZ and STR of 1 per point of strength. It is typically used as a framework to cast other illusory spells upon. Non-illusion spells can be cast on a sensation, but they cannot have a greater strength than the original sensation. This spell cannot do damage by itself, but can push objects and beings around, or can be wielded manually to do appropriate damage. *For example, the sensation of an illusory broadsword could do 1D8+1 damage in the hands of an adventurer with the 1H Sword skill, plus any applicable damage bonus.*

Create Sound



3 Points

Ranged, Active (for complex sounds), Temporal

This is the spell of creating illusionary sounds. Each point of strength increases the loudness of the spell's effects. Any kind of comprehensible speech or music needs to be concentrated on as per an active spell.

Sample Sound Equivalents

Strength	Comparable Sound
1	Normal breathing
2	Rustling grass and leaves
3	Quiet tavern with muffled conversations
4	Conversations at normal volume
5	A busy town center
6	Crashing waves
7	A raucous tavern full of people and music
8–9	A lion's roar
10–11	Crashing waves
12–13	Thunderclap
14–15	Collapse of a castle wall
16+	Rockslide

A sound illusion that is loud enough will deafen a target for 1D10+5 minutes if the strength of the spell overcomes the target's CON.

Create Taste



3 Points

Ranged, Active, Temporal

This is the spell of creating illusionary tastes. This spell causes an area of 1 SIZ to assume a taste created by the caster. Strength 1 reproduces mild flavors, like lettuce or water. Strength 3 provides stronger flavors, such as apples or grilled pork, and strength 10 is very powerful, able to reproduce flavors like red-hot peppers or biting into a fresh onion.

A taste illusion can be used to attack a foe, like an odor illusion. The caster must overcome the target's CON with the illusion's strength. Success results in nausea. If the target successfully resists the illusion, the spell cannot induce nausea in that target again and must be recast to have such an effect.

Create Wall of Flames



2 Points

Ranged, Active, Temporal

This spell creates a blazing wall of fire up to three meters square. The wall inflicts damage to the general hit points of anyone passing through it, with the amount determined by consulting the **Sorcery Strength** table on page 385. Mundane armor does not protect against this damage, although magical armor does. For each level of strength added to the spell, the area affected increases by 1 square meter. The wall is stationary and cannot be moved with this spell. The wall may light nearby flammable materials.

Dampen Damage



2 points

Ranged, Active, Temporal

This spell is cast on a weapon, and requires strength equal to the weapon's minimum damage roll. *For example, a broadsword (1D8+1) requires strength 2. A poleaxe (2D6+2) requires strength 4.* The effect of the spell is to reduce the weapon's damage to the minimum possible rollable amount. Bonuses for special successes or magical or damage bonus es are not altered. *For example, a Dampened kopis that impales does 2+1D8+1 damage. A Dampened rapier with Truesword does 2+1D6+1.*

Disappear



4 Points

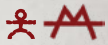
Ranged, Active, Temporal

This spell makes the target invisible by creating the illusion of transparency. For each level of strength, this spell affects 6 points of SIZ.

The target is unnoticed unless it makes noise, is detected by using a sense other than visual sight, or is detected by magic. If the target moves, an enemy could try a Scan roll to identify their location. If noticed, or if the target makes a noise, an enemy can try to strike by sound alone, their chance of success reduced by –50%.

If the target attacks with missile, melee weapon, or magic, they become visible in the same strike rank in which they attack and disappear again after the last strike rank of that round unless engaged in melee. In any round the target disengages from melee, they disappear again at the end of the round of disengagement.

Dominate (humanoid)



2 Points

Ranged, Active, Temporal

This is an assortment of spells, each tied to a single species of humanoid creature with the Man Rune. To cast a Dominate spell at the correct species requires a spell strength of at least half the target's magic points. Casting a Dominate spell at the wrong species (but still humanoid) requires a spell strength equal to or higher than the target's magic points.

Example: Dominate Human requires strength 6 to affect a human with 12 magic points, while Dominate Centaur requires at least strength 12 to affect that same human.

If the target fails to resist the strength of the Dominate spell with their POW, the target falls under the caster's domination. If the caster tries to force the target to perform an exceedingly repugnant action (strongly contrary to a Rune or Passion), it gets an immediate opportunity to try to invoke that ability and break free.

Dominate (animal)



2 Points

Ranged, Active, Temporal

This is an assortment of spells, each tied to a single species of animal with the Beast Rune. If you cast a Dominate spell at the correct species, it requires spell strength of at least half the target's magic points. If you cast a Dominate spell at the wrong species (but still an animal), it requires spell strength equal to or higher than the target's magic points.

Example: Dominate Bear requires strength 6 to affect a bear with 12 magic points, while Dominate Giant Wasp requires at least strength 12 to affect the same bear.

If the target fails to resist the strength of the Dominate spell with their POW, the target falls under the caster's domination.

Dominate (discorporate spirit)



2 Points

Ranged, Active, Temporal

This is an assortment of spells, each tied to a single type of spirit, discorporate or embodied. If you cast a Dominate spell

at the correct species, it requires spell strength of at least half the target's magic points. If you cast a Dominate spell at the wrong species of spirit, it requires spell strength equal to or higher than the target's magic points.

Example: Dominate Demon requires strength 6 to affect a demon with 12 magic points, while Dominate Ghost would require at least strength 12 to affect that same demon.

A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.

Dominate (elemental)



+ [Elemental Rune]

2 Points

Ranged, Active, Temporal

This is an assortment of spells, each tied to a single type of elemental. To cast a Dominate spell at the correct elemental requires spell strength of at least half the target's magic points. Casting a Dominate spell at the wrong type of elemental requires spell strength equal to or higher than the target's magic points.

Example: Dominate Water Elemental requires strength 6 to affect a water elemental with 12 magic points, while Dominate Air Elemental requires at least strength 12 to affect that same water elemental.

A being inside a binding enchantment cannot resist this spell, and only 1 level of strength needs be used, regardless of the being's magic points.

Drain Soul



2 Points

Ranged, Instant

If the target fails to resist, this spell instantly lowers its magic points by 1D3. At strength 4, it lowers the target's magic points by 1D6, and so on, following the damage listed for the **Sorcery Strength** table (page 385). A target reduced to 0 magic points falls unconscious, and cannot be reduced to fewer than 0 magic points.

Enhance INT



2 Points

Touch, Passive, Temporal

This spell temporarily increases the INT of the target by 1. Every 4 levels of strength added to the spell increases the target's INT by +1. Thus, if the spell's strength is increased by 8 magic points, it adds +3 to the target's INT for the duration of the spell.

This spell affects the Free INT of the target during the spell's duration, and can increase the target's INT beyond species maximum.

Finger of Fire



3 Points

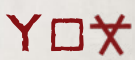
Ranged, Active, Temporal

This spell takes an existing flame and extends it, moving it around like a tendril of fire within the range of the spell. The Finger of Fire is not particularly flexible or malleable, extending almost like an extension of the sorcerer's hand or hands. It cannot be formed into shapes or encircle targets.

The fire tendril has a MOV of 12 and does 1D6 damage to a random hit location if it hits. When it strikes a target, it ends with them, but continues to exist and can be brought against another target for additional attacks. The Finger of Fire remains in effect so long as the sorcerer manipulates it, and each successive attack is at an additional +5 to the original strike rank. For each additional 4 points of spell strength, the tendril does either +1D6 damage or an additional tendril can be created.

Normal magical protection against fire will help against the spell. If a target is attempting to evade the Finger of Fire, the sorcerer must roll DEX×5 as an attack chance, which the target can attempt to Dodge or parry with a shield. Only a medium or large shield can parry this, and the Finger of Fire does at least 1 point of damage to the shield, half damage with a special success, and full damage with a critical success.

Geomancy



3 Points

Ranged, Active, Temporal

The spell helps locate a desired thing or entity upon a symbolic representation of an area within range. This could be a map, painting of a location, or even marks in the dirt or a crude charcoal sketch. The caster uses a stick, pendulum, or even a finger and must state what they are trying to locate on the map. If successful, they learn the corresponding location on the map to where the thing or entity currently is, if the thing or entity is currently somewhere that corresponds to a location on the map and is within the range of the spell.

Hasten Vessel



3 Points

Ranged, Active, Temporal

This spell increases the speed of a water-borne vessel by 1 knot per level of spell strength.

Identify Otherworld Entity



3 Points

Ranged, Active, Temporal

This spell provides information about a specific spirit, discorporate or embodied, within the range of the spell. Discorporate spirits are located at the material location that corresponds most closely to their place in the Spirit World. The caster must ask a specific question about the spirit—such as the nature, identity, true name, genealogy, comparative power, or abilities of the spirit. If successful, the gamemaster gives an answer of up to seven words per point of spell strength.

Identify Spell



3 Points

Ranged, Instant

Allows the caster to identify a spell and can be cast on the subject of a spell or upon a spell being cast (though due to the time to cast sorcery spells, it is usually only good for spells being cast over longer periods of time). The strength of the Identify Spell use gives the caster more information about the spell it is directed at.

Identification Perception

Strength	Perception
1–2	General category of the spell (i.e., sorcery, Rune, spirit magic, etc.).
3–4	Points in the spell.
5–6	The spell's name.
7+	The spell's full description, if the spell is unknown to the caster.

Logical Clarity



2 Points

Ranged, Passive, Temporal

This spell immunizes the subject to the effects of Madness, Orate, or other mental confusion for the duration of the spell. If the subject is unwilling, the caster must overcome the subject's magic points with the spell's strength level. While the spell is in effect, the caster cannot attempt a roll using any Passion or attempt to augment any skill with one.

Logician



2 Points

Self, Active, Temporal

This spell adds +10% to any one Knowledge skill per level of spell strength for the duration of the spell. It can only be cast on the caster. While the spell is in effect, the caster cannot attempt a roll using any Passion or attempt to augment any skill with one.

Magic Point Enchantment



2 Points

Ritual (Enchantment), Passive

Each point of POW sacrificed in this enchantment can be used to store 1D10 magic points. The ritual takes 1 hour per point of POW sacrificed. These stored magic points can be used to power or to boost spells by anyone who can use the item. Magic points stored in enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one melee round to store 1 magic point in an enchanted item. An enchanted item cannot hold more magic points than it has the capacity to store.

Mend Flesh

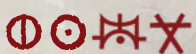


3 Points

Ranged, Passive, Instant

This spell heals 1D3 points of damage to a hit location. At strength 4 it heals 1D6 points of damage, at strength 8 it heals 2D6 points of damage, at strength 12 it heals 3D6 points of damage, and so on. The spell can reattach severed limbs (if the severed part is present and joined to the wound) and even repair maimed limbs if the location is fully healed by the spell. Wounds healed with this spell bear no scars.

Moonfire



4 Points

Ranged, Active, Temporal

For the duration of the spell, crimson fire falls from the sky in a 5-meter radius, doing damage to a random hit location, with the amount determined by consulting the **Sorcery Strength** table on page 385. Armor protects, but the target's magic points do not need to be overcome. For every 4 points of strength, the radius of the affected area is doubled. Like all sorcery spells using the Moon Rune, this spell is subject to the Lunar cycle.

Move Across Water



3 Points

Ranged, Active, Temporal

This spell permits a creature or vehicle to travel across the surface of a body of water as if it were solid land for the duration of the spell. For each point of spell strength, one additional being or vehicle may move across the water. When the spell ends, all atop the water's surface will fall in, and depending on the depth of the water, may have to swim or will sink to the bottom.

Neutralize Armor



2 Points

Ranged, Passive, Temporal

This spell is cast upon a weapon. When the weapon strikes home the strength of the spell is rolled vs. the target's armor points as a resistance roll. If the spell succeeds, the enemy's armor does not protect against that blow. The Neutralize Armor spell's strength must be at least half that of the armor in question. If the spell's strength is twice or more the armor points, the spell automatically bypasses armor.

Casting Neutralize Armor on a bow is useless, unless the bow itself is used to physically strike a foe. It can be cast on individual arrows though.

Neutralize Magic



2 Points

Ranged, Passive, Temporal

This spell neutralizes any spell with duration if it overcomes the strength of the target spell on the resistance table. Rune magic has a strength of 2 for every Rune point used to cast the Rune spell. The Neutralize Magic spell's strength must be at least half that of the spell in question. If the spell's strength is twice or more the target spell's strength, the spell automatically neutralizes the target spell.

A spell that has been neutralized has no effect for the duration of the Neutralize Magic spell. If the spell's duration exceeds that of the Neutralize Magic spell, it has effect when the Neutralize Magic spell has expired.

Neutralize (Rune)



+ [Rune]

2 Points

Ranged, Passive, Temporal

This spell protects its target against Rune magic associated with a specific Rune. Any Rune spell of that Rune cast upon a person or thing protected by an appropriate Neutralize (Rune) spell must overcome the spell's strength using the resistance table.

Neutralize Spirit Magic



2 Points

Ranged, Passive, Temporal

This spell neutralizes spirit magic cast at or already affecting its target. Using a resistance roll, the sorcerer must pit the strength of the Neutralize Spirit Magic spell against the magic points of the spirit magic spells cast at or already affecting the target. If successful, then the spirit magic spell or spells cast at or already on the target are eliminated. If the sorcerer fails the resistance roll, then the Neutralize Spirit Magic spell has no effect.

When cast against a target with multiple spirit magic spells already in effect (for example, Strength 2 and Protection 3), the total number of points are added together and must be overcome on the resistance table with the strength of the Neutralize Spirit Magic spell.

This spell continues to Neutralize Spirit Magic cast against its target for its full duration or until it fails a resistance roll.

Open Seas



2 Points

Ritual, Passive, Duration (Special)

This spell takes ten minutes to cast. It must be cast each time the ship weighs anchor or casts off. If the spell fails, then the moment the ship leaves sight of land, the Closing reaffirms itself and brings catastrophe to the vessel.

All open-seas sailors everywhere in Glorantha know this ritual or else have an expert on the ship that knows it. Otherwise, blue water sea travel would be impossible.

Pierce Veil



3 Points

Ranged, Passive, Temporal

This spell only affects the caster; the spell's range is how far the caster sees with the spell. The caster can perceive every entity in range with magic points. They can see the exact amount of magic points in everything perceived, up to three times the spell's strength. Anything over that is just "greater than the spell can quantify."

At close range (within a few meters), the spell perceives if a magic point source is regenerating or non-regenerating. Thus, the spell could distinguish a POW crystal from a spirit bound in a POW crystal, or the living from the undead. The caster can perceive the presence of magic with duration.

The spell does not provide any lighting and the caster's ability to perceive is limited by the normal ability to see something. Thus, the spell requires additional light in darkness, cannot see through opaque material, etc.

Protective Circle



2 Points

Range (Special), Passive, Temporal

This spell creates a magic framework on which other spells can be cast. The circle's radius is equal to 1/10 of its range. None of the spells cast on the Protective Circle can have a higher strength than the Protective Circle. The circle is immobile on whatever it has been cast—if cast on something mobile (for example, a ship's deck), the circle moves with it.

Spells cast on the circle by anyone within it become part of it and protect everyone within. *For example, Neutralize Spirit Magic defends everyone within against spirit magic; Neutralize Fire Rune defends everyone against fire-based Rune spells, etc.*

Attack spells cast on the Protective Circle are triggered when an appropriate target enters the circle and are backed up with magic points used to boost the circle. If the circle is not boosted, the spell attacks as if it were cast by a person with 1 POW.

Preserve Item



2 Points

Touch, Passive, Temporal

One level of spell strength is needed per ENC of the target item. The preserved item gets a bonus of +1 armor point, and remains in the same state of repair as when the spell was cast: armor remains shiny, clothing is unsoiled, and a room stays clean and tidy.

Reveal Rune



2 Points

Ranged, Active, Temporal

Identifies the strongest Rune of the target and its approximate value (within a range of 20%, so an Air Rune of 75% would be identified as being between 65% and 85%). Each additional level of strength reveals the next strongest Rune, etc.

Rogue Wave



3 Points

Ranged, Active, Temporal

This spell creates a wave of water in a lake, river, sea, or similar body of water powerful enough to damage a boat or ship. The wave can continue to batter its target until the spell expires. For each round the wave "attacks" the ship, subtract 1 from the vessel's Seaworthiness. Then roll the stated damage for the damage to the ship's Structure Points. Hull Quality protects like armor against this damage.

The RuneQuest Gamemaster's Guide provides more information about ships and other vehicles.

Wave Strength

Strength	Damage/Melee Round
1	1D3
4	1D6+3
8	2D6+6
12	3D6+6
16	4D6+6
20	6D6+6

Solace of the Logical Mind

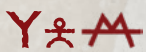


2 Points

Ranged, Passive, Temporal

This spell defends the subject from the effects of mind-altering magic, including Befuddle or a vampire's Enthrall, for the duration of the spell. If the subject is unwilling, the caster must overcome the subject's magic points with the spell's levels of strength. While the spell is in effect, the caster cannot invoke any Passion or augment any ability with that Passion.

Speak to Mind



3 Points

Ranged, Active, Temporal

This spell allows the caster to speak mind-to-mind with a target. Each level of spell strength allows one more person to be in contact with the caster. The thoughts to be transmitted must be whispered and the listeners hear the message in their minds in the language whispered. Knowledge of spells cannot be transmitted. Speak to Mind does not create an open link between the spell caster's communicants. *For example, if Sorala casts this spell on Vasana and Vostor, she is in communication with each but Vasana and Vostor are not in contact with each other.*

Spirit Warding



2 Points

Ranged, Passive, Temporal

This spell provides its target with protection against spirit combat. Points of spirit combat damage done to a protected creature must overcome the strength of the spell using the resistance table. If the spirit combat damage overcomes the resistance of the spell, then the full force of the damage



affects the target. If the spirit combat damage does not overcome the spell, then the target does not lose any magic points from that spirit combat exchange.

The spell protects the target for its full duration. If it is combined with the Rune spell Spirit Block or the spirit magic spell Spirit Screen, the damage is first matched against the resistance table and then, if it passes through the target, is absorbed by the Spirit Screen or Spirit Block spells.

Steal Breath



2 Points

Ranged, Active, Temporal

This spell allows the caster to convert 3 cubic meters of air into 1D6 magic points per round. Every 2 levels of strength added to the spell add another 3 cubic meters of air to be converted into 1D6 more magic points. If cast on a person, the person suffers asphyxiation after the first round (see **Drowning and Asphyxiation**, page 156).

Magic points gained in this manner act in every way like normal magic points (i.e., they can be used to cast spells, add to the sorcerer's chances of their spells overcoming a target's resistance, etc.), except that they are not regenerated through rest. If the sorcerer's total magic points exceed their normal maximum, the extra points are only available for use until the duration of the Steal Breath spell expires.

Stop Vessel

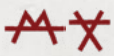


3 Points

Ranged, Active, Temporal

This spell reduces the speed of a water-borne vessel by 1 knot per level of spell strength.

Summon (species)



+ [Rune or Runes]

3 Points

Ritual, Active, Temporal

This spell summons an otherworldly creature to the caster. It requires an hour-long ceremony that can be augmented with ritual practices. The player informs the gamemaster what entity the sorcerer is summoning and the spell strength of the summons. If the caster knows a specific entity's true name, that entity may be summoned.

If the sorcerer is summoning an elemental, the player also must also state the size of the elemental desired (small, medium, or large) and what spell strength the spell is. The sorcerer must have enough of the appropriate substance available from which the elemental can form its body. If the sorcerer lacks enough material (for instance, water for a water elemental), then the summons automatically fails. The minimum spell strength to summon an elemental depends on the size of the elemental.

- **Small Elemental:** Minimum spell strength 6.
- **Medium Elemental:** Minimum spell strength 12.
- **Large Elemental:** Minimum spell strength 18.

The spell strength can be greater than the minimum required; in fact, for reasons explained below, it is usually much greater than the minimum unless the caster knows the entity's true name.

If the spell succeeds, the result depends on whether the caster knows the true name of the entity (typically by having successfully summoned that specific entity before, or using sorcery like Identify Otherworld Entity, or consulting old sorcerous records that might list the true name of some entities). If the caster knows the true name, the entity appears and obeys the caster for the duration of the spell.

If the caster does not know the true name of the entity summoned, the caster must overcome the magic points of the entity with the total spell strength of the summons. If that succeeds, the entity obeys the caster for the duration of the spell (including telling the caster its true name). If that fails, the entity is hostile to the caster and everyone near the summoning. Depending on the relative strengths of the entity and the summoner (and depending on its nature), the gamemaster should decide whether the being attempts to attack the summoner, flees and remains in the Mundane World, or if it attempts to return to its native otherworld.

Tap Body



2 Points

Touch, Active, Temporal

This spell allows the caster to transform points of SIZ into magic points. The sorcerer must be able to physically touch a target to tap it. A sorcerer can tap their own SIZ.

The spell taps 1 point of SIZ and converts it into 1D6 magic points. The points of SIZ tapped are lost permanently. SIZ cannot be tapped below 1 point. The sorcerer must overcome the magic points of the victim, if it is someone other than the sorcerer themselves.

For every 2 levels of strength added to the spell, 1 more point of SIZ is converted into another 1D6 magic points. *For example, if 4 points of strength is added to the spell (costing a total of 6 magic points), the spell converts 3 points of SIZ into 3D6 magic points.*

Magic points gained in this manner act in every way like normal magic points (i.e., they can be used to cast spells, add to the sorcerer's chances of their spells overcoming a target's resistance, etc.), except that they are not regenerated through rest. If the sorcerer's total magic points exceed their normal maximums, the extra points are only available for use until the duration of the Tap Body spell expires.

Total Recall



2 Points

Ranged, Passive, Temporal

With this spell, the target can recall, in perfect and complete detail, a recollection of a previous experience in their life prior to the spell's casting. How far back in the past the target can recall an experience is determined by the spell's strength:

Time Span

Strength	Time Span
1	1 year
2	2 years
3	3 years
4	5 years
5	8 years
6	13 years
7	21 years
8	34 years
9	55 years
10	89 years
11	144 years
+1	See below

Additional levels of spell strength increase the time span in the same pattern, adding together the two prior time spans to determine the new value.

The subject can attempt Scan, Search, Listen, Read/Write, Speak, or any other appropriate skill rolls, as if actually present in the scene once again, though this recollection does not alter events in time. This spell is solely the sorcerer revisiting a construction of these memories within their own mind, not actual time travel. The gamemaster should use extreme discretion when determining what information can be gleaned.

Ward Against Weapons



2 Points

Ranged, Passive, Temporal

This spell protects only the body of the target (not their possessions). The total damage done to a protected creature or object must overcome the strength of the spell using the resistance table. If the damage overcomes the spell's strength, then the full force of the damage affects the target. The target's armor then absorbs as much of the damage as it can. If the damage does not overcome the spell, then the blow does no damage to the target.

The spell protects the target for its full duration. If it is combined with the Shield Rune spell or the Protection spirit magic spell, the damage is first matched against the resistance table and then, if it passes through the target, is absorbed by the Protection or Shield spells and any armor worn by the target.



EQUIPMENT & WEALTH

Gold and copper coinage dates to the God Time, gold being used for large purchases—such as buying soldiers—and mere copper used for everyday transactions. Silver coinage was popularized by the Middle Sea Empire, which accumulated mountains of silver from tribute, dues, contracts, and fealty.

The main coins in use today are the copper clack (C) and the silver lunar (L). The silver coins of the Lunar Empire are circulated far beyond its boundaries. The gold wheel (W) is much rarer. The lead bolg is used among humans infrequently, if at all.

The comparative value of coins is as follows:

- W = wheel (gold coin). 1 W = 20 L = 200 C.
- L = lunar (silver coin). 1 L = 10 C = 1/20 W.
- C = clack (copper coin). 1 C = 1/10 L = 1/200 W.
- B = bolg (lead coin). 1 B = 1/10 C = 1/100 L.

Although wheels, lunars, and clacks are the basic measures of value, wealth itself is measured as a standard of living and property, and not necessarily cash on hand.

STANDARD OF LIVING

The measure of wealth is that which can be seen and partaken of: clothing, jewelry, and daily food. Rich people wear fancier clothes and eat better, more varied foods. Poorer people wear threadbare clothes (or none) and eat a simple and repetitive diet.

There are four basic standards of living: Destitute, Poor, Free, and Noble. A fifth, Petty King, is exceedingly rare. For a household of two adults and three children, these standards equate to the following:

- **Destitute:** Absolute wretched poverty, with no appreciable possessions or money other than which is provided as charity or can be scavenged. Sustenance is unreliable and may consist of discarded food and water. Clothing is threadbare or even rags, and sleeping on the streets or in the wild is the norm.
- **Poor:** The bare minimum standard of living for a poor household equates to around 15 L a year. Less than that is destitute. This permits a sparse diet of root vegetables and gruel. A poor household may go hungry for prolonged periods. Clothing is minimal, and housing is at best a tiny room or unfurnished hut for the entire family.
- **Free:** The basic standard of living for a free household is roughly 60 L per year. It takes about 60 L worth of food, grain, and goods to maintain a free household for a year. This standard includes daily bread, cheese, and eggs, as well as better gruel. Meat and fish are available at least one or two times weekly, in addition to that eaten at cult feasts. Beer is common and wine is available for important occasions. Free households may go hungry, but rarely for long. Members of a free household can acquire a new set of clothes each year, and shoes or sandals. Housing is a furnished dwelling divided into rooms for people and for animals.
- **Noble:** A basic standard of living for a noble household costs roughly 200 L a year. At this standard, meat and fish is eaten with most meals, along with wine at the table. The household home has multiple rooms and servants or slaves. Clothing is high quality and stylish. Mounts are maintained.

- **Petty King:** The household rules over a small province or even a city, with considerably more wealth and possessions than can be easily described. This is the most variable standard of living, as it ranges dramatically based on location and the nature of the area ruled over.

Above that, the cost of maintaining status constantly increases. For example, a chieftain must maintain household warriors, feed all who come to their table, and generously reward loyal followers. As another example, a High Priestess must display power and luxury with her clothing and furnishings, feed all who seek her blessing, and give gifts to those who support her temple.

Retinues

People of importance (especially nobles and priests) have retinues, typically bodyguards and personal servants. Followers need to be supported by their patron at least at the standard of living appropriate for their status. Adventurers may find it useful to cultivate a following, for reasons both obvious (adventuring, assistance with management of properties, etc.) as well as to build their own reputation.

A follower may start with a Loyalty (patron) Passion of 60%, which can be increased through generous gifts from the patron.

Followers are often recruited from one's own kin—a priest's brother or cousin might serve as bodyguard. The patron still needs to support the retainer's standard of living and generously provide them with gifts.

A follower is a non-player character and may be used by a player in addition to their adventurer.

Some example followers include:

- **Family Member:** An adventurer's spouse, sibling, or lover can make a good follower. Their dedication to the adventurer is determined by the adventurer's Love Passion. Even better, if they are a member of the adventurer's household, no additional payment needs to be made!
- **Bodyguard:** A warrior sworn to defend their patron. The patron must spend at least 60 L a year for each bodyguard, and provide them with weapons, armor, and spirit magic. They are normally initiates of warrior cults like Babeester Gor, Humakt, Orlanth, Storm Bull, or Yelmalio.

Measurement of Land

Farmland is measured in very practical terms by people in Dragon Pass—areas are measured in terms of how long it takes to work with a plow and a team of oxen. Most agricultural lands also include small fruit orchards and vineyards.

An acre is the amount of land tillable by one ox-team in one day.

A hide is an amount of land that one ox-team can cultivate in a year and is considered sufficient to support a free household. It is between 80 and 120 acres and there are approximately two hides to the square kilometer. The Lunars value a hide at 25 W for census purposes.

Five hides is the amount of land considered sufficient to support a noble household. This much land typically requires four or five tenant families to work; the tenants are semi-free clients of the noble. Five hides are approximately two square kilometers of land. The Lunars value five hides at 125 W for census purposes.

- **Scribe:** The powerful often need scribes to perform secretarial and administrative duties. The patron must spend between 120 and 200 L a year, depending on whether the scribe is primarily secretarial or primarily administrative. Most scribes are members of the Lhankor Mhy cult.
- **Servant:** A servant does whatever their patron tells them to do. Typical chores include tending mounts, cooking, carrying equipment, helping don armor, sharpening weapons, running messages, and waiting on their patron. A servant may be free or may be a slave. In either case, the patron must spend between 15 and 30 L a year to support each servant.
- **Tenant:** These are sharecroppers, apprentice crafters, shepherds, and the like, who work the patron's land, workshop, or herd in return for a share of the produce. They are traditionally entitled to collect half the produce from their labors, and support themselves from that (plus any gifts given by the patron).

The Hide of Land

The basic unit of income in Dragon Pass is the hide of land, or its equivalent. A hide is an abstract amount of land sufficient to support one free household. It is the amount of land a plow-team can work in a year.

A plow-team consists of two oxen. The plow is driven by the plowman (usually the male head of a household) and the ox-driver (usually his wife or eldest child) guides the team. Other children or slaves help.



In a good year, a hide of land normally produces an annual surplus worth 80 L (beyond what is needed to sow the fields). 10% of that surplus goes to the local Earth temple, and another 10% goes to the temple of her local consort, leaving 64 L worth of surplus agricultural produce.

Multiple Hides

Characters can own or control more than one hide of land. A typical noble or priest is assigned five hides of land by their temple for their upkeep, which produces an annual surplus of about 400 L to support the adventurer and their household.

However, a person cannot personally farm more than one hide equivalent—for more than that, they need helpers. Typically, these are family members, tenants, or slaves.

Of course, the noble doesn't really work that land—instead they have five semi-free tenant families working the land, who by custom get half of the surplus (or 40 L per family), leaving the noble with about 200 L a year.

- **Tenant Farmer:** Land (or herds) can be allocated to tenants, who farm the land and give half the income to the owner. The landlord gets income based on the landlord's Manage Household skill.
- **Slave:** Slaves can be used as agricultural workers. The owner must acquire the slaves and must pay for their upkeep. The owner gets income based on the owner's Manage Household skill.
- **Family Member:** A close family member (husband, wife, adolescent or adult child, brother, or sister) who is a member of the adventurer's household can work the land. The owner gets income based either on the owner's Manage Household skill or the family member's Farm skill.

Flocks and Herds

The "standard hide" assumes two oxen to pull the plow, and is already figured into the Hide of Land numbers. Adventurers, however, might want to acquire herds and put them to work.

A herd of 20 cattle or 100 sheep generates the same surplus as a hide of land. Of course, unless the owner is the herder (or has adolescent children), the owner needs a tenant herder, who traditionally gets half the surplus (and none of the losses if there is a failure or fumble with the Manage Household skill).





Typical Clan Orlanth and Ernalda Temple

In a typical Orlanthi clan, the temple of Orlanth and Ernalda gets land allocated to it. Between one quarter and one third of clan land is dedicated to the temple and is for the upkeep of the chief, the priests and priestesses, the thanes, and their households. The temple land gets worked by tenants, who keep part of the surplus for themselves.

In a typical clan with about 200 hides worth of cultivated land, flocks, and herds, the temple has the following revenues:

- **Wealth Directly Owned by Temple:** 80 hides or 6,400 L. Half of that, or 3,200 L, goes to the temple. The other half goes to support the 80 tenant families that serve the temple. Much, even most of that wealth may be livestock.
- **Tithes from Cult Members:** About 1,280 L.

This results in a total of about 4,500 L a year, which supports the chief, Chief Priestess, five priests and thanes, five priestesses, the chief's bodyguards, and the rest. The temple might own additional herds, gain wealth from raids, etc.

Temples

Temples often own land (sometimes vast amounts of land), which is used to support temple activities and officials. In addition, the temple gets a tithe of 10% of the income of its initiates. In many Gloranthan communities, temple resources pay for any "public good."

The temple hierarchies typically are the leaders of the local community. For example, an Orlanthi chieftain is the Chief Priest of Orlanth for his clan and a tribal king is the High Priest of Orlanth Rex for the tribe. As a result, much of the temple revenues get siphoned off to pay for the household and activities of the rulers and their households.

Often, the temple provides a priest with income from land or herds, which then need to be managed by the priest (but the actual work is done by tenants).

For example, 20% of the harvest of an Orlanthi clan goes to the Ernalda and Orlanth temples. The clan chief and the Ernalda Chief Priestess serve as the Chief Priests of their respective temples. This wealth goes to defending the community, maintaining the leaders of the clan in their office, and so forth.

Storing Treasure

Temples serve as storage centers for grain, livestock, precious metals, and other valuables. Most cults do not charge their initiates (or those of associated gods) to store goods within the temple; lay members typically pay 5% of the value of the goods.

Important temples serve as local centers of economic activity. Some temples make loans, charging an annual interest of 3D6+6%. Failure to repay a loan often results in a visit from the cult's Spirit of Retribution or worse.

Most temples do not recognize deposits made with other temples, even of the same cult. A deposit made to the major temple of Ernalda in Clearwine cannot be redeemed at the great temple of Ernalda in Nochet. A notable exception is the Issaries cult. Deposits made at an Issaries temple are recorded with a sealed letter of credit that can be redeemed at another Issaries temple, thereby facilitating long-distance trade.

Casting Spells

A temple will usually cast cult magic (such as Healing magic or special Rune spells) on its members, but typically expects to receive a sacrifice from the beneficiary equal to 20 L per Rune point expended. One-use spells cost ten times this amount. If the caster must spend magic points, the beneficiary must spend an additional 1 L per point spent.

The Chalana Arroy cult heals all who come to their temple, based on available resources. They never ask for payment. However, it is a custom enforced by the gods themselves that if a character is saved from disease or poison or maiming or death by the actions of a healer, he immediately will give the healer's temple an appropriately generous gift or percentage of the person's income for the next year. A king might fund a hospital or a way-station. A farmer may give half a year's milk from his cows. The greater the gift, the more honored the giver, and the happier the healers next time they administer to his wounds. Patients who grudgingly donate a pittance to the temple are placed low on the list of priorities next time healing is required. Rune levels of friendly cults will have their debts paid by their cult, out of their own payments into that cult.

≈Vasana's Saga≈

1627, Storm Season.

Harmast took the treasures we had gained over the last two years—including the golden pectoral we took from the god's tomb and the silver Lunar battle standard I took at Sword Hill—and deposited them with the priests of Issaries. The priests gave Harmast a parchment with clay seals bearing the sacred imprint. Harmast exchanged the lesser treasures for coin, and in the Great Market he purchased spices, dyes, sweet-smelling perfumes and exotic unguents, amphorae of wine, and dresses and bodices for Yanioth. He then arranged transport back to Boldhome with a Goldentongue priest.

Meanwhile, Vostor, Sorala, and I had tried to loot the trove on Frog Island, only to be ambushed and taken hostage by a Wolf Pirate chief called Gunda the Guilty, one of the chief lieutenants of Harrek the Berserk. That she recalled me from the Battle of Pennel Ford—and that I killed three Wolf Pirates before accepting defeat—likely preventing us from becoming sport for the other Wolf Pirates.

Gunda was cold, like the icy wastes from which she came. When I informed her that I was one of Prince Argrath's sworn warriors, she merely commented that now Argrath was a prince he could no doubt pay a good ransom for his sworn followers. I bit my lip so hard I drew blood, but Vostor urged that I agree quickly to her terms.

It took two weeks to arrange our return to the port of Karse. The Prince's allies in that city paid our ransom to the Wolf Pirates, no doubt to gain favors from him. I returned to Boldhome, with my weapons and armor and little else. I presented myself humbled to the Prince, but too proud to repay the ransom with Harmast's letter of credit.

I swore instead to return to Snakepipe Hollow and again seek the Snake Pipe.

Taxes

The basic "tax" in most Gloranthan societies is the temple tithe, most notably the 20% of the harvest that goes to the local temples of Ernalda and her husband. Within the Lunar Empire, there is an additional 10% tax to the Red Emperor or a corvee of forced labor for those who cannot pay it. Many communities impose a poll tax on foreigners.

In the Lunar Provinces, the provincial kings need to pay annual tribute to the Provincial Overseer. To pay this tribute, the provincial kings often impose forced collections, such as an extra 10% of the harvest, or a 5% tax on land, herds, and other moveables.

Cities often impose taxes on the import and export of goods; on land, buildings, and property; or poll taxes on individuals. Normally these taxes are low (perhaps no more than 1–3%), but in times of war and crisis, they go up.

Finally, the wealthy are often expected by their temple or ruler to pay for "public goods" out of their own pocket—such as meeting any shortfall in temple or city revenues, building a new shrine, paying for festivals or sacrifices, feeding the poor, building or maintaining a stretch of road, raising a company of mercenaries, building a new trireme, etc. There's not a lot that an adventurer can do when the King of Pavis informs them that they are paying for new bronze cuirasses for all the Zebra Guard!

Ransom

Among the feuding peoples of Dragon Pass, the custom of ransoming captives is widely practiced. Rather than be killed or taken as a slave, a vanquished captive can offer to pay their captors (or see that they are paid) an amount of money and/or goods equal to their Ransom value. Few non-Chaotic foes refuse offers of ransom.

Ransom is paid by the captive, or by the captive's kin or temple if:

- The payer possesses the resources to pay the ransom; or
- If someone other than the captive is paying the ransom, the captive must succeed with a Loyalty or Love roll with the relevant community.

Many adventurers store treasure with their temple to make sure that there are sufficient resources to pay their ransom (see **Storing Treasure**, above).

Ransoms and hostages are exchanged at neutral grounds or customary places like Slavewall and Pimper's Block.

A ransomed captive owes a life debt to the community that pays their ransom (another reason many adventures store sufficient treasure to pay their own ransoms). This debt can be met by repaying the ransom or through comparable service.

The Market

Every city has a permanent market. This, in fact, defines what a city is. Towns and villages do not usually have more than a weekly market where local peddlers get together. Markets serve as the local temple of Issaries and typically operate under the auspices of the merchant cult.

Gifts

For every 20 L given as gifts to another adventurer, temple, or other community, an adventurer may get a +1% bonus to a single Loyalty roll with that entity. For every 50 L given, the adventurer gets a +1% cumulative and permanent increase in that Loyalty.

Price List of Goods and Services

The following is not an exhaustive list of goods and services that can be bought in Glorantha. It provides color for the sort of equipment and gear adventurers in this area of Glorantha might have.

Armor and weapons are addressed in the **Combat** chapter.

Iron weapons and armor are rare, prized, and extremely valuable, often possessed by only the wealthy or by fortunate adventurers. They are rarely available for sale, and instead are found, won, made to order, or gifted. The RuneQuest Gamemaster's Guide contains additional information on equipment made of iron and other Rune metals.

Price is based on the cost to purchase the item in any large city in Dragon Pass. Prices for many goods may be more expensive in a small city and even more expensive in a town or village.



Clothing

Suit of Clothes: Men typically wear either belted long tunics, or short tunics and skirts. Women typically wear tunics and wrap-around skirts. Many men forego the tunic during the summer heat. During the winter, cloaks and robes or breeches provide warmth.

The price of a suit of clothes varies, depending on the material.

Clothing Material

Material	Price
Cotton	2 L
Hide, Tanned	1 L
Leather	4 L
Linen	2 L
Linen, Imported	5 L
Silk	20 L
Wool	3 L

Dyed cloth in red, orange, blue, yellow, green, brown, grey, or black typically doubles the cost of the material. Exotic colors, such as purple or crimson, may increase the cost of the material by ten times. Fancy stitching or embroidery typically doubles the cost of the material.

These prices are cumulative. Thus, a chief who wants a tunic made of imported linen (5 L) that has been dyed blue (2×) and with fancy stitching (2×) could expect to pay 20 L.

Belt, Sword: A leather belt worn over the shoulder and then fastened around the waist. Often decorated with bronze plates. *Price:* 1 L.

Bodice, Esrolian: This is a tight bodice, which is sewn to fit the torso. Priestesses and noble women traditionally wear it open to below their navel to reveal their breasts. *Price:* 15–35 L, depending on decoration and style.

Boots: High leather or hide boots, worn primarily in winter. *Price:* 1 L.

Cloak, Grass: This is a sleeveless cape made of woven grass and made to protect against rain and sun. *Price:* 2 C.

Cloak, Hide: This is a short cloak made out of scraped and tanned animal hide. The cloak is worn with the fur side out. *Price:* 5 C–1 L.

Dress, Esrolian: The flounced and pleated bell-shaped skirt worn by noble women and priestesses. *Price:* 15–35 L depending on decoration and style.

Dress, Esrolian Sheath: This is a long linen sheath dress, held up by two straps that attach behind the neck. The

upper edge of the dress is worn above or below the breasts. Wealthy women wear sheath dresses of very finely woven fabric, sometimes so thin as to be transparent. *Price:* 10–40 L, depending on decoration and style.

Girdle: Narrow belt worn around the waist, often decorated with tassels or an apron. *Price:* 1 L.

Hat, Broad: The sturdy broad-brimmed felt or leather hat of the Sartarite farmers. *Price:* 10 C.

Headdress, Tall: Tall, embroidered headdresses popular with wealthy Sartarite women. Often elaborately decorated with copper, gold, silver, or gems. *Price:* 10–100 L or more.

Kaftan: This long-sleeved robe usually reaches the ankles, and is typically worn as a coat or an overdress. *Price:* Three times the price for a suit of clothes made of the same material.

Leggings: Most riders wear leggings of leather or cloth. Leggings are also worn in winter for added warmth. *Price:* 4 L.

Sandals: Heavy-soled leather sandals with a long lace wound up the wearer's leg. *Price:* 5 C.

Veil: Yelmalion women cover their heads and faces with linen veils. *Price:* 2 C–5 L.

Jewelry

Armband, Gold: *Weight:* 0.5 kg. *Price:* 750 L.

Bracelet, Bronze Spiral: *Weight:* 0.2 kg. *Price:* 20 L.

Bracelet, Gold Spiral: *Weight:* 0.25 kg. *Price:* 300 L.

Bracelet, Heavy Gold Multi-Spiraled: These treasures are typically adorned with gods, snakes, or dragonheads. *Weight:* 0.5–1 kg. *Price:* 3,000 L.

Bracelet, Silver Spiral: *Weight:* 0.25 kg. *Price:* 50 L.

Earrings, Gold: *Weight:* less than 0.01 kg. *Price:* 50 L.

Earrings, Bronze or Copper Spiral: *Weight:* 0.02 kg. *Price:* 20L.

Earrings, Elaborate Gold: *Weight:* 0.02 kg. *Price:* 100 L.

Fibulae, Bronze: *Weight:* 0.1 kg. *Price:* 10 L.

Fibulae, Silver: *Weight:* 0.1 kg. *Price:* 100 L.

Necklace, Beaded Gold: *Weight:* 0.05 kg. *Price:* 300 L.

Necklace, Gold with Hanging Gemstone Pendant: *Weight:* 0.1 kg. *Price:* 750 L.

Pectoral, Gold: *Weight:* 0.5–1 kg. *Price:* 1,000–2,000 L.

Ring, Simple Silver: *Price:* 5 L.

Ring, Simple Gold: *Price:* 25 L.

Ring, Heavy Gold: *Price:* 50 L.

Ring, Gold with Gemstone: *Price:* 60 L.

Ring, Gold with Carved Gemstone Seal: *Price:* 100 L.

Torc, Bronze: *Weight:* 0.2 kg. *Price:* 20 L.

Torc, Gold: *Weight:* 0.5–1 kg. *Price:* 750–1,500 L.

Winter Cloaks

Winter cloaks are common protection against wind and night chills. Most are made of animal hide. The cloak is normally pinned over the shoulder with a fibula.

Cloak Material

Material	Price
Antelope	2 L
Bison	3 L
High Llama	5 L
Impala	2 L
Wool	2 L
Woven Hair	10 L
Zebra	6 L

Cosmetics

Henna: Henna is used to decorate the body for ceremonies or important events; it fades or wears off through exfoliation in about twenty to thirty days. *Price:* 5 C per application.

Kohl: Kohl is a black powder used by men and women to rim the eyes, paint eyebrows, and darken eyelashes. *Price:* 5 C per small container.

Perfume: Perfumes are mixtures of flowers, herbs, other fragrant plants, resins, and animal fragrance materials such as musk, and collected in the form of oil or salve. It is used by both genders to create a pleasant scent. *Price:* 1 C to 1 L per application, depending on strength and effect.



Meat Beasts

Meat animals are untrained beasts normally usable only for food, milk, hides or wool, hauling, and breeding. They are unfit for other purposes until trained. Goats are considered unclean and are not generally bought or sold as meat animals.

Meat Beasts

Beast	Price
Cow	20 L
Bull	30 L
Sheep	3 L
Bison	20 L
Herd-man	6 L
High Llama	30 L
Horse	40 L
Impala	5 L
Sable Antelope	15 L
Zebra	45 L
Pig (yearling)	2 L
Domestic Duck	1 C
Chicken	1 C
Goose	3 C

Riding Beasts

Trained animals are suitable for riding (except for herd-men, which are trained in some other simple task), but would never fight in a battle. These beasts are described in greater detail in the Glorantha Bestiary.

Riding Beasts

Beast	Price
Bison	30 L
Herd-man, Trained	15 L
High Llama	55 L
Horse Breeds	
Daron (large horse)	75 L
Galana (pony)	50 L
Goldeneye	350 L
Sered (horse)	65 L
Impala	10 L
Mule	35 L
Sable Antelope	25 L
Zebra	70 L

Cavalry Beasts

Cavalry animals carry their owner into a conflict, but do not fight themselves. These beasts are described in greater detail in the Glorantha Bestiary.

Cavalry Beasts

Beast	Price
Horse Breeds	
Daron (large horse)	150 L
Galana (pony)	100 L
Goldeneye	700 L
Sered (horse)	130 L
Impala	20 L
Sable Antelope	50 L
Zebra	140 L

War Beasts

War beasts enter a battle and fight for their master, using the appropriate weapons of that species. These beasts are described in greater detail in the Glorantha Bestiary.

War Beasts

Beast	Price
Bison	90 L
Herd-man	45 L
High Llama	165 L
Horse Breeds	
Daron (large horse)	225 L
Galana (pony)	150 L
Goldeneye	1,000 L+
Sered (horse)	195 L
Rhino	1000 L+ (extremely rare)
Sable Antelope	75 L
Zebra	210 L



Slaves

Slavery is common throughout much of Glorantha, especially among civilized cultures. Most slaves are used as laborers or agricultural workers; slaves are also used as craftspeople, household servants, and even as soldiers. Slavery is not practiced by the Heortlings except for prisoners of war.

Slaves

Slave	Price
Human Child	35 L
Human Male, Unskilled	100 L
Human Female, Unskilled	75 L
Human, Educated	300 L
Human, Skilled	200 L

Riding Gear

Saddles tend to be of the Praxian or Grazelander style, each beast having its own distinctive saddle type.

Riding Gear

Gear	Price
Saddle	1–15 L
Tack	1–5 L

Other Animals

One common animal that is not available for purchase are shadowcats (alynxes). Shadowcats are not owned (and thus not available for sale) but permitted by custom and tradition to freely choose their companions and hunting areas. Many of these beasts are described in the Glorantha Bestiary.

Other Animals

Beast	Price
House Cat	1 L
Kaga (insect-eating gecko)	2 C
Mongoose	1 L
Prax Hound	2 L
Song Bird	3 L
Wild Hawk	35 L

Conveyances

Boat, Ten-man: A reed or even wooden flatboat. *Price:* 20 L.

Boat, Three-man: A boat made of reeds. *Price:* 5 L.

Cart, Two-wheeled: An open, wooden vehicle drawn by a single beast of burden. *Price:* 4 L.

Chariot, Two-wheeled: A two-wheeled vehicle pulled by two mounts. The wheels are made of wood, but strengthened with bronze. It has a wooden frame and is covered on the front and sides with hide or wood panels. *Price:* 200 L.

Palanquin: A wheel-less vehicle consisting of a chair with a canopy to keep out the sun and dust. Two to four bearers, often trained herd-men, carry it. *Price:* 5–20 L.

Wagon, Four-wheeled: An open, wooden vehicle for transporting heavy loads. It requires two beasts of burden to draw it. *Price:* 10 L.

Tools

Tools can usually be bought from the market or directly from craftsman. Many tools are home-made.

Fish Hooks: Made of bone, stone, or (rarely) bronze. *Price:* 1 C.

Hammer: For knocking in nails and spikes or breaking up objects. Often made of stone and wood. *Price:* 4 C.



Knife, Stone: A stone knapped tool used for cutting or scraping. *Price:* 1 C.

Lock, Hasp: A bronze clasp fastened by a bronze lock. *Price:* 1–25 L.

Mallet: Made of wood, sometimes wrapped in rawhide. *Price:* 6 C.

Papyrus. One sheet 40 cm long. *Price:* 1 C.

Parchment: One sheet 60 cm long. *Price:* 3 C.

Parchment, Hide (sheet): Made from the carefully treated hide of various meat animals**.** *Price:* 1 C.

Pick: Sturdy bronze head with a spike and counterweight for prying. *Price:* 10 L.

Rope, 15 meters: Made from hemp or other plant fibers. More rarely made of corded leather. *Price:* 2 C.

Shovel: Made of wood, stone, or bronze. *Price:* 1–5 L.

Tools, Stonemason: Mallet, bronze chisels, hammer, trowel, straightedge, and chalk line. *Price:* 25 L.

Tools, Woodworking: A collection of tools including adze, axe, chisels, pull saw, and bow drill. Most of the heads are made of bronze. *Price:* 20 L.

Tools, Writing: Goose feather quills, sharpening knife, and ink made of burnt bones, tar, soot, and pitch. *Price:* 4 C.

Expedition Gear

Back Pack: *Price:* 1 L.

Blanket (hide): *Price:* 2 C.

Candle: *Price:* 1 C.

Climber's Pack: Rope, bronze grappling hook. *Price:* 2 L.

Cooking Gear: *Price:* 2 L.

Firestarter: A bow drill and fire board. *Price:* 2 C.

Lamp: This is a clay or bronze lamp used to burn olive oil or clarified butter. Often highly decorated. The area illuminated by a lamp depends on its size and construction. *Price:* 1–2 L.

Lamp Oil: Made of olive oil or clarified butter. *Price:* 1 C (per load).

Pot or Pan, Bronze: *Price:* 1 L.

Pot, Clay: *Price:* 2 C.

Sack, Small Leather: *Price:* 1 C.

Sack, Large Leather: *Price:* 2 C.

Tent, Five-man: *Price:* 10 L.

Tent, One-man: *Price:* 2 L.

Tent, Three-man: *Price:* 8 L.

Torches, Wicker: *Price:* 1 C.

Exotic Goods

Dyes (per batch): Derived from plants, insects, or minerals, these are most commonly red, brown, orange, blue, yellow, and green. Black, crimson, scarlet, and purple are significantly pricier. *Price:* 1–10 L.

Hazia: A highly addictive euphoric herb that produces an effect not unlike Discorporation. It is smoked or inhaled. *Price:* 1–10 L a dose.

Mordants (per batch): These are used to "fix" the color from dyes. *Price:* 1–10 L.

Salt, Good (30 ml): *Price:* 1 L.

Spice, Sweetgrass. *Price:* 2 C per bunch.

Spiceroot, Praxian. *Price:* 4 C.

Musical Instruments

Bagpipes: An instrument consisting of a blowpipe, an animal skin or stomach bag, drones, and a chanter. *Price:* 10 L.

Castanet: This instrument consists of a pair of concave shells made of fired clay or wood. They are held in the hand and used to produce clicks. *Price:* 2 C.

Cymbals: This is a pair of bronze plates used to make a crashing sound. *Price:* 1 L.

Drums, Skin: A wood or bronze drum with a stretched animal skin head. *Price:* 1 L.

Flute: A woodwind instrument made of bone, wood, or metal, that can make different notes by opening or closing holes in the body of the instrument. *Price:* 1 C–10 L.

Flute, Nose: Carved wooden flute played with the nose instead of the mouth. *Price:* 1 C.

Horn, Lur: A long, bronze blowing horn without finger holes that sounds rather like a trombone. A lur horn can be straight or curved. *Price:* 10 L.

Kithara: A stringed instrument with a deep wooden sound box. *Price:* 50 L.

Lute: A wooden stringed instrument with a neck and a deep round back. *Price:* 10–25 L.

Lyre: A wooden stringed instrument with a sound chest and two raised arms connected by a crossbar. *Price:* 10–25 L.

Pipes, Reed: A double-reeded woodwind instrument. *Price:* 2 C.

Rattle: A percussion instrument that makes a sound when shaken. Made of gourds, rattle-snake tails, hooves, pottery, or even leather and bronze. *Price:* 1 C–5 L.



Inns and Residences

Inns provide a room or rooms for people to sleep in, as well as food, drink, and entertainment.

Inns and Residences

Room type	Per day cost
Common Room Floor	1 C
Dormitory	3 C
Shared Room	1 L
Private Room	5 L
Hot Water (twice daily)	1 C
Room Service	+1 C

Food

Prepared food is sold at pubs and taverns, inns and food stalls. Some establishments have countertops fitted with openings for pots that keep food warm over a heat source.

Chicken, lamb, and pork are the most common meats. Beef (cattle, bison, high llama, impala, and sable antelope) is primarily eaten in religious ceremonies. Only Praxians regularly eat mockpork)

Fish (salmon, trout, eel, catfish, sturgeon, bass, etc.) is common in coastal or riverine areas.

1 kg Cheese: Hard cheese of cow or ewe milk. *Price:* 2 C.

Barley/Meat Pot: *Price:* 1 C.

Daily Stew: *Price:* 1/4 C.

Entire Roasted Pig: *Price:* 2 L.

Fatleaf Hotpot: *Price:* 1/2 C.

Frybread with Minced or Sliced Meat: *Price:* 1 C.

Grapes in Season: *Price:* 1/3 C a bunch.

Leg of Lamb: *Price:* 5 C.

Loaf of Bread: Most common variety is flatbread or frybread with toppings such as garlic, honey, poppy seeds, etc. *Price:* 1/10 C.

Midday Meal: Frybread, spiced roasted meat (chicken, lamb, pork, beef, or Praxian beast), fruits, vegetables, and wine. *Price:* 6 C.

Sausage: *Price:* 1 C.

Spiced Meat Skewer: *Price:* 1 C.

Drink

Ale and wine play an important role in both ceremony and social life. Ale is consumed daily in clay cups; wine drunk in bowls. Cups and bowls are often richly decorated. A typical cup or bowl holds roughly 250ml of drink.

Cup of Ale. *Price:* 1/5 C.

Bowl of Barley Wine. *Price:* 1 C.

Bowl of Mead. *Price:* 1 C.

Bowl of Local Wine. *Price:* 1 C.

Bowl of Pelorian Rice Wine. *Price:* 3 C.

Bowl of Clearwine. *Price:* 4 C.

Bowl of Vinavale Red Wine. *Price:* 5 C.

40-liter Amphora. *Price:* Mug or bowl × 75, plus 1 L for the amphora.

Short-Term Labor

Unskilled Manual Laborer: This includes such tasks as fruit and vegetable picking, cleaning, digging, porting, and the like. *Price:* 1–2 C per day.

Skilled Crafter: This includes such tasks as carpenter, cook, mason, weaver, and the like. *Price:* 3–10 C per day.

Guard: This is someone expected to fight to defend a person, place, or thing. *Price*: 1 L per day for a common warrior, more for a warrior with a high reputation.

Sages and Scribes

Read Letter: Written in a local script. *Price:* 1 L per page. In an exotic script. *Price:* 2–5 L per page.

Research: The cost of having a sage inquire into some lore or knowledge depends on the obscurity of the knowledge. Each day the sage must attempt a Lore or Library Use roll. The cost is per day of research:

Research Costs

Research	Price
Common Knowledge	1 L/per day
Uncommon Knowledge	2 L/per day
Rare Knowledge	5 L/per day
Very Rare Knowledge	15 L/per day

Translate Letter: *Price:* 5 L per page.

Write Contract: A written contract, witnessed, sealed, and filed with the Knowledge Temple. *Price:* 4 L.

Write Letter: A written letter dictated to the scribe by its commissioner. *Price:* 2 L per page.

Poets and Heralds

Compose an Insulting Poem: *Price:* 6 L.

Compose a Love Poem: *Price:* 4 L.

Compose a Praise Poem: *Price:* 10 L.

Herald: Sending a message by herald. *Price:* 5 L/ week of travel.



BETWEEN ADVENTURES

One of the pleasures of roleplaying is participating in the growth and development of adventurers as the game progresses.

Passions can only improve through experience. Skills increase through experience, but also through training and research. Even characteristics can be improved by training and research.

Skills and Passions can increase above 100% through adventurer improvement; however, Runes cannot normally increase over 100%.

Experience

Any ability (such as a Rune, skill, Passion, or loyalty) that can change because of experience or training is marked on the adventurer sheet in the adjacent box (☐). The gamemaster may tell the player to check the box (☑) when the adventurer succeeds in using the ability in conditions of stress. This means that the adventurer has successfully used that ability in a time of crisis and may, at a future time, learn from the experience.

If there is no box next to the ability, then it cannot be increased by experience.

Experience checks are not automatic whenever a success is achieved—it must involve a real risk or challenge, or result in roleplaying opportunities. The ability to reward or deny an experience check is an important responsibility for the gamemaster.

No matter how many times an ability is used successfully in a scenario, its experience box is only checked once, until the gamemaster calls for experience rolls at the end of the season, at which time the adventurers determine whether they learned from their experience.

Making an Experience Roll

At the end of each season, each player can make an experience roll for each check on the adventurer sheet. If more than one adventure occurs during a season, the gamemaster may allow experience rolls after each adventure.

To make an experience roll, a player rolls D100 for each ability check and then adds the appropriate skills category modifier for that ability to the roll. Runes and Passions do not receive a bonus to the roll.

If the roll, as modified by the appropriate skills category modifier, is higher than the adventurer's current skill ability, the adventurer improves their rating in that skill. A modified roll over 100 is always a success—as a result, adventurers can improve most abilities beyond 100%.

After making a successful experience roll, the player can add 1D6 percentiles to an ability. The result of experience varies—an adventurer may learn much from one incident and little from another, no matter how successful they were at that time. In the case of opposed Runes, the opposing Rune's value must be decreased accordingly. Because the opposed Rune must have some value, 99% is the highest any opposed Rune can be rated, with the opposing Rune at 1%.

If the player does not feel lucky, they can choose to add +3% to the ability without making the 1D6 increase roll. The player must choose to do this before attempting the ability increase roll.

Repeat the procedure for all the experience checks, and then erase all checks on the adventurer sheet.

Example: The gamemaster announces that the adventurers will have time to check for experience before the next session begins. Vostor looks at the abilities he checked and begins to make experience rolls.

He successfully used Dodge in the adventure, so he rolls against that. The current value is 35%, and his Agility skills category modifier is +5%. He must roll above a 35, modifying his roll with +5. With a result of 87, modified to 92, Vostor has learned from his successful practice with the skill. His player rolls 1D6 and gets a result of 2. Vostor's new Dodge skill rating is 37%.

He updates his adventurer sheet and erases the experience check. Now he can move on to his other experience checks.

Exceeding 100% in an Ability

If an adventurer is 100% or better in a skill or Passion, the player must roll 100 or over on a D100 to succeed at an experience roll—remember that the adventurer's skills category modifier can boost the D100 result to over 100. This rule applies at any time, no matter how much over 100% the skill has risen. A result of 100 or higher is always successful.

Further, if the adventurer has a negative skills category modifier, they cannot improve much beyond 100% in any of the skills within that category without extraordinary effort, though a result of 100 always merits improvement.

Example: Vishi Dunn has increased his Spirit Combat skill to 102%, and has used it successfully in a recent exploit. It is impossible to make an unmodified roll of 102 or higher, but any roll of 100 or higher counts as a success. Vishi's Magic skills category modifier is +10%, meaning he must roll a 90 or higher (before the skills category modifier) to improve through experience.

Fortune is with him today: he rolls a 98, adds his Magic skills category modifier, and gets a total of 108. Rather than rolling 1D6 and risking a result of 1 or 2, Vishi's player decides to forego rolling and take the +3% bonus, bringing his Spirit Combat skill to 105%.

Experience Between Adventures

It is illogical and unfair to penalize adventurers their chance to gain experience during the time they are performing their normal occupational duties, especially since they would often be doing the same general type of activity as when they are adventuring.

At the end of each season, an adventurer can select up to four occupational skills and cult skills to get an experience check. These experience checks are resolved at the same time as regular experience checks—if a skill had already had an experience check that season, it cannot receive an additional check through this method.

If an adventurer has been away adventuring for more than half of the season, the adventurer gets no experience between adventures for that season.

Example: Harmast is ready to improve more than the skills he's used successfully while adventuring. At the end of the season, the gamemaster tells the players that they can pick four skills for experience checks.

Harmast's player looks at his occupational and cult skills and picks the following: Bargain, Cult Lore (Issaries), Manage Household, and Orate. He can make experience rolls for each of these as if he had used the skills successfully during an adventure.

Training

Although experience is often the best teacher, it is not the only teacher. Instruction from a master of a skill can increase an adventurer's ability with a skill.

An adventurer can train a skill or a Rune by getting instruction in it from someone with a higher percentage in the skill than the adventurer. The instructor is usually a non-player character.

To improve a Rune, an adventurer must go to a temple and be instructed by the priests for the proper meditation and other rituals to attune the adventurer more strongly to the Rune. To have a chance at improving a skill though training, an adventurer must train with an instructor for an entire season, and can do little else.

At the end of the season, the player rolls 1D6–1 and adds the result to the ability, whether skill or Rune. Alternatively, the player can choose to add +2% to the ability, but the decision must be made before the ability increase roll is made. No experience roll is needed—completion of training always allows an ability increase roll.

However, any ability listed on the adventurer sheet at or above 75% with an experience check box cannot be trained—it must be improved through experience.

Example: Sorala decides that she would like to improve her Air Rune through study and training. She finds an instructor within the Knowledge Temple in Nochet and spends a season engrossed in training the affinity. At the end of the season, she rolls a 6 (lucky!) and subtracts –1 from it, for a total of +5% to her Air Rune. She updates her adventurer sheet accordingly.

Paying for Training

An instructor must normally be paid in some fashion, or they do not teach. Payment can be in money, goods, or favors from the adventurer or their patrons. The cost of training depends on the current value of the skill to be trained and the type of skill.

As a student's skill improves, they require more attention for their teacher, and the cost of training increases.

Common skills, such as Climb, Farm, Herd, Track, etc., are culturally common skills with many potential teachers, few of whom support themselves primarily through training.

Professional skills, such as Craft, Orate, Read/Write, Sing, Speak, and most weapon skills, command greater prestige than common skills. As a result, their teachers can demand a greater price.

Rare skills, such as Magic skills, are rarely taught to outsiders.

To determine the cost of training, use the **Training Cost** table, below. The listed cost is for one season's training.

Training Cost

Current Skill	Common	Professional	Rare
1–25%	10 L	30 L	50 L
26–50%	20 L	60 L	100 L
51–75%	40 L	120 L	200 L
76–100%*	—	250 L	500 L

* If ability can be trained above 75%.

Cult Skills

Temples provide training in cult skills to members at a special price. This is typically one-half the standard price, although some cults teach cult skills for free (although they require service in exchange for the training).

The Teacher-Student Relationship

Training is not transactional in Glorantha; instead, the teacher-student relationship is a formal one, fraught with obligations. A student is expected to show respect, devotion, commitment, and obedience to the teacher.

A teacher may accept service for payment. The student resides with their teacher, and serves the teacher in whatever capacity the teacher desires—the student may do menial labor, or may be asked to fight or kill on the teacher's behalf. If desired, the student may take a Loyalty (teacher) Passion, starting at 60%.

An assistant shaman is an example of a full-time student serving a teacher.

Research

Any skill or Rune that can be increased through training can also be increased through research. Research is self-instruction, and includes such activities as delving into ancient tomes, meditating, wandering around the countryside observing, practicing combat skills, etc.

An adventurer can research one skill or Rune in a season. At the end of the season, the player must make an experience roll, just as if the adventurer was learning from experience. If the roll succeeds, then the player rolls 1D6–2 and adds the result to the skill or Rune rating.

Alternatively, the player can instead choose to add +1% to the skill or Rune, but the decision must be made before the increase roll is made.

Example: Vasana spends a season engrossed in the study of the lance, reading the fighting manuals in the archives in the Orlanth Temple, watching and participating in lance training, and intense practice. At the end of the season, Vasana can see if she has learned from her research. She succeeds in her experience roll, adding her Manipulation skills category modifier to the roll.

For the actual improvement, she rolls 1D6–2, but unfortunately, she rolls a 1, modified to a –1. The gamemaster tells her that her self-guided studies were counterproductive, and she ended up losing some of the aptitude she already had with the skill. Vasana's player updates her adventurer sheet with the lowered skill rating.

As with training, an ability listed on the adventurer sheet at or above 75% with an experience check box cannot be researched—it must be improved through experience.

Increasing Characteristics

Adventurers may increase their characteristics, thereby enhancing their skills category modifiers, or other characteristic bonuses and attributes, and making survival more likely. POW can be increased through a form of experience. Other characteristics can be improved through training. CHA can be increased through training and automatically increases because of certain actions.

Species Maximum

No characteristic may be increased for any reason (except through magic) beyond the maximum amount rollable on the characteristic dice (in most cases, 18 for humans) plus the number of dice rolled (2D6+6 counts as 3 dice for SIZ and INT, and 3 dice for the rest). Thus, humans may not normally have any characteristic higher than 21.

POW Increase

POW can be increased through spell use, spirit combat, by participating in or leading Worship ceremonies, or through training.

Increasing POW Through Spell Use or Spirit Combat

POW can increase because of use of POW during situations of stress. An adventurer can attract POW from the universe with the high emotional output found during a crisis.

If an adventurer obtains a success either attacking or parrying during spirit combat, POW can be increased or wth successful POW vs. POW resistance roll. Spells that have a 95% chance of success against an enemy do not provide sufficient stress to allow a POW gain roll.

Increasing POW with Worship Rituals

The Worship skill allows a cult member to participate in a Worship ritual to the deity specified. If the Worship ritual is held in a temple, holy place, or sanctified ground on a holy day of the god, the presiding officials (High Priest, Rune Priest, God-talker, etc.) receive a POW gain roll if they succeed with their Worship skill.

A Worship ritual held on the High Holy Day of the cult or during the Sacred Time, allows all participants that make a successful Worship skill roll to make a POW gain roll.

Increasing POW Through Training

POW can be increased through training. The adventurer must give 500 L to their temple, and spend one full day and night each week meditating in the temple under the supervision of the temple priests. At the end of the season, the adventurer can make a POW gain roll.

Making a POW Gain Roll

POW gain rolls are made at the end of a season, as with other experience checks. To determine if POW increases, add the adventurer's maximum rollable POW not including any Rune characteristic modifier (i.e., 18 for humans) plus the minimum rolled POW (3 for humans). Then subtract the adventurer's current POW from that total. Multiply the remainder by 5. Attempt to roll that number or less on a D100.

If successful, roll a 1D3–1 and change the adventurer's POW by that amount. This might mean no increase at all. Alternatively, the player may decide to add 1 to POW; that decision must be made before attempting the 1D3–1 roll.

Example: Yanioth successfully used her Spirit Combat skill while battling in defense of Argrath, as well as many successful POW vs. POW resistance rolls, and made an experience check for her POW characteristic. Her POW is currently 15, and her species (human) maximum is 21 (18+3=21), so she has a 30% chance of improving her POW (21–15=6, 6×5=30%).

Yanioth's player rolls a 12, and is successful! She decides to play it safe and add +1 to Yanioth's POW, rather than risk rolling a 1 and getting no improvement. She updates her adventurer sheet, including recalculating all her relevant skill category bonuses and seeing if her spirit combat damage improves.

Other Characteristic Increase

STR, CON, DEX, and CHA can be increased through training or research with gamemaster approval. The methods of increasing each characteristic vary, from physical training or conditioning (STR, CON, DEX) to focus on becoming more appealing to others (CHA). DEX is limited to the adventurer's starting DEX×1.5, or the species maximum, whichever is lower. INT and SIZ cannot be increased through non-magical means.

Regardless of whether by training or research, each attempt takes two full seasons, during which no other training or research can take place.

If done by training, the player rolls 1D3–1 and adds the result to the characteristic. It typically costs 500 L to make a training attempt.

If done by research, the player must first roll to determine if the research is successful by adding together the adventurer's maximum rollable characteristic value (not including any Rune characteristic modifier) plus the minimum rollable characteristic value. For humans, this is always 21.

Next, subtract the adventurer's current value for the characteristic being trained from that sum. Multiply the remainder by 5. Attempt to roll that number or less on a D100.

If successful, the player may then add 1D3–1 to the characteristic. This works identically to the POW gain roll, discussed above.

Example: Harmast wishes to increase his DEX through training and research. His species maximum for DEX is 18, and the minimum is 3. Together, these equal 21. Harmast's DEX is 18, which is subtracted from the total of 21, giving him a result of 3. This is multiplied by 5, for a chance of 15% to increase his DEX after a season of training.

A characteristic cannot be increased beyond the species maximum, however, and any points in excess are lost.

When a characteristic is increased, all abilities and skills category modifiers derived from that characteristic are also increased.

Vasana's Saga

1627, Sacred Time.

At Clearwine Fort, the tribe prepared for the annual Sacred Time ceremonies. The harvest had been good, showing how favored the new Prince was by the gods. When he elevated me to the status of Wind Lord, the Prince allocated several farms in the Nymie Vale to my support; I met with my tenants and listened to their complaints and requests regarding trees, pasture rights, boundary stones, and the like. Fortunately, Harmast understood their concerns and I happily entrusted the management of the farms and their tenants to my kinsman.

I met with Queen Leika in the king's hall. This was a rectangular hall with an open hearth surrounded by pillars. Frescoes depicted warriors eating and drinking, and heroes performing great deeds.

"You are determined to go through with this—to find the Snake Pipe?" she asked.

I answered, "I am, my queen. I swore to my god that I would do this, and besides I owe the Prince a life-debt. Will the Colymar support my quest and bless me as they did you?"

Fourteen years ago, Leika had undertaken a quest to the Caves of Chaos as part of her crown test to become tribal king. She had gone only to fight Chaos; I intended to go much further, into the Deep Temple to find that relic of the God Time. I worried that she feared my deeds would overshadow her own—kings are often jealous of the deeds of others.

"I would not have the Colymar be accused of being miserly in their support of our own," she said. "If the Snake Pipe is to be found, then the Colymar shall make it so. I will bless your quest and do more. To aid your quest, I offer you this."

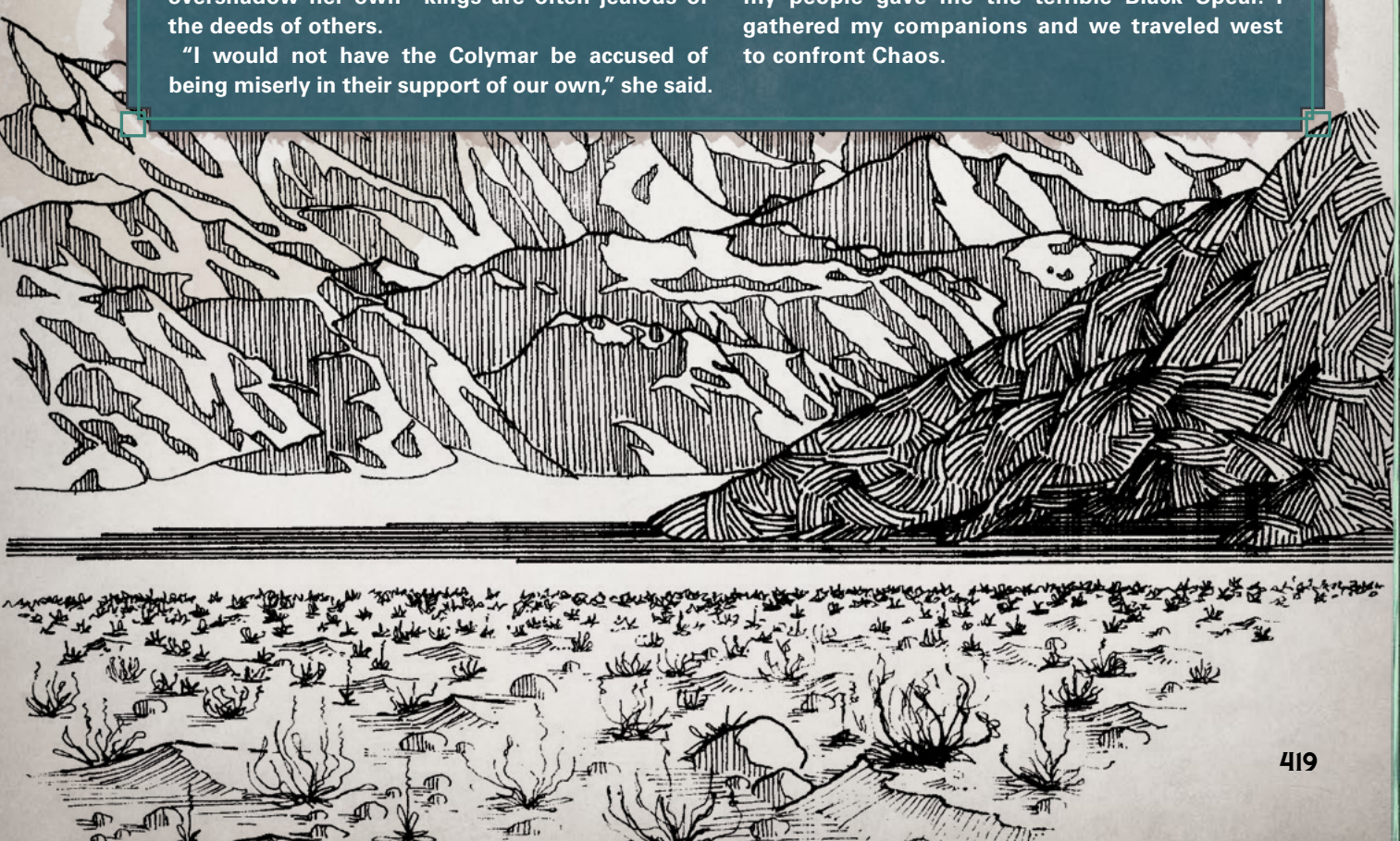
The queen rose and presented me with the Black Spear—the sacred weapon that first brought Colymar to this land.

"I entrust you with the wyter of our tribe. If it pleases you, I will arm you myself before you depart on the Westfaring."

It was Yanioth's plan that as part of the Sacred Time ceremonies, we would garb ourselves with the powers of the Seven Lightbringers before journeying to Snakepipe Hollow. I worried that our way was north more than west, but Yanioth said that if we spiraled clockwise around Clearwine until we reached Jonstown, we might travel to Ironspike and then enter the Hollow going west.

I pointed out that we would be vulnerable to ambush as we traveled north, but Harmast assured me that Issaries would watch our path. I agreed—we would carry the power of the gods and our tribe as we went to Snakepipe Hollow.

I went as Orlanth. My skin was carefully painted with blue woad of the non-magical sort, and my red hair carefully braided. My sister fastened my cuirass, laced my greaves and vambraces, and placed my proud helmet atop my head. I carried Lightning and the Shield of Arran, and my people gave me the terrible Black Spear. I gathered my companions and we traveled west to confront Chaos.



CHA Increase and Decrease

CHA can be increased normally, through training and research. However, at the gamemaster's discretion the following events can also increase (or decrease) CHA:

- Possession of good, showy, magical objects raises CHA by +1. Just 1 point is gained here. It does not matter if the adventurer has one or a hundred showy items.
- Becoming a God-talker, Rune Master, or shaman in the course of play or between adventures increases an adventurer's CHA by +1.
- Successful leadership of a military expedition (such as a raid) or of a community in a crisis can increase an adventurer's CHA by +1.
- Unsuccessful leadership can cause the adventurer to lose CHA. Disastrous leadership can force the leader to make a CHA×1 roll or lose –1D3 points of CHA.

SACRED TIME

Sacred Time is a two-week period when normal activity halts, and the world ritually and really re-enacts the death and rebirth of the cosmos to replenish the world, for incorporating the entropy of Chaos into the world is part of the Great Compromise. To live, one must descend into death and be reborn. The participation of all beings in these annual ceremonies and their commitment to them integrates the participants with unconscious understanding of the cosmic balance—a major factor in the high level of magic generation and use in Glorantha.

Sacred Time is formalized into these steps, which should be handled in the order listed:

1. Worship
2. Perform Heroquest (if applicable)
3. Determine the Harvest
4. Determine Adventurer Income
5. Check for Aging (if applicable)
6. Make Family Rolls (if applicable)
7. Read the Omens

1. Worship

All Rune points are replenished with a successful Worship roll during Sacred Time. Even on a failure, 2D6 Rune points are replenished up to the adventurer's total Rune points. Additionally, all initiates and higher-level members of a cult get a POW gain roll.

God-talkers, Rune Priests, and Rune Lords get 1 free point of cult spirit magic during Sacred Time.

2. Heroquest (optional)

Adventurers may decide to perform a heroquest to aid their community's Sacred Time harvest and omens. The heroquest should be performed before the harvest is determined and should be a significant adventure in its own right.

3. Harvest

Gloranthan communities, even great urban centers, are driven by the agricultural cycle. The results of the harvest each year are critical to the financial stability of everyone in the surrounding area, and of course to the people who live



Sample Omens for Previous Years

These are the omens from Clearwine Fort from 1620–1624. Note that the omens are for the subsequent year.

- **1620:** Cursed. The following year saw the Fall of Whitewall and the Great Winter.
- **1621:** Good. The following year saw the end of the Great Winter and the awakening of Orlanth and Ernalda.
- **1622:** Ill-favored. The following year saw much war and conflict.
- **1623:** Blessed. The following year saw the return of Orlanth and Ernalda.
- **1624:** Ill-favored. The following year saw the Dragonrise.




there. From the farmers to the crafters to even the temples, all are ultimately dependent on the vagaries of the local harvest.

Many diverse factors influence the harvest, including the previous year's omens, the success or failures of heroquesting, any raids or invasions in the area, and the effects of seasonal events that occurred over the last year. These modifiers are cumulative.

Apply Previous Year's Omens

Apply the omens from the previous Sacred Time. If this is the first Sacred Time in the campaign, the gamemaster should choose or randomly determine the omens by using the **Omens** table.

Omens

D100	Omen	Harvest Modifier
1–10	Cursed	–25% to Harvest roll
11–30	Ill-favored	–10% to Harvest roll
31–70	Normal	No modifier
71–90	Good	+10% to Harvest roll
91–00	Blessed	+25% to Harvest roll

Raids or Invasions

Raids and invasions often encroach upon lands. Any such incursion negatively affects the year's harvest. The following modifiers are applied to the Harvest results:

- **Light Raiding:** Being raided during a season imposes a –10% penalty to Harvest results.
- **Heavy Raiding:** Being raided during more than one season imposes a –20% penalty to Harvest results.
- **Major Invasion:** Imposes a –40% penalty to Harvest results.
- **Trolls or Tusk Riders:** An additional –10% to Harvest results.
- **Broo or Scorpion Men:** An additional –20% to Harvest results.

Previous Harvest

The quality of the previous harvest affects the quality of the current harvest. The following modifiers are applied to the Harvest results:

Previous Harvest Modifier

Previous Harvest	Harvest Modifier
Famine	–10% penalty to Harvest roll
Bad or Good	No modifiers
Excellent	+10% to Harvest roll
Superlative	+15% to Harvest roll

Heroquests

An appropriate heroquest can add a modifier to the Harvest results based on the results of the heroquest, as determined by the gamemaster.

Determine Harvest Results

Results of the year's harvest should be rolled for the local area. Roll a D100 and then apply all the modifiers to the Harvest result:

Harvest Result

D100	Harvest	Income Roll Modifier
1–10	Famine	–60%
11–40	Bad	–30%
41–60	Good	No modifier
61–95	Excellent	+30%
95–00	Superlative	+75%

The Income Roll Modifier is applied to most occupations to determine personal income. The general prosperity of a community can be determined by the Harvest result, although this can be mitigated by income not dependent on the state of local agriculture, such as tribute from outside lands.

Example: This is the third Sacred Time in the campaign, so the gamemaster uses the Omen determined during the last Sacred Time. In this case it was Ill-favored, with a –10% modifier to the Harvest roll.

Looking at other potential modifiers, the gamemaster determines that there was only light raiding, for another –10% modifier. At this, Harmast's player reiterates how much more important it is to remain home and defend the tribal land and holdings, and receives a mixed response from his fellow adventurers (as always). The previous year, however, was an excellent harvest, so the Harvest roll is modified by +10%.

The overall modifiers total –10% and the gamemaster lets Harmast's player roll on the Harvest Result table, as he is the most focused on the household and management of the tribe's fortunes. The result is a 22, modified to 12. This yields a "Bad" harvest, which will reduce everyone's Income rolls by –30% when those are determined.

4. Adventurer Income

The adventurer's income represents the amount of income they make before their expenses from Standard of Living are deducted. Any remaining income is profit, and can be used by the adventurer, or re-invested into additional property.

Determine Adventurer Income

To determine adventurer income, the player must roll against the relevant occupational skill. The relevant occupational skill varies depending on what the adventurer has been doing when not adventuring. The appropriate occupational skills are described on the **Occupation Income** table.

The player makes an occupational skill roll, modified by the Harvest results (if applicable to that occupation) and any other penalties to determine their surplus income.

- **Critical:** The adventurer receives double their base income.
- **Special Success:** The adventurer receives half again their base income.
- **Success:** The adventurer receives their base income.
- **Failure:** The adventurer receives only half of their base income.
- **Fumble:** Disaster! The adventurer receives no income and incurs debts equal to half of base income.

Additional Penalties to the Occupation Income Roll

The Occupation Income roll assumes the adventurer is engaged in their occupation each season, gone no more than three weeks or so ("adventuring time"). If an adventurer is absent for more than that in a season, the penalty is a cumulative –20% per three-week period. No Occupation Income roll is possible if the adventurer is gone for the full year. At that point, they need a tenant or agent to work for them.

Pay Cult Tithes

The adventurer should now pay cult tithes from their occupation income. These are provided on the relevant cult descriptions in the **Rune Cults** chapter.

Paying for Standard of Living

After determining their occupation income, an adventurer must pay to maintain their Standard of Living. An adventurer's Standard of Living has an impact on Family Rolls (see page 425), and may have other consequences.

An adventurer **must** maintain their Standard of Living at least at the level appropriate for their occupation; they may also try to maintain a higher income than is customary. The amount the adventurer needs to pay depends on the Standard of Living they wish to maintain:

- **Destitute (0 L):** The adventurer gets a –75% to Child Survival rolls and no children are born. Additionally, the adventurer must make a CON×5 roll or permanently lose 1 point of CON. Ransom is reduced to 0.
- **Poor (15 L):** The adventurer gets a –15% to Child Survival rolls. Ransom is set at 250 L.
- **Free (60 L):** No effects. Ransom is set at 500 L.
- **Noble (200 L):** The adventurer gets a +5% to Child Survival and +15% to Childbirth.
- **Petty King (600 L):** The adventurer gets a +15% to Child Survival and +25% to Childbirth.

After paying for their Standard of Living, any occupation income left gets added to the adventurer's personal wealth. If the occupation income is insufficient to maintain the Standard of Living for that occupation, the adventurer can pay out of their personal wealth.

Any weapons or shields damaged during adventures are assumed to be repaired during this period, as a regular part of upkeep. Similarly, any item capable of storing magic

Occupation Income

Occupation	Occupational Skills	Base Income	Notes
Assistant Shaman	Spirit Combat or Spirit Travel	20 L	—
Bandit	N/A	A bandit has no income except for what they steal or raid.	—
Chariot Driver	Battle or Drive Chariot	60 L	A chariot driver's income is not subject to any Harvest result modifiers. A chariot driver in the service of another (such as a Rune Master or temple) need not pay for their Standard of Living—that is the responsibility of their liege.
Crafter	Craft. A crafter with more than one workshop must use Manage Household for each additional workshop after the first.	Varies by Craft: Brewer 80 L, Carpenter 60 L, Jeweler 160 L, Leatherworker 60 L, Mason 100 L, Potter 80 L, Tanner 80 L, Redsmith 80 L, Weaver 60 L.	The base income described represents one workshop of that craft, which is comparable to a hide.
Entertainer	Sing, Dance, or Play (instrument)	Depends on skill used: Sing 100 L, Dance 80 L, Play (instrument) 80 L.	—
Farmer	Farm for the first hide; Manage Household for any additional hides.	80 L for a hide worked by the farmer/40 L for a hide worked by a tenant.	20% of the income produced from the farm is tithed to the cult of Ernalda and her local husband deity. If the adventurer belongs to either cult, that counts as their cult tithe.
Fisher	Boat or Swim	60 L	—
Healer	First Aid, Plant Lore, or Treat Disease	80 L	—
Herder	Herd	60 L	—
Hunter	Track or Animal Lore	40 L	—
Merchant	Bargain or Manage Household	See **Merchant Income** sidebar (page 425)	—
Noble	Orate or Manage Household for each hide	40 L per hide (usually at least 5 hides)	A noble does not have to tithe income generated from lands allocated to them by their temple.
Philosopher	Read/Write or Lore	60 L	—
Priest	Manage Household for each hide	40 L hide	A priest does not have to tithe income generated from lands allocated to them by their temple.
Scribe	Bureaucracy or Read/Write	Depends on which skill the scribe uses in their profession: Bureaucracy 200 L or Read/Write 120 L.	A scribe's income is not subject to any Harvest result modifiers.
Thief	Disguise, Sleight, or Move Quietly	30 L	—
Warrior	Battle	60 L	A warrior's income is not subject to any Harvest result modifiers. A warrior in the service of another (such as a king or captain) need not pay for their Standard of Living—that is the responsibility of their liege.

points is assumed to have been recharged between adventures, unless some specific circumstance prevents it.

Manage Household

The Manage Household skill is essential for adventurers whose livelihood consists of having other people (tenants, apprentices, slaves, etc.) work to support them.

A tenant works property (up to one hide or its equivalent in livestock or workshops) owned by another. The tenant takes half of the surplus generated (to support themselves and their household).

An adventurer with a tenant or tenants rolls their Manage Household skill to determine how much surplus the property generates.

Example: Vasana was granted a small household and estate—five hides of land—complete with tenant farmers and servants. As this was a gift from the Prince and not part of her warrior occupation, it is treated as a Noble occupation on the table.

As Vasana is not particularly interested in such responsibilities, she asks her cousin Harmast to handle these matters for



her. Thus, Harmast uses his own Manage Household skill to see how Vasana's estate has fared throughout the year. Rubbing his hands together in glee, Harmast must roll once for each of Vasana's hides. His skill is 50%, but the modifier is a dismal –30% due to the poor harvest, yielding a 20% chance.

With results of 81, 39, 50, 36, and 09, Harmast succeeds only once on the income rolls. Each failure yields only half the hide's base income—40 L, reduced to 20 L, then multiplied by four—and the successful roll yields the full amount of 40 L, for a total of 120 L.

5. Aging

Increase all adventurers' ages by 1 year. In game terms, all aging is done during the Sacred Time, regardless of the adventurers's actual birth date.

Older people get wiser and more experienced, but their physical abilities may decrease. After an adventurer has reached the age of 40, roll 2D6 on the following table each year:

Aging

2D6	Characteristics Affected
2	4
3	3
4	2
5	1
6–8	0
9	1
10	2
11	3
12	4

After determining the number of characteristics affected, roll 1D10 on the **Characteristic Point Loss** table for each potential loss.

Characteristic Point Loss

1D10	Characteristic Reduced
1–2	–1 SIZ
3–4	–1 DEX
5–6	–1 STR
7–8	–1 CON
9–10	No loss

Merchant Income

The base income for a merchant is handled differently from other occupations. A merchant's income is based on the value of the goods they store for trade at their local market. The base income is 10% of the value of those goods, and any stored goods are replenished.

A merchant can get much higher profits (sometimes 100% or even more) by transporting goods long distances and then re-selling them at distant markets. The merchant needs to acquire mules or boats, pay any transit taxes imposed by the rulers of the lands they travel through (unless they are avoided through smuggling), and pay for protection. The gamemaster is suggested to handle such trade as adventures of their own. Despite the expenses, taxes, and dangers, profits from long-distance trade can be quite high.

If a characteristic is lowered to 0, the adventurer dies. SIZ, however, is limited to the species minimum, 8 for humans. This represents general withering, weight loss, and loss of muscle mass. Further rolls indicating SIZ loss are re-rolled.

Aging eventually takes every mortal adventurer out of play.

6. Family Rolls

An adventurer's family is a potent resource. They may provide the adventurer with skills that supplement their own. They might serve as bodyguards, agents, administrators, supplemental laborers, healers, or anything else the player and the gamemaster agree to.

Having a spouse and children is a goal of most (although certainly not all) Gloranthans. A spouse brings a potential alliance with another community, as well as love, companionship, and children.

If your adventurer is unmarried and wishes to remain so this year, skip the marriage and childbirth portions of this step.

Marriage

When a player wishes their adventurer to marry, the gamemaster rules whether this honor is possible for the adventurer at this point in the campaign.

A marriage should require some roleplaying to find the spouse. To find a spouse requires a success in either a CHA×5 roll or a Customs (local) skill roll. Alternatively, the adventurer may try to court an eligible non-player character already introduced in the campaign.

Spouses do not require any extra payment to maintain; their costs are figured into the adventurer's Standard of Living.

Children

Adventurers should make a D100 roll on the **Childbirth** table once per year whether they are married or not, whether rolling for a spouse, concubine, lover, camp follower, or simply someone they have encountered during play within the previous year.

If the gamemaster allows it, a male adventurer may be permitted up to one annual childbirth roll per wife, love, or concubine, if sufficient opportunity was fulfilled during play to allow conception.

The Childbirth roll may be augmented by the Fertility Rune, or reduced by the Death Rune (lower the roll by the amount of a successful augment), as desired by the player.

Childbirth

D100	Childbirth
1–45	No children
46–49	Child dies at childbirth
50–95	Child born *
96–00	Twin born *

* Roll 1D6 for each child born; odd = female, even = male.

After checking for new children, roll a D100 for each child the adventurer has (if any) under 15 years old and consult the **Child Survival** table. Children who live to age 15 are assumed to live to adulthood. This roll can be augmented by an adventurer's Fertility Rune.

Child Survival

D100	Consequence
1–5	Child dies
6–50	Child ill, but lives
51–00	Child lives

Family Events

Determine whether any important or interesting events happened in the adventurer's immediate family. Reroll results that are ridiculous or make no sense (like a father marrying again after already being dead due to family history)

Family Events

D100	Consequence
1–10	Death*
11–40	Marriage *
41–60	Birth*
61–75	Blessing*$
76–90	No event
91–00	Scandal*ϕ

* Roll on the Family Member table (below) to determine who.
$ Roll on the Blessing table (below) to determine the type.
ϕ Roll on the Scandal table (below) to determine the event.

Blessing

D100	Blessing
1–15	Blessed by magical entity (hero, god, spirit, etc.).
16–20	Acquired magical item.
21–40	Windfall in crops, livestock, or found treasure.
41–45	Advance in cult hierarchy (such as from initiate to Rune Master).
46–50	Joined a new cult.
51–65	Acknowledged as a community leader.
66–80	Mediated a dispute and received wealth and acclaim.
81–90	Gained patronage of tribal or city leader.
91–00	Gained patronage of cult leader or hero.

Family Member

D100	Person
1–15	Father
16–30	Mother
31–45	Brother
46–60	Sister
61–65	Paternal Uncle
66–70	Maternal Uncle
71–75	Paternal Aunt
76–80	Maternal Aunt
81–95	Cousin
96–00	Grandparent

Marriage Status

Marriage is a mutual bond between participants from different clans. Since sexuality is open and unmarried sex not frowned upon, the marriage bond is significant. Since marriage is sanctified by divine oath, adultery is frowned upon and sometimes dangerous.

Divorce is common and available to husband or wife. Traditional law oversees the division of shared property in a divorce. The wife always returns home with her dowry, and the groom always recovers the bride price, except in cases of marriage breach.

Seven classes of marriage are recognized.

- **Husband and Wife:** Both participants have equal property, status, and responsibility. The woman moves to her husband's house, and children belong to his clan.
- **Husband and Underwife:** The husband has more status and property, and consequently more say in what goes on. The woman moves to her husband's house, and children belong to his clan. The husband may have more than one wife.
- **Wife and Underhusband:** The wife has more status and property, and consequently more say in decision making. The man moves to his wife's house, but the children belong to his clan.
- **Esrolian Husband:** The wife has more status and property than the husband. The man moves to his wife's house, but the children belong to her clan. The wife may have more than one husband.
- **Yearwife or -husband:** This is a temporary marriage, renewable after a year, subject to terms listed above.
- **Bedwife or -husband:** No property changes hands save for that publicly granted with witnesses. The children are raised by the individual who is not named in the title. Thus, a bedhusband is not responsible for raising the children.
- **Love-spouse:** No property changes hands, even to the children of the pair. A vow of monogamy for its own sake, or the sake of romantic love. Children go to the father's clan if there is a question about their fate.

Scandal

D100	Consequence
1–10	Insulted local Rune Master.
11–15	Insulted important person in nearby community; compensation demanded.
16–25	Adultery accusations.
26–35	Livestock (or other property) theft accusation.
36–50	Killed someone, ransom demanded by victim's kin.
51–60	Oathbreaking rumored.
61–65	Spirits of reprisal.
66–75	Badly in debt.
76–80	Murder rumored.
81–95	Messy love affair.
96	Accusations of Chaos.
97–00	Roll again, but this time the event is proved true!

7. Omens for Next Year

Finally, the gamemaster should announce the omens for the next year. The gamemaster can pick the omens (especially if there are some events the gamemaster wants to foreshadow for future game sessions) or can roll on the **Omens** table on page 421.

RUNEQUEST

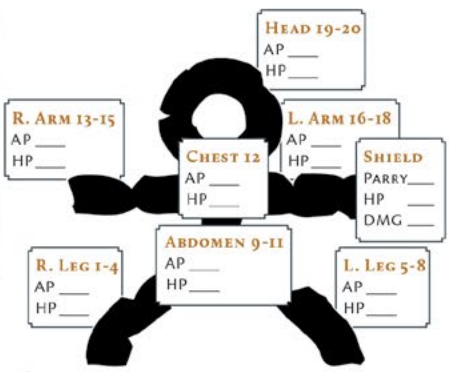
ROLEPLAYING IN GLORANTHA

Name _____ Birth Year _____ Age _____ Occupation _____ Ransom _____ (L)

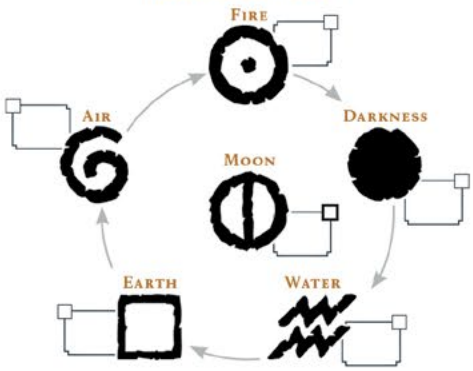
Gender _____ Homeland _____ Reputation _____ Standard of Living _____ Base Income _____ (L)

Tribe _____ Clan _____ Campaign _____ Player _____

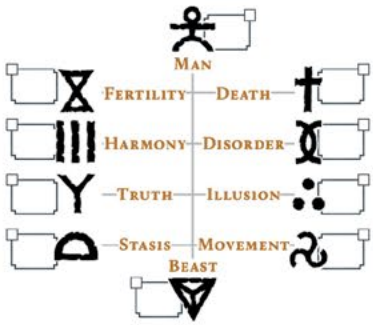
Armor and Hit Locations



Elemental Rune Affinities



Power Rune Affinities



Characteristics

STR ___ CON ___ SIZ ___ DEX ___

INT ___ POW ___ CHA ___

Damage Bonus _____ SIZ SR ___ DEX SR ___ Healing Rate ___ /week

Passions

Honor ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

_____ (_____) ___ ☐

Weapons

Melee	%	DMG	ENC	HP	SR	
						☐
						☐
						☐
						☐

Missile	%	DMG	ENC	HP	Range	Rate	
							☐
							☐
							☐

Combat Notes

_____

_____

_____

_____

_____

_____

Hit Points

DEAD	0	1	2	3	4
5	6	7	8	9	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

Cults

Cult _____ Rank _____

Rune Points ___ 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults _____

Cult _____ Rank _____

Rune Points ___ 0 1 2 3 4 5 6 7 8 9 10 11 12

Spirit Combat

Spirit Combat ___ ☐ Spirit Combat Damage _____

Notes _____

Spirit Magic

_____ CHA Limit ___

_____

_____

_____

_____

Rune Magic

_____

_____

_____

_____

_____

Sorcerous Runes and Techniques

_____ Free INT ___

_____

_____

_____

Magic Points

UNC	0	1	2	3	4
5	6	7	8	9	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

Magic Notes

_____

_____

_____

_____

_____

_____

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Agility

Modifier ____

- Boat (05) ____ ☐
- Climb (40) ____ ☐
- Dodge (DEX ×2) ____ ☐
- Drive (05) ____ ☐
- Jump (DEX ×3) ____ ☐
- Ride (_____) (05) ____ ☐
- Swim (15) ____ ☐

Communication

Modifier ____

- Act (05) ____ ☐
- Art (05) ____ ☐
- Bargain (05) ____ ☐
- Charm (15) ____ ☐
- Dance (10) ____ ☐
- Disguise (05) ____ ☐
- Fast Talk (05) ____ ☐
- Intimidate (15) ____ ☐
- Intrigue (05) ____ ☐
- Orate (10) ____ ☐
- Sing (10) ____ ☐
- Speak Other Language
  - (_____) (00) ____ ☐
  - (_____) (00) ____ ☐
- Speak Own Language
  - (_____) (50) ____ ☐

Knowledge

Modifier ____

- Alchemy (00) ____
- Animal Lore (05) ____
- Battle (10) ____ ☐
- Bureaucracy (00) ____ ☐
- Celestial Lore (05) ____
- Cult Lore
  - (_____) (05) ____
  - (_____) (05) ____
- Customs (local) (25) ____
- Customs
  - (_____) (00) ____ ☐
- Elder Race Lore (05) ____
- Evaluate (10) ____ ☐
- Farm (10) ____ ☐
- First Aid (10) ____ ☐
- Game (15) ____ ☐
- Herd (05) ____ ☐
- Homeland Lore (own) (30) ____
- Homeland Lore
  - (_____) (00) ____
  - (_____) (00) ____
- Library Use (00) ____
- Manage Household (10) ____ ☐
- Mineral Lore (05) ____
- Peaceful Cut (10) ____ ☐
- Plant Lore (05) ____
- Read/Write
  - (_____) (00) ____ ☐
- Shiphandling (00) ____ ☐
- Survival (15) ____ ☐
- Treat Disease (05) ____ ☐
- Treat Poison (05) ____ ☐

Magic

Modifier ____

- Meditate (00) ____ ☐
- Prepare Corpse (10) ____ ☐
- Sense Assassin (00) ____ ☐
- Sense Chaos (00) ____ ☐
- Spirit Combat (20) ____ ☐
- Spirit Dance (00) ____ ☐
- Spirit Lore (00) ____
- Spirit Travel (10) ____ ☐
- Understand Herd Beast (00) ____ ☐
- Worship
  - (_____) (05) ____ ☐
  - (_____) (05) ____ ☐

Manipulation

Modifier ____

- Conceal (05) ____ ☐
- Craft (_____) (10) ____ ☐
  - (_____) (10) ____ ☐
- Devise (05) ____ ☐
- Play Instrument (_____) (05) ____ ☐
- Sleight (05) ____ ☐

Perception

Modifier ____

- Insight (own species) (20) ____ ☐
- Insight (_____) (00) ____ ☐
  - (_____) (00) ____ ☐
- Listen (25) ____ ☐
- Scan (25) ____ ☐
- Search (25) ____ ☐
- Track (05) ____ ☐

Stealth

Modifier ____

- Hide (10) ____ ☐
- Move Quietly (10) ____ ☐

Other Skills

- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐

Melee Weapons

Modifier ____

- 1H Axe (10) ____ ☐
- 2H Axe (05) ____ ☐
- Broadsword (10) ____ ☐
- Dagger (15) ____ ☐
- Kopis (10) ____ ☐
- 1H Mace (15) ____ ☐
- Pike (15) ____ ☐
- Rapier (10) ____ ☐
- Shortsword (10) ____ ☐
- 1H Spear (includes Lance) (05) ____ ☐
- 2H Spear (15) ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐

Missile Weapons

Modifier ____

- Composite Bow (05) ____ ☐
- Javelin (10) ____ ☐
- Pole Lasso (05) ____ ☐
- Self Bow (05) ____ ☐
- Sling (05) ____ ☐
- Throwing Dagger (05) ____ ☐
- Thrown Axe (10) ____ ☐
- _____ ____ ☐
- _____ ____ ☐

Shields

Modifier ____

- Small Shield (15) ____ ☐
- Medium Shield (15) ____ ☐
- Large Shield (15) ____ ☐
- _____ ____ ☐

Natural Weapons

Modifier ____

- Fist (25) ____ ☐
- Grapple (25) ____ ☐
- Kick (15) ____ ☐
- _____ ____ ☐
- _____ ____ ☐

Additional Magic

_____
_____
_____
_____

Notes

_____
_____
_____
_____
_____
_____

Gear, Treasure, and Magic Items

_____ Max ENC _____ ENC _____
_____
_____
_____
_____
_____

Wheels (W) ____ Lunars (L) ____ Clacks (C) ____ Bolgs (B) ____ Goods (L) _____

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FAMILY

Grandparents

Grandfather _____ Dead? ☐

Grandmother _____ Dead? ☐

Parents

Father _____ Dead? ☐

Mother _____ Dead? ☐

Aunts & Uncles

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

Siblings

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐

Famous Ancestors

_____

Clan & Tribal Leaders

_____

FAMILY EVENTS

Marriage

Spouse _____ M ☐ | ☐ F Dead? ☐

Spouse _____ M ☐ | ☐ F Dead? ☐

Events _____

Marriage Type

Status

Children

_____ M ☐ | ☐ F Dead? ☐ _____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐ _____ M ☐ | ☐ F Dead? ☐

_____ M ☐ | ☐ F Dead? ☐ _____ M ☐ | ☐ F Dead? ☐

HOLDINGS

Harvest

Last Year's Omen _____

Raiding _____

Heroquest _____

Previous Year's Harvest _____

Next Year's Omen _____

Modifier

Household

Description _____

_____

_____

_____

_____

_____ Hides _____

Tenant(s) _____

_____

Adventurer Income

Base Income _____ L Special Notes _____

MOUNT | ELEMENTAL | ALLY

Name _____ Type _____

STR ___ CON ___ SIZ ___ DEX ___ INT ___

POW ___ CHA ___ MOV ___ HP ___ MP ___

Damage Bonus _____ Dex SR ___ Siz SR ___

Passions _____

Runes _____ Pts ___

Magic _____

_____

Note _____ Ransom ___ (L)

Attack	%	Damage	Range	SR	Pts	Location	D20	Armor/HP
								/___
								/___
								/___
Skills								/___
								/___
								/___
Hit Points								/___

dead 0 1 2 3 4 5 6 7 8 9

10 11 12 13 14 15 16 17 18 19 20 21

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ADVENTURER BACKGROUND WORKSHEET

Homeland

Homeland _____

Base Passions

Love (family) _____
Loyalty (clan) _____
Loyalty (tribe) _____
Hate _____
Other _____

Parentage

Favored Grandparent _____
Occupation _____
Favored Parent _____
Occupation _____
Other Grandparent _____
Occupation _____
Other Parent _____
Occupation _____

FAMILY HISTORY

Favored Grandparent's History

If killed, stop and move to **Favored Parent's History**, or continue using your other grandparent.

Year	Event	Results	Fate
1561	Favored grandparent is active. Parents born this year.		
1582	_____		Killed? ☐
1597	_____		Killed? ☐
1602	_____		Killed? ☐
1603–4	_____		Killed? ☐
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605	_____		Killed? ☐

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring.

Determine your mother's and father's siblings, if desired. See the **Family** section on the **Family & Holdings** sheet.

Favored Parent's History

If killed, stop and move to **Your History**, or continue using your other parent. Determine your siblings, if desired.

Year	Event	Results	Fate
1608	_____		Killed? ☐
1610	_____		Killed? ☐
1613	_____		Killed? ☐
1615	_____		Killed? ☐
1616	_____		Killed? ☐
1617	_____		Killed? ☐
1618	_____		Killed? ☐
1619	_____		Killed? ☐
1620	_____		Killed? ☐
1621	_____		Killed? ☐

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

Your History

You come of age and your adventures begin.

Year	Event	Results
1622	_____	
1623	_____	
1624	_____	
1625	_____	

Now it's time for new adventures!

Treasure and Boons

_____
_____

Famous Ancestors and Reputation

_____
_____

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Appendix
Conversion Guide

Players and gamemasters of RuneQuest: Roleplaying in Glorantha (RQ:G) may wish to convert adventurers created under prior editions of RuneQuest to the rules in these editions. Following are conversion guides for the 2nd and 3rd editions of RuneQuest, of which the former is currently available in a Classic Edition reprint from Chaosium.

This conversion guide is focused entirely on adventurers, and is not intended to cover all monsters, magic, or other game specific elements. Nor does it provide a means by which RuneQuest: Roleplaying in Glorantha adventurers can be converted to RuneQuest 2nd edition (abbreviated as RQ2) or RuneQuest 3rd edition (RQ3), though such a conversion is entirely possible. These conversion notes only address the core rulebooks for RQ2 and RQ3—it is beyond the scope of this conversion guide to include every skill, spell, and rules variant from these prior game lines.

The guiding philosophy here is to convert adventurers from prior editions in such a way that they are as similar as is possible, without previously-unmentioned personal histories, sudden and dramatic shifts in characteristics, new competence in skills they have not attained prior, and bursting with new magic, essentially unrecognizable from prior exploits. Any judgments about conversions should keep this principle in mind.

Converting RuneQuest Adventurers

Adventurer conversion between 2nd and this edition of RuneQuest is relatively easy, with the following principles:

- Most 2nd edition skills are multiples of 5%. These values should remain unchanged on conversion, but will chance once experience modifiers are applied.
- In cases where there is a difference between a RQ2 or RQ3 and a RQ:G value, use the value that favors the adventurer.

Background

Adventurers created in prior editions will lack the family and personal histories that make up an important part of an RQ:G adventurer. The gamemaster is suggested to deal with this using one of the following suggested approaches:

- Roll for grandparent, parent, and personal histories, ignoring all modifiers to skills, but applying any modifiers to Passions and any equipment earned.
- Ignore these tables entirely and let players derive backgrounds for their adventurers based on their RQ2 Background roll and any prior background established in play.

As for the rest of the background elements:

- RQ:G does not have an equivalent to RQ2 Background (called Social Class on the adventurer sheet), and this aspect should be ignored. Similarly, the Culture entry for RQ3 is covered by Homeland (see below).
- Nationalities are now Homelands. Apply Rune modifiers (see Runes, below) but ignore any characteristic modifiers.

Cults

The gods, their cults, and their Runes are for the most part unchanged between editions, though availability of spells, skills trained, and benefits may be different between versions. See each cult's writeup in this rulebook to determine initial spirit magic, Rune spells, and other benefits, and use the new cult descriptions. If a cult spell no longer exists, replace it with an equivalent one, with the gamemaster's approval.

Runes

Though they are familiar with Runes as a part of their culture, religious, and magical life, RQ2 adventurers are not defined by their affinity to the Runes themselves. RQ2 adventurers should be treated as new RQ:G adventurers when assigning Elemental and Power/Form Rune affinities (Elemental Runes begin at 60, 40, and 20, and Power/Form Runes begin with two at 75/25 and the rest at 50/50, with 50 points distributed as desired), with the following additional considerations:

- Allow the player to distribute 10 points per year the adventurer is over 16, with the normal maximums.
- If the adventurer is a Rune Master (Lord, Priest, or God-talker), they must meet the Rune values required to hold those positions.



As for the Runes themselves, the organization of Runes into Conditions and Powers has changed, and the Fertility Rune is now the Life Rune.

Characteristics

Use the following guidelines when converting characteristics:

- **INT and SIZ:** RQ:G adventurers have generally higher values in INT and SIZ on average than their RQ2 counterparts, as those initial values are based on 2D6+6 instead of 3D6. Use the INT/SIZ Conversion table (below) to convert these characteristics.
- Appearance (APP) from RQ3 has been renamed to Charisma (CHA) in RQ:G, as it was in RQ2.

INT/SIZ Conversion

RQ2 Value	New Value
3-4	8
5-6	9
7	10
8	11
9	12
10-11	13
12	14
13	15
14	16
15-16	17
17-18	18

Skills Category Modifiers

Skills Category Modifiers should be recalculated according to the RQG formulae, with the following considerations:

- The Attack and Parry categories are now handled by the Manipulation skill modifier (which also addresses the Missile Weapons, Shields, and Natural Weapon Skill Category Modifiers).
- Defense is not used in RQ:G and should be ignored.
- Magic and Agility are new Skills Category Modifiers, and should be calculated for RQ2 adventurers.

Skill Conversion

Old Skill	New Skill	Skill Category	Note
Camouflage	Hide	Stealth	Use the better of Camouflage or Hide in Cover.
Climbing	Climbing	Agility	Determine new base chance and use higher skill value.
Craft	Craft	Manipulation	—
Evaluate Treasure	Evaluate	Knowledge	Add +5 to base skill.
Hide in Cover	Hide	Stealth	Use the better of Camouflage or Hide in Cover.
Hide Item	Conceal	Manipulation	—
Jumping	Jump	Agility	Determine new base chance and use higher skill value.
Lock Picking	Devise	Manipulation	Use the better of Lock Picking or Trap Set/Disarm.
Map Making	Craft (Mapmaking)	Manipulation	—
Move Silently	Move Quietly	Stealth	Combined with Sneak. Add +5 to base skill.
Oratory	Orate	Communication	Add +5 to base skill.
Pick Pocket	Sleight	Manipulation	—
Read Own Language	Read/Write (own language)	Knowledge	—
Riding	Ride (type)	Agility	Pick a mount type.
Sneak	Move Quietly	Stealth	Combined with Move Silently. Add +5 to base skill.
Spot Hidden Item	Scan	Perception	Use the better of Spot Hidden Item or Spot Trap.
Spot Trap	Scan	Perception	Use the better of Spot Hidden Item or Spot Trap.
Swimming	Swim	Agility	—
Throw	Thrown Weapon	Agility	If not a weapon, handle with DEXx5.
Tracking	Track	Perception	Add +5 to base skill.
Trap Set/Disarm	Devise		Combined with Lock Picking. Use better of Lock Picking or Trap Set/Disarm.

Derived Characteristics

When possible, these should be based on the RQ:G values, versus the RQ2 or RQ3 values.

- Hit Points are CON modified by SIZ and POW, as in RQ2.
- Hit Points Per Location are as in RQ2.
- Damage Bonus is determined by the combination of STR+SIZ, rather than their average.

Skills

While many skills are equivalent between these two editions, there are significantly more RQ:G skills, and some RQ:G skills appeared in supplemental RQ2/3 material and were not described in the core rulebook.

- If the base chance of the skill is higher in RQ2/3, add the difference in base chances to the new skill value. *For example, Evaluate Treasure (RQ2) has a base chance of (10) while in RQ:G the Evaluate skill has a base chance of (05). Add +5 to the Evaluate skill when converting an RQ2 adventurer to RQ:G. These modifiers are provided below.*
- If a skill is not addressed below, use best judgment on how to convert it, with the gamemaster's approval.

Consult the Skill Conversion table above. If a skill is not described here, it is unchanged. Additional skill changes are described below the table. If the Note entry has a value of "—" the skill is identical in its description.

Knowledge Skills

Knowledge skills have been greatly expanded and include a variety of Lore skills that are not common to RQ2 or 3.

Magic Skills

These are new to RQG and should be added to all converted adventurers. The RQ3 Magic skills are subsumed under the Sorcery magic system and should be converted according to "Sorcery" below.

Combat Skills

Attack and Parry values for weapons are now combined: adventurers should use the higher of either of these values.

Spirit Magic Conversion

Old Spell	New Spell	Note
Armoring Enchantment	—	Currently unavailable.
Binding	—	Currently unavailable.
Control (Species)	Control (entity)	—
Detect Detection	—	Currently unavailable.
Detect Enemy/Enemies	Detect Enemies	—
Detect Gems	Detect (substance)	—
Detect Gold	Detect (substance)	—
Detect Silver	Detect (substance)	—
Detect Traps	Detect Trap	—
Detection Blank	—	Currently unavailable.
—	Distraction	New spell.
Endurance	—	Now the Invigorate Rune spell.
Harmonize	—	Now the Harmony Rune spell.
Healing/Heal	Heal	—
Invisibility	—	Now the Invisibility Rune spell.
—	Lantern	New spell.
Magic Point Matrix Enchantment	Magic Point Enchantment	—
Mindspeech	—	Currently unavailable.
—	Parry	New spell.
—	Rivereyes	New spell.
—	Sleep	New spell.
Spirit Shield	Spirit Screen	—
Strengthening Enchantment	—	Currently unavailable.
Summon (Species)	Summon (entity)	—
Xenohealing	Heal	Heal now extends to non-humans and animals.

Spirit Magic

Spirit magic (called battle magic in RQ2) is essentially unchanged, though a significant difference is that resistance rolls are almost always based on POW vs. POW instead of magic points vs. magic points. Adventurers now begin with 5 points of spirit magic appropriate to their cult. See pages 73–79 for these initial spirit magic spell choices.

Use the updated spell descriptions whenever available, and if a spell no longer exists in RQ:G the gamemaster should allow it to be switched for another appropriate spirit magic spell of equal strength, or an equivalent number of points in other spirit magic spells.

If the spell is not in this list, it has the same title and the new version of the spell is used.

Future RQ:G supplements will include additional spirit magic spells, likely some that appeared in prior editions. If allowed by the gamemaster, players can switch back to the "original" spell if desired.

Cults

A spotlight of the setting, Glorantha's many cults have been described in prior editions, and RQG will eventually cover most—if not all—of them. Initial releases will focus on cults found in Dragon Pass, and later releases will expand the cult roster as required.



Rune Magic Conversion

Old Spell	New Spell	Note
Armoring Enchantment	—	Not in the core rules.
Blinding	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Concealment	—	Not in the core rules.
Counter Chaos	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Create Ghost	—	Not in the core rules.
Crush	—	(RQ2, Zorak Zoran cult spell) Not in the core rules.
Darksee	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Dismiss Elemental 1/2/3	Dismiss Elemental (type)	—
Divine Intervention	—	Not a spell. See **Divine Intervention** on pages 272–273.
Elemental Summoning	Summon Elemental (size)	—
Excommunication	—	See the Ban enchantment on page 319.
Extension 1/2/3	Extension	—
Float	—	Not in the core rules.
Heal Constitution	Restore Health	—
Jumping	—	(RQ2, Gerak Kag cult spell) Not in the core rules.
Magic Point Matrix Enchantment	Magic Point Enchantment	—
Mind Link/Mindlink	—	Not in the core rules.
Runepower 1/2/3	—	Not a spell.
Spell Matrix Enchantment	Matrix Creation	—
Spellteaching	—	Not a spell. See *Rune Cults* chapter.
Stone-biting	—	(RQ2, Stone Biter cult spell) Not in the core rules.
Strengthening Enchantment	—	Not in the core rules.
Summon (Species)	—	See Summon Cult Spirit.
Telekinesis	—	See the Flight Rune spell.
Tree Chopping Song	—	(RQ2, Tree Chopper cult spell) Not in the core rules.
Vision	—	Not in the core rules.
Worship (Deity)	—	See the Worship skill.

Rune Points

Rune spells are now powered by Rune points and magic points, versus prior editions. New adventurers begin with 3 Rune points, and they are earned through sacrifice of POW to the god. The easiest way to determine how many Rune points an adventurer from prior editions should have is to total the number of points of POW the adventurer has sacrificed for Rune spells in RQ2/3 and convert that into Rune Points. The gamemaster and players should use the following additional guidelines:

- If the adventurer is relatively inexperienced, they begin with 3 Rune points for their chosen cult.
- An experienced adventurer should have roughly 6 Rune points for their chosen cult.
- A Rune Master (Rune Priest, Rune Lord, God-talker) should have at least 9 Rune points for their cult.
- For associated cults, divide the primary cult's Rune point total by three, rounding up, with a minimum of 1 Rune point.

The gamemaster and player should adjust these values based on the adventurer's history: a particularly active cult-member may have more Rune points, while a less devout member might have fewer.

Rune Magic

Rune magic (called divine magic in RQ3) has been dramatically revised and is much more common. and can use Rune points to cast any common Rune spells and any

special Rune spells they have learned from their cult. When converting an adventurer from a prior edition, use the following guidelines:

- Beginning adventurers know all common Rune spells (see page 317).
- Beginning adventurers know three special Rune spells for their cult (see the individual cult descriptions in the *Rune Cults* chapter).
- Adventurers that have sacrificed for special Rune spells in a prior edition know those spells, even if that brings the total above three.
- At the gamemaster's discretion, the adventurer can know one additional special Rune spell from their cult per year of age over 21.

Use updated spell descriptions whenever available. If a spell no longer exists in RQ:G, the gamemaster can either ask players to select another spell, or allow it, adapting the spell as needed. If the spell is not in this list, it has the same title and the new version of the spell is used, or it is outside the scope of the core rulebook.

Keep in mind that spells that are not available at this time may be described in later RuneQuest sourcebooks.

Sorcery

Sorcery has some aspects in common with the system from RQ3 but has otherwise been replaced completely. A few spells have identical names, but otherwise it is best to consider them completely different systems. The gamemaster should work carefully with the player coming up with a means of converting a sorcery-using adventurer from prior editions, with the following guidelines:

- For fledgling or beginning sorcerers, simply use the guidelines for sorcery-using adventurers presented in **Mastering New Runes or Techniques** (page 384).
- For more advanced sorcerers, the gamemaster should estimate how many skill points to allocate, based on existing total skill ranks in the sorcery skills of Intensity, Duration, Range, and Multispell. It is recommended that each 20% increment (round down) equals mastery of one technique or Rune.
- For starting spells, the player should pick a total number sorcery spells equal to the total of techniques and Runes mastered. Additional spells can be selected at a cost of 1 point of POW.

Equipment

- RQ3 weapons and shields use armor points (AP). These are now hit points (HP), and equipment should be adjusted accordingly.
- All equipment (especially weapons and armor) from RQ2 or RQ3 should be updated and replaced with equivalents for cases when an exact match does not exist. Many cultural weapons (main gauche, sai, kukri, naginata) from RQ3 are not used in the Dragon Pass region in Glorantha and are initially not available. However, the gamemaster may allow adventurers to keep these weapons as curiosities, or simply allow them outright.

Wealth

Prices have been adjusted dramatically. Adventurers from prior editions will be considerably wealthier than their RQ:G counterparts, and the gamemaster may require that adventurers adjust their starting funds.

- Divide RQ2 Lunars (L) by half.
- Divide RQ3 silver pennies by one-third.

Previous editions provided adventurers with fairly large amounts of amounts of treasure. If converting an old adventure, the gamemaster should divide the value of recommended treasure by 10, or adjust as desired.

Combat

- Use new values for Strike Ranks.
- Melee and Missile Hit Location tables have been combined.
- Shields now have hit points rather than armor points.

Magic Items

These work fundamentally the same as they have in prior editions, and can be used unmodified, with the gamemaster's approval.



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