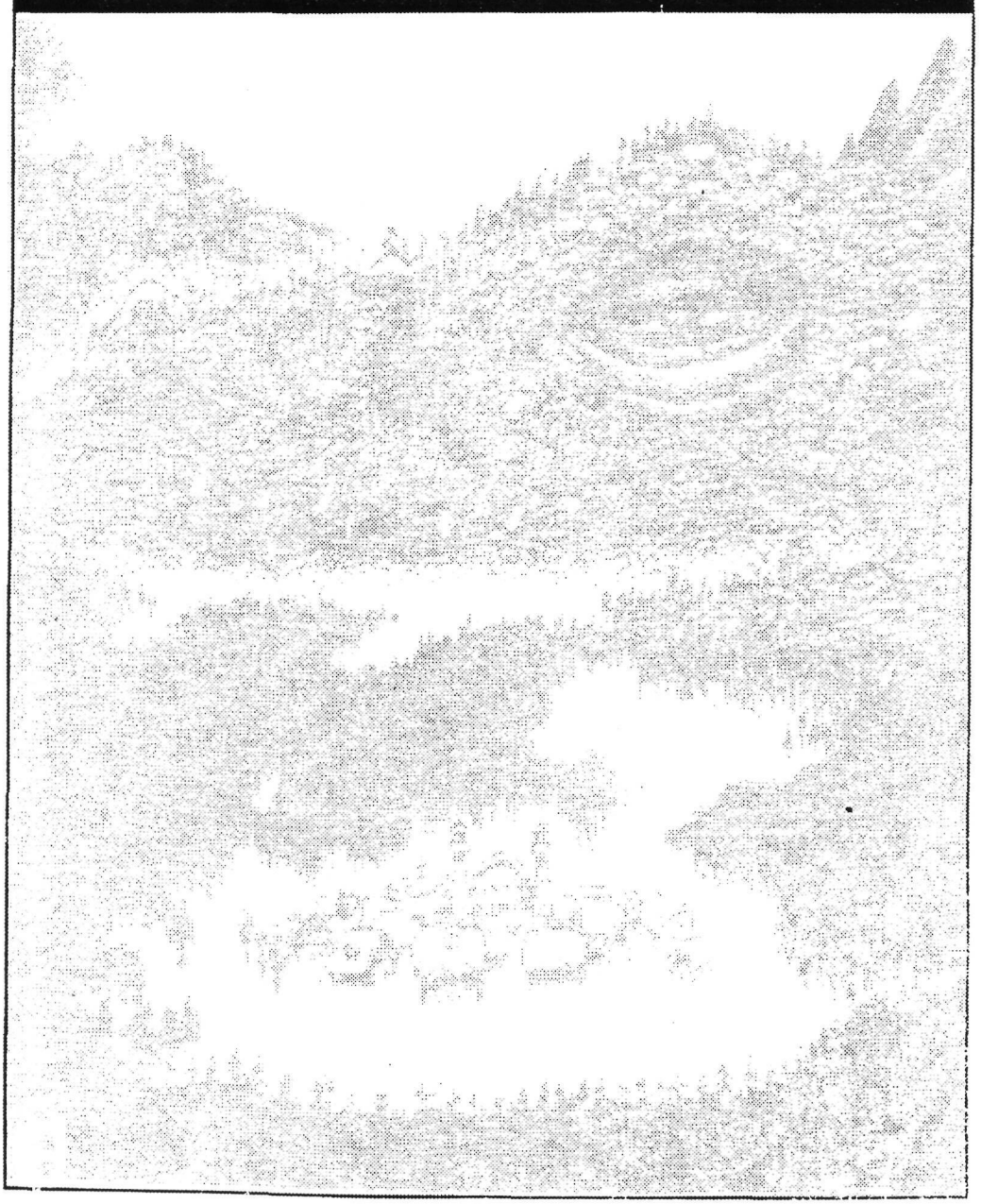
RuneQuest

ADVENTURES IN GLORANTHA



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Balance...

RuneQuest

ADVENTURES IN GLORANTHA

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·INTRODUCTION·

WHAT is RUNEQUEST?

RuneQuest is a game of fantasy roleplaying. In it, you participate with a group of people in the creation and elaboration of a story set in a unique magical world. One member of the group acts as gamemaster, who moderates the game. He or she creates and directs the world in which play occurs, often with the assistance of published scenarios or background material, and plays the role of characters or creatures the other players encounter in the course of play. The other players take on the role of one or more adventurers who live in the world.

The game is the interaction of the gamemaster and the other players. Together, they create a story. The events of the game serve to shape and form the story being told. The RuneQuest rules are the common thread that bring the players and gamemaster together. They provide mechanisms for resolving the situations that arise in the course of the game and add a random element to the game, which brings an element of risk to the most well thought out action or a chance for success in the most hopeless situation.

The world of Glorantha has been associated with RuneQuest since the game's inception. The world, its magic, religions, mythology, people, and places are described in detail within these rules. The world has provided the inspiration, mystery, magic and background for thousands of campaigns. Whether the world through which your adventurers roam is Glorantha, or one of the gamemaster's own creation, the background material provided here should provide a wealth of ideas and examples to draw upon.

WHAT is GLORANTHA?

Glorantha is the most thoroughly explored game world in print available today. Its exploration was begun in 1966 by Greg Stafford, who has continued to compile information about the world. In 1976, the boardgame, White Bear & Red Moon, first appeared. That game, considerably revised, is still available from Avalon Hill under the title Dragon Pass. In 1978, RuneQuest appeared, and from 1978 until the present, dozens of adventures and source books set in or concerning Glorantha have been published, much to the delight of thousands of fans.

Glorantha is a complete universe. It is self-contained, and from its myths to its molecules it must be taken on its own terms. None of the cultures of Earth exist on Glorantha, though there certainly are analogs of Earthly cultures and peoples. Many creatures rightfully rooted in other worlds have no representatives here. The information that follows should provide you with the information you need to run or play in a Gloranthan campaign, although any campaign will almost certainly vary at least in small ways from the published materials. Sheer creativity alters details, if nothing else.

THE WORLD OF GLORANTHA

The world of Glorantha is a magical one. The lands of Glorantha float upon Sramak's River, which flows into the Primal Sea of mythology. The Sky Dome, tilted off its center since before time began, rotates above the earth and sea.

The theists of the northern continent call their land Genertela, the body of the dead earth god Genert. The center of the night sky is Pole Star, the god who is the only stable point in the Sky Dome. Between the earth and sky lies the turbulent realm of the storm gods, who, led by Orlanth, King of the Storm Gods, struggle with the Red Moon, which floats serenely above the lands of the Lunar Empire, for control of the Middle Air.

The sun god, Yelm, rises from the east each morning, then passes across the sky to set each evening in the west. While he is in the sky, the Sky Dome shines bright blue. Of the other heavenly bodies, only the Red Moon is clearly visible during the day. Through the night, Yelm travels beneath the seas and earth through the underworld, and finally again up to the eastern lands of the dawn. The goddess of night, Xentha, rules over the surface world in Yelm's absence. At night, the slow revolution of the Sky Dome can be seen, as the darkness is broken by thousands of stars, which mark the points that the magical denizens of the sky world peer through to guard their followers below. The Red Moon can be clearly seen at night, its face bright red, black, or both, depending on the location of the viewer and the day of the week. A blood red planet, Tolat, which crosses the night sky every two weeks, and a slower pale planet, Wagon, can almost always be seen. A bright constellation of nine stars, Lorian, is almost always visible, as is Orlanth's Ring, a constellation of seven orange stars and one bright green star, the Dragon's Head, which spirals across the Sky Dome.

THE RUNES

Runes are the building blocks of Glorantha. They are symbols, archetypes, embodiments, and actual matter or energy of the mundane world. Runes originated with the very creation of Glorantha. Their precise origin is unknown, and believers in particular runes always insist that theirs was first-made. Tales link the gods of the Celestial Court with the runes, each god embodying a rune. Their interactions led to the births of the Young Gods; these newer deities are often associated with one or more parental runes as a result.

Each rune has myths associated with it. Some have elaborate cycles woven around their stories. All begin with a member of the Celestial Court who owned the rune, and end with the current Greater God who owns it. In these stories the runes are sometimes treated as things, or beings, or abstract powers, or even all three.

The powers of the Great Runes are universally acknowledged. The deities who own those runes cannot be changed without altering the very fabric of the universe. Such alteration is against the Cosmic Compromise which begot Time, and cannot occur. There are lesser runes, not shown here, and many signs and symbols as well.

One of the goals of many Gloranthan adventurers is to acquire mastery of a rune, the first step along the path to becoming a hero. Becoming a master of a form of magic, that is, becoming a shaman, priest or magus, helps one gain mastery of the Magic Rune. Becoming a master of skills or men helps one gain mastery of the Mastery Rune. Along the shaman's path lies mastery of the Spirit Rune, among others. Along the sorcerer's path lies mastery of the Law Rune, and through the manipulations of sorcery, the mastery of other runes. Along the myriad paths of the cults lies the mastery of the runes belonging to their gods.

AIR



Original Owner—Umath
Current Owner—Orlanth
Association—air, storm, violence

BEAST



Original Owner—Hykim
Current Owner—Hykim
Association—animal life

CHAOS



Original Owner—Primal Chaos
Current Owner—Primal Chaos
Association—entropy, evil, corruption

DARKNESS



Original Owner—Nakala
Current Owner—Subere
Association—darkness, cold, secrets

DEATH



Original Owner—Kargan Tor
Current Owner—Humakt
Association—separation, conflict, death

DISORDER

Original Owner—Ratslaf
Current Owner—Bolongo
Association—disunity, trouble, trickery

DRAGONEWT



Original Owner—dragonewts
Current Owner—dragonewts
Association—dragonewts

EARTH



Original Owner—Ga
Current Owner—Ernalda
Association—earth, solids

FATE



Original Owner—unknown
Current Owner—Arachne Solara
Association—interconnectedness

FERTILITY



Original Owner—Uleria
Current Owner—Uleria
Association—love, life, growth, fertility

FIRE



Original Owner—Aether
Current Owner—Yelm
Association—fire, heat, sky

HARMONY



Original Owner—Harana Ilor
Current Owner—Chalana Arroy
Association—unity, cooperation, healing

ILLUSION



Original Owner—Tylenea
Current Owner—Eurmal
Association—tricks, falsehood, deception

INFINITY



Original Owner—It
Current Owner—Arachne Solara
Association—unendingness

LAW



Original Owner—unknown
Current Owner—Invisible God
Association—unchanging, reliable

LUCK

Original Owner—unknown
Current Owner—unknown
Association—luck, fortune

MAGIC

Original Owner—unknown
Current Owner—Arachne Solara
Association—contact between worlds

MAN

Original Owner—Grandfather
Current Owner—Daka Fal
Association—humanoid life

MASTERY

Original Owner—unknown
Current Owner—Arachne Solara
Association—self-knowledge and unity

MOON

Original Owner—unknown
Current Owner—Red Goddess
Association—illusion, time, balance

MOVEMENT

Original Owner—Larnste
Current Owner—Mastakos
Association—motion, change, instability

PLANT

Original Owner—Flamal
Current Owner—Flamal
Association—vegetable life

SPIRIT

Original Owner—Horned Man
Current Owner—Horned Man
Association—discorporate beings

STASIS

Original Owner—Acos
Current Owner—Mostal
Association—stability, law

TRADE

Original Owner—unknown
Current Owner—Issaries
Association—trade, communication

TRUTH

Original Owner—Orenoar
Current Owner Dayzatar
Association—truth, knowledge

WATER

Original Owner—Zaramaka
Current Owner—Magasta
Association—water, liquids

THE INNER WORLD

The Inner World of Glorantha is the world of men. It is shaped like a huge lozenge floating upon an unlimited sea. Waters wash parts of the lands. Most humans live near the center of this lozenge, and are content to live only in the mundane world, leaving it to their priests, sorcerers or shamans to protect them from the magical world. But the influence of the magical world is always there. The underworld is populated by immortal creatures, as well as by evil dreams and by the souls of the dead and unborn. The world is filled with magical entities who are personifications of things, who represent life essences, or who are spiritual truths. Many of these beings are alive in every sense, but many are not. Some live primarily in the spirit plane, the world of the spirits, others primarily on the god plane, the land of myth and the home of the gods. Shamans regularly contact and enter the spirit plane and priests regularly contact the god plane, bringing the mundane and magical worlds together.

GENERTELA

The northern continent of Glorantha, called Genertela, land of the dead earth god Genert, is the land most heavily inhabited by humans. Here the elder races—the dragonewts, elves, dwarfs, and trolls have been reduced to powerful pockets of resistance surrounding ancient holy places. A variety of human cultures dominate the better lands. The land was badly damaged in the Greater Darkness, when chaos swept the land and its ruling god, Genert, was destroyed by it. The Wastes astride the continent and the land's loss of fertility testify to the physical losses suffered. The magical damage was comparable. Genert embodied some powers of unity and harmony never yet recovered by the residents of the land.

MYTHOLOGY

The Creation

This tale agrees in most particulars with the diverse religious sources of the world, and of all possible mythologies it is the most comprehensive know to scholars, though many would disagree with particular portions of it.

The egg of the world was formed in a way which even gods cannot understand. It was suspended in the Void of Chaos, an emptiness pregnant with potential. The egg opened. From within emerged It, the primal androgyne, an infinite dragon. The entire cosmos and two other beings came from It. They were Maker and Grower. Maker and Grower were each a creative energy, and each sought to improve the place where they resided. They used their powers so that the world grew and was built greater. Maker and Grower, often called The Two, rose from The One, and from them rose The Third. Born was the Great Goddess, Glorantha, mother of the world which bears her name, mother of the Council of Pairs and the Elemental Deities, and the source of all mystery and compassion.

The Celestial Court

The first known gods formed the Celestial Court. They were perfect creatures, each the essence of a power or an element.

The Council of Pairs were the members of the Celestial Court associated with one of the ancient opposed runes of power. They were Acos, god of Law (△) and Larnste, god of Change (ᔓ); Uleria, goddess of Love (⧗) and Kargan Tor, god of War (†); Orenoar, goddess of Truth (ᛉ) and Tylenea, goddess of Illusion (∴); and Harana Ilor, goddess of Harmony (Ⅲ) and Ratslaf, god of Disorder (ᛞ).

The Elemental Deities were the members of the Celestial Court associated with one of the ancient elemental runes. They were Nakala, Dame Darkness, the First Born, goddess of all Dark and Cold (●); Zaramaka, Sir Sea, son of Darkness, god of all Waters (≋); Ga, Empress Earth, daughter of the Sea, goddess of all Earths (□); and Aether, Lord Light, son of the Earth, god of Sky, Light and Fire (⊙). Later came Umath, King Storm, son of Earth and Sky, god of Air and Storm (ᘓ).

The Elder Gods were the members of the Celestial Court associated with attributes and attitudes, such as Maker and Grower, the Great Mother, Glorantha, and the Eternal Witness.

All of the members of the Celestial Court began as abstractions, but sought inner secrets, thereby quickening their inner parts to divinity. For example, the One Earth of the Celestial Court became many, and the One Truth became many, populating the inner worlds.

At first the members of the Celestial Court danced alone, exploring only themselves. The members of the Court then combined their powers and joined together in the center of the world to create the Perfect Palace. From the outside it appeared to be a cosmic mountain, upon which rested the Sky Dome, and was called the Spike. It became the home of the Celestial Court. There, sometimes, parts of separate devolutions found themselves in close harmony, and moved together as one. Where two creatures touched and moved in that timeless grace, was formed a third, unlike either parent. These new-born entities were the Young Gods.

The Green Age

From the Spike issued the children and other creations of the Celestial Court, to fill the rest the world with their secrets. The form runes came into existence then, first the Dragonewt rune (⏃), then the Plant rune (ᚠ), then the Beast rune (⧨), and finally the Man rune (ᛯ). These forms reproduced and populated the world, and it was called the Green Age.

The Golden Age

In this era the children of the Celestial Court, the Young Gods, spread throughout existence. Many of them are still worshiped. This era was known as the Golden Age, and its inhabitants lived in peaceful harmony, ruled by Yelm, the Sun God, King of the Young Gods.

The Lesser Darkness

The end of the Golden Age was brought about by the mating of two of the greatest of the Celestial Court. The Sky God stretched forth and covered the earth goddess—the immortal Aether commingled with the infinite Earth. At the moment of their coupling, it is said, Harana Ilor, the goddess of Harmony stumbled and fell on her face. From that moment the perfection of the world failed. But worse would happen. Umath, King Storm, god of Air and Storm, was the child of the Sky and Earth. His first action was to sunder his parents, making a place for himself by creating misery for others. The children he devolved into, the Storm Gods, were violent and quarrelsome, and their actions helped transform the era from the Golden Age to the strife of the era called the God's War. One of Umath's children, Humakt, was the first to use the new power, Death, testing it on the god now known as Grandfather Mortal. Humakt's brother, Orlanth, contesting with Yelm for primacy amongst the gods, stole Death from Humakt and used it to strike down the Sun God, plunging the world into the era known as the Lesser Darkness. As had the father Umath, so did the sons seize places for themselves, and freely used their new power of Violence to change the world. The violent struggles of the children of Umath gave this era its other name, the Storm Age.

The Greater Darkness

The wars of the Lesser Darkness may have weakened the cosmos, allowing for the entry of the other things. At first these were minor incursions, but the damage they did to the world was hardly greater than that caused by the wars of the gods. The end of the Lesser Darkness was brought about by three of the Young Gods now known as the Unholy Trio. Driven by hatred, jealousy, greed and selfishness, they performed a magical ritual of chaos birth, drawing upon its power to be reborn with powers far greater then any they had held before. Their leader was Ragnaglar, now known as the Mad God, and the other two were Thed, once a goddess of love, now goddess of rape and the broos, and Malia, once a goddess of birth and fertility, now goddess of disease and age.

The ritual of the Unholy Trio allowed the full force of chaos to enter into the world, led by Wakboth, the Lord of Chaos and Kajabor, the Great Fear. With them came other entities, including creatures spawned outside of Glorantha and thus immune to many of its laws, all inimical to the very existence of the world. Resistance seemed futile, as these creatures had come to end the existence of the universe, which had danced its dance and was running down to a predestined end. When Genert, the Earth Lord, led a mighty army of gods and mortals against the invaders, the gods were utterly destroyed by the unknown forces released by the invaders. The Fields of Plenty, where the armies met, became the forever polluted Krjalki Bog. The few survivors managed to escape when Genert turned many of his forces into a stinging cloud of copper to cover their retreat. Their sacrifice is still visible in the Wastes of Genert, as the desolate region of the Copper Sands. Genert himself, and many of the greatest of the Young Gods did not survive the battle.

The forces of chaos converged on the Spike, whose defenders prepared a desperate but doomed defense. The invaders forced their way past the defenders and fell upon the Celestial Court, tearing them to pieces. The Celestial Court did not struggle, and most were destroyed when the Cosmic Mountain exploded under the attack of Wakboth, leaving a howling void of chaos in the center of the world.

I Fought, We Won

Throughout the Greater Darkness, other gods fought on independently. Yelm, deep in hell, exercised the strength of his pure will to bring justice to himself, and thereby overcame his own death. Magasta led his watery minions to close the breach caused by the explosion of the spike. Kyger Litor brought her grim kin under the starless skies, ever seeking to destroy chaos. Orlanth, with doughty followers, defied the old laws and came alive to Hell to liberate the life forces.

The final battle between the forces of chaos and the world's defenders centered around Dragon Pass, where the Forces of Survival met with and defeated chaos in the battle known to all as the I Fought We Won battle. The Storm Bull, on the verge of death, called one last time for help against Wakboth, and was rewarded when a piece of the exploded Spike fell from the heavens onto the Devil, smashing him under untold tons of fossilized law and driving his unclean soul to the Underworld, into the hands of the gods waiting there.

The Great Compromise

Arachne Solara is a deity of unknown origin, who was critical to the rebirth of the world. She forged a compact, called the Great Compromise, between all the gods, dead and living, and as one they fought that which would end creation. When Wakboth arrived in hell they acted as one to bind and destroy him. They won, and from the struggle was born the new age. Time, sometimes called the last god, leapt from the womb of Arachne Solara and cast its mystical web of reality across the remains of the old world. Yelm led the dead gods back to life with the first sunrise, and at that moment of Dawning the new age was born.

HISTORY

The First Age (The Dawning)

Modern Genertelan history begins with the first Dawn. The Theyalans of Dragon Pass instituted a near-universal dating system, Solar Time (S.T.), beginning with The Dawning. Every species knows stories and songs which their ancestors made about the miraculous moment when Life began again.

During the earliest historical periods, the elder races were still dominant, though humans multiplied quickly. Man gradually but steadily widened the settled lands and encroached upon the wilderness fastness of the elder races. During those times it seemed that the world was not quite

reformed from the Gods Wars. There was less separation between mortals and gods, though the gap widened as years passed and more and more people died. Many powers sought to mold still-pliant energies, and many experiments were made. Results of those archaic experiments have sometimes survived to the current day.

The Sunstop

The events set in motion by these experiments cumulated in the year 374 S.T. to cause the impossible to occur.

In central Genertela, in the land of Dorastor, a ritual focused around a pseudocosmic egg, its purpose the genesis of the Perfect One, reached its climax. In western Genertela, the wizards of Fronela engaged in a thaumaturgical contest with a powerful heathen god that had invaded their land. In eastern Genertela, in the land of Kralorela, the latest of the Dragon Emperors meditated upon a potent symbol, whose consequence and inner working were unknown, and without realizing it, called upon the Dragon's Eye to shine upon him.

The sun stopped in the sky. No one knows how long it stood there, for that act halted Time. The strands of a great net enfolded it, and strained to pull the sun back to its path. Strands snapped and unearthly shadows were cast upon the world. A great shadow fell upon the sun, blotting it out and making the world cold for an endless moment. Then the sun crept past the shadow, and the shadow disappeared. Everyone thought the sun now looked paler than before, and some said it now moved differently, too.

In Kralorela, the Dragon Emperor realized the secrets of the symbol, and was liberated from another stage of consciousness. In Fronela, the invading god was struck with weakness, and the magic of the wizards destroyed his army, the survivors fleeing in panic, never to be a great force again.

The Bright Empire

In Dorastor, there was a birth. Born was Osentalka, the Perfect One. He was a wonder and a miracle to behold, and the people that helped to create him accepted him as a god. Most came to call him Nysalor, the White Light, and worshiped him by that name.

Nysalor began a Golden Age reign for his followers. Those who did not follow were enslaved or driven out. Missionaries carried word of his powers far and wide, and his worship spread across Genertela. Only trolls and dragonewts objected in large numbers, and they were defeated in battle. It was at this time that the trolls were cursed by Nysalor, so that they bore mutant trollkin instead of healthy trolls. Nysalor's Bright Empire blossomed in Dorastor and Peloria, and those living there believed that the Golden Age had once again returned to the world.

The Gbaji Wars

Arkat was a knight, originally from the land of Brithos, who became the sworn foe of Nysalor. He found that the missionaries of Nysalor, who had recently gained acceptance and followers in the West after curing a mysterious plague, had actually introduced the plague in the first place. Arkat revealed the missionaries of Nysalor as agents of chaos, whose machinations would soon doom the world by destroying the ancient Gods Compromise. Due to the actions of his followers, Nysalor came to be known in the West as Gbaji, The Deceiver.

Arkat's life was 75 years of struggle, and his war against Gbaji changed the face of the continent. To help destroy his foe, Arkat built upon the work of previous explorers of the God Plane, known as heroquesters, to develop heroquesting into an art. He used it to uncover new magics to combat his foe with, and to transform himself into an unstoppable force. When approached by a group of Lightbringers, who brought him news of the magical sword he now carried, and of a way to attack the Bright Empire from the south, he broke with his knightly position to join the cult of Humakt. People said that the god was Arkat's father, and that the sword he bore was Humakt's sword, God Cleaver, the Unbreakable Sword. Arkat Humaktson and an army from the West landed in the Shadowlands, blazing a trail of destruction northwards towards the Bright Empire.

In the end, Arkat betrayed his Lightbringer allies by becoming Arkat Kingtroll, joining the cults of Kyger Litor and Zorak Zoran, to draw from darknesses powers against chaos, and devastating land, city and forest as his forces inched forwards against the forces of the Bright Empire. Arkat and Nysalor met in the heart of Dorastor, amid the City of Miracles, and all existence seemed to shatter around them. Only one of them emerged from the ruins, and the downfall of Nysalor was complete, as he was now known only as Gbaji, the Deceiver. The defeated god was dismembered, and his parts scattered about the world, buried beneath rocks and magic. The ancient center of the Bright Empire, Dorastor, was left a stinking cesspool of chaos monsters. After the battle, it was said that Arkat was no longer a troll. He retired to Ralios, where he lived for another 75 years. When he departed this plane, he left behind an empire of human and troll followers that was known as Arkat's Empire of Peace by its inhabitants and as Arkat's Dark Empire by its foes.

These early times are also called the Dawn Ages, and are considered to end in 450 S.T., when Arkat destroyed the land of Dorastor.

The Second Age (The Time of Empire)

Once in motion, the magical effects of the Dawn Age reverberated through the world. One of those deep vibrations rekindled ancient sorrows of the elder races, who fell upon each other as if the Gods War had returned. Their numbers, decimated from the Gbaji Wars, dwindled further. At the same time, nations of men expanded their lands, often warring against and defeating the Elder Powers.

The vibrations of the new magic carried most deeply among the humans of Glorantha. Their natural curiosity found new channels to explore in Arkat's discoveries. The discoveries were exploited by bands of people who some-

times became quite powerful, and helped found governments which conquered the world.

EWF

In Dragon Pass, where the people had enjoyed a close relationship with Dragonkind since before the Dawning, a new empire arose. The humans of the Empire of the Wyrm's Friends, as is was later called, drew upon the secrets of the dragons for their strength, and their Waltzing and Hunting Bands spread the ways of the EWF across the land. The empire first conquered the lands adjacent to Dragon Pass, then began a slow and inexorable spread across the continent. Even the great sun worshipping Dara Happan Empire of Peloria, which lay to the north of the EWF, eventually fell to them. An uneasy truce with the Middle Sea Empire of the Jrusteli held throughout most of the Second Age, with the Jrusteli holding the coasts of Genertela, and the EWF much of the interior.

The EWF lasted for nearly 500 years, establishing trade with the islands and southern lands, and ruling their lands in relative peace. The end was sudden. The fringes of the EWF collapsed first, torn by rebellion and internal dissatisfaction among the people of the empire at its leader's excesses. In 1042 S.T., as the leaders of the EWF attempted to rally their forces, the empire's former allies, the dragonewts, rose and crushed the rotten heart of the once mighty empire. The leaders of the EWF vanished overnight, and the empire collapsed. Only a few corrupt remnants remain to this day, such as Delecti, the beastmen, the Tusk Riders, and the ruins of Pavis.

The Dragonkill War

The enemies of the EWF, unsatisfied by the collapse of its human leadership, began to wage a campaign of destruction against the empire's former allies, the dragonewts. Without their human allies, the dragonewts appeared helpless before the might of their allied foes. Dragonewt nests were scoured with wildfire, planted with the seeds of chaotic parasites, and infested with terrible diseases. Any that would mourn them were cursed. In 1100 S.T., the cream of Peloria's manhood, led by the nobles of the now recovered Dara Happan Empire, assembled as the True Golden Horde to march upon the dragonewt's home cities in Dragon Pass, and destroy them once and for all. The Dragonkill War of 1120 S.T. was the result, named for the dragon's actions. None of the humans of the True Golden Horde imagined what the dragon's response to the nest eggs of Dragon Pass being threatened. At first dream dragons flew in, individually, then in packs. The true dragons then fell from the stars, like screaming meteors, their screams alone killing those below. Ancient mountains and ranges of hills rose, revealing themselves to be dragons, and they were not the largest of the true dragons. There were less than a hundred survivors of the original True Golden Horde, which had numbered in the hundreds of thousands.

Dragon Pass was shunned by humans for centuries afterwards. A generation of children that grew up without fathers passed their fear of dragons and Dragon Pass on to their descendants, and the power of the dragons has not been contested since.

The God Learners

The Jrusteli were the most learned and least wise of the Empires. Originally a powerful trade empire, called the Free Men of the Sea, based on the island of Jrustela, they began to rapidly expand in 675 S.T.

Their scholars were called the God Learners, who mastered a magic allowing them to do the impossible. Thus when confronted by the Waertagi and their mermen allies, the ancient masters of trade and the sea, the God Learners created Tanian, god of water fire, and in 718 S.T., in the Battle of Tanian's Victory, set the very oceans afire, destroying the Waertagi and their merman allies as well. Their magic fleets soon controlled the oceans and all surface shipping, where they came to be known as the Middle Sea Empire. Within a short period of time, they came to control all the coastal regions of Glorantha as well, where they came to be known as the Jrusteli Empire.

The confidence and arrogance of the Jrusteli God Learners grew, and they soon considered themselves more successful than the gods at controlling nature. They could twist and turn it, and change it at will. Sorcery made great advances, people turned from the gods, and the spirit world was treated as an energy source. Yet they could not remain successful in the face of an outraged world. The things they twisted sprang back, and the things they destroyed were sought in vain afterwards for comfort and aid. The elder races, smaller kingdoms, cults and religions both new and old, and concerned individuals of all races, sought to restore balance to the surface world. They were aided by the Old Gods, whose priests had been working spells which take centuries to complete, but never fail when released. The Jrusteli's sea-foes returned with power and hordes of the dead at their backs. Tidal waves destroyed the coastal strongholds, and huge tracts of land sank forever beneath the waves. Much of Seshnela, a center of Jrusteli power, was covered by the oceans in 1049 S.T. Terrifying doom guardians, called Gift Carriers of the Sending Gods, sought out the frantic God Learners wherever they hid, in any world, and took vengeance for ancient wrongs. Friends of the Jrusteli magnates were slain merely for their friendship. Families were annihilated. Survivors came to fear every thought, thing, and idea which might be associated with the God Learners or the Jrusteli. These fears linger still.

The Closing

In 920 S.T, a spell swept across the seas, radiating slowly outwards from the island of Brithos, causing all the vessels which sailed the surface of the ocean to be destroyed, confused, or lost forever. This was called the Closing, and made sailing impossible on every sea not enclosed by land. It was said to have been the work of Zzabur of Brithos, grown tired of mortal misuse of the powers of sorcery. The island of Brithos disappeared from the mundane world at

the same time. The Closing swept across the island of Jrustela with devastating effects from 930 S.T. to 940 S.T., destroying much of what remained of civilization there.

The Second Age is usually considered to end around 1120 S.T., when the Dragonkill War occurred, but other dates are used as well, including 940 S.T., when the island of Jrustela was shattered by the forces of nature, 970 S.T., when the Closing finally covered all the oceans, 1042 S.T., when the EWF fell, and 1049 S.T., when Seshnela sank.

The Third Age (Recent Centuries)

For centuries after the disasters which befell the great empires, exploratory magics were shunned and forgotten, and sometimes held to be evil. Conservatism overwhelmed creativity. The world entered a new phase of development in which most people feared change. Such withdrawal influenced the world, as terrible dooms overcame it.

The Lunar Empire

Not everyone withdrew from challenges. The recreation of the Red Goddess was a spectacular success. This being had been born in Godtime, but was destroyed. Powerful mortals reunited the fragments, and the goddess was reborn as a mortal woman in 1220 S.T. She had great potential, and with training she walked upon the pathways of the gods and became immortal. When deified in 1247 S.T., she took a portion of the earth with her into the sky, and thereby formed a new, unique planet, the Red Moon. Of all the wanderers of the sky only she does not move from her place, although her face changes in a regular cycle. Each stage of growth by the Red Goddess was contested by other deities. They feared her, for sometime she invoked Nysalor and chaos, or portions of the God Learner and Dragon powers, and she expressed an openness which surpassed even the mystical cults of the east. Despite troubles in all worlds, the Goddess persevered, as did her Empire. It grew for centuries until it seemed the entire world would fall sway to the Lunar legions. Missionaries of the Red Moon, and of more secretive cults, spread like a web across the world.

The Syndic's Ban

Another such manifestation was the mysterious event called the Syndic's Ban, which occurred in the land of Fronela in 1499 S.T. In this event the God of the Silver Feet was murdered by a conspiracy of mortal leaders. This stopped all travel and communication in the land. Fronela, which encompassed most of Western Genertela, was cut off from the world, and its peoples were isolated even from each other.

The Opening of the Seas

In 1580 ST., Dormal, a sailor from the Holy Country, performed a ritual he had developed to sidestep the effects of the Closing, and set out to sea. Within three years he had passed his ritual on to nearly everyone in western Genertela, then sailed further westward into immortality and godhood. Within twenty years time, the curse of the Closing was effectively overcome, and now ships of many nations once more sail the seas with the assistance of Dormal's rituals.

The Present Day

Now the old powers are moving again. There are beings and creatures which protest the great change which the Red Goddess has wrought, and who are massing their powers to halt the spread of the Lunar Empire and its offshoots. Sensing the end of the world, they are preparing themselves. New powers are appearing, and old gods are again corning to the fore. Mysterious forces move through the world. The elder races have mustered new armies, unknown peoples have appeared with new powers, and there are creatures abroad which have never been seen before. Old foes gain renewed strength for new troubles. Crisis is at hand—it is the time of the Hero Wars! In Genertela the Lunar Empire, which openly embraces chaos and other atrocities, sits like a coiled serpent with three heads (one invisible), waiting to strike again. High Priests across the continent call for war against the Empire, but with all the trouble in the world there are few to heed the call.

The Hero Wars

Most Gloranthan adventuring takes place during the Hero Wars, an era which provided unique opportunities for individuals to achieve greatness by their deeds, against a background of dark strife and tragedy.

Many of the published Gloranthan scenarios are set at the beginning of the Hero Wars period, the years 1616-1625 S.T.

TIME

Most dating systems in Genertela begin with the Dawn, when Yelm rose into the sky and inaugurated the age of history. Created by the Theyalans of Dragon Pass, this system is called Solar Time (S.T.) and is the most common time-measurement system used in Genertela.

A day is the time needed for the sun to traverse the sky from east to west. A night is the time needed for the sun to traverse the underworld from west to east. Twenty four hours make up one day and night. Seven days and nights make up one week. Eight weeks (56 days and nights) make up one Season. Five Seasons (plus a 14 day and night interim called Sacred Time) make up one year. Thus a year is 294 days and nights long.

The Lunar Empire uses a similar system, but measures time from the moment their Red Goddess was born (during Sacred Time, 1220 S.T.). They also use a larger measure of time, 54 years long, called the Wane.

WEATHER

The following seasons are based on the weather patterns of Peloria and Dragon Pass, but they have been generally adopted in most of Genertela.

Sea Season—comparable to spring, this season opens the new year and is a rime of planting, new births for beasts, and gentle rains. The winds generally blow from west to east this rime of year. The Storm Bull Winds occasionally blow northward from the Wastes. Yelm, the sun, travels roughly through the middle of the sky.

Fire Season—a hot, dry summer period, this is the rime of warming, ripening and growing. It is also the time of war when men are free from the toils of the soil. The winds blow east to west, bringing rain to the western areas. The Storm Bull Winds blow outwards from the Wastes, generally north or south, on occasion to the east, bringing sandstorms with them. Yelm's path is to the north of the Pole Star, and he is brighter and hotter than usual.

Earth Season—harvest time, when animals are slaughtered to prepare for the oncoming cold. The winds are at their weakest this time of year. The sun's path returns to the middle of the sky.

Dark Season—night and ice demons wander about the land bringing snow and storms upon hapless humans. Trolls are most active during this time, while Brown elves sleep. Cold winds, called the Valind Winds blow from the north. Chill storms, called Ygg's Winds, blow southwards along the western coasts of Genertela, and typhoons and hurricanes strike the eastern parts of the continent. A strong wind from the east, the Vithela Wind, sometimes counters these storms. The sun's path moves south of the Pole Star, and he becomes noticeably paler and weaker.

Storm Season—the last season of the year when life and darkness spirits wage battle. Sometimes the darkness spirits win and the ice and cold drag on for weeks. Sometimes the spirits of life win, with springlike weather and new shoots and buds. Usually neither is entirely victorious, and this is a time of violent weather changes. Most winds blow from north to south this time of year. The western portions of Genertela are blasted by snow storms and snow hurricanes. The Vithela Wind weakens, increasing the risk of typhoons in the east. Throughout this season, the Gagarth Winds, also known as Wild Hunt Storms, can appear almost anywhere, blowing from any direction with terrible strength, wreaking great harm wherever they appear. Towards the end of the season, Yelm's path begins to return to the middle of the sky, and he begins to brighten.

Sacred Time—a period of rebirth during which great ceremonies are held while many nations put away all strife to celebrate the coming spring. Oracles are sought and spells are cast to protect the land. All religions participate in reenactments of their creation myths. The massive release of energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts will probably result in chaos seeping again into the world.

GEOGRAPHY

Genertela is a temperate land, broken by great chains of mountains and the Wastes, where Genert died. Humans and Elder Races inhabit the coasts and the interior. The northern reaches are too cold for the humans and Elder Races of Genertela, and lie barren, inhabited only by Ice Demons and Snow Trolls. The White Sea separates the populated regions of the land from the barren north. Beyond the White Sea lie the uninhabitable Winter Wastes of Valind, and the frozen land of Altinela and the Palace of the Gods of Winter. Further to the north, it is said, lie the Mountains of the Sky, which border the endless void. The children of the gods live there, and daily combat the inroads of chaos.

To the east lies the Sea of Kahar, which is covered by unending fog, the source of its other name, Kahar's Sea of Fog. It empties into the limitless Eastern Ocean, which flows into Sramak's River. The magical East Isles are here, and beyond them the lands of Vithela and the Gates of Dawn, guarded by the immortal Vithelans.

To the west lies the freezing Neleomi Sea, and beyond that the limitless Western Ocean, which flows into Sramak's River. The land of Luathela and the blood red gates of Dusk lies here, guarded by the Luatha demigods.

To the south lie the waters of the Homeward Ocean, in the center of which is Magasta's Pool, a gigantic whirlpool into which all the waters of the world flow, to be carried to the Underworld, below. Many islands exist in the sea, among them the cursed home of the God Learners, Jrustela. It is said, that beyond the islands lies another land of men, and beyond that land lies the Sea of Fire, part of Sramak's River.

Below lies the Underworld, the realm of darkness and death, inhabited by inhuman monstrosities. The waters of the world flow into the primal sea of darkness here as well, and this is where the River Styx lies.

Above lies the Sky Dome, beyond which is the Sky World, where the Sky People live. Their forts encircle the holes in the Sky Dome, appearing as stars to those below.

LEVEL OF CIVILIZATION

For the most part, the humans of Genertela have a level of technology that resembles that of Bronze Age earth. Metal working is more advanced, as Gloranthan metals can be unearthed in pure forms without great effort and Gloranthan bronze has the strength of terrestrial iron. Most trade is performed at the local level, and most buying and selling is made on a barter, rather than coin basis. Communication and trade between distant regions is rare.

A few nations, notably the Lunar Empire in Peloria, the Kingdom of Loskalm in western Genertela, God Forgot and Esrolia in the Holy Country, and the Kralori Empire in eastern Genertela are exceptions to the above. Their technology has progressed into the Iron Age or beyond, with coin based economies and financial institutions such as banks, money lending and bookkeeping. They readily engage in long distance trade and communication, and have higher standards of living than most other nations. However, most of Genertela functions at a

lower level of civilization.

Of the Elder Races of Glorantha, most humans place trolls and mermen below the level of human civilization, and dragonewts and dwarfs above the level of human civilization. Of course, from a troll point of view, humans appear relatively unsophisticated, their tools, weapons and buildings lacking the intriguing tastes and pleasing inner patterns any such troll built item would have.

THE LANDS OF GENERTELA

The western reaches of Genertela are inhabited by the worshippers of the Invisible God—serfs, knights and wizards who practice sorcery. Due to the Closing of the Seas and the Syndic's Ban there has been little contact with the West for centuries.

The eastern reaches of Genertela are the home of the Kralori Empire and the Dragon Emperors. It is said to be a land of mystics, ruled by Exarchs that can call upon dragon powers. The Kralori want little to do with the outside world. The deserts of Pent and the Wastes, and the Shan Shan Mountains, which separate them from the rest of Genertela allow them to maintain their isolation and tranquillity.

The central reaches of Genertela are the home of the theists, and the focus of this work. Its inhabitants are primarily human, but civilizations of Elder Races exist there as well. The central lands of Genertela include Dragon Pass, the Holy Country, the Lunar Empire and Prax.

Dragon Pass

Dragon Pass is a strategic crossroads in Genertela, a wide gap in the Rockwood Mountains which offers the only passage through the mountains for a thousand kilometers suitable for armies or caravans. It is also one of the most magical lands in Genertela, the ancient nesting grounds of dragonkind, home to dragonewts, wyrms and dragons. The true dragons are miles long, and some lie sleeping beneath the hills and mountains of the Pass. Magical creatures, ancient magics, and the ruins of former empires dot the Pass. The human and Elder Race inhabitants of the Pass are many and varied

The Skyreach Mountains, part of the vast chain that branches into the Mislari mountains and the Western Rockwood mountains, lie to the east of Dragon Pass. To the northeast lie the Eastern Rockwood mountains.

Sartar

The Kingdom of Sartar, which lies in the heart of Dragon Pass, was conquered by the Lunar Empire in 1602 S.T. They have been pacifying it ever since. The kingdom was founded in 1492 S.T. by the magician Sartar. The people of Sartar are members of 24 warrior tribes, unified into a single nation by King Sartar.

Sartar is a hilly, mountainous land. The Storm Hills run through most of Sartar. From them rise a number of mountains, including the Storm Mountains to the south, of which Stormwalk Mountain is part, and the Quivin Mountains to the north, among which lies Boldhome, the capital of Sartar. Northeast of Boldhome lies Wintertop, an incredible peak that towers 12 kilometers into the air. The Creekstream River flows between Wintertop and the Storm Hills. Between Sartar and barren Prax to the east lie the Guardian Hills.

Tarsh

The Kingdom of Tarsh, which lies on the northern borders of Dragon Pass, is one of the wealthiest Provinces of the Lunar Empire. The King of Tarsh reports to Appius Luxius, the Lunar Provincial Overseer in Saird. Originally founded in 1230 S.T. by Pelorian Orlanthi fleeing the conquests of the Lunar Empire to the north, the Kingdom of Tarsh was brought into the Lunar fold in 1490 S.T. by Hon-eel the Dancer, the Third Inspiration of the Moonson. The current line of kings is descended from her. In 1611 S.T., the city of Aldachur and the Far Point region, formerly part of the Kingdom of Sartar, were taken over by Harvar Ironfist, a noble loyal to the King of Tarsh.

Tarsh is a fertile land of plains and rolling hills, through which the mighty Oslir River flows. The capital of Tarsh, Furthest, lies at the southernmost point to which the river can be sailed by regular river barges. Portage and smaller craft are required to travel any further upstream.

Black Horse County

The holding of Sir Ethilrist, a legendary mercenary. Its people are peaceful farmers, its rulers are the demon horse riders of Sir Ethilrist's Black Horse Troop. A fortified city, Muse Roost, is Sir Ethilrist's home, said to contain treasures garnered by him over the years. Temples to Arkat and the Invisible God lie within the city.

Black Horse County is isolated by the western mountains of Dragon Pass, fitting Ethilrist's desire for privacy.

Grazelands

The Grazelands are one of the few regions of Dragon Pass currently not under Lunar occupation or control. The Grazers are a nomadic horse riding people who rule over a sedentary farmer population called *vendref,* descendants of the least successful of the outsiders that came to settle in Dragon Pass during the 1300s. The magical dynasty of the Feathered Horse Queens rules the Grazers. The Grazers have had an unstable relationship with the Lunar occupiers of Sartar, on some occasions paying tribute to the Lunar tax men, on others refusing to pay tribute or raiding Lunar territory, trusting to their isolation and mobility to keep free of reprisals.

The Grazelands are a hilly, broken region. Small towns, homes to the *vendref,* have sprung up around the tradespots, inns, warehouses and temples where foreigners come to trade. The roads connecting the towns and leading to the outside world are poor, slowing those unfamiliar with the terrain. The Grazers charge to guide and escort foreigners through their lands, collecting additional tolls along the way. They ambush those that try to evade their tolls.

Sun Dome County
The homelands of the Sartar Sun Dome Temple and its Yelmalio worshipping farmers and mercenaries. Although ostensibly part of the Kingdom of Sartar, Sun Dome County maintains good relations with the Lunar conquerors of Sartar, regularly paying taxes and tribute, but fiercely guarding its traditional isolation and independence. The lands are highly cultivated farmlands.

Beast Valley
The sacred valley of the beastmen, who themselves are ancient relics of the EWE The Wild Temple is their center of worship. Normally content to live peacefully in their valley, the beastmen can fight ferociously in its defense. Their warriors include centaurs, minotaurs, satyrs and manticores. Their leader is Ironhoof, an ancient centaur hero, who returns to guide his people in times of crises. The Lunar occupiers of Dragon Pass have so far left the beastmen in peace.

Dagori Inkarth
The ancient homeland of the trolls lies to the north and northeast of Dragon Pass. It is one of the places the trolls first found refuge in when the light of the dead sun god forced them to leave their ancient home in the Underworld. One of the famous Castles of Lead, from which the trolls held off the forces of chaos in the Greater Darkness, lies in Dagori Inkarth, and is still visited on occasion by Kyger Litor, goddess of the trolls.

The lands are a rugged wasteland, broken by hills and mountains, among which the trolls make their home. The Indigo Mountains rise in the south of Dagori Inkarth, the Nine Good Giant Mountains lie to the east, and to the north lies the vast chain of the Eastern Rockwood mountains. Other creatures live there as well, such as the vast sentient shadows of Shadows Dance, the dark elves of the Sporewood, the dwarfs of Greatway and the elves of the Redwood Forest. Humans venture into these lands only to trade or raid. The trolls venture out of their homeland for much the same reasons.

The Stinking Forest
This densely forested region of hills and valleys in northern Dragon Pass gains its name from the incessant warfare of its inhuman inhabitants, which include the half-troll tusk riders of the Ivory Plinth and the elves of the Stinking Forest and the Vale of Flowers. The tusker's monstrous boar mounts give them a mobility in the woods matched only by that of the elves. Trolls from Dagori Inkarth, dwarfs from Greatway and chaos creatures from nearby Snakepipe Hollow can all be found here, lurking in ambush or stalking each other.

Upland Marsh
Just north of Beast Valley lies Upland Marsh, home of Delecti the Necromancer. A former leader of the EWF, Delecti was ignored by the dragonewts and dragons at the time of the EWF's collapse, for by that time he was neither dead nor alive. When the True Golden Horde swept down upon Dragon Pass, Delecti changed the earth around his lands into something that was neither earth nor water. The area, now known as Upland Marsh, is filled with treacherous bogs, streams of sand, tiny islands, and Delecti's undead creatures. Delecti's Ruins, acres of sprawling fallen buildings are inhabited by Delecti's bizarre undead constructs. In the substance of the marsh swims an undead hybrid of squid and killer whale.

The Holy Country

To the south of Dragon Pass lies the magical land known as the Holy Country. For countless aeons, the land was known as the Shadowlands, ruled by the Only Old One, a son of the darkness god Argan Argar. In 1313 S.T. Belnitar the Stranger swam ashore in what is now called Caladraland, and after a five year long struggle in which the very face of the land was changed, deposed the Only Old One, establishing himself as Pharaoh of the Holy Country, his name for the former Shadowlands. The Pharaoh established the six nations of the Holy Country—Heortland, Esrolia, the Shadowlands, Caladraland, the Islands, and God Forgot, each previously a region with its own distinct culture. He agreed to protect each, even the troll realm of the Shadowlands, and encouraged them work together in harmony but maintain their ancient individuality, thus retaining their unique capabilities for the Holy Country to draw upon. The Pharaoh established his capital at the very center of his land, on an island in the Mirrorsea Bay. There he built a magical city called the City of Wonders, with magical bridges that could reach out to any of the surrounding six nations of the Holy Country. Since the Pharaoh's disappearance in 1616 S.T, the Holy Country has suffered disunity, confusion, raids by Wolf Pirates and the barbarian Ditali and Solanthi, and is now threatened from the north by the forces of the Lunar Empire.

Heortland
Upon a plateau lies the rich farming land known as Heortland, overrun by the hills and woods that surround it. Five rivers cut across the plateau and flow into the sea to the south. Four tribes of Orlanthi, cousins to the Orlanthi of Sartar, inhabit the farmland, hills and northern valleys of Heortland. Since the death of the King of Heortland in 1617 S.T. the main portion of Heortland, called Hendrikiland, has been ruled by Malkioni adventurers, while the northern valleys of Heortland, the Volsaxi tribal lands, are ruled by King Broyan of the Volsaxi. The southern tribes of Hendrikiland have been particularly influenced by the Western Traders Princes and their Malkioni overlords, and have adopted some of their military customs, including the use of the term "knight" instead of "thane". The Lunar Empire invades Heortland in 1619 S.T, conquers most of it by 1620 S.T, and takes the last point of resistance, the city of Whitewall, Orlanth's last stronghold, in 1621 S.T.

Esrolia
A heavily cultivated and densely populated land, Esrolia is home to one of the most advanced human civilizations in Glorantha. Numerous towns and cities dot the rich valleys and rolling lands of Esrolia, including Notchet, one of the largest cities in all Glorantha. Esrolia is ruled by several powerful female-led families and a matriarchal council, in line with the ancient earth cults that dominate the religions of Esrolia. Ernalda's husband gods, many heads of pantheons in their own right, are subservient to Ernalda here. The Lunar invasion of Heortland triggers a civil war in Esrolia in 1622 S.T. that lasts nearly three years, with forces of the pro-Lunar Red Earth Alliance fighting the forces of the Old Earth and Warm Earth Alliances.

Shadowlands
An ancient troll land, the Shadowlands are dominated by the Shadow Plateau, a vast plateau made for Argan Argar by Lodril, the volcano god. It rises a full kilometer above the land all around it. Trees and brushes grow on the black earth of its surface, which is said to be haunted. Both the surface and interior of the Shadow Plateau are inhabited by trolls. Deep within it lies the City of Lead, one of the rare troll cities. The small city of Blackwell is a troll fort. Humans live on the fringes of the Shadowlands. Not far to the east of the Shadowlands lie the Troll Woods, where a tribe with both human and troll members dwells.

Caladraland
An ancient culture of volcano worshippers farm the rich slopes of Caladraland's volcanic ranges of mountains and hills, which are covered with rain forests and cultivated fields. The inhabitant's fire and earth magic has allowed them to maintain the traditions and independence they cherish. A number of the inhabitants join the Warm Earth Alliance to assist the forces of the Old Earth Alliance in trying to keep the Lunars out of Esrolia in the civil war that begins in 1622 S.T.

The Islands
Sea-going fishermen and other coastal dwellers inhabit the islands around the Mirrorsea Bay. The area also known as the Greater Archipelago, or the Rightarm Islands. The Islands are actually governed by the merfolk of Mirrorsea Bay, who appoint a human High Admiral to oversee their rule of the humans. The relationship of the island dwellers and the mermen has been very good for a long time. The major surface settlement of the Islands is Seapolis.

God Forgot
The archipelago of God Forgot, is also known as the Left Arm or Lesser Archipelago. Its name comes from the inhabitants of the islands, who were left without their god at the Dawning. They developed an atheistic culture, which blossomed when it encountered the Jrusteli God Learners. Their scientists, centered in what came to be know as the Clanking City, developed machines and devices never seen before in Glorantha. Their inventions had already earned them the enmity of the dwarves, but their discovery of a method, now lost, which allowed to them to reproduce the treasures of the gods brought the combined wrath of the gods and the dwarfs upon them. The siege of Clanking City lasted years, and when the city was finally destroyed, the Machine Ruins (as they have come to be called) were sealed by potent curses, and seeded with guardian spirits, dwarf traps, and exotic diseases, which lie dormant, awaiting the over-curious.

The natives of God Forgot are ruled by ancients that follow Brithini customs. They still retain their individual natures and are considered oddly different by others in the world. A popular attraction for visitors is the fortified city of Casino Town, which draws gamblers from across the Holy Country and beyond.

The Lunar Empire

The Lunar Empire is a new power in the world. It follows the Red Goddess, a goddess born since Time, who took a portion of the earth into the sky with her upon her apotheosis. It now hangs above the Lunar Empire as the planet of the Red Moon. The ruler of the Lunar Empire is the Red Emperor, the immortal son of the Red Goddess, who cares for the temporal affairs of the Goddess. He rules one of the greatest human civilizations of Genertela. The Empire offers its citizens unprecedented freedom and opportunity for social and personal advancement, regardless of class or birth. This freedom is ironically one of the things that makes its foes so deeply fear and hate the Empire, for their religion includes and allows the worship of chaos, elsewhere considered a force utterly inimical to the existence of life. The Lunar religion believes that even chaos has its place in the world, and that with proper knowledge even chaos can be controlled.

The Heartlands
The Heartlands of the Lunar Empire include nine administrative regions called Satrapies whose residents are citizens of the Empire, with all the attendant privileges of Lunar citizenship. The Satrapies include First Blessed, Silver Shadow, Kostaddi, Oronin, Doblian, Darjiin, Karasal, Oraya and Sylila. Most of these lay within the Pelorian Heartland. Peloria is a land of hot summers and cold winters. The countryside is mostly rolling hills, farms, and grasslands, with an occasional patch of forest. It is guarded by the elite Heartland Corp.

Portions of the Satrapies of Darjiin, Silver Shadow and First Blessed, and the cities of Alkoth, Raibanth and Yuthuppa were once the former center of the Dara Happan Empire. These lands are heavily cultivated and irrigated, with many rice crops grown in the river valleys, and the people there are members of a culture distinct from that of Peloria, worshipping the Dara Happan gods of sun and sky as well as the lunar deities popular in Peloria and the rest of the Empire.

Within the Satrapy of Silver Shadow lies Glamour, capital of the Lunar Empire, perched upon the edge of the

Crater, where the Red Moon rose from the earth to hover above. Entry into Glamour itself is a sacred privilege, and entry into the Crater itself is only granted to those of the purest Lunar blood. The city of Halfway lies a few kilometers outside Glamour, and is where the Lunar aristocracy of Glamour meet with outsiders or those that otherwise lack the privilege to enter Glamour itself.

The Western Reaches
The Western Reaches of the Lunar Empire were once the lands of the Carmanian Empire, conquered by the forces of the Red Goddess in 1313 S.T. It is a land of cold winters and bleak hills. Its inhabitants were originally settlers from Loskalm, to the far West, and still follow some of the ways of the Carmanian School of Malkionism, their social classes organized as serfs, knights and wizards, though heavily influenced by the Lunar way of life and religion. Their wizards are the source of much of the Empire's sorcery.

The Provinces
The Lunar Provinces are regions in the south of the Empire, primarily southern Peloria, that had not yet been fully brought into the Lunar fold. The Provinces include Vanch, Imther, Aggar, Holay and Tarsh. For the most part they are temperate, hilly regions inhabited by the storm worshipping Orlanthi. Many of their inhabitants lack full Lunar citizenship, and their government is overseen by the offices of the Provincial Overseer, headquartered at Mirin's Cross in Saird, within the Province of Holay. The Provincial Army, composed of forces drawn from all five provinces is responsible for the internal security of the Provinces, and is also involved in external conquest, though there it is supported by units of the elite Heartland Corp and the Lunar Colleges of Magic.

The Allied Countries
The allied countries are lands not under the direct rulership of the Lunar Empire, but within the total trust and confidence of the Red Emperor. They include the land of Thrice Blessed and the mysterious Duchy of the Blue Moon. Within the Duchy of the Blue Moon lies the Blue Moon Plateau, the source of the Lunar Empire's Blue Moon troll allies.

Pent
Pent is an endless expanse of taiga and steppe, over which the horse nomads of Pent wander endlessly. The summers are short, though warm, but the winters are very cold. The Praxian Nomads call Pent the Land of False Plenty. The horse nomads of Pent worship gods of sun and storm, and are traditional enemies of the Pelorians and Dara Happans of the Lunar Empire to the west. One Pentan tribe, the Char-Un, are Lunar allies.

On the western borders of Pent, Lunar settlers, many former legionaries, eke out an uncertain existence in the Redlands.

Prax and the Wastes
Prax and the Wastes are an arid expanse of desert and dry grasslands, intermingled with stagnant swamps and dry river beds, and scarred by Godtime curses. The lands are inhabited by tribes of animal nomads that each ride and herd a different variety of beast, including bison riders, sable riders, and rhino riders, and a bastard tribe, the Pol Joni, who ride horses.

Prax
The plains and river valley around the River of Cradles and the Paps are the most fertile part of the Wastes, and are called Prax, after the ancient paradise of the animal nomads. The animal nomads that make their home here consider themselves the most fortunate of the animal nomads. The Paps are the ancient holy ground of the animal nomads, and deep within them lie the ancient earth temples of Prax. Other inhabitants of Prax include settlers from Sartar and the Lunar Empire, the Agimori, the inhuman Morokanth, newtlings and baboons, the Pol Joni, the indigenous Oasis People, the river people of the River of Cradles, and the Yelmalio farmers and templars of Sun County, home of the Prax Sun Dome Temple. The Pentan nomads call even the most fertile parts of Prax the Wastes.

Pavis
An ancient ruined city lies on the Plains of Prax, named after its founder, Pavis, who founded the city in the year 850 S.T., building upon the work of previous builders. Much of the city is now a troll haunted ruin called the Rubble. Its ancient history, magic and former wealth serve to attract a steady stream of explorers, fortune hunters, adventurers and scholars. The frontier town of New Pavis, which lies adjacent to the Rubble, was founded by Dorasar of Sartar in 1550 S.T. and is currently a thriving trade town. The forces of the Lunar Empire occupied Pavis in 1610 S.T., and have established a major garrison in the city of New Pavis to keep an eye on the animal nomads of Prax.

The Wastes
The Wastes are the most desolate region of Genertela, as they are where Genert died at the hands of chaos. Within them lie the Copper Sands, where Genert sacrificed much of his army, transforming them into a stinging copper sand, to allow a portion of his army to escape the forces of chaos, and the chaos infested Krjalki Bog, where Genert's Garden once grew, and where, it is said, Genert's body now lies. The haunted Plateau of Statues lies somewhere within the Wastes as well. The animal nomads of the Wastes live a harsh life, but one that their particular nomadic lifestyle is well suited to.

Timeline of Recent Events

This timeline of recent events in the Dragon Pass region may provide players with inspiration and ideas for their adventurer's backgrounds. The events that occurred in your adventurer's youth and past may shape his or her dreams, hopes and ambitions.

Year
S.T. Event

1565 Dragon Pass/Sartar—King Jarolar of Sartar is killed at the Battle of Dwarf Ford, while aiding the Aldachuri against a combined Lunar and Tarshite invasion. The Lunar Iron Maidens regiment is shattered, but at great cost to the Sartarites. Prince Jarosar becomes King of Sartar.

1569 Dragon Pass/Sartar—King Jarosar of Sartar is killed by Lunar spirits, Tarkalor becomes King of Sartar.

1575 Dragon Pass/Sartar and the Grazelands—Tarkalor marries the Feathered Horse Queen and becomes King of Sartar and Dragon Pass.

1579 Dragon Pass/Tarsh—King Phargentes dies. His son Moriades becomes King of Tarsh.

1580 Holy Country—Dormal the Sailor sets sail from the City of Wonders, beginning the Opening of the Seas.

1582 Dragon Pass—Lunar forces march against the last city of of the Tarsh Exiles', Bagnot. They are met by Sartarite and Grazelander forces come to the Tarsh Exiles aid at the Battle of Grizzly Peak. Both King Tarkalor and the Feathered Horse Queen are killed as the Lunar magicians and armies sweep the field. Kostajor Wolf Champion bears Prince Terasin to safety. Bagnot falls to the Lunar forces a month later and its inhabitants are put to the sword. Prince Terasin becomes King of Sartar.

1582 Holy Country—Alatan fleet destroys Holy Country fleet

1586 Holy Country—exploration fleet sets off for Teshnos.

1588 Holy Country—maimed survivors of Holy Country exploration fleet return from Kralorela.

1600 Dragon Pass/Sartar—King Terasin is killed by Lunar magic, Prince Salinarg becomes King of Sartar.

1602 Dragon Pass/Sartar—Runegate, Boldhome and the Kingdom of Sartar fall to the Lunar Empire. King Salinarg of Sartar is killed. Eugtyptus the Fat becomes Lunar Governor of Sartar. The heirs of Sartar are killed or flee, hunted by Lunar agents and spirits.

1605 Holy Country/Shadowlands—the Holy Country destroys invading forces of the Lunar Empire at the Battle of Building Wall. A small branch of the invading forces lay siege to Karse, but are driven off.

1606 Holy Country/Islands—major Wolf Pirate raid.

1606 Dragon Pass/Sartar—priests of Orlanth agitate for violent expulsion of the Lunar missionaries amongst the tribes.

1606 Dragon Pass/Sartar—Telmori annihilate the core of the Maboder tribe.

1607 Dragon Pass/Sartar—Jomes Hostralos leads Lunar forces to victory over the Telmori. He is known as General Jomes Wulf afterwards.

1608 Prax—the Lunar Army invades Prax, but their forces are driven from oasis to oasis by the nomads before they make peace and retreat.

1609 Holy Country/Esrolia—Ditali tribesmen, encouraged by Lunar agents, invade Esrolia, looting and pillaging before they withdraw.

1609 Dragon Pass/Sartar—Lunars and Sartarites raid the Stinking Forest, seeking to mete out reprisals for recent Tusk Rider raids.

1610 Ditali—Holy Country army attempting reprisals is driven off.

1610 Dragon Pass/Sartar—Euglyptus imposes harsher laws and taxes on the Sartarites. Only friendly tribes are exempted.

1610 Prax—the Lunar Army, seeking a route to the sea, re-enters Prax and defeats the nomads at the battle of Moonbroth. then moves on to conquer the ancient city of Pavis, which surrenders to them.

1610 Dragon Pass/Tarsh—King Moriades of Tarsh dies. His son Pharandros becomes King of Tarsh.

1611 Ditali—the second Holy Country army raid on the Ditali lands succeeds.

1611 Dragon Pass/Sartar—Righteous Wind rebellion rises among the tribes, but is destroyed that winter by Harvar Ironfist, who becomes prince of Aldachur.

1612 Prax—the port of Corflu is established by the Lunar Empire at the south of Prax.

1613 Dragon Pass/Sartar—Starbrow's rebellion occurs. A Lunar army is destroyed by the rebels. Euglyptus the Fat meets with an accident, and a new Lunar Governor-General of Sartar, Fazzur Wideread, is installed. The rebel forces are defeated at the Battle of Orlanth the Loser. Peace is made, and the ducks are made the scapegoats. A distant heir to the throne, Temertain, is installed as King of Sartar. He becomes known as the Pretender.

1614 Holy Country/Esrolia—Graymane's first raid on the Holy Country. Forces led by the Solanthi warlord plunder the Holy Country.

1615 Dragon Pass/Sartar—a squabble between the Lunars and the Grazers leads to Grazer raids on Lunar occupied Sartar.

1615 Dragon Pass/Grazelands—a massive Lunar invasion force fails to come to grips with the Grazers, who harass, evade and frustrate their foes with Ironhoof's aid.

1616 Holy Country—the Pharaoh vanishes.

1616 Mournful Sea and Holy Country Islands—Holy Country fleet defeated by a Wolf Pirate fleet, which goes on to loot the Islands.

1616 Ditali—a large Holy Country army is ambushed and defeated by a combined Ditali/Solandii army. The disaster is called the Lion King's Feast

1618 Holy Country/Esrolia—Graymane's second 'Great' raid pushes deep into the Holy Country before retreating.

1619 Holy Country/Heortland—Heortland is invaded by the Lunar Empire. Whitewall is besieged, and Smithstone and Karse are seized by the Lunars, as is much of north Heortland. In the winter Hendrikiland raiders skirmish with the Lunars.

1620 Holy Country/Heortland—an assault on Whitewall by the Crimson Bat is repelled. The commander of the siege, Jorkandros Blinder, is replaced by Tadus the Bright, who defeats the main Hendrikiland army and accepts their surrender, taking Heortland for the Lunars. Whitewall and a few other pockets of resistance continue to hold out.

1621 Holy Country/Esrolia—Fazzur Wideread's invasion of Esrolia is disrupted by political maneuvering and diversion of his troops by the Emperor to Whitewall. He sends some specialists to aid Queen Hendira of the Red Earth Alliance, who wishes to establish a Lunar temple in Nochet. The specialists assist her, and construction of a Lunar temple begins in Nochet, despite the protests of many locals.

1621 Prax—a giant's cradle comes down river. A conspiracy of allies prevent the Lunars from getting hold of it

1621 Holy Country/Heortland—Whitewall falls to the Lunar Empire,

1621 Lunar Empire—Extra Full Moon Year begins in the Lunar Empire on Day 39 of Dark Season, celebrating the fall of Whitewall and Orlanth.

1621 Dragon Pass and the Holy Country—King Broyan and others that escaped from Whitewall unscathed appear at Bullflood and other places. Lunar assassins sent after them fail.

1621 Dragon Pass/Sartar—Fazzur is relieved of his governorship.

1622 Dragon Pass/Sartar—Tatius the Bright becomes Governor of Sartar.

PLAY AIDS

Dice

RuneQuest uses a variety of polyhedral dice to generate random numbers with different ranges of probability. At a minimum, each player will want to have a twenty-sided die, an eight-sided die, and a six-sided die. Owning an extra twenty-sided die or a pair of ten-sided dice and a four-sided die can be helpful. The use of dice in RuneQuest is described in the chapter on Game Mechanics.

A wide variety of dice can be purchased at most hobby shops.

Figures

RuneQuest can be played with only paper, pencils and dice. But many players and gamemasters go further than that, and use cardboard markers, miniature figures, props, and a battlemat to focus attention during play, to easily solve problems like line-of-sight, create tactical possibilities, and to generally increase the fun of the experience.

Markers greatly aid rules interpretation. When they're on the table, it's possible to see that your adventurer's friends block the field of fire of his bow, or show which adventurers are first assailed by Wasp Riders striking from the left flank, or help show how long it will take for one adventurer to aid another. A glance at the markers quickly

answers questions such as "How far away is it?", "Where am I?" and "Where is the Great Troll?" Setting up a marching order for a group of pilgrims shows which pilgrims will be in a position to speak to each other or notice something happening in another part of the group. This may be significant if a particular adventurer is trying to keep an eye on a particular pilgrim, or must choose to aid one pilgrim out of many.

Many people use lead, plastic or cardboard figures rather than cardboard markers. Figures are inch-high or larger representations of adventurers, monsters, and gamemaster characters. Lead or plastic figures can be painted and modified to show how each person looks, and can add greatly to the aesthetics of roleplaying. Predrawn cardboard figures are available at some game stores, or you can draw your own (or get an artistic friend to draw one for your). Figures to represent various creatures can be found in toy or hobby shops. Preference and price always influence choice. No one is likely to have the right quantity or kind of monster or character for every situation. Substitutions are common.

Additional props provide extra drama when you use miniature figures. Large ruins can be constructed using plastic or wood blocks, or chunks of foam rubber. Scrounging among railroad accessories, toy bins or hardware bins can supply some wonderfully weird things. Foam rubber can be carved to make vaults, bridges, and chasms. A few miniature trees, a "giant" vine, a toy fence, and a large rock add intriguing possibilities for character deployment and use of special skills in routine melees.

A wide variety of lead and plastic figures are available at most toy, hobby and game stores. Chessex, Inc., at 2990 San Pablo Ave., Berkeley, CA, 94702, or (510) 843-1194, distributes a line of RuneQuest specific lead figures of excellent quality.

Battlemats

If you use figures, you may want some way to define their positions during play. A battlemat is the easiest way to do this. A battlemat can be made of almost anything, but most commonly it is a large sheet of paper which can be drawn on and disposed of afterward. Also popular are transparent and erasable plastic sheets which can be written on with china markers or grease pencils, or vinyl coated cloth sheets, which can be written on with water soluble markers. These reusable sheets may have grid lines or hex grids permanently printed on them.

Sometimes a gamemaster will draw beforehand a location or floor plan on the battlemat; at other times the battlemat may record new terrain as the adventure develops. The term battlemat is a carryover from the days when fantasy roleplaying was mainly fighting. There are many other situations in which you'll want to know adventurer position and movement, such as determining who is sitting where at a feast, or describing the positions of the participants in a magical ritual.

Gamemasters may find it convenient to draw large-scale area maps on ordinary graph or xerox paper, locating the adventurers and showing surrounding terrain. When the action shifts to individual encounters, the gamemaster turns to the battlemats.

Battlemats can be found a number of game and hobby stores. Chessex, Inc., at 2990 San Pablo Ave., Berkeley, CA, 94702, or (510) 843-1194, carries battlemats as well.

Background Material

There are a number of sources of Gloranthan background material available. These can serve as campaign background, or as a source of ideas for both players and gamemasters. The following supplements are of use to both gamemasters and players:

Gods of Glorantha: 60 Religions for RuneQuest—this supplement examines the religions of Glorantha. It contains rules for running adventurers from 60 different cults, descriptions of cult specialty skills, cult holy and high holy days and over a hundred unique cult magic and divine magic spells. A Prospaedia contains information on other Gloranthan religions, and a booklet called *What the Priests Say* provides valuable information for playing members of a number of the major religions of Glorantha.

King of Sartar—this Gloranthan supplement provides a wealth of information on the people and history of Dragon Pass, and the mystery of Prince Argrath. Recommended reading for gamemasters and players interested in a campaign set in the area of Dragon Pass.

The following supplements are of use to both gamemasters and players playing particularly learned, well-traveled or non-human adventurers:

Glorantha: Genertela, Crucible of the Hero Wars—this supplement presents an overview of Glorantha and offers an in depth look at the largest, most populous area of Glorantha, the continent of Genertela.

Troll Pak—this supplement describes the trolls of Glorantha in extraordinary detail, including their history, mythology, customs, biology, traditional enemies and homelands.

Troll Gods—this supplement provides detailed information on the Gods of Hell and Darkness worshiped by the trolls and the cults and magic of the trolls.

Elder Secrets of Glorantha—this supplement sheds light on some of the most mysterious beings, places and things of Glorantha, the subjects of aeons of scholarly speculation. It also gives a great deal of detail on the mysterious Elder Races of Glorantha, including their homelands, culture and religions.

The Gloranthan Bestiary—this supplement provides detailed statistics and information on the unique creatures of Glorantha.

Dragon Pass—a boardgame depicting some of the major battles of the Hero Wars period, this wargame contains background information on Glorantha and the Hero Wars that might be of interest to gamemasters and players playing particularly well learned or well traveled adventurers.

All the background material described above is available from the Avalon Hill Game Company, at 4517 Harford Road, Baltimore, MD, 21214, or 800-638-9292, with the exception of King of Sartar, which is available from Chaosium, Inc. at 950-A 56th St., Oakland, CA, 94608 or 510-547-7681.

Campaign Supplements

A number of RuneQuest campaign supplements set in the world of Glorantha exist. These contain a number of ready to play scenarios for gamemasters to use and include background material specific to the setting, which can be of use to both gamemasters and players:

Sun County—this campaign supplement describes the market town of Garhound in Pavis County and details the lands, peoples and religion of the Sun Dome temple of Sun County, both lying on the Plains of Prax. It includes four ready to play scenarios suitable for trained through master level characters as well as additional material for setting up an ongoing campaign in the area.

River of Cradles—this supplement describes the city of Pavis, the adjoining ancient, haunted ruin of the Big Rubble, and the insect infested harbor port of Corflu. It provides details on the people and lands of the River of Cradles, the great river of Prax, named for the giant cradles that once traveled down the river. The supplement includes a lengthy ready to play scenario set on and around the River of Cradles and enough material to set up an ongoing campaign in the city of Pavis or the area of the River of Cradles.

Dorastor—this supplement provides details on the greatest chaos nest in Genertela, the land of Dorastor, including its history, legends, peoples and monstrosities. It includes a ready to play campaign, the Riskland campaign, with a number of ready to play scenarios suitable for trained through master level characters.

A number of RuneQuest scenario packs set in the world of Glorantha exist. They contain ready to play scenarios for gamemasters to run:

Apple Lane—this introductory scenario pack, suitable for novice, trained and competent characters, describes the village of Apple Lane in Sartar. It contains two ready to play scenarios set in the area of Apple Lane, one set in the village itself, the other in the nearby Rainbow Mounds.

Snakepipe Hollow—this scenario pack, suitable for trained through master level characters, describes the chaos nest of Snakepipe Hollow, which festers at the northern end of Dragon Pass. It contains a number of ready to play scenarios set in and around the chaos infested caverns that riddle the Hollow.

Troll Realms—this scenario pack, suitable for trained through master level characters, describes the home of the Sazdorf troll tribe of Sartar, and contains a number of ready to play scenarios set in and around Dagori Inkarth, the realm of the trolls.

Shadows on the Borderlands—this scenario pack, suitable for trained through master level characters, includes three ready to play scenarios set in the hidden frontiers of Prax.

All the campaign supplements described above are available from the Avalon Hill Game Company, at 4517 Harford Road, Baltimore, MD, 21214, or 800-638-9292.

Magazines

Tales of the Reaching Moon — a magazine of consistently high quality devoted to RuneQuest and the world of Glorantha.

Subscriptions to Tales of the Reaching Moon are available in the United States through David Gadbois, PO Box 49475, Austin, TX, 78765.

RuneQuest Adventures Fanzine — a new RuneQuest magazine featuring RuneQuest articles and scenarios.

Subscriptions to RuneQuest Adventures Fanzine arc available in the United States through John Castellucci, 2006 22nd Ave., San Francisco, CA, 94116.

The Wild Hunt — one of the oldest and most distinguished of the amateur fanzines, it often features articles discussing RuneQuest or describing RuneQuest campaigns.

Subscriptions to the Wild Hunt are available in the United States through Mark Swanson, 40 Bow Street, Arlington. MA, 02174.

Online Services

America Online—this graphically oriented online service has a Game Company Support area (keyword "GCS") which has an Avalon Hill message board for RuneQuest support and information, and a library with numerous RuneQuest uploads, including back issues of the RuneQuest Digest.

America Online can be contacted at 800-827-6364.

Internet—the RuneQuest Digest and the RuneQuest Daily are Internet based mailing lists devoted to RuneQuest and the world of Glorantha.

Subscription requests and questions should be directed to: "RuneQuest-Request@Glorantha.Holland.Sun.com".

CREATING • AN • ADVENTURER



RuneQuest is a game where players create one or more adventurers. The players and the gamemaster explore a magical world together, developing the adventurer's story as they travel the world, seeking power, wealth, fame or knowledge. As players come to see Glorantha through the eyes of their characters, they will begin to react as their adventurers would. A Gloranthan adventurer explores the world of Glorantha and the mysteries of the runes, seeking to master their magic. In time he or she may come to master one or more runes, becoming a sorcerer, shaman, priest or Rune Lord. Those that master the runes will become one of the heroes or heroines that will participate in the Hero Wars.

CHARACTERISTICS

RuneQuest uses seven characteristics to represent an adventurer's physical and mental capabilities in a general fashion. A higher characteristic represents particular aptitude and prowess in the domain it covers. Characteristics can be increased through training or magic, and decreased through aging, disease, injury, or magic. If a characteristic changes, always use its current value, but never change or erase the original characteristic, because it still has significance.

Strength (STR)

This characteristic measures an adventurer's muscle power. It affects the damage he does, the kind of encumbrance he can carry, and what weapons he can wield. It also indicates how much he can lift and move about. An adventurer can comfortably lift as much SIZ as his STR, more with effort. STR can be increased through training or magic.

Constitution (CON)

This characteristic measures an adventurer's health and vitality. It is a major determinant of the amount of damage he or she can take before death occurs. The CON of an adventurer is also used to resist disease, poisons, and other special attacks. CON can be increased through training or magic.

Size (SIZ)

This characteristic primarily measures an adventurer's mass and secondarily his or her height. It affects an adventurer's ability to inflict and to absorb damage. The SIZ Table, below, can serve as a guide to an adventurer's mass (MAS). Both large and small SIZs have certain advantages—large persons can take and do more damage and have a greater reach and stride; small persons are more agile, can sneak about with less chance of discovery and have less bulk to protect in combat. Sometimes SIZ will be used to determine whether an adventurer can squeeze through a particular cranny, hide behind a smallish bush, or fit into a particular suit of armor. SIZ can be increased through magic, but mass can be gained or lost through overeating or starvation.

SIZ Table

SIZ	MAS	SIZ	MAS	SIZ	MAS	SIZ	MAS
1	5 kg	11	60 kg	21	170 kg	31	390 kg
2	10 kg	12	70 kg	22	190 kg	32	430 kg
3	15 kg	13	80 kg	23	210 kg	33	470 kg
4	20 kg	14	90 kg	24	230 kg	34	510 kg
5	25 kg	15	100 kg	25	250 kg	35	550 kg
6	30 kg	16	110 kg	26	270 kg	36	590 kg
7	35 kg	17	120 kg	27	290 kg	37	630 kg
8	40 kg	18	130 kg	28	310 kg	38	670 kg
9	45 kg	19	140 kg	29	330 kg	39	710 kg
10	50 kg	20	150 kg	30	350 kg	40	750 kg

Intelligence (INT)

This characteristic measures an adventurer's ability to think abstractly, to memorize, and to coordinate such general capabilities as fighting, magic, thieving, crafting, and so on. INT is a major influence on skills and therefore affects the ability to increase skills through experience. This characteristic normally does not change, except to decrease from disease, though (very rarely) magic may affect it.

Power (POW)

This characteristic measures an adventurer's magical power. It is a direct measure of his resistance to spells and ability to cast certain types of spells, and also reflects the

adventurer's offensive magical capabilities and capacity to power magical spells. POW is a measure of an adventurer's soul, and represents the integration of an adventurer with his universe. High POW can reflect great luck or great harmony with Life. This characteristic normally varies a great deal, as spell-casting or other magical activity can cause it to increase, and learning or casting certain kinds of magics cost POW.

Dexterity (DEX)

This characteristic measures an adventurer's coordination, speed, and the extent to which their mind and body act as a unified whole. It influences how quickly and competently your adventurer performs certain actions (fighting, magic, sleight of hand, jumping, etc.). DEX may be increased through training or magic.

Appeal (APP)

This characteristic measures an adventurer's charisma. This may reflect leadership ability, magnetism, gracefulness, agreeableness, a distinctive voice or appearance, physical attractiveness, or some combination thereof. An adventurer with average APP may actually be physically very handsome, but possessed of a cold, disagreeable or quirky personality which counteracts the effects of their physical appearance. Likewise, an adventurer with a high APP might appear to be very plain at first glance, but have such an agreeable personality that people feel attracted to him or her. You should decide whether your adventurer's APP is based on appearance or character or a combination of the two, and note this on the character's sheet. Note that in general, APP based on appearance is less helpful than APP based on character with members of other species, but more helpful with members of your species, particularly those of the opposite sex. APP may be increased through training or magic.

CREATING AN ADVENTURER

Adventurers are created through a simple seven step process. The gamemaster first sets an overall level of experience for adventurers generated by players, such as Trained, Skilled or Expert. This level determines the base levels of skills, magic, wealth and renown an adventurer will start with. In addition, depending on the setting the gamemaster decides to run, he or she may limit the players choice of cultures to those available in the area, or ask that players generate adventurers from the same culture. This book describes the region of Dragon Pass and four major cultures found in that area in some detail: Sartar, the Lunar Empire, Pavis and Prax.

One first generates the adventurer's characteristics, which will determine his or her general abilities and aptitudes for certain kinds of skills and forms of magic. One then selects a cultural background (which may be limited by the gamemaster as described above). An adventurer's magical background (divine, spirit or sorcery) is determined by his or her culture, as is his or her choice of profession. The profession one selects will have a number of base skills, base levels of Magic, Wealth and Renown, and a number of additional background choices. The number of extra background choices available to a profession vary—the more benefits a profession provides, the less background choices available to spend. Background choices can be used to purchase optional skills from one's profession, increase one's starting levels of Magic, Wealth or Renown, or even purchase skills from another profession. The final steps are to select starting spells (based on Magic) and possessions (based on Wealth), and develop your adventurer's background and personality (and determining how this reflects their Renown).

The gamemaster should select one of the following overall levels of experience for adventurers to be created for his or her game. Initially, it is simplest to start play at the Trained level.

Novice—such adventurers are typically 14-16 (13+1D3) years old. Their initial Magic, Wealth and Renown start one point lower than those of a Trained member of their profession. Novice adventurers do not even start with the basic skills of their profession. They start with only half the normal number of background choices, and may purchase basic skill of their profession at half the listed cost (the value in italic next to each basic skill), and can purchase the optional skills of their profession at the listed cost. This is the level of skill held by a new apprentice.

Trained—such adventurers are typically 16-21 (15+1D6) years old. They start with the listed number of background choices and the basic skills and initial Magic, Wealth and Renown of a Trained member of their profession. This is the level of skill held by a typical apprentice, age 16-25.

Skilled—such adventurers are typically 18-24 (16+2D4) years old. They start with the listed number of background choices and the basic skills and initial Magic, Wealth and Renown of a Skilled member of their profession. This is the level of skill held by an advanced apprentice, journeyman, or average member of a profession, age 18 and up.

Expert—such adventurers are typically 23-33 (21+2D6) years old. They start with the listed number of background choices and the basic skills and initial Magic, Wealth and Renown of an Expert member of their profession. This represents the level of skill held by an advanced journeyman or an exceptional member of a profession, age 25 and up.

Master—such adventurers are typically 25-39 (23+2D8) years old. They start with the listed number of background choices and the basic skills and initial Magic, Wealth and Renown of a Master member of their profession. A master adventurer represents the level of skill held by a master of a profession, age 25 and up.

Summary

1. Determine Characteristics
   Roll or generate characteristics.
   Calculate Attributes.
   Calculate Skill Category Modifiers.
2. Select Culture
   Select cultural background.
3. Select Profession and Magic
   Select a cultural profession.
   Select magical background.
4. Make Background Choices
   Purchase additional levels of skills,
   Wealth, Magic or Renown, then add
   Skill Category Modifiers to final skills.
5. Select Spells
   Select spells determined by Magic.
6. Select Possessions
   Select possessions determined by Wealth.
7. Develop Background
   Develop your adventurer's Renown,
   background, personality and history.

1. DETERMINE CHARACTERISTICS

To generate an average human, roll 3D6 for STR, CON, POW, DEX and APP; roll 2D6+6 for INT and SIZ. For nonhumans, use the number of dice listed in the Creatures chapter. To generate slightly above average adventurers, use one of the three following methods:

Random Method

For humans, roll 4D6 and discard the result of one die rolls (typically the lowest) for all characteristics except INT and SIZ. For INT and SIZ, roll 3D6, discard the result of one die roll and add 6. For nonhumans, for each characteristic roll one more die than normal, then discard the result of one of the dice.

Deliberate Method

For humans, use 80 points to buy the adventurer's characteristics. Each point of SIZ or INT up to 13 costs 1 point. Each point of SIZ or INT above 13 costs 2 points. Each point of APP costs 1/2 point. Each point of STR, CON, POW and DEX costs 1 point. An adventurer created this way must have a INT and SIZ of at least 8 each, and a 6 or higher in all other characteristics. No characteristic can be bought above 18. For nonhumans, use either 80 points or the sum of the average value of all characteristics, whichever is higher. No characteristic can be bought above the highest number that one could normally roll in that characteristic.

Combined Method

Roll 3D6 for STR, CON, POW and DEX, and roll 2D6+6 for INT and SIZ. Then use 8 points to buy higher statistics as with the deliberate method (1 point per characteristic point, 2 points per point of INT or SIZ above 13, 1/2 point per point of APP). No human characteristic can total more than 18 after purchasing additional points by this method. For nonhumans, roll the listed number of dice, than add 8 points or 1/10 of the sum of the average value of all characteristics, whichever is higher. No characteristic can total more than the highest number that one could normally roll in that characteristic.

CHARACTERISTIC MAXIMA

Physical characteristics, such as STR, CON, SIZ, DEX and APP can be permanently increased by training or magic. Two factors, species maximum and the original characteristic value generated, set the limit on increases in characteristics. A physical characteristic cannot be increased by magic or training to higher than the species maximum for that characteristic or 1-1/2 times the original rolled value for that characteristic, whichever is lower.

The species maximum is calculated by adding together the lowest and highest possible rolls for the characteristic of a normal member of the species. For a characteristic generated on 3D6, such as normal human STR, CON, POW, DEX and APP, the species maximum would be 3+18, or 21. If the original rolled value for the characteristic was 14 or above, its maximum value would be 21. If the originally rolled value was below 14, the maximum value would be 1-1/2 times the original rolled value. For a characteristic generated on 2D6+6, such as human SIZ, the species maximum would be 8+18, or 26. The maximum value for SIZ would thus typically be 1-1/2 times the original rolled value, unless it was an 18, in which case the maximum would be 26 (though SIZ cannot be trained).

The mental characteristics, INT and POW, can only be increased by magic. Magical activity can increase POW, though not INT. There is no theoretical limit as to how far they can be raised, but magic that increases INT or POW is rare and POW increase due to magical activity is very slow beyond its species maximum, 21 for humans.

Some magics may temporarily increase a characteristic beyond the above limits. Other very powerful and exotic magics may permanently increase a characteristic beyond even the above limits, but they are very rare.

ATTRIBUTES

Attributes are abilities that are based on the values of characteristics. They include damage bonus, hit points, magic points, movement, DEX strike rank, and melee strike rank.

Calculate the Attributes that follow and record them on your adventurer's character sheet.

As described in the Game Mechanics chapter, always round any fractions to the nearest whole number (always round up from 0.5 and round down from below 0.5).

Damage Bonus (DB)

Physical beings have a damage bonus, which acts as a modifier to any damage they roll when using a melee weapon. STR and SIZ both play a role, as the stronger one is and the greater the mass and leverage one has, the harder one can hit, and the more damage one can do.

Half the normal damage bonus is used with a thrown weapon, or when the character is fighting while lying on the ground. An adventurer throwing a weapon while lying on the ground uses one quarter the normal damage bonus. Missile weapons do not have a damage bonus added.

Damage Bonus Table

STR + SIZ	Damage Bonus	Average STR + SIZ
01-05	-4	1-2
06-10	-3	3-5
11-25	-2	6-7
16-20	-I	8-10
21-25	0	11-12
26-30	+1	13-15
31-35	+2	16-17
36-40	+3	18-20
41-45	+4	21-22
46-50	+5	23-25
51-55	+6	26-27
56-60	+7	28-30
61-65	+8	31-32
66-70	+9	33-35
71-75	+10	36-37
Each +5	add I	add 2 or 3

One con *calculate damage bonus by dividing* the sum *of STR and SIZ by 5, rounding up, and subtracting 5.*

Hit Points (HP)

Hit points measure how much damage one can take before unconsciousness or death result, and equal the average of an adventurer's SIZ and CON (rounding up).

An adventurer falls unconscious upon taking damage equal to or greater than his or her HP, and dies upon taking damage equal to or greater than twice his or her HP.

$$HP = (CON + SIZ)/2$$

Hit Points Per Location (HL)

The separate parts of the body have their own hit point values. An adventurer may take damage to separate parts of his or her body from combat other physical contact, or magic. The amount of damage that an adventurer can withstand per hit location can be determined from the information in the Hit Points Per Location Table. It distributes hit points by hit location for all humanoids. Varying amounts of damage have different effects on a hit location, as described in Combat.

For any individual the sum of the hit points from all the hit point locations (HL) is greater than their total hit points (HP). This relation is correct. An adventurer may accumulate wounds in different locations—although individually inconsequential, their sum may be enough to render him or her unconscious.

Humanoid Hit Points Per Location Table

	Hit Points (HP)																		
Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Right Leg	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
Left Leg	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
Abdomen	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
Chest	1	1	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7
Right Arm	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
Left Arm	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
Head	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6

Hit Points Per Location (HL)

For a humanoid, HL in legs, abdomen, and head equal 1/3 (or .33) HP, HL in chest equals 2/5 (or .40) HP, and HL in arms equal 1/4 (or .25) HP.

Magic Points (MP)

An adventurer's base magic points equal his or her current POW. Situations may allow magic points in excess of or less than that number.

Magic points are a measure of one's offensive magical strength. They are also used to fight spirits and to power spells.

All characters regain magic points at the rate of *1/24th* of their current Power per hour. A character will completely regenerate his or her magic points in 24 hours.

$$MP = POW$$

Move (MV)

An adventurer's move attribute is based on his or her SIZ and DEX. SIZ reflects the length of one's stride and DEX reflects one's quickness. In combat, one can move up to one's MV in meters and still attack and defend.

$$MV = (SIZ + DEX)/5$$

The *above calculation is for humanoids. For most quadrupeds, use (SIZ + DEX)/3 instead. Round up in both cases.*

DEX Strike Rank (DEX SR)

DEX SR is a measure of an adventurer's speed and reaction time, and is used to determine which figure, in combat, can act before other figures.

DEX SR Table

DEX	DEX SR
01-08	4
09-15	3
16-19	2
20+	1

Melee Strike Rank (Melee SR)

Melee SR is a measure of an adventurer's reach, speed and reaction time, and is used to determine when in combat they land a blow.

Melee SR Table

DEX + SIZ	Melee SR
02-10	7
11-20	6
21-25	5
26-30	4
31-35	3
36-39	2
40	1

Use only the first 20 points of DEX or SIZ (if DEX or SIZ are greater than 20, use 20 instead).

SKILLS CATEGORIES

Skills categories are made up of skills which are influenced by the same characteristic or set of characteristics. There are seven categories of skills in RuneQuest.

Agility—these are physical skills which require general bodily effort and coordination—Acrobatics, Boat, Climb, Dance, Dodge, Hide, Jump, Maneuver, all Parries, Ride, Sneak, Swim. They can be increased by experience.

Communication—such skills facilitate the transfer of information between people—Act, Bargain, Instruct, Orate, Persuade, Sing, Speak Own Language, Speak Other Languages. They can be increased by experience.

Knowledge—these mental skills require formal knowledge and learning. They cannot be increased through experience, only training, practice or research—all Lores, Martial Arts, Read/Write Languages.

Reasoning—these mental skills require both knowledge and individual judgment—Craft, all Customs, Evaluate, First Aid, Physician, all Sorcery spells. They can be increased by experience.

Magic—with these skills users manipulate magical energies to change the world. They cannot be increased through experience, only training, practice or research—Ceremony, Enchant, Intensity, Summon, Sorcery manipulations (Duration, Range, Ease, Speed etc.), Spirit skills (Spirit Combat, Spirit Dance, Spirit Sense, Spirit Speech, Spirit Travel, etc.).

Manipulation—these skills require good hand-eye coordination—Conceal, Devise, Drive, Pass, Play Instrument, Sleight, Trap, all Weapon Attacks. They can be increased by experience.

Perception—with these skills characters receive and understand information from outside themselves—Listen, Scan, Search, Track. They can be increased by experience.

SKILL CATEGORY MODIFIERS

In addition to the base chances common to every human, a new adventurer's skills may be increased or decreased by skill category modifiers, which simulate his or her natural ability with kinds of skills. It is possible for skill modifiers to add or subtract percentiles from skills or to leave them unchanged. Skill modifiers may change if the characteristics from which they were derived also change. Skill category modifiers also affect experience rolls, simulating the benefits of natural ability when trying to improve a skill.

Calculate the modifiers that follow and record them on your adventurer's character sheet. As always, round any fractions to the nearest whole number.

Once the base chances for an adventurer's skills have been established through character generation, the appropriate skill modifier is added to the base chances for those skills within that category which have base chances above zero. It is not added to skills with a base chance of zero. If a skill with a zero base chance is later raised to 01 or better, add the value of the category modifier to the skill at that time. The resulting percentage is the character's chance to succeed in that skill unless training, experience, or other factors affect the skill.

Agility Skills Category Modifier

Agility Skills Modifier = STR + DEX - SIZ - IO

The Reasons Why

STR—strength is *essential to skills requiring general bodily effort*
DEX—riding, jumping, acrobatics etc., all require coordination.
SIZ—bulk impedes rapid coordinated movement.

Communication Skills Category Modifier

Communication Skills Modifier = APP + INT - 20

The Reasons Why

APP—*charisma, handsome looks, bearing, or a good voice make it easier to get and hold the attention of others.*
INT—intelligence helps convey or comprehend speech and gestures.

Knowledge Skills Category Modifier

Knowledge Skills Modifier = INT + INT - 20

The Reasons Why

INT—the *ability* to reason *abstractly and to memorize is essential to learning.*

Magic Skills Category Modifier

Magic Skills Modifier = INT + DEX - 20

The Reasons Why

INT—reasoning, *will, and mental ability are vital in working wonders.*
DEX—gesture, posture and *coordination is integral to the casting of spells.*

Manipulation Skills Category Modifier

Manipulation Skills Modifier = DEX + $^{STR}/_{2}$ + $^{INT}/_{2}$ - 20

The Reasons Why

DEX—*coordination and nimbleness are the most important factors in manipulating an object*
STR—having the strength to *firmly hold manipulated items is an asset*
INT—it *helps* to know what you are doing.

Perception Skills Category Modifier

Perception Skills Modifier = INT + CON - 20

The Reasons Why

INT—if you aren't smart enough to look or listen in the right places, you'll miss what you seek.

CON—those with the greatest vitality and resistance to fatigue are the most alert

Reasoning Skills Category Modifier

Reasoning Skills Modifier = INT + INT - 20

The Reasons *Why*

INT—the ability to reason abstractly is essential to making judgments.

2. SELECT CULTURE

An adventurer's culture will affect their magical background and their choice of profession, which in turn determine their choice of religion and skills.

When selecting your adventurer's culture, it is best to consult with the gamemaster, as he may wish players to run adventurers from a specific culture or a limited set of cultures.

A number of cultures in the region of Dragon Pass are described in detail in the section and tables that follow. These include the Kingdom of Sartar, a magical land inhabited by proud barbarians; the Lunar Empire, a civilized empire that has conquered most of central Genertela; the City of Pavis, an ancient ruined city on the Plains of Prax; and Prax and the Wastes, a once fertile land, now a barren waste inhabited by the animal nomads.

A set of notes on other cultures follows the four detailed cultures. These should allow players and gamemasters to generate adventurers from other areas of Glorantha, should they desire to do so.

3. SELECT PROFESSION AND MAGIC

First, select a profession for your adventurer from those available to your culture. A profession reflects what an adventurer has done, learned and earned prior to play. An adventurer may well dabble in more than one profession—one's chosen profession simply represents an adventurer's most significant or most recent choice of profession. An adventurer's profession will determine the basic skills, level of magic, possessions and renown an adventurer starts the game with. The type of magic an adventurer uses is influenced by his or her culture and profession.

Select Profession

Select one of the recommended cultural professions from the four cultures detailed later in this chapter, or select one of the general professions. Add the appropriate skill category modifier values to the basic skills granted by the profession, and write down the final values in the appropriate place on the adventurer's character sheet.

Select Magical Background

Once you have selected a profession for your adventurer, determine your adventurer's magical background—divine magic, spirit magic or sorcery. Your adventurer's culture will likely limit your adventurer's magical background, as most cultures use only one or two forms of magic. Your profession and interest in certain spells may further influence your choice of magical background (see the World of Magic, Divine Magic, Spirit Magic or Sorcery chapters). The gamemaster may further choose to limit the availability of certain magical backgrounds—spirit magic and divine magic backgrounds are simpler than sorcery, and may be better suited for a new game, for example.

If you decide your adventurer's magical background is divine magic, he or she will know some of the battle magic spells called cult magic spells and may also learn the more powerful spells of divine magic. Select the deity that your adventurer worships. Each of the culture specific professions lists the names of deities commonly worshiped by members of the profession, and the notes on other cultures includes information as to the deities commonly worshiped in that culture. It is possible to worship more than one god, particularly if they are closely associated or friendly. See Religions, in the Divine Magic chapter for more details.

If you decide your adventurer's magical background is spirit magic, he or she will know some of the battle magic spells called spirit magic spells. It is helpful to have an idea as to the kind of shaman your adventurer studied under, and what that shaman's tradition was like. This may influence your adventurer's choice of spirit magic, and if your adventurer becomes a shaman's assistant or shaman you will know what tradition he or she will most likely join.

If you decide your adventurer's magical background is sorcery, your adventurer will know some sorcery spells and the basic sorcery manipulation of Intensity. Select the school of sorcery your adventurer belongs to, or whether he or she studied under an independent sorcerer. Many schools are restricted to certain areas of the world. An adventurer may only belong to a single school of sorcery. See Sorcery for more information. A sorcerer from the Lunar Empire will most likely belong to the Carmanian school of sorcery, one of the Lunar Colleges of magic, but may have studied under an independent sorcerer as well.

4. MAKE BACKGROUND CHOICES

The overall level of experience of the game as set by the gamemaster determines the initial skill, Magic, Wealth and Renown of an adventurer. There are five basic levels of experience—Novice, Trained, Skilled, Expert, and Master.

Adventurers may add additional skills, or increase their starting levels of Magic, Wealth or Renown through the expenditure of background choices. The starting number of background choices is listed in bold beneath the starting skills, Magic, Wealth and Renown for each profession, and varies with the advantages or disadvantages inherent in each profession.

Skills

Skill levels represent an adventurer's relative level of competence with a specific skill.

Background choices may be used to purchase additional optional skills from a profession. The cost to purchase each optional skill at the level appropriate to the adventurer's relative level of experience is listed in a profession next to each optional skill.

Skills in professions are grouped by sub-profession—these have no significance other than to suggest what group of skills an adventurer interested in a particular subprofession might wish to purchase.

Some skill costs are marked with a ^{v}, for variable (e.g. 1^{v}). This means that this is a skill that potentially has a variable cost, as it has variable difficulty. A medium difficulty skill of this type has the listed cost, an easy one costs half as much, and a hard skill costs twice the listed cost.

Some skill costs are marked with a ^{s}, for subskills (e.g. 1^{s}). This means that the skill has optional subskills, each more limited than the parental skill (see Skills), but costing only half as much. Players and gamemasters interested in more carefully defining skills should feel free to use these.

Weapon skills should be selected from those listed in the Possessions table for that culture, as these represent the cultural weapons an adventurer would have learned to use. The fighting skills of Brawl and Grapple can be purchased by any adventurer instead of a Weapon skill.

Initiates of a religion may also purchase any of the cult skills special to that religion (see Religions in Divine Magic). Simply find the skill or its closest equivalent on the skill table that follows professions to determine its cost—it is otherwise treated as an optional skill.

As skills are purchased, the adventurer's player should add the appropriate skill category modifier value to the base level of the purchased skill, and write down the final value in the appropriate place on their adventurer's character sheet.

Skills from Other Professions or Cultures

An adventurer may purchase a skill from any other profession in his or her culture by first spending a single background choice to develop a basic familiarity with that profession. After the initial choice is spent, the adventurer may freely purchase basic or optional skills from that profession as well. None of the basic skills of the profession are automatically gained in this manner, unlike those of the adventurer's primary profession. Any number of additional professions can be entered, each at the cost of an additional background choice.

Skills from another culture's professions may be purchased in a similar manner if the adventurer's background is such that learning such skills would make sense, and the gamemaster permits. In this case, the initial cost to enter the other culture's profession is equal to two background choices. Further professions from that culture can be entered at the cost of a single background choice.

Varying Skills

The following options allow players to fine tune their adventurers skill levels to fit their conception of the character. The calculations involved take a little extra time and effort, but allow you to add color to and flesh out characters. Novice players, or those interested in generating characters as quickly as possible may not wish to use these rules.

With the gamemaster's permission, additional background choices may be spent to increase an adventurer's level of skill beyond the normal level of skill an adventurer starts with. Increasing a skill by one level (i.e. from Trained to Skilled) costs twice the amount listed by a basic or optional skill. Thus, an Expert adventurer wishing to increase the level of a skill from Expert to Master would pay twice the listed cost. Increasing skills beyond a single level (or beyond 90%) should be carefully considered by the gamemaster, as such adventurers tend to be very one dimensional. The costs keeps doubling until a skill is increased beyond 90%. Skill levels beyond 90% increase by 10% a level (i.e. 90%, 100%, 110%, etc.), and each additional level of skill costs twice as much as learning a skill to 90% (but no longer keeps doubling).

Adventurers may gain additional background choices by electing to start with lower skill levels.

With the gamemaster's permission, an adventurer can reduce a basic skill by one level, gaining in return half the amount of background choices listed by the skill in italic. Thus, an Expert adventurer that wished one of his basic skill to start at the Skilled level would gain additional background choices equal to half the amount listed by the skill (typically 1/2 a choice).

Likewise, an optional skill may be purchased at a lower level by spending half as many choices for each level below that of the adventurer's overall level of experience. Gamemasters should allow any player that wishes to purchase optional skills at reduced levels to do so, as this allows one to add skills that an adventurer might have picked up prior to play at reasonable levels. Thus, an Expert adventurer wishing to purchase an optional skill at a Skilled level would pay half the listed cost, while purchasing an optional skill at a Trained level would cost a quarter the listed cost. Another way to think of this is that the Expert adventurer can start with 2 optional skills at the Skilled level or 4 optional skills at the Trained level for the cost of *a* single optional Expert skill (this assumes the skills are of equal difficulty, otherwise adjust costs accordingly). A skill may not be reduced by this method below its base chance, or below 15% (the level below 30%) in any case.

Magic

Magic represents an adventurer's relative level of power with a form of magic. An adventurer starts with a level of Magic appropriate to his or her profession and relative level of experience. Magic provides magical benefits in the form of spell knowledge, POW, or enchantments (see selecting starting possessions, below). Some of the advantages and limitations of the various forms of magic are

discussed in the World of Magic, Divine Magic, Spirit Magic and Sorcery chapters.

An adventurer with Magic 0 knows no magic, Magic 1 knows a few spells, Magic 2 knows enough magic to potentially qualify as an initiate, shaman's assistant or sorcerer's apprentice, Magic 3 is magically competent, Magic 4 has mastered basic magic, Magic 5 qualifies as an acolyte, priest, magus or powerful shaman, and Magic 6 is even more powerful.

Varying Magic
A single additional level of Magic may be purchased with the expenditure of 2 background choices.

Conversely, a single additional background choice may be purchased by decreasing an adventurer's starting level of Magic by one.

Wealth
Wealth represents an adventurer's relative wealth. An adventurer starts with a level of Wealth appropriate to his or her profession and relative level of experience. Wealth provides material benefits in the form of possessions (see selecting starting magic, below), and determines the adventurer's standard of living and social class (see the Economics chapter for more details).

An adventurer with Wealth 0 is poor (a destitute peasant, common criminal, or thrall, living on 200 L/year), Wealth 1 is struggling (a common citizen, living on 400 L/year), Wealth 2 is comfortable (a respected citizen or member of society, living on 400 L/year), Wealth 3 is well off (a well established citizen or member of society, living on 1,600 L/year), Wealth 4 is very well off (a leading citizen or poor noble, living on 3,200 L/year), Wealth 5 is wealthy (a magnate or noble, living on 6,400 L/year), and Wealth 6 is rich (a wealthy noble, living on 12,800 L/year).

Varying Wealth
A single additional level of Wealth may be purchased with the expenditure of 2 background choices.

Conversely, a single additional background choice may be purchased by decreasing an adventurer's starting level of Wealth by one.

Renown
Renown represents an adventurer's relative level of fame and social power. An adventurer starts with a level of Renown appropriate to his or her culture, profession and relative level of experience. This score reflects the adventurer's reputation among those who would have cause to know him or her. It influences the reactions of others and can aid the adventurer in social situations.

An adventurer with Renown 0 is unknown (immediate family only), Renown 1 is known among a small group of people (extended family or hearth), Renown 2 is known among a good sized group of people (clan, sept, village or city block), Renown 3 is known among a large group of people (tribe, town or city neighborhood), Renown 4 is known among a small region (part of a country or a city), Renown 5 is known among a good sized region (a small country or a province) and Renown 6 is known among a large region (an empire). See Determine Background for more details.

Varying Renown
A single additional level of Renown may be purchased with the expenditure of 2 background choices.

Conversely, a single additional background choice may be purchased by decreasing an adventurer's starting level of Renown by one.

5. SELECT SPELLS
An adventurer's starting level of Magic determines the number of spells and magical power he or she starts with. Cross-index the adventurer's level of Magic on the table appropriate for their magical background (divine, spirit or sorcery) to find the number of starting spells an adventurer begins with. Those with Magic 0 start with none.

The exact spells available to the adventurer will depend on their cult or religion for divine magicians, the shaman or shamanic tradition they learned spells from for spirit magicians, or the school of sorcery or master one studied under for sorcery.

Some divine cults, notably Waha, Aldrya and Kyger Litor, have shaman and use spirit magic instead of cult magic. Use the Spirit Magic Table for these cults, but members can choose to become initiates at Magic 2 and above, which costs them a point of Spirit Magic Power, but allows them to use Spirit Magic Power to purchase cult divine magic spells.

With the gamemaster's permission, adventurers may split their total levels of Magic among more than one form of magic, selecting spells from each form as appropriate for their level in each form.

Divine Magic Table

Divine Magic Level	Title	Points of Cult Magic	Cult Magic Limits	Points of Divine Magic
1	Lay Member	6	1 to 4 (L/I/P)	0
2	Low Initiate	9	2 to 6 (L/I/P)	0
3	Initiate	12	2 to 6 (L/I/P)	2
4	High Initiate	15	2 to 6 (L/I/P)	5
5	Acolyte/Priest	18	2 to 8 (L/I/P)	10
6	Chief Priest	21	2 to 8 (L/I/P)	15

A divine magician selects his or her cult magic spells from those available to the cult (from either the cult itself or from associated cults). A divine magician is limited in the maximum size of the cult magic spells he or she can learn by the depth of their initiation into the cult and whether the cult magic spell is a speciality of the cult. Cult magic spells are listed for a number of cults in the Religions section of the Divine Magic chapter in the format Lay Member/Initiate/Priest (L/I/P) as to the exact availability of the spells. If no listing is available, assume that the limits are 2/4/6. Thus, a lay member could typically learn only up to 2 point cult magic spells, though he or she could learn up to three of them (6 total points available). An initiate of a cult can learn cult magic spells from associated cults as if a lay member, and an

acolyte, priest or Rune Lord of a cult can learn cult magic spells from associated cults as if an initiate.

At Magic 2 and above, divine magicians typically become initiates of a cult. Unless they do so, they cannot learn cult magic spells larger than those available to lay members, cannot select cult skills as optional skills in character generation, and cannot learn divine magic. At Magic 3 and above, initiates can select a number of divine magic spells from among those available to the cult. Some cults may allow certain spells to be learned by only high ranking members, such as Acolytes, Priests, Rune Lords or Chief Priest There is no limit to the size of a divine magic spell that can be learned, other than points available. Any initiate can sacrifice points of their own POW to learn additional divine magic spells. See Divine Magic for more details.

At Magic level 5 and above, with the gamemasters permission, divine magicians can become acolytes or priests of a cult. Players should be aware that being a priest is a full time occupation.

With the gamemaster's permission, an adventurer can become an initiate of more than one cult, particularly if the cults are associated or friendly. Each cult joined beyond the first costs the adventurer one point of POW.

Points of Divine Magic can instead be used to increase POW or create enchantments (see Increasing POW and Enchanting).

Spirit Magic Table

Spirit Magic Level	Points of Spirit Magic	Spirit Magic Limits	Points of Spirit Magic Power
1	6	4	0
2	9	5	1
3	12	6	3
4	15	7	5
5	18	8	10
6	21	9	15

A spirit magician may select from any spirit magic spells that his shaman or tradition teach (generally, almost any battle magic spell is available). More adept spirit magicians have access to larger spells.

Spirit Magic Power represents the POW of the fetch of a shaman has awakened, or the magical power a non-shaman has developed. A shaman starts with a fetch of POW equal to Spirit Magic Power. The shaman can further increase the POW of his or her fetch by sacrificing further points of POW to it (see Spirit Magic). With the gamemasters permission, a spirit magician that starts with the basic skills of a Trained shaman and has awakened a fetch can start with one.

If the spirit magician has not awakened a fetch (true for most spirit magic users), or wishes to start with a smaller fetch, Spirit Magic Power can instead be used to increase POW or create enchantments (see below).

Sorcery Table

Sorcery Magic Level	Title	Intensity skill	Spell skill(s)	Points of Enchantment POW
1	Student	30%	45%	0
2	Acothylist	45%	60%	0
3	Apprentice	60%	75%	2
4	Adept	75%	90%	5
5	Magus	90%	100%	10
6	High Magus	100%	110%	15

A student of sorcery begins by studying the basic sorcery manipulations of Intensity and Low Magic spells. He or she may select from any two Low Magic spells available to his or her school (see Sorcery). A sorcerer, scholar, official or noble may instead choose a single High Magic spell. Add Magic bonus to Intensity and Reasoning bonus to spell skill(s) to determine the final skill levels. Other sorcery spells or skills may be available in their professions as well.

Enchantment POW can be used to create enchantments (including creating a familiar) or increase POW (see below).

Increasing POW

An adventurer with POW 1-10 can use 1 point of Divine Magic, Spirit Magic Power or Enchantment POW to increase their POW by 1. An adventurer with POW 11-15 can use 2 points to increase their POW by 1. An adventurer with POW 16-20 can use 4 points to increase their POW by 1. An adventurer with a POW of 21 or above can use 8 points to increase their POW by 1. Increasing POW may thus raise the cost of further increasing it.

Enchanting

Divine Magic, Power or Enchantment POW can be used to create personal enchantments. Each point can be used as a point of POW in enchanting. The adventurer must know the correct spell and the enchantments must be rolled for to succeed. An adventurer can also use their own POW to create enchantments. See Divine Magic, Spirit Magic and Sorcery for more details.

6. SELECT POSSESSIONS

An adventurer's starting level of Wealth determines the possessions he or she starts the game with. An adventurer starts with the basic possessions appropriate to his or her culture, then simply spends wealth choices to purchase possessions from the appropriate culture's table. Cross-index the adventurer's Wealth on the Wealth Table. This will yield a number of A, B and C wealth choices. These wealth choices may be used to purchase possessions from the culture specific possessions tables at the end of each culture's section, or the general possessions table if the adventurer comes from another culture. A single A choice is roughly equal to 75 Lunars (L, see Economics), a single B choice is roughly equal to 300 L and a single C choice is roughly equal to 1,200 L (see Economics), but the possessions that can be purchased vary from culture to culture.

One can always trade down wealth choices, that is to say, convert a C choice to 4B or 16A choices, or convert a B choice to 4A choices, but normally wealth choices cannot be traded up. Wealth has its benefits.

With the gamemaster's permission, adventurers may purchase possessions from another culture's tables at twice the listed cost.

Wealth Table

Wealth Level	Choices A	B	C
0	4	0	0
1	4	1	0
2	8	2	0
3	8	2	1
4	8	6	2
5	16	12	4
6	16	28	8

7. DEVELOP BACKGROUND

By now you will know a lot about your adventurer—his or her skills, social rank, wealth, possessions, which deity or deities he or she worships, if any, and what kind of magic he or she uses.

Take a little time to form a picture of your adventurer. When was he or she born? How old does that make him or her? What were the formative events in his or her life? The background information and timeline in the Introduction chapter can help with background ideas.

Renown

Once you have formed a picture of your adventurer, use it to come up with an explanation for how they acquired their renown. Being known as a great warrior, wise, trustworthy, or dangerous all serve to differentiate adventurers from each other, and gives the gamemaster's characters something to react to in social situations. Renown due to a famous ancestor, lineage, or birthplace, or some well known deed the adventurer performed all add color and detail to characters. The more detailed the explanation, the better.

Renown is specific to a single area. Most adventurers will simply apply their Renown to their own homeland. An Expert Sartarite warrior with Renown 3 would typically specify Renown/Sartar 3 on his character sheet. An adventurer that begins the game residing in another land may choose to apply their renown to that area instead. Examples of such areas would include Sartar, Pavis, Prax, or a province or satrapy of the Lunar Empire, such as Tarsh. At the gamemaster's option, some overlap can occur between nearby areas, such as Pavis and Sartar, Pavis and Prax, or neighboring provinces or satrapies in the Lunar Empire.

It is possible to further differentiate Renown or acquire Renown in more than one area by limiting or decreasing one's level of Renown. Limiting one's Renown to a single species, sub-population, religion, or type of reaction (Positive Renown—only to befriend or make a good impression; Negative Renown—only to intimidate or frighten) allows one to increase their Renown by one level, or use the same level of Renown, but at a lower cost. One can add areas of Renown by decreasing one's Renown. Renown 3 in one area is equal to Renown 2 or limited Renown 3 in two areas, or Renown 1 or limited Renown 2 in four areas.

Thus, the Sartarite warrior with Renown 3 could decide to actually have Renown/Sartar 2 (freedom fighter) and Renown/Pavis 2 (adventurer), or Negative Renown/Sartar 4 (Cold Wind fanatic), or might go so far as to have Renown/Sartar 2 (freedom fighter), Negative Renown/Tarsh 2 (Sartarite rebel), and Smuggler Renown/Pavis 2 (arms dealer). Other interesting applications for Renown include elf friend (Positive Renown, Elf Renown or Renown of 4 or greater in an elf area, such as the Stinking Forest), troll friend (Positive Renown, Troll Renown or Renown of 2 or greater in a troll area, such as Dagori Inkarth or the Shadowlands), or to create alternate or secret identities.

Renown has three major benefits in play. The first is that people may recognize your adventurer and his or her reputation when they hear your adventurer's name. As a rough guideline, recognition is automatic near the origin of the adventurer's reputation (see Background Choices for more information), and occurs on a Luck Roll (see Game Mechanics) outside that area, the difficulty of the roll varying with the distance. Unless the people involved would automatically be hostile to the adventurer, this generally improves people's reactions to the adventurer—a friendly reaction becomes very friendly, a neutral reaction becomes friendly, and a hostile reaction becomes neutral. the exact nature of the adventurer's Renown will further affect how people react to him or her. The second benefit of Renown occurs in situations where social skills are being used. The character with the highest applicable Renown gains a free hint when using any communication skill (Positive or Negative Renown would limit the skills affected). The effect is as if the character's level of success with a communications skill was one greater (see Skills for more details). The final benefit of Renown is that it can serve as a source of roleplaying suggestions. Gamemaster should feel free to hand out a number of relevant roleplaying suggestions in a session equal to an adventurer's Renown. Of course, should the situation have nothing to do with the adventurer's particular form of Renown, no suggestions need be made. However, an adventurer with Elf Renown/Stinking Forest 3 should be given a few suggestions for how best to speak to a party of elves she has just encountered, even if they come from another elf forest.

Final Points

Consider a few final points in creating your adventurer. What does your adventurer look like? Sound like? Any distinctive traits or distinguishing characteristics? How does your adventurer spend his or her time? What kind of friends, acquaintances or contacts does your adventurer have? Finally, what are some of the beliefs and values most firmly cherished by your adventurer, and how does he or she express them to the world at large? The cultural backgrounds that follow and the Time and Learning chapter can help with some of these questions.

You're now done creating an adventurer with which to venture into the world of Glorantha, or any of the myriad worlds of fantasy that await you. Enjoy!

PROFESSION TABLES

The profession tables and the descriptions of Dragon Pass cultures that follow should allow for the convenient generation of adventurers. They are also meant to serve as a quick source of characters for the gamemaster, and to give players an idea as to how their adventurers compare to other characters in the world. Gamemasters should feel free to modify the tables to suit their needs or create their own.

The example that follows takes you through the use of the profession tables and the process of character creation.

Arlia: An Example of Creating An Adventurer

A group of players get together with their gamemaster to generate adventurers. The gamemaster announces that he will be running a game whose initial setting is the Lunar Empire. Players are to create Skilled adventurers, preferably Lunar natives.

One of the players decides to generate a former legionnaire. She decides that the adventurer will be a female Lunar of Pelorian descent called Arlia.

1. Determine Characteristics

Arlia's player uses the random method to generate Arlia's characteristics. She ends up with STR 13, CON 16. SIZ 13, INT 15, POW 10, DEX 12 and APP 15.

Arlia's attributes are therefore DB 1, HP 15. MP 10, MV 5, DEX SR 3, and Melee SR 5.

Arlia's Skill Category Modifiers are Agility 2, Communication IO, Knowledge IO, Magic 7, Manipulation 7, Perception 11 and Reasoning 10.

2. Select Culture

Arlia is a native of the Lunar Empire. She is of Pelorian descent. Her player decides that she was born into a poor family in Mirin's Cross, the Lunar provincial capital in Sylila.

3. Select Profession and Magic

Arlia's player wants her to be a former legionnaire, so she turns to the Lunar Soldier table (reproduced to the right). After a little thought, she decides that she would like Arlia to be a member of the cult of the Seven Mothers and use cult magic and divine magic, so she selects a divine magic background. Her other choice in the Lunar Empire would be sorcery.

Arlia's player examines the Lunar Possessions Table to determine which would be appropriate cultural weapons for Arlia to use, then adds the appropriate skill category modifier values to the basic skills granted by the profession and writes down the final values on Arlia's character sheet. As Arlia is a Skilled adventurer, her basic skills end up being Scimitar Attack 67, Large Shield Parry 62, Javelin Attack 52, Scimitar Parry 47, Sickle Attack 52, First Aid 70 and Scan 71.

4. Make Background Choices

As Arlia is a skilled Lunar soldier, she has 7 background choices to spend, and starts with Magic 2, Wealth 2 and Renown 2.

As Arlia's player wishes her to be an experienced magician, she spends 2 background choices to bring her to Magic 3. She will spend the rest of her background choices on skills. She spends 4 background choices on optional skills, purchasing the skills of Read/Write New Pelorian, Stealth, Maneuver, Intimidate and Custom/Pelorian Military. These are purchased at the listed cost, and will thus have the bases listed in the Skilled column. Arlia's player has four more skills she would like to purchase. Unfortunately, she can't afford to do this at the Skilled level, as each of the four skills cost half a choice, for a total of two choices, when Arlia's player has but a single choice left. She thinks about purchasing a subskill, such as Custom/Low Sartarite, but decides instead to purchase all of the skills at the Trained level instead, where they would cost half as much. She thus adds the skills Speak Tradetalk, Speak Sartarite, Custom/Sartarite and Track.

Her purchases done, Arlia ends up with Magic 3, Wealth 2 and Renown 2. After adding the appropriate skills category modifier values, she writes down her final skill levels for the optional skills she purchased—Read/Write New Pelorian 70, Stealth 47, Intimidate 70, Maneuver 47, Custom/Pelorian Military 70, Speak Tradetalk 55, Speak Sartarite 40, Custom/Sartarite 40 and Track 41.

5. Select Spells

With a divine magic background and Magic 3, Arlia starts with 12 points of cult magic and 2 points of divine magic. She qualifies as an initiate of the Seven Mothers, the cult her player decided she joined.

Turning to the Divine Magic chapter, Arlia's player examines the Seven Mothers writeup, and the cult and divine spells provided by associated cults. She checks a few cult spell definitions and point costs in the Battle Magic section of the World of Magic chapter and then selects the Seven Mothers cult magic spells Befuddle and Glamour 6, and the Yanafal Tamils (an associated cult) cult magic spells Heal 1, Detect Enemies and Protection 2. She uses her two points of divine magic to purchase the Seven Mothers divine Madness spell and increase her POW by 1, to POW 11. She notes the spells and the change in POW on Arlia's character sheet.

6. Select Possessions

With a Wealth of 2. Arlia has 8A and 2B wealth choices. Examining the Lunar Possessions Table, her player decides to purchase a Legionnaire's outfit, which costs all her 8A choices. She uses a 1B choice to purchase 300L in coin and her last 1B choice to purchase a useful contact—a high ranking military friend. She records these possessions and the Lunar basic gear on her character sheet.

7. Develop Background

Looking at Arlia's skills and thinking about her background, her player decides that Arlia came from a poor family and entered the Lunar military to move up in the world. Her legion was posted to Sartar in 1616 S.T, where her quick wits and literacy drew the notice of Fazzur Wideread's military intelligence staff. She worked with military intelligence, primarily doing counter-insurgency work and tracking the activities of the Sartarite Cold Wind movement until 1622 S.T, when she resigned in disgust at Fazzur Wideread's replacement, and returned to Sylila. As the gamemaster is starting the game in 1623 S.T, this works out fairly well. Arlia is 23 years old. so she was born in 1600 S.T.

With her Renown 2, Arlia could simply start with Renown/Sylila 2. Instead, given her background, she decides to start with Military Renown/Sylila 2 (known to the provincial army forces, but few others) and Negative Renown/Sartar 2 (the military intelligence agent responsible for closing down three Cold Wind cells).

LUNAR SOLDIER

	Trained	*Skilled*	Expert	Master
<Weapon> Attack	1[v]	45%	60%	75%	90%
<Weapon> Parry	1[v]	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
First Aid	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Magic	1	2	3	4	
Wealth	1	2	3	4	
Renown	1	2	3	4	

Uses *either Divine Magic (common) or* Sorcery *(very rare), If uses* Divine *Magic, typically worships* one of the *following deities*—Seven *Mothers, Yanafal Tamils, Hwarin Dalthippa, or the Reaching Moon. Dara Happans would favor Yelm, Pole Star, Yelmalio and City Gods.*

7 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Dragoon					
Ride <Beast>	1/2	30%	45%	60%	75%
<Beast> Lore	1/2	45%	60%	75%	90%
Guard					
Search	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Officer					
Craft/Administrate	1	45%	60%	75%	90%
Orate	1[s]	45%	60%	75%	90%
R/W New Pelorian	1	45%	60%	75%	90%
Scout					
Conceal	1/2	30%	45%	60%	75%
Hide	1/2	30%	45%	60%	75%
<*Terrain*> Lore	1/2	45%	60%	75%	90%
Stealth	1[s]	30%	45%	60%	75%
Track	1/2	30%	45%	60%	75%
Sergeant					
Instruct	1	30%	45%	60%	75%
Intimidate	1/2	45%	60%	75%	90%
Soldier					
Craft/Battle	1	45%	60%	75%	90%
Craft/Fortification	1/2	45%	60%	75%	90%
Custom/Pel. Military	1/2	45%	60%	75%	90%
Maneuver	1	30%	45%	60%	75%
Other					
Custom <Any>	1/2[vs]	30%	45%	60%	75%
Dodge	2	45%	60%	75%	90%
Speak <Language>	1/2[v]	30%	45%	60%	75%
Speak Tradetalk	1/2	45%	60%	75%	90%
<*Weapon*> Attack	1[v]	45%	60%	75%	90%
<Weapon> Parry	1[v]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell <*Low* Sorcery>	1/2	45%	60%	75%	90%

SARTAR

Mythology

When the world was made, the dragons chose a place to build their nest. When Larnste the Soul Arranger came to plant the mountain seeds that grew into the Rockwood Mountains, he stopped to rest at the Dragon's Nest, and so no seeds were sown there. When he left, he planted only his best seed, which became Kero Fin, the Mother of Mountains. In this, way, the great pass in the Rockwood Mountains was formed. Eventually, other races came to settle there, and the area became known as Dragon Pass, even after most of the dragons flew away, leaving the dragonewts behind.

The humans and other races of Dragon Pass survived the Greater Darkness better than most, due to the aid of the dragonewts, who battled chaos with great skill, and bore the brunt of the fighting. The forces of chaos gathered against the resistance in Dragon Pass, but all the races of Dragon Pass stood together as one, and the Forces of the Living defeated the Forces of Chaos. The sunken hollow in which the chaos monstrosities were destroyed is now known as Snake Pipe Hollow, and is still haunted by the things that on occasion unearth themselves from where they were buried.

History

The lands now occupied by Sartar were once the home of a several great nations, including the Theyalan Council of Friends in the First Age and the EWF in the Second Age. After the fall of the EWF and the devastation wrought in Dragon Pass by the dragons during the Dragonkill War the land remained free of human inhabitants for centuries. Eventually human refugees, seeking refuge from the expanding Lunar Empire in the north and from a war in the Shadowlands to the south braved the lands once again, and found a peaceful land in which to settle.

The Kingdom of Sartar was founded by the magician Sartar in the midst of Dragon Pass in the year 1492 S.T, centered around the capital, Boldhome, a city built by Sartar's magic high amongst the crags of the Quivin mountains. His kingdom, initially composed of settlers and refugees from Heortland, continued to grow and flourish after his apotheosis in 1520 S.T.

For much of the next century, the forces of Sartar skirmished with those of the expanding Lunar Empire to the north, and a number of Sartar's kings died at the hands of Lunar magic, spirits or assassins. In 1580 S.T. one of Sartar's kings was killed assisting Tarshite rebels fighting against their Lunar overlords. The forces of the Lunar Empire swept over Sartar in 1602 S.T., storming Boldhome and killing nearly all the heirs to the throne of Sartar.

A distant relative of Sartar, Temertain, was installed by the Lunars as King of Sartar in 1614 S.T., but this has done little for the unity of the land. After several years in office, Temertain is still commonly known as "The Pretender" among the natives of Sartar.

Sartar is currently a military province of the Lunar Empire, and Lunar officials now collect tax and tribute from the Sartarite people, while the forces of the Lunar Empire maintain an uneasy occupation. There is little love lost between the Sartarites and their Lunar overlords.

The failure of several uprisings, most notably Starbrow's ill fated rebellion in 1613 S.T. and the subsequent Lunar reprisals resulted in most of the Sartarite rebels retreating deeper into the mountains and hills, or shifting their base of operations to the Holy Country in the south or to lands even more distant.

People

The clannish warrior-farmers of Sartar reflect the isolated land they inhabit. They are competitive and boastful people, with one being only as good as the story of one's deeds. Though they live a rather spartan life, they pay special attention to items of comfort and decoration.

Sartarites live by herding and farming. The most common livestock are cattle and sheep, which provide both meat and clothing. As they live in small communities separated from their neighbors by mountains, their family structures are very close knit. The Sartarites have developed a strong tradition of hospitality and entertainment in response to their isolation. Their entertainment takes the form of storytelling, singing, clap dancing, music, and the martial forms of sword dancing. Another way Sartarites pass cold nights is with drink. Fermentation is a task the Sartarites have raised to an art. A clan's hospitality is often judged by the quality of beverage they provide their guests. Wars have been fought over slights as to the quality of a clan's brew.

Often thought of as vain, it is said that Sartarites spend as much time tending themselves as their sheep. Common adornments include bracelets, necklaces, torques, elaborate buckles, dyed linens, and mirrors. Warriors are almost as concerned with appearance as prowess. Sartarite warriors favor swords of all kinds, and a particular favorite is the hand and a half sword. Given the choice of armor or a finer blade, a Sartarite warrior would choose the blade without hesitating.

Although the culture is patriarchal, women play a strong role, and often take up traditionally male pursuits, such as that of a weaponthane, a professional warrior.

The people of Sartar are organized into 24 tribes, each composed of a number of clans. The clan is the focus of Sartarite life, and communally owns the farms and pastures its members occupy. Decisions affecting clans are made by the tribe's council, which has the final say in a clan's activities. Sartarite tribes (with some of their clans in parentheses) include the Colymar (Anmangarn, Hiording, Narri, Orlmarth, Varmandi), the Lismelder (Greydog), the Locaem (Zethnorin) and the Malani (Lysan, Orveling, Namoldin).

The closest terrestrial analog to Sartarite culture is that of the Celts.

Adventurers from Sartar

Recommended adventurer professions include Orlanthi. Humakti or Urox (Storm Bull) warriors; and entertainers, who may worship Donandar, Eurmal or Orlanth. Other likely adventurer professions include Lhankor Mhy scholars or lawspeakers (officials). Chalana Arroy healers and Issaries speakers (officials) or traders (merchants).

Common Traits—boastful, brave, honorable, hospitable, independent, just, keeping one's word, obedient, rebellious, violent, vengeful.

Male Names—Argalant, Ashart, Brandgor, Dorthander, Hendrik, Jarang. Karallan, Naid, Ortossi, Rostakos, Venharl

Female Names—Ernaldesta, Inganna, Jessa, Kallyr, Leika, Rina, Tula, Viri

Other Adventurers in Sartar

Other good choices for adventurers in Sartar might include the Lunar occupiers of Sartar, typically Lunar soldiers, missionaries and officials, one of the Sun Dome Templars of Sartar (generated as a Lunar hoplite or noble, but substituting Sartarite for New Pelorian), or a visiting noble or trader.

Adventurers from Heortland

The culture of Heortland in the Holy Country is closely related to that of Sartar, and an adventurer from Heortland would resemble a Sartarite adventurer. Their native language and customs would be Heortlander, closely related to Sartarite, but with Western influences, such as calling a weaponthane a knight, and tribal positions such as steward and marshal). The Western influences are the result of the Heortlander's interactions with the Western Trader Princes, God Forgot and the Malkioni overlords that rule some of the Heortland tribes.

Adventurers from the Barbarian Belt

One can use generate adventurers from nearly any of the Orlanthi barbarian belt cultures with the Sartarite professions. In many cases, only the native language and customs skill will differ (such as Aggar or Talastar).

Others (such as Tarsh or Ralios), may require a few minor changes to other skills and possessions. For example, adventurers from Tarsh, or any of the Theyalan hill tribes in the Lunar Empire will differ in their native language and customs, be able to learn at least Speak New Pelorian and possibly Read/Write New Pelorian, and have bronze scimitars (1A) and iron scimitars (1C) added to their possible possessions, and would be able to purchase items from the Lunar Empire possessions lists at half again cost instead of double normal

SARTARITE ENTERTAINER

		Trained	Skilled	Expert	Master
Custom/Sartarite	1[S]	60%	75%	90%	100%
Human Lore	1	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<*Weapon*> Parry	1/2[V]	30%	45%	60%	75%
Magic	1	2	3	4	
Wealth	1	2	3	4	
Renown	1	2	3	4	

Uses Divine *Magic. Typically* worships Donandar, *Eurmal or Orlanth.*

9 choices

Optional Skils	Cost	*Trained*	*Skilled*	Expert	Master
Magician					
Conceal	1	45%	60%	75%	90%
Sleight	1[S]	45%	60%	75%	90%
Musician					
Play <Instrument>	1[V]	45%	60%	75%	90%
Player					
Act	1	45%	60%	75%	90%
Poet					
Sartar Lore		45%	60%	75%	90%
Sing/Sartarite	1/2	45%	60%	75%	90%
Rogue					
Climb	1/2[V]	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
Stealth	2[S]	45%	60%	75%	90%
Storyteller					
Orate	1[S]	60%	60%	75%	90%
Speak Sartarite	1	60%	75%	90%	100%
Swordancer					
Dance/Sartarite	1/2	45%	60%	75%	90%
Dodge	2	45%	60%	75%	90%
<Sword> Attack	1	45%	60%	75%	90%
<Sword> Parry	1	45%	60%	75%	90%
Tumbler					
Acrobatics	1[S]	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Other					
Custom <Any>	1[VS]	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
Thrown Knife	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

SARTARITE WARRIOR

		Trained	*Skilled*	Expert	Master
Dodge	2	45%	60%	75%	90%
Maneuver	1	30%	45%	60%	75%
Scan	1	45%	60%	75%	90%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
<*Weapon*> Attack	1/2[V]	30%	45%	60%	75%
Magic	1	2	3	4	
Wealth	1	2	3	4	
Renown	1	2	3	4	

Uses Divine *Magic. Typically worships Orlanth. Humakt, or Storm Bull. Female warriors may worship Babeester Gor or Vinga as well*

5-1/2choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Bodyguard					
Search	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
<Weapon> Parry	1	45%	60%	75%	90%
Farmer					
Animal Lore	1/2	30%	45%	60%	75%
Craft/Farming	1/2	30%	45%	60%	75%
Craft/Herding	1/2	30%	45%	60%	75%
Leader					
Custom/Sartarite	1[S]	60%	75%	90%	100%
Orate	1[S]	45%	60%	75%	90%
Persuade	1/2[S]	30%	45%	60%	75%
Speak Sartarite	1	60%	75%	90%	100%
Scout					
Conceal	1/2	30%	45%	60%	75%
Hide	1	45%	60%	75%	90%
Mountain Lore	1/2	45%	60%	75%	90%
Sneak	1/2	30%	45%	60%	75%
Track	1	45%	60%	75%	90%
Weaponmaster					
<*Weapon*> Attack	2[V]	60%	75%	90%	100%
Other					
Climb	1/2	45%	60%	75%	90%
first Aid	1/2	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Ride/Horse	1/2	30%	45%	60%	75%
Sing/Sartarite	1/2	45%	60%	75%	90%
Speak <Language>	1/2[V]	30%	45%	60%	75%
Speak Tradetalk	Mt	45%	60%	75%	90%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

Sartarite Possessions

Basic Gear

Linen tunic, wool kilt, sandals or boots, cloak, furs, headgear, ornaments, belt knife, fire making gear, torches, wineskin

Additional Possessions

Weapons	Choices	Armor	Choices	Magic	Choices	Miscellaneous	Choices
Broadsword	1A	Heavy Leather	1A	Iron broadsword	2C	60 Sovereigns	1A[3]
Bastard Sword	2A	Heavy leather with		Iron bastard sword	2C	240 Sovereigns	1B[3]
Greatsword	IB	linen hauberk	1A	Iron open helm	2C	960 Sovereigns	1C[3]
War Spear	1A	Cuirbouilli with open		Iron small shield	2C	**Shadowcat**	6A
2 spears	1A	composite helm	2A	Iron medium shield	4C	Mule	3A
Staff and dagger	1A	Chain hauberk, cuirbouilli		2 point Thunderstone	1C	Riding Horse	1B
Battleaxe	1A	limbs, open bronze helm	1B	2 point Woad	1C	War Horse	1C[4]
Throwing axe	1A	Ringmail	1B	4 point Thunderstone	2C	Brewery	Varies[5]
3 javelins	1A	Chainmail	2B	4 point Woad	2C	Farm	Varies[5]
Self Bow		Plate	2C	4 point dead		Herd	Varies[5]
and 20 arrows	1A	Small shield	1A	(MP storage) crystal	1C	Inn	Varies[5]
		Medium shield	1A	Ceremonial gear	2A[1]	Trade Goods	Varies[5]
		Large shield	2A	Shrine	1C[2]	Contact	1A/2A/1B/2B[6]
				Temple	2C/4C/8C[2]	Friend	2A/1B/2B/1C[6]
						Ally	1B/2B/1C/2C[1]
						First Aid Kit	2A[1]
						Physician's Bag	1B[1]

Notes

[1]These represent fine or exceptional tools that add 5% to the relevant skill. The bonus can be improved—each time you double the cost, it adds 5% more to a maximum of +20% (at eight times cost). A Physician's Bag and Ceremonial Gear have 4 ENC, a First Aid Kit has 1 ENC.

[2]A shrine (1C) will support an acolyte and has a congregation of 50. A minor temple (2C) will support a priest and has a congregation of 100. A temple (4C) will support a priest and an acolyte, and has a congregation of 200. A major temple (8C) will support a chief priest and a priest and either an additional priest or two acolytes, and has a congregation of 400. An acolyte must contribute 3 days a week of duties to a temple's upkeep, while a priest or chief priest must contribute 5 days a week of duties to a temple's upkeep.

[3]These funds can be used to purchase other pieces of starting equipment as well (see Economics).

[4]A war horse has superior characteristics (see Economics for details).

[5]These are examples of businesses. Running a business requires a minimum ability in an appropriate skill: Craft/Brewing for a brewery, Craft/Farming for a farm, Craft/Herding for a herd, Bargain for an inn, and Evaluate for trade goods. The business yields a certain amount of cash or barter equivalents each season. The more work put into the business, the greater the yield (measured in days of duties spent attending to the business). One can collect a small amount even without putting any work into the business, representing an investment or share in a business run by others. Once a season, make the relevant skill roll. On a critical success, the business doubles in value (a 1C business becomes a 2C business). On a fumble, the business value is halved (a 1C business becomes a 2B business). Depending on one's skill, one can choose to purchase a 2A, 1B, 2B, 1C, 2C, 4C or a 8C business. See the Business Table below for more information.

[6]This represents a useful contact, friend or ally from Sartar. The costs represent a Trained/Skilled/Expert/Master level contact, friend or ally, who requires no time to maintain (above and beyond those one acquires through socializing). In general, one can call on a contact for assistance with an APP x1 roll, a friend with an APP x3 roll, and an ally with an APP x5 roll. See Socializing in Time and Learning for more details.

Business Table

Value	Minimum skill to own	Amount made in cash or barter each season working: 0 days a week	1 day a week	3 days a week	5 days a week
2A	15%	15 L	30 L	45 L	60 L
IB	30%	30 L	60 L	90L	120L
2B	45%	60 L	120L	180L	240L
1C	60%	120L	240L	360L	480L
2C	75%	240L	480L	720L	960L
4C	90%	480L	960L	1,440L	1,920L
8C	100%	960L	1,920L	2,880 L	3.840 L

The only exception to the above is a farm (Craft/Farming) which either functions as an investment (0 days of work a week as above) or requires 5 days a week of work during Water, Earth and Fire Season. At the end of Fire Season the owner receives 225 L (2A), 450 L (1B), 900 L (2B), etc. in cash or barter equivalents.

THE LUNAR EMPIRE

Mythology

The Red Moon rose above Peloria within recorded history, but the priests and priestesses of the Red Goddess claim that she has always been and will always be. The true origins of the goddess are shrouded in mystery.

Historians tell us that the Red Goddess was born in the town of Torang in Peloria in the year 1220 S.T. (0/1 Lunar dating). Her birth was the culmination of a conspiracy that culminated in magical ritual of the Goddess' birth, despite the interference of the Carmanian Empire. The ritual was performed by the Seven Mothers, who later became immortals. The Red Goddess proved herself again and again, and in the end, at the war at Castle Blue, proved her right to existence and her place among the gods by defeating not only against the forces arrayed against her, but the gods themselves, earning her place amongst them.

In 1247 S.T. (0/27) the Red Goddess danced her last dream upon the face of the earth, revealing her plans for her heavenly and temporal domains, and the secrets of her inner soul to the High Initiates of the Lunar Way. Then she took the ground she had danced upon, and wrapping it about herself like a cloak, rose into the Middle Air as the Red Moon, where she sits and turns over her domains.

History

In the Third Age, a new power arose in Peloria. At first a minor movement in the north of Peloria, the Red Goddess and her followers quickly proved her might in a series of victories against local warlords. The first of the satrapies of the Lunar Empire, First Blessed, was established in the lands of the former warlords, around Torang, the birthplace of the Red Goddess. The Red Goddess led her followers to victory against the forces around them, including the Carmanian Empire to the west; the Yelm-worshipping horsemen of Pent to the east; and the Dara Happan Sun Empire to the south. When the Red Goddess rose from the lands of the Pelorian bowl upon her apotheosis in 1247 S.T (0/27), the proud and warlike dynasty she left behind quickly established control over the Pelorian Heartlands and began to spread into adjacent lands.

The Red Emperor is the head of the dynasty founded by the Red Goddess, and is the temporal leader of the Lunar Empire, the immortal incarnation of the Red Goddess in the mundane world. He rules the empire from its capital, Glamour, the First Inspiration of the Moonson. The satraps that rule the Heartland satrapies report directly to the Red Emperor. The outer regions of the Lunar Empire, the Provinces are still in the process of fully adopting the Lunar Way. They also answer to the Red Emperor, and can call on the inner resources of the empire, such as the elite legions of the Heartland Corps.

The Lunar Empire's greatest setbacks were suffered at the hands of the Pentan horse nomads, who, led by the great shaman Sheng Seleris, ravaged the Empire time and again, until the final defeat of Sheng Seleris at the hands of the Red Emperor and the Second Inspiration of the Moonson, Yara Aranis, the goddess of the Reaching Moon.

Since then, the Glowline, the magical boundary marking the borders of the empire has continued its inexorable spread over the lands of central Genertela, preceded by the missionaries of the Lunar Empire's, who bear its offers of peace and friendship, and the legions of the Empire, which bear its might and wrath. The most recent conquests of the empire are Sartar, whose capital, Boldhome, fell to the forces of Lunar Empire in 1602 S.T. (7/31), and the city of Pavis in Prax, which surrendered to the forces of the empire in 1610 S.T (7/39). The focus of the empire is now on pacifying these regions and their neighbors.

People

The Lunar Empire is a study in contradictions.

Although the Red Goddess and the Lunar Way offer a freedom unknown nearly anywhere else in the world, and the Lunar Empire allows even those from the lowest ranks of society to rise to positions of great power and responsibility, the Lunar Empire is one of the largest slave owning nations in Glorantha, and is home to countless oppressed peasants. Those that dare to protest or rebel against their lot in life are imprisoned or executed.

While they embrace individualism, they demand that the individual subordinate his or her interests to those of society. Although every Lunar citizen is seen in their religion's eyes as a potential god, and Lunar religions actively encourage heroquesting as the ultimate search for freedom, true heroes appear only rarely, and those that do are expected to devote themselves solely to their cults.

The Lunar Way embraces religious freedom, to the point that the worship of chaotic entities banned almost anywhere else in the world is allowed in the Empire. However, cults that dare to attempt to undermine the authority of the government are banned and suppressed. Although the Lunar Empire allows the nations they conquer to retain their freedom of worship, it unmercifully persecutes those that refuse to join their pantheon, such as the worshippers of Orlanth.

The center of the Lunar Empire is one of the greatest civilizations in Glorantha. The heart of the empire has been at peace for centuries, and is one of the finest places in the world to live. On its borders, the empire is always at war, and there atrocities are committed in its name that would horrify its Heartland residents, who know little of what actually occurs beyond the empire's borders.

Even the various cultures that are part of the empire are a study in contrasts. The greatest heroes of the Pelorians are all women, and they treasure equality between the sexes, while Dara Happa is a rigid, authoritarian, patriarchal society. The Carmanians in the Western reaches of the empire are dualists, and the gods they worship have both light and dark aspects.

A Lunar citizen, from whichever of the empire's many cultures, will reflect these contradictions to some degree. The attitudes, prejudices and ideals of its citizens are as varied and contradictory as those of the empire.

Adventurers from Peloria

Peloria is the current center of the Lunar Empire. It is a warm and fertile land, broken by hills to its south. The worship of the Lunar religions is strongest in Peloria, the birthplace of the Red Goddess. Peloria is the source of much of the Lunar Empire's armies, and many legionnaires and peltasts, both male and female, are drawn from its lands. Its closest terrestrial analogs are ancient Rome and Greece.

Recommended adventurers from Peloria include Lunar soldiers, officials, nobles and sorcerers. Adventurers may have a military background, such as mercenaries, soldiers, the military magicians known as monitors, who are often sorcerers, military officials, or poor nobles that joined the military in hopes of gaining advancement. Officials such as diplomats or missionaries can make good adventurers, as might a young noble, either a remittance man, or a poor noble seeking his or her fortune in the world.

Other good choices for Pelorian adventurers include Etyries traders, Irrippi Ontor scholars, Deezola healers, or thieves (who often flee what they consider the boredom of their homelands).

Common traits—flexible, clever, adaptable

Male names—Arteste, Cassidor, Ineldus, Iphigios, Jarel, Jananin, Lorean, Myran, Phargentes, Philigos, Saval, Seralos, Sor, Targos

Female names—Anacola, Antonia, Enia, Hwarin, Jais, Lara, Lyris, Sarila, Serena, Sorana, Teela

Adventurers from Dara Happa

These wealthy lands are the former center of the Dara Happan Empire. It is the source of the Lunar Empire's hoplites. The culture is extremely patriarchal and is dominated by the worship of Yelm the sun god and the other gods of light and fire. Though the forces of the Dara Happan Empire fell to the Red Goddess, the cult of Yelm has remained an important religion in the former lands of the empire. Its people are often thought of as distant and aloof, but implacable when they set their minds to a task. Dara Happan hoplites are essentially landed knights, and consider themselves nobles. More common soldiers function as homeguards, support troops, or skirmishers. Its closest terrestrial analogs are ancient Egypt and Greece.

Recommended adventurers from Dara Happa include former hoplites seeking adventure, former soldiers trying to make their way in the world, or nobles out to see the world.

Other good choices for Dara Happan adventurers include Lokarnos traders or Chalana Arroy healers.

When generating a Dara Happan adventurer, substitute Dara Happan for New Pelorian. Many Dara Happans learn New Pelorian as well. Dara Happan warriors favor the use of the spear, with its ancient association with the gods of sky and fire.

Common traits—inflexible, traditional, distant, stubborn, implacable

Male names—Anateus, Anal, Jannisor, Larius, Luxius, Ulvarius, Vemiat
Female names—Anstana, Lanora, Oria, Oslira

Adventurers from Carmania

This cold land is the former center of the Carmanian Empire, now the Western Reaches of the Lunar Empire. The culture is a caste based feudal culture, dominated by a bizarre mixture of a dualistic form of Malkionism and the Lunar cults. Carmanian travellers can be found nearly anywhere in central Genertela, and a number of Carmanian exiles and settlers have recently arrived in Prax Its closest terrestrial analogs are ancient Persia and Byzantium.

Recommended adventurers from Carmania include members of the Knight and Noble castes, such as soldiers, mercenaries, nobles and sorcerers.

Other good choices include Etyries traders, Irrippi Ontor scholars and Chalana Arroy or Deezola healers.

When generating a Carmanian adventurer, substitute Western for New Pelorian, but many Carmanians learn some New Pelorian as well. Their knights favor mounted combat, and they can purchase a warhorse as a possession (1C). They worship a form of the Invisible God alongside the Lunar cults, as well a few older cults, such as Humakt or Zorak Zoran, the worship of which has mostly fallen out of favor. More information on Carmania is provided in the Sorcery chapter.

Common traits—volatile, extreme, dependable, honorable, truthful

Male names—Aronius, Domoran. Dolmedes, Jeha, Kaufir, Mahedres, Syranthir

Female names—Jain, Lanela, Yelena

Other Adventurers from the Lunar Empire

The Pelorian highlands and the outer provinces of the empire are still dominated by worship of the Orlanth pantheon, and are a frequent source of adventurers. These should be generated as Sartarites.

The Lunar Sable Riders of the Hungry Plateau originally came from Prax, and often venture to raid, trade or serve with Lunar forces in distant lands. They should be generated as Praxians.

LUNAR SOLDIER		Trained	Skilled	Expert	Master
<Weapon> Attack	1[v]	45%	60%	75%	90%
<Weapon> Parry	1[v]	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
First Aid	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

Uses either *Divine Magic (common) or Sorcery (very rare). If uses Divine Magic, typically worships one of the following deities —* Seven Mothers, *Yanafal Tamils, Hwarin Dalthippa, or the Reaching Moon. Dara Happans would favor Yelm, Pole Star, Yelmalio and City Gods.*

7 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Dragoon					
Ride <Beast>	*1/2*	30%	45%	60%	75%
<Beast> Lore	*1/2*	45%	60%	75%	90%
Guard					
Search	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Officer					
Craft/Administrate	1	45%	60%	75%	90%
Orate	**1s**	45%	60%	75%	90%
R/W New Pelorian	1	45%	60%	75%	90%
Scout					
Conceal	*1/2*	30%	45%	60%	75%
Hide	1/2	30%	45%	60%	75%
<Terrain> Lore	1/2	45%	60%	75%	90%
Stealth	1[s]	30%	45%	60%	75%
Track	*1/2*	30%	45%	60%	75%
Sergeant					
Instruct	1	30%	45%	60%	75%
Intimidate	1/2	45%	60%	75%	90%
Soldier					
Craft/Battle	1	45%	60%	75%	90%
Craft/Fortification	1/2	45%	60%	75%	90%
Custom/Pel. Military	1/2	45%	60%	75%	90%
Maneuver	1	30%	45%	60%	75%
Other					
Custom <Any>	*1/2*[vs]	30%	45%	60%	75%
Dodge	2	45%	60%	75%	90%
Speak <Language>	*1/2*[v]	30%	45%	60%	75%
Speak Tradetalk	*1/2*	45%	60%	75%	90%
<Weapon> Attack	1[v]	45%	60%	75%	90%
<Weapon> Parry	1[v]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell *<Low Sorcery>*	*1/2*	45%	60%	75%	90%
Intensity	1	45%	60%	75%	90%

LUNAR NOBLE		Trained	Skilled	Expert	Master
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
Custom/High Pelor.	1/2	45%	60%	75%	90%
Persuade	1/2[s]	45%	60%	75%	90%
R/W New Pelorian	1	45%	60%	75%	90%
Speak New Pelorian	1	60%	75%	90%	100%
Magic		1	2	3	4
Wealth		2	3	4	5
Renown		2	3	4	5

*Uses either Divine Magic (common) or Sorcery (rare). If uses Divine Magic, typically worships one of the following deities—*City God *(Various), Deezola,* Seven Mothers, *Yanafal Tamils, or Yelm. Dara Happans would favor Yelm or a City God.*

4 choices

Optional Skills	Cost	*Trained*	*Skilled*	Expert	Master
Artiste					
Craft/Art	1	45%	60%	75%	90%
Dance/Pelorian	1/2	45%	60%	75%	90%
Play <Instrument>	1[v]	45%	60%	75%	90%
Sing/Pelorian	1/2	45%	60%	75%	90%
Dart Competitor					
Dodge	1	30%	45%	60%	75%
Maneuver	1	30%	45%	60%	75%
<Weapon> Attack	1[v]	45%	60%	75%	90%
<Weapon> Parry	1[v]	45%	60%	75%	90%
Investor					
Craft/Administrate	1	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Politician					
Act	1	45%	60%	75%	90%
Craft/Intrigue	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Orate	1[s]	45%	60%	75%	90%
Savant					
<Any> Lore	1[v]	45%	60%	75%	90%
R/W <Language>	1[v]	45%	60%	75%	90%
Other					
Custom <Any>	1[vs]	45%	60%	75%	90%
Ride <Beast>	1/2	30%	45%	60%	75%
Speak <Language>	1[v]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[v]	45%	60%	75%	90%

LUNAR OFFICIAL		Trained	Skilled	Expert	Master
Craft/Administrate	1	45%	60%	75%	90%
Custom/Pelorian	1[s]	60%	75%	90%	100%
Persuade	1[s]	45%	60%	75%	90%
R/W New Pelorian	1	45%	60%	75%	90%
Speak New Pelorian	1	60%	75%	90%	100%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

Uses either *Divine Magic (common) or sorcery (very rare). If uses Divine Magic, typically worships one of* the *following deities—*City God (Various), Seven Mothers, *Irrippi Ontor, or* Danfive *Xaron. Dara Happans would favor Yelm or Lokarnos.*

7 choices

Optional Skills	Cost	*Trained*	*Skilled*	Expert	Master
Bureaucrat					
Bribe	1/2	45%	60%	75%	90%
Craft/Intrigue	1	45%	60%	75%	90%
Missionary					
Custom <Any>	1[vs]	45%	60%	75%	90%
Human Lore	1	45%	60%	75%	90%
Orate	1[s]	45%	60%	75%	90%
Ride <Beast>	1/2	30%	45%	60%	75%
Speak <Language>	1[v]	45%	60%	75%	90%
Spy					
Act	1	45%	60%	75%	90%
Craft/Disguise	1	45%	60%	75%	90%
Tax Collector					
Intimidate	1/2	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
Other					
Bargain	1[s]	45%	60%	75%	90%
Craft/Torture	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
R/W <Language>	1[y]	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

LUNAR SORCERER		Trained	Skilled	Expert	Master
Ceremony	1	45%	60%	75%	90%
R/W New Pelorian	1	45%	60%	75%	90%
R/W Western	1/2	30%	45%	60%	75%
Sorcery Lore	1	45%	60%	75%	90%
Magic		2	3	4	5
Wealth		1	2	3	4
Renown		1	2	3	4

Typically trained in the Western tradition, using primarily sorcery. At a cost of I POW he or she can also become on initiate of a Lunar religion, typically a City God or the Seven Mothers. *A sorcerer-initiate gains no free cult or divine magic, but can spend starting POW and/or money to purchase or such spells.*

6-1/2 choices

Optional Skills	Cast	*Trained*	*Skilled*	Expert	Master
Demonologist					
Sing/Pelorian	1/2	45%	60%	75%	90%
Summon	2	45%	60%	75%	90%
Enchanter					
Craft <Substance>	1	45%	60%	75%	90%
Devise	2[s]	45%	60%	75%	90%
Enchant	2	45%	60%	75%	90%
Magician					
Duration	2	45%	60%	75%	90%
Range	2	45%	60%	75%	90%
Multispell	2	45%	60%	75%	90%
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[v]	45%	60%	75%	90%
Seer					
<Any> Lore	1[v]	45%	60%	75%	90%
R/W <Language>	1[v]	45%	60%	75%	90%
Other					
Custom <Any>	1/2[v]	30%	45%	60%	75%
Custom/Pelorian	1[s]	60%	75%	90%	100%
Instruct	1	30%	45%	60%	75%
Speak New Pelorian	1	60%	75%	90%	100%
Speak <Language>	1[v]	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%

Lunar Possessions

Basic Gear

Tunic, trews, robe, sandals or boots, underwear, cloak or coat, headgear, belt knife, lamp, flask

Additional Possessions

Weapons	Choices	Armor	Choices	Magic	Choices	Miscellaneous	Choices
Scimitar	1A	Heavy Leather	1A	Iron sickle	2B	Peltast's outfit	1B[3]
Sickle	1A	Cuirbouilli	2A	Iron scimitar	1C	Legionnaire's outfit	2B[4]
Shortsword	1A	Light scale	3A	Iron shortsword	1C	Hoplite's outfit	1C[5]
Parrying dagger	1A	Chain hauberk	3A	Iron broadsword	2C	75 Lunars	1A[6]
Greatsword	1B	Heavy scale	6A	Iron war spear	1C	300 Lunars	1B[6]
War Spear	1A	Chainmail	2B	Iron closed helm	2C	1,200 Lunars	1C[6]
Staff and dagger	1A	Plate	1C	Iron chain hauberk	4C	Falcon	1A
Flail	1A	Small shield	1A	Small iron shield	1C	Riding horse	IB
Rhompia	1A	Medium shield	1A	Medium iron shield	2C	Business	Varies[7]
3 javelins	1A	Large shield	2A	Large iron shield	4C	Farmland	Varies[7]
6 darts	1A	Small bronze shield	2A	1 point powered crystal	1C	Investments	Varies[7]
Self Bow		Medium bronze shield	3A	4 point dead		Trade goods	Varies[7]
and 20 arrows	1A			(MP storage) crystal	1C	Allowance	1A/1B/1C[8]
				Ceremonial Gear	2A[1]	Slave	1B/1C/2C[9]
				Enchanting Gear	1B[1]	Contact	1A/2A/1B/2B[10]
				Summoner's Circle	1A[1]	Friend	2A/1B/2B/1C[10]
				Shrine	1C[2]	Ally	1B/2B/1C/2C[10]
				Temple	2C/4C/8C[2]	First Aid Kit	2A[1]
						Physician's Kit	1B[1]
						Lore Scroll	2A[1]

Notes

[1] These represent fine or exceptional tools that add 5% to the relevant skill. The bonus can be improved—each time you double the cost, it adds 5% more, to a maximum of +20% (at eight times cost). Ceremonial Gear has 4 ENC, civilized Enchanting Gear has 16 ENC, a Summoner's Circle is immobile, a First Aid Kit has I ENC. a Physician's Kit has 4 ENC, and a Lore Scroll has I ENC for an easy Lore, 4 ENC for a medium Lore and 16 ENC (a set of scrolls) for a hard Lore.

[2] A shrine (1C) will support an acolyte and has a congregation of 50. A minor temple (2C) will support a priest and has a congregation of 100. A temple (4C) will support a priest and an acolyte, and has a congregation of 200. A major temple (8C) will support a chief priest and a priest and either an additional priest or two acolytes, and has a congregation of 400. An acolyte must contribute 3 days a week of duties to a temple's upkeep, while a priest or chief priest must contribute 5 days a week of duties to a temple's upkeep.

[3] A Peltast's outfit consists of an open composite helm, cuirbouilli cuirass, heavy leather skirts and limbs, a peltast (medium) shield, a scimitar, and 3 javelins or 6 darts.

[4] A Legionnaire's outfit consists of an open bronze helm, a light scale hauberk, cuirbouilli limbs, a legionnaire (large) shield, a scimitar, a war spear, 2 javelins and an Adventurer's Pack.

[5] A Hoplite's outfit consists of a full bronze helm, a heavy scale hauberk, bronze plate limbs, a hoplite (large) shield, a war spear and a shortsword or sickle.

[6] These funds can be used to purchase other pieces of starting equipment as well (see Economics).

[7] These are examples of businesses. Running a business requires a minimum ability in an appropriate skill: Craft/Appropriate or Bargain for a business, Craft/Farming or Craft/Administrate for farmland, Craft/Administrate for investments, and Evaluate for trade goods. The business yields a certain amount of cash or barter equivalents each season. The more work put into the business, the greater the yield (measured in days of duties spent attending to the business). One can collect a small amount even without putting any work into the business, representing an investment or share in a business run by others. Once a season, make the relevant skill roll. On a critical success, the business doubles in value (a 1C business becomes a 2C business). On a fumble the business' value is halved (a 1C business becomes a 2B business). Depending on one's skill, one can choose to purchase a 2A. 1B, 2B, 1C, 2C, 4C or a 8C business. See the Business Table below for more information.

[8] An allowance yields 40 L (1A), 160 L (1B) or 640 L (1C) a year, with no investment of time or any rolls required.

[9] A slave is unskilled (1B), trained (1C) or skilled (2B). and will generally obey the letter, though not always the spirit, of their master's orders.

[10] This represents a useful contact, friend or ally from the Lunar Empire. The costs represent a Trained/Skilled/Expert/Master level contact, friend or ally, who requires no time to maintain (above and beyond those one acquires through socializing). In general, one can call on a contact for assistance with an APPx1 roll, a friend with an APP x3 roll, and an ally with an APP x5 roll. See Socializing in Time and Learning for more details.

Business Table

Value	Minimum skill to own	Amount made in cash or barter each season working			
		0 days a week	I day a week	3 days a week	5 days a week
2A	15%	I5L	30L	45L	60L
IB	30%	30L	60L	90L	120L
2B	45%	60L	120L	180L	240L
1C	60%	120L	240L	360L	480L
2C	75%	240L	480L	720L	960L
4C	90%	480L	960L	1,440L	1,920L
8C	100%	960L	1,920L	2,880L	3,840L

PAVIS

Mythology

The founding of the city of Pavis took place within Time, but there are those that claim that there has always been a city on the Plains of Prax. It is known that the city of Pavis was built on the foundations of an earlier city called Robcradle, established by the Jrusteli to loot the giant cradles that came floating down the River of Cradles. The Jrusteli are said to have chosen the site not only for its strategic location, but as they had uncovered ruins and artifacts at the site as well. The exact nature of their discoveries was lost in the giant's destruction of Robcradle.

History

The city of Pavis was founded in Prax in 850 S.T by the hero Pavis, a native of the nearby town of Adari. He had studied under the tutelary dragons of the EWF, and learned the secrets of stone from the dwarf Flintnail. With the knowledge he had acquired, Pavis animated the Faceless Statue of Shadows Dance, and brought it with him to the ruins of Robcradle. With its aid Pavis defeated the nomads and the giant that tried to stop him. He later befriended the nomads by healing their god, Waha.

With Flintnail's aid, Pavis created an immense city from the body of the Faceless Statue, then withdrew into his temple. His daughters took over the day to day management of the city, and the city grew and prospered. It retained some of the former glory of the EWF even after the collapse of the EWF. The prosperity did not last, as the subsequent resurgence in the power of the animal nomads resulted in repeated nomad raids on the city, which reduced much of the city to ruins.

The city's fate was sealed when an army of trolls from Shadows Dance, led by the troll hero Gerak Kag, fought their way across the plains and magically sealed themselves inside the walls of the city. Four hundred years of troll occupation followed, during which the rest of the city was reduced to to rubble. Many of the city's residents were trapped inside, and those that survived the troll occupation did so with the assistance of the city's ancient magics. The period was one of continual struggle between the trolls and the last remnants of the humans, elves and dwarfs. The Pavis cult kept to its rituals, and their intimate knowledge of the city's magics allowed its members to survive in the ruins.

The mysterious event known as the Dragonewt's Dream ended the troll occupation of the Rubble. A phantom procession of dragonewts destroyed the ancient spells the trolls had used to seal off the city. A crude shanty town called the City of Thieves sprang up around a trade post on the nearby Zola Fel River, servicing the fortune seekers and treasure hunters drawn to the newly accessible Rubble.

Intrigued by the rumors of the treasures of the Rubble, Dorasar of Sartar came to the city, first to explore, then to settle. In 1550 S.T. he established the small city outside the walls of the Rubble that became known as New Pavis, or Pavis Outside the Walls. The Pavis cult emerged from the basements and cellars of the Rubble and negotiated a settlement with the Sartarites, effectively giving Orlanth dominance over the air, while Pavis retained control of the city and earth. Many of the cult's leaders themselves moved to the new city, though some remained in the Rubble. The zebra riding Pavis Survivors, remnants of the ancient wardens of Pavis, returned to the ruins. The new city continued to expand, and rapidly became a major center for trade.

In 1610 S.T, the forces of the Lunar Empire defeated a massed army of animal nomads and lay New Pavis to siege, which surrendered within a day. The Lunars garrisoned a large number of troops within the walls and began to collect tax and tribute from the citizens and visiting traders, as well as a portion of any treasure recovered by the scholars and adventurers plundering the Rubble. In return they maintain order and provide protection from the raids of the animal nomads.

People

Against the backdrop of the ruins of the magical city of Pavis, now known as the Rubble, has sprung up the all too real city of New Pavis, a frontier town crowded with immigrants pursuing their dreams. Many Sartarites have since followed Dorasar to the walls of the Rubble at the edge of the Wastes. At first they came in search of wealth, later in search of a reprieve from Lunar domination. As a center of trade, it attracts merchants from as far away as the Holy Country and Kralorela. The legendary treasures of the Rubble attract their share of adventures as well. Even the Praxian animal nomads visit Pavis, as out of place there as a Pavis townsman would be in the Wastes. The Lunars are the most recent arrivals in Pavis, and its current overlords. They are doing their best to keep the revolutionary elements in the city pacified.

Pavis is a microcosm of Dragon Pass, a melting pot of diverse cultures. Out of this, the residents of Pavis and the Rubble have developed a society of their own. A city of survivors, the traits most respected by them are those of resourcefulness and pragmatism. Those who arrive in Pavis, whether by choice or exile, soon realize that theirs will be a grim and dangerous existence. However, to most, the chance for great reward seems worth the risks, and adventurers continue to be drawn to the city like flies.

The city of New Pavis was constructed with debris from the ancient remains of the Rubble. The new city was built against the ancient walls of the Rubble, and itself protected by a defensive wall. Inside the wall, stone and adobe buildings make up the city proper. Spacious temples and rich manors overlook overcrowded markets and shabby tenements. Outside the wall, a collection of shacks and tents form the shanty town called Thieves Town.

Within the ancient walls of Pavis lies the ruins most outsiders call the Rubble. The ruins are haunted by ghosts and creatures of chaos, and inhabited by mutually hostile factions of humans and Elder Races, making the Rubble a very dangerous place.

Adventurers from Pavis

Adventurers from Pavis may be of Pavic or Sartarite descent. Recommended adventurers of Sartarite descent include Sartarite warriors, crafters, thieves and entertainers, either natives of New Pavis or long term residents (use Pavic crafter or thief to generate one of Sartarite descent as well, substituting Sartarite for Old Pavic. though Sartarite residents often learn Old Pavic as well). Recommended adventurers of Pavic descent include Pavic crafters and thieves, natives of New Pavis or the Rubble who often dabble in adventuring. Crafter adventurers may include alchemists, mechanicians, engineers, masons, armorers or the Rubble Trackers of the Flintnail cult. Pavis was a crafter, and many Pavis crafters seek to emulate his example by trying to restore the cities former glories. The skills taught by the thieves rings of Pavis are among those most useful to adventurers.

Other recommended adventurers include the Sun Dome Templars, who have a small temple in Pavis, and are a ready source of adventurers (generated as Lunar hoplite or noble, but substituting Old Pavic for New Pelorian).

Other good choices include natives or long term residents such as Lhankor Mhy scholars, Issaries traders or Chalana Arroy healers, who may be natives of Pavic or Sartarite stock, or long term residents from Sartar or the Holy Country.

Common traits—cautious, cunning, pragmatic, resourceful

Male names—Alebard, Dolan, Dorasor, Jorasor, Kirth, Robasart

Female names—Carrowin, Dora, Erril, Rivkin

Other Adventurers in Pavis

The Rubble is famous, and attracts adventurers of many persuasions. Lunar adventurers may be drawn from the Lunar military units stationed in Sartar, or from the recent influx of Lunar officials, Carmanian settlers, or the occasional visiting or exiled noble. Praxian adventurers may include the Lunar Sable Riders who arrived with the occupying forces, or Praxian nomads exiled from their tribe for breaking a taboo, who are forced to live in Pavis if they wish to remain on the plains of Prax and not join an outlaw band, as no other tribe will accept them and the inhospitability of the Wastes will not allow a lone individual to survive for long.

Other good choices for adventurers include the Lhankor Mhy or Irrippi Ontor scholars drawn to Pavis to study the mysteries of the Rubble, visiting nobles or entertainers, Issaries or Etyries traders, Sartarite refugees, and Deezola or Chalana Arroy healers. The Rubble has nonhuman inhabitants as well, such as the trolls of the Troll Stronglands and the elves of the Garden, and many human or troll Argan Argar merchants visit Pavis and nearby Adari to trade.

PAVIC CRAFTER		Trained	Skilled	Expert	Master
Craft <Substance>	1	45%	60%	75%	90%
Craft <Substance>	1/2	30%	45%	60%	75%
Evaluate	1	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

Uses Divine Magic. Typically worships Pavis or Flintnail.

8-1/2 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Artisan					
Craft/Art	1	45%	60%	75%	90%
<Substance> Lore	1/2	45%	60%	75%	90%
Guildsman					
Custom/Pavis Guild	1/2	45%	60%	75%	90%
Instruct	1	30%	45%	60%	75%
Shopkeeper					
Bargain	1[s]	45%	60%	75%	90%
Craft/Administrate	1	45%	60%	75%	90%
R/W Old Pavic	1	45%	60%	75%	90%
Mechanician					
Conceal	1	45%	60%	75%	90%
Devise	2[s]	45%	60%	75%	90%
Trap	1[s]	45%	60%	75%	90%
Other					
City Lore	1/2	45%	60%	75%	90%
Custom/Pavic	1[s]	60%	75%	90%	100%
New Pavis Lore	1/2	45%	60%	75%	90%
Sing/Pavic	1/2	45%	60%	75%	90%
Speak <Language>	1/2[v]	30%	45%	60%	75%
Speak Old Pavic	1	60%	75%	90%	100%
Speak Tradetalk	1/2	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%

PAVIC THIEF		Trained	Skilled	Expert	*Master*
City Lore	1/2	45%	60%	75%	90%
Custom/Low Pavic	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
<Weapon> Attack	1/2[v]	30%	45%	60%	75%
<Weapon> Parry	1/2[v]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		0	1	2	3
Renown		1	2	3	4

Uses Divine Magic. Typically worships Black Fang, Lanbril or Pavis.

9 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Adventurer					
First Aid	1/2	45%	60%	75%	90%
Rubble Lore	1/2	45%	60%	75%	90%
Assassin					
Dodge	1	30%	45%	60%	75%
Poison Lore	1/2	45%	60%	75%	90%
<Weapon> Attack	1	45%	60%	75%	90%
Beggar					
Beg	1/2	45%	60%	75%	90%
Con Man					
Act	1	45%	60%	75%	90%
Persuade	1[s]	45%	60%	75%	90%
Cut-purse					
Conceal	1	45%	60%	75%	90%
Pickpocket	1/2	45%	60%	75%	90%
Fence					
Bargain	1[s]	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
R/W <Language>	1/2[v]	30%	45%	60%	75%
Mechanic					
Devise	2[s]	45%	60%	75%	90%
Trap	1[s]	45%	60%	75%	90%
Second Story Man					
Climb	1/2	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Other					
Acrobatics	1[s]	45%	60%	75%	90%
Custom <Any>	1[vs]	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
<Appropriate> Lore	1[v]	45%	60%	75%	90%
Stealth	2[s]	45%	60%	75%	90%
Speak <Language>	1/2[v]	30%	45%	60%	75%
Speak Thieves Argot	1/2	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%

Pavic Possessions

Basic Gear

Tunic, pants, kilt, sandals, cloak, headgear, money belt, belt knife, tinderbox, lamp, flask, torches

Additional Possessions

Weapons	Choices	Armor	Choices	Magic	Choices	Miscellaneous	Choices
Shortsword	1A	Heavy Leather	1A	Iron dagger	1C	75 Guilders	1A[3]
Parrying dagger	1A	Studded Leather	1A[1]	Iron broadsword	2C	300 Guilders	1B[1]
2 daggers	1A	Cuirbouilli	2A	Iron bastard sword	3C	1,200 Guilders	1C[3]
Broadsword	1A	Light scale	3A	Iron open helm	2C	Adventurer's Pack	1A[4]
Bastard Sword	3A	Chain hauberk	3A	Iron light scale hauberk	2C	Fighting Dog	1A
Greatsword	IB	Heavy scale	6A	Iron heavy scale hauberk	4C	Mule	IB
War Spear	1A	Chainmail	2B	Small iron shield	1C	Riding zebra	IB
Staff and dagger	1A	Plate	1C	Medium iron shield	2C	Business	Varies[5]
Warhammer	1A	Small shield	1A	1 point powered crystal	1C	Investments	Varies[5]
Greathammer	2A	Medium shield	1A	4 point dead		Trade goods	Varies[5]
Battleaxe	1A	Small bronze shield	2A	(MP storage) crystal	1C	Treasure map	1A/1B/1C
Greataxe	2A			1 point battle magic		Contact	1A/2A/1B/2B[7]
Maul	1A			spell matrix	1C	Friend	2A/1B/2B/1C[7]
Throwing knife	1A			Shrine	1C[2]	Ally	1B/2B/1C/2C[7]
Med. crossbow	2A			Temple	2C/4C/8C[2]	First Aid Kit	1A[8]
Heavy crossbow	IB					Physician's Kit	1B[8]
						Lockpicks	2A[8]
						Lore Scroll	2A[8]

Notes

[1] Studded leather is the equivalent of heavy leather, but appears identical to a form of light and heavy scale armor popular in Pavis.

[2] A shrine (1C) will support an acolyte and has a congregation of 50. A minor temple (2C) will support a priest and has a congregation of 100. A temple (4C) will support a priest and an acolyte, and has a congregation of 200. A major temple (8C) will support a chief priest and a priest and either an additional priest or two acolytes, and has a congregation of 400. An acolyte must contribute 3 days a week of duties to a temple's upkeep, while a priest or chief priest must contribute 5 days a week of duties to a temple's upkeep.

[3] These funds can be used to purchase other pieces of starting equipment as well (see Economics).

[4] A Pavic adventurer's pack contains twice the gear of a regular adventurer's pack, and includes 30 m of rope and a grapple.

[5] These are examples of businesses. Running a business requires a minimum ability in an appropriate skill: Craft/Appropriate or Bargain for a business, Craft/Administrate for investments, and Evaluate for trade goods. The business yields a certain amount of cash or barter equivalents each season. The more work put into the business, the greater the yield (measured in days of duties spent attending to the business). One can collect a small amount even without putting any work into the business, representing an investment or share in a business run by others. Once a season, make the relevant skill roll. On a critical success, the business doubles in value (a 1C business becomes a 2C business). On a fumble, the business' value is halved (a 1C business becomes a 2B business). Depending on one's skill, one can choose to purchase a 2A, 1B, 2B, 1C, 2C, 4C or a 8C business. See the Business Table below for more information.

[6] A treasure map can be used once. If its owner succeeds in a POW x1 roll, it yields 375 L (1A), 1,500 L (1B), or 6,000 L (1C). If the roll fails, the map turns out to be worthless. The gamemaster may wish to instead run this as an adventure.

[7] This represents a useful contact, friend or ally from Pavis. The costs represent a Trained/Skilled/Expert/Master level contact, friend or ally, who requires no time to maintain (above and beyond those one acquires through socializing). In general, one can call on a contact for assistance with an APP xl roll, a friend with an APP x3 roll, and an ally with an APP x5 roll. See Socializing in Time and Learning for more details.

[8] These represent fine or exceptional tools that add 5% to the relevant skill. The bonus can be improved—each time you double the cost, it adds 5% more, to a maximum of +20% (at eight times cost). A First Aid Kit has I ENC. a Physician's Kit has 4 ENC, Lockpicks have 0 ENC, and a Lore Scroll has I ENC for an easy Lore, 4 ENC for a medium Lore and 16 ENC (a set of scrolls) for a hard Lore.

Business Table

Value	Minimum skill to own	Amount made in cash or barter each season working: 0 days a week	I day a week	3 days a week	5 days a week
2A	15%	I5L	30L	45L	60L
IB	30%	30L	60L	90L	120L
2B	45%	60L	120L	180L	240L
1C	60%	120L	240L	360L	480L
2C	75%	240L	480L	720L	960L
4C	90%	480L	960L	1,440L	1,9201
8C	100%	960L	I,920L	2,880L	3,840L

PRAX

Mythology

Before the Chaos Wars this place was different. It was a lush and wonderful land where no one was hungry, no one feared to lose their possessions, no slavers or carnivores roamed, and not even children had nightmares. Genert ruled the land in peace. He was a kind god who had never learned the arts of war, for his way was not that of conflict. He gave to others whatever they asked for. Chaos changed everything, and what it did not change it destroyed. Genert was slain by chaos, and the Gardens of Genert turned into the Wastes and the Krjalki Bog. Nearly all of Genert's followers were destroyed or crippled by chaos. Only those who fled in shame survived.

Everything would have died then, or become something worse than death, except for the might and courage of Storm Bull, Savior of the Universe. He alone stood to fight against the evil surrounding him on all sides. The nomad's ancestors cowered within his cloak and saw what happened then. Storm Bull reached into his heart took from it the Great Rock, and with it crushed the head of the Devil, and smashed its bones, and pulped its flesh and organs. From its remains crawled the Thirteen Great Monsters, then the ten thousand broos, and finally the Eight Human Races which fled in fear from this land, and inhabit the regions around the edges of our world. When he saw these new evils Storm Bull leapt into the sky, and set the sun and stars back into their places, and drew Little Brother and his six companions from the Dark Place to set them to their work. Storm Bull continues his battle against chaos to this very day.

Waha the Butcher, son of Storm Bull the Chaos Killer and Eiritha, Mother of Herds is the Founder of the animal nomads. In the Greater Darkness, Waha went into the Dark Place and freed the Herd Mothers from their place of imprisonment. He held the Contest of Food which separated men from beasts, and allowed the starving people of the Plains to survive.

History

The history of Prax is a repeated story of wild plunderers who raid, then vanish back into the Wastes, and of unsuccessful colonization attempts by border nations.

The nomads have an instinctive love for their bleak home that is difficult for an outsider to comprehend. Wherever they raid, they always seem called back again to the harsh life of Prax and the Wastelands. This passion for their homeland cannot be verbalized by the animal nomads, who do not even have a word for it. But it runs through their veins like fire. Thus, the Sable people that settled in Peloria chose the grim Hungry Plateau to dwell in—the closest facsimile of the Wastelands they could find.

Some of the attempts by outsiders to colonize Prax have met with more success than others. The city of Pavis was founded in 850 S.T, upon older ruins by the hero Pavis, and flourished for a time before it too was reduced to rubble. The Sun Dome Templars of Sun Country in Prax have managed to keep their lands intact, despite the hostility of the Wastes. The frontier town of New Pavis, originally build outside the walls of the Pavis Rubble by Sartarites seeking refuge from the expanding Lunar Empire to the north has since become a center of trade, and an informal meeting place for all the peoples of the land. The most recent outsiders in Prax are the forces of the Lunar Empire, who were savagely defeated after an initial incursion in 1608 S.T., but then defeated massed nomad forces at the Battle of Moonbroth in 1610 S.T. and occupied Pavis. They have since brought in settlers, notably Carmanians from the Western Reaches of the Lunar Empire, and founded the port of Corflu to the south.

People

The nomads are fiercely conservative, and since most of them were born and raised in the Wastes, even the bleak vegetation of Prax, such as the Paps' scraggly orchard and few dozen acres of holygrain, seem decadent luxuries and temptations. The world outside is seen as a land of decadence, only good for robbing.

All the Five Great Tribes, and most of the lesser ones, follow the way of Waha, god of chieftains. Tribesmen worship Waha himself, while women worship Eiritha, the Herd Mother. Another popular god is the Storm Bull, and nowhere else is he as important. Shamans are widespread for there are many homeless spirits roaming the plains, remnants of Godtime and vestiges of other days. The shamans have learned to contact these spirits and harness their waning power.

The nomads believe Prax to be their holy land, and most clans make periodic pilgrimages to the Paps, the holy of holies of Prax, or the Block, where Storm Bull slew the Devil. In general, the nomads follow the migrations of their tribal animal, which they both ride and eat. Though all the nomads eat their own herd animals, their own tribe's animals represent wealth as well as food, and they prefer to eat animals stolen from other tribes. Raiding is so common that a young warrior cannot marry unless he presents a bride-price in the form of a captured beast. A man cannot stand among his clan's Elders until he has captured a herd beast from each other Great Tribe. The mark of a great warrior is the possession of many foreign beasts. The women of the tribes own most of the tribes wealth, as they do not raid, rather tend the herds of their own tribe's animals with great skill, so that they grow and prosper.

Each tribe is divided into many clans, which are further divided into septs. These clans often meet and trade, and intermarriage is the norm. The Five Great Tribes of Prax include the Bison, High Llama, Sable, and the Impala. The other Great Tribe of Prax is that of the Morokanth, inhuman tapir like creatures that herd men. They are uniformly despised by the human inhabitants of Prax. The lesser tribes of Prax are the Rhino, Unicorn and *Zebra* tribes. A number of minor tribes exist as well, some of which hunt animals instead of herding.

Praxian culture resembles that of the American Plains Indians in some ways, though not in others.

Adventurers from Prax

Recommended adventurer professions among the animal nomads of Prax include warrior, tender, and shaman (see General Professions).

The Bison tribe, whose clans have thousands of members, is a good source of adventurers. Some well known Bison clans include the Antharan, Flower Bison and Skullbat clans. The Sable and High Llama tribes often yield adventurers as well.

The Pol Joni tribe are a nation of horse riders that herd cows. They are despised by the animal nomads for their horses and worship of outside gods, but have proven their place upon the Plains of Prax through their skill in warfare. They are now grudgingly accepted, and as they unique among the tribes in having an adoption ritual that allow anyone that passes their test to join, the tribe allows animal nomads that have been outlawed from their own tribe one last chance at a normal life on the plains of Prax. Should they fail the test, they have few choices—death through slow starvation, a miserable existence in the crowded warrens of the city of Pavis, or joining an outlaw band of Gagarth worshippers, who survive by raiding others on the Plains.

The Zebra tribe, though a minor tribe, is a good source of adventurers. Its members have close ties with the city of Pavis, and are more civilized than most of the other tribes, with members often worshipping more civilized gods, such as Pavis. Issaries. Humakt and Orlanth. Zebra traders (see Merchant in General Professions) are almost as well known as their warriors.

Common traits—Proud, honest, traditional, conservative, vengeful

Male names—Kost, Makasta, Morwaha, Roneer, Varkan. Wahagrim, Yazurkial

Female names—Deratha, Erajia, Neyliss

Other Adventurers from Prax

There are other residents of Prax and the Wastes, though the animal nomads are by far dominant. Some of these, such as the Oasis Peoples, starving dirt farmers, are less likely to produce adventurers. Others are more likely to do so. These include the Sartarite settlers in the area of Pavis (such as those in Garhound), for which the Sartar professions can be used; the residents of Pavis, Adan, and the surrounding cultivated regions, including the Sun Dome Templars of Sun County in Prax (generated as a Lunar soldier or noble, substituting Old Pavic for New Pelorian). A number of independent shamans exist as well, each following their own tradition or spirit cult.

Other Adventurers in Prax

The forces of the Lunar Empire are recent arrivals in Prax. The Lunar occupiers of Pavis and Corflu. Lunar soldier or officials, can serve as a source of adventurers, as can the Carmanian and other Lunar settlers recently arrived in Prax

PRAXIAN WARRIOR

		Trained	Skilled	Expert	Master
Craft/Butchery	1/2	45%	60%	75%	90%
Desert Lore	1/2	45%	60%	75%	90%
Ride<Beast>	1	45%	60%	75%	90%
<Beast>Lore	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%

Magic	1	2	3	4
Wealth	1	2	3	4
Renown	1	2	3	4

Use Divine Magic (common) or Spirit Magic (rare). If uses Divine Magic worships Waha or Storm Bull. Pol Joni and Zebra tribesmen worship Orlanth and Humakt as well. Outlaws tend to worship Gagarth. Only men become warriors.

6 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Berserk					
<Weapon> Attack	2[V]	60%	75%	90%	100%
Chieftain					
Custom/Praxian	1[S]	60%	75%	90%	100%
Orate	1[S]	45%	60%	75%	90%
R/W Praxian	1/2	45%	60%	75%	90%
Speak Praxian	1	60%	75%	90%	100%
Herder					
Animal Lore	1/2	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Raider					
Conceal	1	45%	60%	75%	90%
Stealth	1[S]	30%	45%	60%	75%
Track	1	45%	60%	75%	90%
Other					
Craft/Battle	1	30%	45%	60%	75%
Dodge	2	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Maneuver	1	30%	45%	60%	75%
Prax Lore	1/2	45%	60%	75%	90%
If Pol Joni or Zebra tribesmen:					
Speak <Language>	1[V]	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

PRAXIAN TENDER

		Trained	Skilled	Expert	Master
Animal Lore	1	45%	60%	75%	90%
Craft/Cooking	1/2	45%	60%	75%	90%
Desert Lore	1/2	45%	60%	75%	90%
Ride<Beast>	1	45%	60%	75%	90%
first Aid	1/2	45%	60%	75%	90%
Plant Lore	1	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%

Magic	1	2	3	4
Wealth	1	2	3	4
Renown	1	2	3	4

Use Divine Magic (common) or Spirit Magic (rare). If uses Divine Magic worships Eiritha or Ernalda. Only women become tenders.

6-1/2 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Animaltender					
Listen	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Track	1	45%	60%	75%	90%
Crafter					
Craft <Substance>	1	45%	60%	75%	90%
Healer					
Craft/Midwife	1	45%	60%	75%	90%
first Aid	1/2	45%	60%	75%	90%
Physician	2[S]	45%	60%	75%	90%
Herdmother					
Human Lore	1	45%	60%	75%	90%
Orate	I[S]	45%	60%	75%	90%
Persuade	I[S]	45%	60%	75%	90%
R/W Praxian	1/2	45%	60%	75%	90%
Speak Praxian	1	60%	75%	90%	100%
Speak Tradetalk	1/2	45%	60%	75%	90%
Singer					
Ceremony	1	45%	60%	75%	90%
Dance/Praxian	1/2	45%	60%	75%	90%
Sing/Praxian	1/2	45%	60%	75%	90%
Teacher					
Custom/Praxian	1[S]	60%	75%	90%	100%
Instruct	2	45%	60%	75%	90%
<Any> Lore	1[V]	45%	60%	75%	90%
If Pol Joni or Zebra tribesmen:					
Speak <Language>	1[V]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

Praxian Possessions

Basic Gear

Leather jerkin, leather trews, loincloth, headgear, moccasins, skin poncho, belt knife, fire making gear, saddle pad, waterskin
Men also start with a skinning knife and a man's tent, women with cooking and camping gear.

Additional Possessions

Weapons	Choices	Armor	Choices	Magic	Choices	Miscellaneous	Choices
Lance	1A	Heavy Leather	1A	Rhino Fat	1A	Nomad Saddle	2A[3]
War Spear	1A	Cuirbouilli	2A	4/8/12 point dead		Butchering Gear	1A[3]
2 Daggers	1A	Cuirbouilli with bone		(MP storage) crystal	1C/2C/4C	Woman's Tent	1A[3]
Shortsword	1A	breastplate and helmet	3A[1]	1/2/4 point battle magic		First Aid Kit	2A[3]
Broadsword	2A	Rhino hide armor	1B[2]	spell matrix	2B/1C/2C	Physician's Bag	1B[3]
Bastard Sword	IB	Chain hauberk, cuirbouilli		1/2/4 point Spirit Trap	2B/1C/2C	Bison	2A
Scimitar	2A	limbs, open helm	2B	1 point fixed Truestone	2C	War Bison	2B[4]
Handaxe	1A	Small hide shield	1A	Iron dagger	2C	High Llama	3A
Battleaxe	2A	Medium hide shield	1A	Iron broadsword	3C	War Llama	3B[4]
Mace	1A	Large hide shield	1A	Iron bastard sword	4C	Sable	2A
6 Darts	1A			Iron light scale hauberk	4C	War Sable	2B[4]
3 javelins	1A			Iron open helm	3C	Zebra	IB
Nomad bow	2A			Ceremonial Gear	2A[3]	War Zebra	1C[4]
				Enchanting Gear	1B[3]	Impala	1A
				Summoning Gear	1B[3]	War Impala	1B[4]
						Rhino	2C
						War Rhino	4C
						Herd	Varies[5]
						Contact	1A/2A/1B/2B[6]
						Friend	2A/1B/2B/1C[6]
						Ally	1B/2B/1C/2C[6]

Notes

[1] A bone breastplate is the equivalent of a light scale cuirass, a bone helmet the equivalent of an open composite helm. Both have 4 AP and an ENC of 2.5. With cuirbouilli limbs and skirts, the outfit has an ENC of 11.

[2] Rhino hide armor is a from of cuirbouilli made of rhino hide, and has 4 AP and an ENC of 16 for the full suit

[3] These represent fine or exceptional tools or gear that add 5% to the relevant skill. The bonus can be improved—each time you double the cost, it adds 5% more, to a maximum of +20% (at eight times cost). Ceremonial, Enchanting and Summoning Gear each have 4 ENC, a Nomad Saddle has 4 ENC, Butchering Gear has I ENC, a Woman's Tent (generally influences Craft/Cooking) has 16 ENC, a first Aid Kit has I ENC, and a Physician's Kit his 4 ENC.

A nomad saddle is a symbol of prestige among the male animal nomads of Prax The more expensive the saddle, the more elaborate and decorative it is, and the higher its owner's apparent status. A chieftain would have the most expensive kind (4C).

A woman's tent is a symbol of prestige among the female animal nomads of Prax. The more expensive the tent, the larger it is, the more elaborate its interior and contents, and the higher its owner's apparent status.

[4] A war beast has superior characteristics (see Economics for details).

[5] A herd yields a certain amount of barter equivalents each season. The more work put into caring for the herd, the greater the yield (measured in days of duties spent attending to the herd). Once a season, make a Craft/Herding roll. On a critical success, the herd doubles in value (a 1C herd becomes a 2C herd). On a fumble, the herd's value is halved (a 1C herd becomes a 2B herd). Depending on one's Craft/Herding skill, one can choose to purchase a 2A, 1B, 2B, 1C, 2C, 4C or a 8C herd. See the Herd Table below for more information.

[6] This represents a useful contact, friend or ally from Prax. The costs represent a Trained/Skilled/Expert/Master level contact, friend or ally, who requires no time to maintain (above and beyond those one acquires through socializing). In general, one can call on a contact for assistance with an APP x I roll, a friend with an APP x3 roll, and an ally with an APP x5 roll. See Socializing in Time and Learning for more details.

Herd Table

Value	Minimum skill to own	Amount made in barter each season working 1 day a week	3 days a week	5 days a week
2A	15%	30 L	45 L	60 L
IB	30%	60 L	90L	120L
2B	45%	120 L	180L	240 L
1C	60%	240 L	360 L	480 L
2C	75%	480 L	720 L	960 L
4C	90%	960 L	1,440 L	1,920L
8C	100%	1,920L	2,880 L	3,840 L

GENERAL PROFESSIONS

The following professions are provided for use by the gamemaster as non-player characters, or for players that wish to generate Gloranthan adventurers of professions other than those recommended and described in fuller detail in the region of Dragon Pass (Sartar, Lunar Empire, Pavis, Prax). Other common adventurer professions include healer, scholar, and merchant.

In addition, they can be used to generate adventurers or non-player characters from other cultures entirely.

Genertelan Cultures and Magic

Civilized Cultures

Arolanit (Sorcery/Atheists)
Black Horse County (Sorcery/Atheists & Arkat) Malkioni)
Sog City (Sorcery/Atheists & Malkioni, Divine Magic/Orlanth & Merman)
Carmania (Sorcery/Malkioni, Divine Magic/Lunar & Orlanth)
Dara Happa (Divine Magic/Yelm, Lunar & Orlanth)
Esrolia (Divine Magic/earth dominated Orlanth)
God Forgot (Sorcery/Atheists)
Janube (Divine Magic/Lunar, Orlanth, Uleria, & Yelm, Sorcery/Malkioni)
Kingdom of War (Divine Magic/all war and death gods)
Kralorela (Sorcery/Kralori, Divine magic/Kralori & Yelm, Dragon *Magic)*
Loskalm (Sorcery/Hrestoli Malkioni)
Pavis (Divine Magic/Pavis, Orlanth, Lunar, Elf & Troll, Spirit Magic)
Peloria (Divine Magic/Lunar, Yelm & Orlanth, *Lunar Magic,* Sorcery)
Safelster (Sorcery/Malkioni, Divine Magic/Orlanth)
Seshnela (Sorcery/Rokari Malkioni)
Teshnos (Divine Magic/*variant* Yelm)

Barbarian Cultures

Barbarian Belt (Divine Magic (Orlanth))
Caladraland (Divine Magic/earth dominated Orlanth and Yelm)
Dagori Inkarth (Divine Magic/Troll, Spirit Magic)
The Islands (Divine Magic/Merman)
Heortland (Divine Magic/Orlanth)
Jonatela (Divine Magic/Orlanth, Sorcery/Malkioni, Spirit Magic)
Kingdom of Ignorance (Divine Magic/Troll, Yelm. & *Kralori,* Sorcery/Kralori, Spirit Magic, *Dragon Magic)*
Ramalia (Divine Magic/Hsunchen, Spirit Magic, Sorcery)
Sartar (Divine Magic/Orlanth, Spirit Magic)
Shadowlands (Divine Magic/Troll, Spirit Magic)
Shadows Dance (Divine Magic/Troll & Elf. Spirit Magic)
Stinking Forest (Divine Magic/Elf & Tusker)
Sun Dome County (Divine Magic/Yelm)
Tarsh (Divine Magic/Lunar & Orlanth)

Nomad Cultures

Char-Un (Divine Magic/Lunar & Yelm, Spirit Magic)
Grazelands (Divine Magic/variant Yelm & *Orlanth)*
Pent (Divine Magic/Yelm & Orlanth, Spirit Magic)
Prax (Divine Magic/Praxian, Spirit Magic)
Tastolar (Divine Magic/Hsunchen, Spirit Magic)
The Wastes (Divine Magic/Praxian, Spirit Magic)

Primitive Cultures

Eol (Spirit Magic)
Rathorela (Divine Magic/Hsunchen, Spirit Magic)
Shan Shan (Spirit Magic. Divine Magic/Hsunchen)

Cultures in bold type are those recommended for play in the Dragon Pass region. Some of these are briefly described in the Introduction. The cultures of the Barbarian Belt, Carmania, Dara Happa, Heortland, Pavis, Peloria, Prax, Sartar, Tarsh, and the Wastes, or closer analogs, are described in detail in the preceding sections of this chapter.

The information in parentheses describes the forms of magic used in the culture, in relative order of dominance. The pantheons worshiped by users of Divine Magic are listed, as are the schools of sorcery studied by users of Sorcery.

Pantheons or forms of magic not described in this book are italicized. The Hsunchen, Kralori, and Merman pantheons are described in Gods *of Glorantha,* the Tusker pantheon is described in *Elder* Secrets *of Glorantha,* the variant Yelm pantheon of the Grazers is described in *King of Sartar,* and the variant Yelm pantheon of Teshnos in described in *Genertela: Crucible of the Hero Wars.*

Professions

Civilized Professions

Crafter (Alchemist, Armorer, Baker, Brewer. Blacksmith. Butcher. Carpenter, Cook, Cooper, Goldsmith, Herbalist, Jeweler, Joiner, Leatherworker, Mason, Potter, Redsmith, Silversmith, Tailor, Weaver)
Entertainer (Acrobat, Actor, Animal Trainer. Dancer, Fool, Juggler, Magician, Minstrel, Musician, Poet, Singer)
Farmer (Wheatgrower, Ricegrower, Corngrower, Herbgrower, Spicegrower)
Fisher (Boatfisher, Seafisher. Linefisher, Netfisher. Penfisher)
Healer (Herbalist, Healer, Midwife, Nurse, Doctor)
Herder (Animal Tamer, Herder, Butcher)
Merchant (Merchant, Trader)
Missionary (Priest, Seven Mothers Missionary, Teelo Norri Missionary)
Noble (Knight, Baron, Chieftain, Count, Duke, King, Satrap)
Official (Accountant, Bureaucrat, Clerk, Functionary, Judge, Priest)
Sailor (Marine, Merchant Marine, Pirate, Sailor)
Scholar (Alchemist, Engineer. Free Sage, Priest, Researcher, Scribe, Teacher)
Sorcerer (Apprentice, Journeyman, Adept, Magus, Priest)
Thief (Assassin, Bandit, Burglar, Cut-purse, Forger, Gambler, Henchman, Mugger, Pimp, Pitchman. Second Story Man)
Warrior (Assassin. Bodyguard, Dart Competitor, Dragoon, Foot Warrior, Guard, Knight, Mercenary, Mounted Warrior, Soldier)

Barbarian Professions

Crafter (Armorer, Baker, Brewer. Blacksmith, Butcher, Carpenter, Cooper, Herbalist, Joiner, Leatherworker, Mason, Potter, Tailor, Weaver)
Entertainer (Bard. Dancer. Fool, Skald, Tumbler)
Farmer (Wheatgrower. Ricegrower, Corn grower)
Fisher (Boatfisher, Linefisher, Netfisher, Penfisher)
Healer (Herbalist, Healer, Midwife, Nurse, Doctor)
Herder (Animal Tamer. Shepherd, Goatherd. Herder, Butcher)
Hunter (Hunter, Scout, Trapper)
Merchant (Innkeeper, Merchant, Trader)
Noble (Chieftain, King. Lawspeaker, Priest)
Scholar (Free Sage, Speaker. Wise One, Priest)
Shaman (Assistant Shaman, Healer, Shaman, Spirit Chaser, Spirit Talker)
Thief (Bandit, Trickster)
Warrior (Berserk. Champion, Foot Warrior, Guard, Mercenary, Mounted Warrior, Thane)

Nomad Professions

Crafter (Woodcarver, Basketweaver, Bonecarver, Leatherworker, Stonecarver, Weaver)
Herder (Beastherder, Horseherder, Cattleherder, Tender, Butcher)
Hunter (Hunter, Scout)
Merchant (Barterer, Trader, Grazer Trader, Zebra Trader)
Noble (Chieftain. Khan. Leader)
Shaman (Assistant Shaman, Healer, Shaman, Spirit Chaser, Spirit Talker)
Warrior (Foot Warrior, Guard, Mounted Warrior, Warleader)

Primitive Professions

Crafter (Woodworker. Basketweaver, Boneworker, Leatherworker, Stoneworker)
Fisher/Gatherer (Gatherer, Clamdigger, Netfisher, Spearfisher)
Hunter (Hunter, Stalker, Trapper)
Shaman (Assistant Shaman, Healer, Shaman)

Professions in bold type are recommended adventurer professions.

CRAFTER		Trained	*Skilled*	Expert	Master
Craft <Substance>	1	45%	60%	75%	90%
Craft <Substance>	1/2	30%	45%	60%	75%
Evaluate	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

9-1/2 choices

Optional Skills	*Cast*	*Trained*	*Skilled*	Expert	Master
Alchemist					
Craft <Potion>	2	45%	60%	75%	90%
Alchemy Lore	1	45%	60%	75%	90%
Armorer					
<Metal> Lore	1/2	45%	60%	75%	90%
Guildmember					
Custom <Guild>	1/2	45%	60%	75%	90%
Instruct	2	45%	60%	75%	90%
Mechanician					
Devise	2^{S}	45%	60%	75%	90%
Trap	1^{S}	45%	60%	75%	90%
Shopkeeper					
Bargain	1^{S}	45%	60%	75%	90%
Conceal	1	45%	60%	75%	90%
Human Lore	1	45%	60%	75%	90%
Other					
Craft <Substance>	1	45%	60%	75%	90%
Custom <Own>	1^{S}	60%	75%	90%	100%
<Substance> Lore	1	45%	60%	75%	90%
Sing <Own>	1/2	45%	60%	75%	90%
<Weapon> Attack	$1/2^{V}$	30%	45%	60%	75%
<Weapon> Parry	$1/2^{V}$	30%	45%	60%	75%
If an initiate:					
Cult Skills	1^{V}	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Crafters make items or offer services for barter and sate. Primitive and nomad crafters typically work leather, bone, wood, stone or weave, white barbarian or civilized crafters have a wider range of crafts.

DEVOTEE		*Trained*	*Skilled*	*Expert*	Master
Ceremony/Divine	1	45%	60%	75%	90%
<Cult> Lore	1/2	45%	60%	75%	90%
Speak <Own Lang.>	1	60%	75%	90%	100%
Magic		2	3	4	5
Wealth		1	2	3	4
Renown		1	2	3	4

6-1/2 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	*Master*
Enchanter					
Craft <Substance>	1/2	30%	45%	60%	75%
Enchant/Divine	2	45%	60%	75%	90%
Missionary					
Custom <Any>	$1/2^{VS}$	30%	45%	60%	75%
Persuade	1^{S}	45%	60%	75%	90%
Speak <Language>	1^{V}	45%	60%	75%	90%
Speaker					
Custom <Own>	1^{S}	45%	60%	75%	90%
Orate	1^{S}	45%	60%	75%	90%
Summoner					
Magic Lore	2	45%	60%	75%	90%
Summon/Divine	2	45%	60%	75%	90%
Teacher					
Instruct	2	45%	60%	75%	90%
<Any> Lore	1^{V}	45%	60%	75%	90%
R/W <Language>	1^{V}	45%	60%	75%	90%
Other					
Cult Skills	1^{V}	45%	60%	75%	90%
Sing <Own>	1/2	45%	60%	75%	90%
<Weapon> Attack	$1/2^{V}$	30%	45%	60%	75%
<Weapon> Parry	$1/2^{V}$	30%	45%	60%	75%

Devotees devote themselves to the service of a god or pantheon of gods. They perform tasks for their cult or cults, such as caring for temples, teaching, collecting tithes, praying and performing rituals and ceremonies.

ENTERTAINER/THIEF		*Trained*	Skilled	Expert	Master
Custom <Own>	1^{S}	45%	60%	75%	90%
Human Lore	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

10 choices

Optional Skills	*Cost*	Trained	*Skilled*	Expert	Master
Acrobat					
Acrobatics	1	45%	60%	75%	90%
Dodge	1	30%	45%	60%	75%
Climb	1/2	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Actor					
Act	1	45%	60%	75%	90%
Orate	1^{S}	45%	60%	75%	90%
Persuade	1^{S}	45%	60%	75%	90%
Courtesan					
Craft/Courtesan	I	45%	60%	75%	90%
Custom <Any>	1^{VS}	45%	60%	75%	90%
Cut-purse/Magician					
Conceal	1	45%	60%	75%	90%
Sleight	1	45%	60%	75%	90%
Dancer					
Dance <Any>	1/2	45%	60%	75%	90%
Fence					
Bargain	1^{S}	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Mechanic					
Craft <Substance>	1	45%	60%	75%	90%
Devise	2^{S}	45%	60%	75%	90%
Trap	1^{S}	45%	60%	75%	90%
Minstrel					
Play <Instrument>	1^{V}	45%	60%	75%	90%
Sing <Any>	1/2	45%	60%	75%	90%
Teacher					
Instruct	1	30%	45%	60%	75%
<Appropriate> Lore	1^{V}	45%	60%	75%	90%
Thief					
Listen	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Stealth	2^{S}	45%	60%	75%	90%
Thug					
Maneuver	1	30%	45%	60%	75%
<Weapon> Attack	1^{V}	45%	60%	75%	90%
Scan	1/2	30%	45%	60%	75%
Other					
Speak <Language>	1^{V}	45%	60%	75%	90%
If an initiate:					
Cult Skills	1^{V}	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Entertainers make their living by entertaining others for pay, whether by playing instruments, singing, acting, storytelling, or another form of entertainment

Thieves moke their living by preying on others, using deception, speed, stealth or violence.

FARMER		Trained	*Skilled*	Expert	Master
Craft/Farming	1	45%	60%	75%	90%
Mineral Lore	1	45%	60%	75%	90%
Plant Lore	1	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

8 choices

Optional Skills	*Cast*	*Trained*	Skilled	Expert	Master
Barterer					
Bargain	1/2	30%	45%	60%	75%
Custom <Own>	1	45%	60%	75%	90%
Drive <Vehicle>	1/2	45%	60%	75%	90%
Handyman					
Craft <Appropriate>	1[V]	45%	60%	75%	90%
Devise	1/2	15%	30%	45%	60%
Herdkeeper					
Animal Lore	1	45%	60%	75%	90%
Ride <Beast>	1/2	45%	60%	75%	75%
Search	1	45%	60%	75%	90%
Track	1/2	30%	45%	60%	75%
Other					
<Area> Lore	1/2	45%	60%	75%	90%
Conceal	1/2	30%	45%	60%	75%
First Aid	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Sing	1/2	45%	60%	75%	90%
<Weapon> Attack	1/2	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Farmers make their living by *raising or tending crops. Common crops include wheat, corn, rice and fodder.*

FISHER/GATHERER		Trained	*Skilled*	Expert	*Master*
Search	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

11 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	*Master*
Boatfisher					
Balance	1/2	45%	60%	75%	90%
Boat	1[S]	45%	60%	75%	90%
Craft/Wood	1	45%	60%	75%	90%
jump	1/2	45%	60%	75%	90%
Swim	1/2	45%	60%	75%	90%
Netfisher					
Craft/Rope	1	45%	60%	75%	90%
Net Attack	1/2	30%	45%	60%	75%
Fisher					
Craft/Fishing	1	45%	60%	75%	90%
<Area> Lore	1	45%	60%	75%	90%
Gatherer					
Craft <Substance>	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
<Terrain> Lore	1/2	45%	60%	75%	90%
Mineral Lore	1/2	30%	45%	60%	75%
Plant Lore	1	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Stealth	1[S]	30%	45%	60%	75%
Trapper					
Devise	1[S]	30%	45%	60%	75%
Trap	1[S]	45%	60%	75%	90%
Other					
Climb	1/2	45%	60%	75%	90%
Custom <Own>	1[S]	60%	75%	90%	100%
Sing <Own>	1/2	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Fishers catch fresh or salt water creatures for a living, while gatherers collect plants and berries or other *natural resources.*

HEALER		*Trained*	*Skilled*	Expert	Master
Craft/Medicine	1	45%	60%	75%	90%
First Aid	1	60%	75%	90%	100%
Physician	2[S]	45%	60%	75%	90%
Plant Lore	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

7-1/2 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Doctor					
Instruct	2	45%	60%	75%	90%
<Appropriate> Lore	1[V]	45%	60%	75%	90%
Human Lore	1	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
R/W <Language>	1/2[V]	30%	45%	60%	75%
Midwife					
Craft/Midwifery	1	45%	60%	75%	90%
Pharmacist					
Alchemy Lore	2	45%	60%	75%	90%
Craft <Potion>	2	45%	60%	75%	90%
Mineral Lore	1	45%	60%	75%	90%
Surgeon					
Craft/Surgery	2	45%	60%	75%	90%
Vet					
Animal Lore	1	45%	60%	75%	90%
<Beast> Lore	1/2	45%	60%	75%	90%
Other					
<Area> Lore	1/2	45%	60%	75%	90%
Custom <Own>	1[S]	60%	75%	90%	100%
Dodge	1	30%	45%	60%	75%
Sing <Any>	1/2	45%	60%	75%	90%
Speak <Language>	1/2[V]	30%	45%	60%	75%
Speak <Own Lang>	1	60%	75%	90%	100%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[V]	45%	60%	75%	90%

Healers tend to the minds, spirits and bodies of the ill or needy.

HUNTER/HERDER		*Trained*	*Skilled*	Expert	Master
Animal Lore	1	45%	60%	75%	90%
Craft/Butchery	1/2	45%	60%	75%	90%
<Terrain> Lore	1/2	45%	60%	75%	90%
Track	1	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

7 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Animal Trainer					
<Beast> Lore	1/2	45%	60%	75%	90%
Herder					
First Aid	1/2	45%	60%	75%	90%
Plant Lore		45%	60%	75%	90%
Ride <Beast>		45%	60%	75%	90%
Search		45%	60%	75%	90%
Hunter					
Listen		45%	60%	75%	90%
Maneuver		30%	45%	60%	75%
Scan		45%	60%	75%	90%
Stealth	2[S]	45%	60%	75%	90%
Throw	1/2	45%	60%	75%	90%
<Missile> Attack	1[V]	30%	45%	60%	75%
Trapper					
Conceal	1[S]	45%	60%	75%	90%
Set Trap	1/2	45%	60%	75%	90%
Other					
Custom <Own>	1[S]	45%	60%	75%	90%
Dodge	1	30%	45%	60%	75%
Jump	1/2	45%	60%	75%	90%
<Area> Lore	1/2	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Hunters hunt or trap game for a living. Some hunt dangerous predators. Bounty hunters hunt sentient creatures to collect rewards.

Herders raise or herd animals for a living. These may include chickens, pigs, cattle, horses, sheep, goats, or more exotic creatures.

MERCHANT		Trained	*Skilled*	*Expert*	Master
Bargain	1[S]	45%	60%	75%	90%
Custom <*Own*>	1[S]	60%	75%	90%	100%
Evaluate	1	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
<*Weapon*> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		2	3	4	5
Renown		1	2	3	4

5-1/2 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Caravan Guard					
Dodge	1	30%	45%	60%	75%
Maneuver	1	30%	45%	60%	75%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
Merchant					
Human Lore	1	45%	60%	75%	90%
Instruct	1	30%	45%	60%	75%
Orate	1[S]	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
Speak <Own Lang.>	1	60%	75%	90%	100%
Lore <Appropriate>	1[V]	45%	60%	75%	90%
Shopkeeper					
Conceal	1	45%	60%	75%	90%
R/W <Language>	1[V]	45%	60%	75%	90%
Trader					
<Beast> Lore	1/2	45%	60%	75%	90%
Custom <Any>	1[VS]	45%	60%	75%	90%
Ride <Beast>	1	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

NOBLE		*Trained*	*Skilled*	Expert	Master
Custom <Own High>	1/2	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Read <Own Lang.>	1/2	30%	45%	60%	75%
Speak <Own Lang.>	1/2	60%	75%	90%	100%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		2	3	4	5
Renown		2	3	4	5

4-1/2 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Artiste					
Craft <Art>	1[V]	45%	60%	75%	90%
Dance <Any>	1/2	45%	60%	75%	90%
Play <Instrument>	1[V]	45%	60%	75%	90%
Sing <Any>	1/2	45%	60%	75%	90%
Duelist					
Dodge	1	30%	45%	60%	75%
Maneuver	1	30%	45%	60%	75%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
Intriguer					
Craft/Intrigue	2	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
Investor					
Craft/Administrate	1	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Savant					
<Any> Lore	1[V]	45%	60%	75%	90%
R/W <Language>	1[V]	45%	60%	75%	90%
Speak <Language>		45%	60%	75%	90%
Other					
Custom <Any>	1[VS]	45%	60%	75%	90%
Ride <Mount>	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[V]	45%	60%	75%	90%

Nobles rule, lead, intrigue and otherwise serve as society's exemplars.

SAILOR		Trained	Skilled	Expert	Master
Boat	1[S]	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

10 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Lookout					
Scan	1	45%	60%	75%	90%
Officer					
Craft/Shiphandling	1	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Pirate/Marine					
Dodge	1	30%	45%	60%	75%
Maneuver	1	30%	45%	60%	75%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Ritualist					
Ceremony	1	45%	60%	75%	90%
<Any> Lore	1[V]	45%	60%	75%	90%
Open Seas Ritual	1/2	45%	60%	75%	90%
Seaman					
Acrobatics	1[S]	45%	60%	75%	90%
Climb	1/2	45%	60%	75%	90%
Craft/Rope	1	45%	60%	75%	90%
Pass	1[S]	45%	60%	75%	90%
Shipwright					
Craft/Shipbuilding	2	45%	60%	75%	90%
Craft/Wood	1	45%	60%	75%	90%
Devise	2[S]	45%	60%	75%	90%
Other					
Custom <Any>	1[VS]	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Play <Instrument>	1/2[V]	30%	45%	60%	75%
Sing <Any>	1/2	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
Swim	1/2	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

SCHOLAR/OFFICIAL		Trained	Skilled	Expert	Master
Read <Own Lang>	1	45%	60%	75%	90%
Speak <Own Lang>	1	60%	75%	90%	100%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4

10 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Administrator					
Bargain	1/2[S]	30%	45%	60%	75%
Craft/Administrate	1	45%	60%	75%	90%
Craft/Intrigue	1	45%	60%	75%	90%
Human Lore	1	45%	60%	75%	90%
Researcher					
Craft <Any>	1[V]	45%	60%	75%	90%
Devise	2[S]	45%	60%	75%	90%
<Any> Lore	1[V]	45%	60%	75%	90%
Scholar					
Instruct	2	45%	60%	75%	90%
<Any> Lore	2[V]	60%	75%	90%	100%
R/W <Language>	1[V]	45%	60%	75%	90%
Speaker					
Custom <Own>	1[S]	60%	75%	90%	100%
Orate	1[S]	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
Tax Collector					
Craft/Torture	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
Other					
Evaluate	1	45%	60%	75%	90%
Custom <Any>	1[VS]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[V]	45%	60%	75%	90%

SHAMAN		Trained	Skilled	Expert	Master
Ceremony/Spirit	1	45%	60%	75%	90%
Spirit Combat	1	45%	60%	75%	90%
Spirit Lore	1	45%	60%	75%	90%
Spirit Sense	1	45%	60%	75%	90%
Summon/Spirit	2	45%	60%	75%	90%
Renown		1	2	3	4
Wealth		1	2	3	4
Magic		2	3	4	5

4 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Enchanter					
Craft <Substance>	1/2	30%	45%	60%	75%
Enchant/Spirit	2	45%	60%	75%	90%
Healer					
firstAid	1/2	45%	60%	75%	90%
Physician	2[S]	45%	60%	75%	90%
Plant Lore	1	45%	60%	75%	90%
Spirit Dancer					
Dance <Own>	1/2	45%	60%	75%	90%
Play <Instrument>	1/2[V]	30%	45%	60%	75%
Spirit Dance	1	45%	60%	75%	90%
Spirit Speaker					
Sing <Own>	1/2	45%	60%	75%	90%
Speak <Language>	1/2[V]	30%	45%	60%	75%
Spirit Speech	1	45%	60%	75%	90%
Spirit Walker					
Spirit Travel	1	45%	60%	75%	90%
Wise One					
Custom <Own>	1[S]	45%	60%	75%	90%
Instruct	2	45%	60%	75%	90%
<Any> Lore	1[V]	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Other					
Ride <Beast>	1/2	30%	45%	60%	75%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

SORCERER		Trained	*Skilled*	Expert	Master
Ceremony/Sorcery	1	45%	60%	75%	90%
Read <Own Lang.>	1	45%	60%	75%	90%
Sorcery Lore	1	45%	60%	75%	90%
Magic		2	3	4	5
Wealth		1	2	3	4
Renown		1	2	3	4
7 choices					
Optional Skills	*Cost*	Trained	Skilled	Expert	Master
Enchanter					
Craft <Substance>	1/2	30%	45%	60%	75%
Devise	2[S]	45%	60%	75%	90%
Enchant/Sorcery	2	45%	60%	75%	90%
Demonologist					
Summon/Sorcery	2	45%	60%	75%	90%
Magician					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[V]	45%	60%	75%	90%
Manipulation <Any>	2[V]	45%	60%	75%	90%
Savant					
<Any> Lore	1[V]	45%	60%	75%	90%
R/W <Language>	1[V]	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
Teacher					
Instruct	2	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Other					
Custom <Any>	1/2[VS]	30%	45%	60%	75%
Sing <Any>	1/2	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%

Sorcerers are *professional practitioners of the arts of sorcery.*

WARRIOR		Trained	Skilled	Expert	Master
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
<Weapon> Parry	1/2[V]	30%	45%	60%	75%
<Weapon> Attack	1/2[V]	30%	45%	60%	75%
First Aid	1/2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Magic		1	2	3	4
Wealth		1	2	3	4
Renown		1	2	3	4
7 choices					
Optional Skills	*Cast*	Trained	*Skilled*	Expert	Master
Foot Warrior					
Dodge	1	45%	60%	75%	90%
Maneuver	1	30%	45%	60%	75%
Guard					
Listen	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Instructor					
Instruct	1	30%	45%	60%	75%
Mounted Warrior					
<Mount> Lore	1/2.	45%	60%	75%	90%
Ride <Mount>	1	45%	60%	75%	90%
Officer					
Craft/Administrate	1	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Scout					
Conceal	1/2	30%	45%	60%	75%
Stealth	1[S]	30%	45%	60%	75%
<Terrain> Lore	1/2	45%	60%	75%	90%
Track	1/2	30%	45%	60%	75%
Soldier					
Craft/Battle	1/2	30%	45%	60%	75%
Craft/Fortification	1/2	30%	45%	60%	75%
Custom <Military>	1/2	45%	60%	75%	90%
Other					
<Area> Lore	1/2	45%	60%	75%	90%
Custom <Any>	1/2[VS]	30%	45%	60%	75%
Speak <Language>	1/2[V]	30%	45%	60%	75%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

Skills List

This comprehensive list of skills and their costs is meant to serve as a *reference source. It should assist gamemasters in creating their own profession templates. Subskills follow parental skills.*

Skill	*Cost*	*Trained*	*Skilled*	*Expert*	*Master*
Acrobatics	1[S]	45%	60%	75%	90%
Balance	1/2	45%	60%	75%	90%
Tumble	1/2	45%	60%	75%	90%
Act	1	45%	60%	75%	90%
Bargain	1[S]	45%	60%	75%	90%
Beg	1/2	45%	60%	75%	90%
Bribe	1/2	45%	60%	75%	90%
Boat	1[S]	45%	60%	75%	90%
Row	1/2	45%	60%	75%	90%
Sail	1/2	45%	60%	75%	90%
Brawl	1[S]	45%	60%	75%	90%
Brawl Attack	1/2	45%	60%	75%	90%
Brawl Parry	1/2	45%	60%	75%	90%
Ceremony <Type>	1	45%	60%	75%	90%
Climb	1/2	45%	60%	75%	90%
Conceal	1	45%	60%	75%	90%
Craft<Any>	1[V]	45%	60%	75%	90%
Custom <Culture>	1[V]	45%	60%	75%	90%
Dance <Culture>	1/2	45%	60%	75%	90%
Devise	2[S]	45%	60%	75%	90%
Lockpick	1	45%	60%	75%	90%
Mechanician	1	45%	60%	75%	90%
Dodge	2	45%	60%	75%	90%
Drive <Vehicle>	1/2	45%	60%	75%	90%
Enchant <Type>	2	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
First Aid	1/2	45%	60%	75%	90%
Grapple	1[S]	45%	60%	75%	90%
Grapple Attack	1/2	45%	60%	75%	90%
Grapple Parry	1/2	45%	60%	75%	90%
Instruct	2	45%	60%	75%	90%
Jump	1/2	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Lore <Any>	1[V]	45%	60%	75%	90%
Maneuver	2	45%	60%	75%	90%
Martial Arts	2	45%	60%	75%	90%
Orate	1[S]	45%	60%	75%	90%
Intimidate	1/2	45%	60%	75%	90%
Seduce	1/2	45%	60%	75%	90%
Pass	1[S]	45%	60%	75%	90%
Catch	1/2	45%	60%	75%	90%
Throw	1/2	45%	60%	75%	90%
Persuade	1[S]	45%	60%	75%	90%
Debate	1/2	45%	60%	75%	90%
Fast Talk	1/2	45%	60%	75%	90%
Physician	2[S]	45%	60%	75%	90%
Treat Disease	1	45%	60%	75%	90%
Treat Poison	1	45%	60%	75%	90%
Play <Instrument>	1v	45%	60%	75%	90%
R/W <Language>	1v	45%	60%	75%	90%
Ride <Beast>	1	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Shield Parry	1/2	45%	60%	75%	90%
Sing <Culture>	1/2	45%	60%	75%	90%
Sleight	1[S]	45%	60%	75%	90%
Juggle	1/2	45%	60%	75%	90%
Pickpocket	1/2	45%	60%	75%	90%
Sorcery Manipulations	2	45%	60%	75%	90%
Low Sorcery Spells	1/2	45%	60%	75%	90%
High Sorcery Spells	1[V]	45%	60%	75%	90%
Speak <Language>	1[V]	45%	60%	75%	90%
Spirit <Skill>	1	45%	60%	75%	90%
Stealth	2[S]	45%	60%	75%	90%
Hide	1	45%	60%	75%	90%
Sneak	1	45%	60%	75%	90%
Summon <Type>	2	45%	60%	75%	90%
Swim	1/2	45%	60%	75%	90%
Track	1	45%	60%	75%	90%
Trap	1[S]	45%	60%	75%	90%
Disarm Trap	1/2	45%	60%	75%	90%
Set Trap	1/2	45%	60%	75%	90%
<Weapon> Attack	1[V]	45%	60%	75%	90%
<Weapon> Parry	1[V]	45%	60%	75%	90%

General Possessions

Basic Gear

Primitive—loin cloth, sandals, cloak or coat, fire making gear, snares, camping gear
Nomad—breeches, loin cloth, sandals or boots, headgear, belt knife, fire making gear, torch, cooking gear, camping gear, travelling gear
Barbarian—tunic, kilt, sandals or boots, headgear, cloak or furs, belt knife, fire making gear, torch, snares, cooking gear, camping gear
Civilized—tunic, trews, robe, sandals or boots, underwear, cloak, headgear, tinder-box, belt knife, lamp, flask, tools

Additional Possessions

Weapons	Choices	Armor	Choices	Magic	Choices	Miscellaneous	Choices
2 daggers	1A	Heavy Leather	1A	Iron dagger	2B	75 L	1A[3]
Shortsword	1A	Cuirbouilli	2A	Iron shortsword	1C	300 L	1B[3]
Shortsword	1A	Light scale	3A	Iron broadsword	2C	1,200 L	1C[3]
Broadsword	1A	Chain hauberk	3A	Iron War Spear	1C	Riding horse	IB
Greatsword	IB	Heavy scale	6A	Iron closed helm	2C	War horse	1C[4]
2 spears	1A	Chainmail	2B	Iron chain hauberk	4C	Business	Varies[5]
War Spear	1A	Plate	1C	Small iron shield	1C	Farmland	Varies[5]
Staff and dagger	1A	Small shield	1A	Medium iron shield	2C	Herd	Varies[5]
Flail	1A	Medium shield	1A	Large iron shield	4C	Investments	Varies[5]
Battleaxe	1A	Large shield	2A	1 point powered crystal	1C	Trade goods	Varies[5]
Heavy mace	1A	Small bronze shield	2A	4 point dead		Allowance	1A/1B/1C[6]
3 javelins	1A	Medium bronze shield	3A	(MP storage) crystal	1C	Slave	1B/1C/2C[7]
Self Bow	1A	Large hide shield	1A	2 point battle magic		Contact	1A/2A/1B/2B[8]
1H Weapon	1A			spell matrix	1C	Friend	2A/1B/2B/1C[8]
2H Weapon	2A			2 point Spirit Trap	1C	Ally	1B/2B/1C/2C[8]
				Ceremonial Gear	2A[1]	First Aid Kit	2A[1]
				Shrine	1C[2]	Physician's Kit	1B[1]
				Temple	2C/4C/8C[2]		

Notes

This table must be adjusted for the culture it is meant to represent For example, primitive and nomadic cultures rarely use metal weapons or wear metal armor, while only civilized cultures have investments or allowances. Depending on the *culture, one of the other possessions tables (Sartar, Lunar Empire, Pavis or Prax) may well be more applicable, or a combination of this table and one or more of those may work best Common sense should rule.*

[1] These represent fine or exceptional tools that add 5% to the relevant skill. The bonus can be improved—each time you double the cost, it adds 5% more, to a maximum of +20% (at eight times cost). Ceremonial Gear has 4 ENC, a First Aid Kit has I ENC, and a Physician's Kit has 4 ENC.

[2] A shrine (1C) will support an acolyte and has a congregation of 50. A minor temple (2C) will support a priest and has a congregation of 100. A temple (4C) will support a priest and an acolyte, and has a congregation of 200. A major temple (8C) will support a chief priest and a priest and either an additional priest or two acolytes, and has a congregation of 400. An acolyte must contribute 3 days a week of duties to a temple's upkeep, while a priest or chief priest must contribute 5 days a week of duties to a temple's upkeep.

[3] These funds can be used to purchase other pieces of starting equipment as well (see Economics).

[4] A war horse has superior characteristics (see Economics for details).

[5] These are examples of businesses. Running a business requires a minimum ability in an appropriate skill: Craft/Appropriate or Bargain for a business, Craft/Farming or Craft/Administrate for farmland, Craft/Herding for a herd, Craft/Administrate for investments, and Evaluate for trade goods. The business yields a certain amount of cash or barter equivalents each season. The more work put into the business, the greater the yield (measured in days of duties spent attending to the business). One can collect a small amount even without putting any work into the business, representing an investment or share in a business run by others. Once a season, make the relevant skill roll. On a critical success, the business doubles in value (a 1C business becomes a 2C business). On a fumble, the business' value is halved (a 1C business becomes a 2B business). Depending on one's skill, one can choose to purchase a 2A, 1B, 2B. 1C, 2C, 4C or a 8C business. See the Business Table below for more information.

[6] An allowance yields 40 L (1A), 160 L (1B) or 640 L (1C) a year, with no investment of time or any rolls required.

[7] A slave is unskilled (1B), trained (1C) or skilled (2B), and will generally obey the letter, though not always the spirit, of their master's orders.

[8] This represents a useful contact, friend or ally from the area. The costs represent a Trained/Skilled/Expert/Master level contact, friend or ally, who requires no time to maintain (above and beyond those one acquires through socializing). In general, one can call on a contact for assistance with an APP x1 roll, a friend with an APP x3 roll, and an ally with an APP x5 roll. See Socializing in Time and Learning for more details.

Business Table

Value	Minimum skill to own	Amount made in cash or barter each season working: 0 days a week	1 day a week	3 days a week	5 days a week
2A	15%	15 L	30 L	45 L	60 L
IB	30%	30 L	60 L	90 L	120 L
2B	45%	60 L	120 L	180 L	240 L
1C	60%	120 L	240 L	360 L	480 L
2C	75%	240 L	480 L	720 L	960 L
4C	90%	480 L	960 L	1,440 L	1,920 L
8C	100%	960 L	1,920 L	2.880 L	3,840 L

GAME•MECHANICS

An adventurer will face many challenges and tasks in the course of his or her career. The RuneQuest game mechanics provide rules with which to resolve most situations likely to arise in the course of a game. The rules provide a means by which to determine the success or failure of an adventurer in a given situation without the need to resort to argument or hasty decisions. The adventurer's chance to succeed or fail at a task depends on a number of factors, including the adventurer's attributes, skill and luck, and the difficulty of the task at hand. If a situation arises that is not directly addressed by the rules, the gamemaster must arbitrate, using common sense and the examples set by the existing rules as a guide.

ROUNDING

Numbers in RuneQuest are always rounded up to the nearest whole number. Always round up from 0.5 and round down from below 0.5.

DICE

RuneQuest uses a number of different dice, including a twenty-sided die (D20), an eight-sided die (D8), and a six-sided die (D6). Certain combinations of dice or divisions of results rolled on a die create the other die rolls called for in the game, such as D10, D3, or D2. The various dice allow different ranges of probability.

In the standard abbreviations used above, the letter D always stands for the word "die" or "dice." The number following the letter D denotes the number of sides on the die being used. Thus, D20 indicates a twenty-sided die, D6 indicates a six-sided die, and D100 indicates percentile dice (as explained below).

Rolling Dice

In general, dice are read by rolling them, and once the dice have come to rest, reading the topmost number on the die, or on each die, if more than one are rolled. Specific types of dice are discussed below.

D100 (Percentile dice)
A percentile dice roll requires one or two D20s, each numbered from 1-10 twice. If you have one D20, roll it twice. The number that comes up on the first roll is the "tens" roll, and the number on the second roll is the "ones." If you roll a 4 the first time and an 3 the second time, you've rolled 43. A roll of two zeros always equals 100. If using two D20s, roll them at the same time, but make sure they are of different colors, and always read one color as tens and the other as ones. Ten-sided dice may be used as well.

D20 (Twenty-sided die)
A twenty-sided die is also used for D20 rolls. There are three ways to make a D20 yield 20 different numbers. The first is to use a twenty-sided die that is actually numbered from 1 to 20. The number that comes up is used.

Most twenty-sided dice are simply numbered from 1 to 10 twice, in which case you can take a marking pen or crayon and mark one set of the numbers 0-9 to distinguish them from the second, identical set of ten numbers, and then decide whether the marked or the unmarked numbers represent the single digits. The others will be the numbers 11-20. The single digit zero will be 10, and the high zero will be 20.

Finally, one can use a method that does not require marking the die. Roll the D20 and a D6 (or other die) at the same time. The other die result determines whether the D20 is a single digit or a double digit number: low (1, 2 or 3 on a D6) equals 1-10, high (4, 5, or 6) equals 11-20. This last method can be used to generate a number between 1 and 20 with a ten-sided die as well.

D10 (Ten-sided die)
Typically, a twenty-sided die is rolled, and the number that comes up is used, regardless of any marking. If the die is actually marked from 1-20, drop the first digit from any two digit number that comes up, treating any result of zero as a 10. An actual ten-sided die may be used as well.

D8 (Eight-sided die)
An eight-sided die is rolled, and the number that comes up is used.

D6 (Six-sided die)
A six-sided die is rolled, and the number that comes up is used.

D4 (Four-sided die)
Typically, an eight-sided die is rolled, and half the number that comes up is used, rounding up to the nearest whole number. Thus a roll of 1 or 2 is a 1, a roll of 3 or 4 is a 2, etc. Alternatively, an actual four-sided die may be used.

D3 (Three-sided die)
Typically, a six-sided die is rolled, and half the number that comes up is used, rounding up to the nearest whole number. Thus a roll of 1 or 2 is a 1, a roll of 3 or 4 is a 2, and a roll of 5 or 6 is a 3.

If a dice designation is preceded by a number, the preceding number is the specific quantity of that kind of dice to be rolled. For instance, 2D6 means that two 6-sided dice should be rolled. If you don't have the right quantity of a type of die, roll one (or more) the number of times indicated. Whenever the 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 "1D8+2," for instance. Always add the number following the plus sign to the result of the 1D8 roll. The final result in this case must be between 3 and 9, though the actual total depends on the result of the D8 roll.

Meta Rolls

In RuneQuest, percentile dice are always used to determine whether or not an adventurer succeed in a particular task or action. Rolling low on a D100 roll is always good. Generally, the lower you roll, the better.

Other kinds of die rolls are generally used to further elaborate upon the results of success or failure in a given situation. Some examples are die rolls to determine damage done, the specific hit location struck after a successful weapon attack, or die rolls to determine damage from a fall. On a non-percentile die roll, generally the higher the roll, the greater the effect.

AUTOMATIC SUCCESS

A number of tasks are simple enough that anyone can perform them successfully in a normal situation. Running, walking across a room, or opening a door can be said to be skills, but RuneQuest assumes that an adventurer is competent enough to automatically succeed in these actions in most situations. Actions which should not normally require a skill roll include breathing, digging, grasping an inanimate object, running, talking or walking.

A routine action or application of a skill are examples of actions that normally succeed automatically. A skilled carpenter need not roll for simple tasks, nor should a shepherd that scrambles up the same steep slope every day have to make a Climb skill roll to succeed.

THE SIMPLE SUCCESS ROLL

The simplest success roll in RuneQuest uses percentile dice (D100). This roll is used with characteristic rolls, rolls on the resistance table, skill rolls for which the exact degree of success is unimportant, or any other situation to which a simple percentage chance of success can be assigned.

The D100 is rolled, and if the result is less than or equal to the percentage chance for success, the adventurer has succeeded. If the result is greater than the percentage chance for success, the adventurer has failed.

On a simple success roll, a roll of 01 to 05 is always a success and a roll of 96 to 00 is always a failure. This serves to add an element of randomness to the even the most unlikely or certain of situations.

CHARACTERISTIC ROLLS

In situations where a particular characteristic is important, or an adventurer lacks an appropriate skill, a roll against the appropriate characteristic can be used to resolve the situation. Another common use is to give an adventurer one last chance to recover in a critical situation, for example after missing or fumbling an important skill roll or missing a critical characteristic roll. The gamemaster picks the characteristic he or she feels most appropriate to the situation and calls out a multiplier ranging from x5 (a relatively easy roll to make) to x1 (a hard roll to make). The characteristic times the multiplier give the adventurer's percentage chance of success, for which a simple success roll should be made. Some frequently used characteristic rolls:

The Appeal Roll (APP Roll)

Used to determine whether the adventurer presents themselves well. An APP x5 roll might be used to determine whether the adventurer made a good first impression, an APP x3 roll might be used to determine whether the adventurer was able to catch the cute one's eye, and an APP x1 roll might be used to determine whether the Babeester Gor priestess started laughing instead of cutting the adventurer down after he fumbled a Seduce roll.

The Dexterity Roll (DEX Roll)

Used to determine whether an adventurer succeeds in a feat of speed, dexterity, or balance. A DEX x5 roll might be used to see if an adventurer was able to snatch up his pack as the boat overturned, a DEX x3 roll might be used to see if the adventurer was able to grab hold of a protruding root after fumbling a Climb roll and starting to fall, and a DEX x1 roll might be used to see if an adventurer lacking Acrobatics skill was able to land on his feet after falling from his horse.

The Fatigue Roll (CON Roll)

Used to determine whether an adventurer succumbs to fatigue. A set of guidelines for the multiplier to be used, based on the adventurer's encumbrance, can be found in the Fatigue rules. A CON x5 roll might also be used to determine whether an adventurer stays awake at night after a long day's march, a CON x3 roll might be used to determine whether an adventurer pushes on after a long day's march, and a CON x1 roll might determine whether an armored adventurer continues to march through the Wastes when the sun god is directly overhead.

The Heroic Effort Roll (CON Roll)
Used to determine whether an adventurer succumbs to injuries, poison, or illness. A CON x5 roll might be required to shrug off the effect of a fever, where a CON x4 roll might be required to withstand the effect of a potent magical venom. The gamemaster may wish to allow wounded adventurers a Heroic Effort roll to see if they can shrug off the effects of an injury. A CON x3 roll might allow an adventurer to use an injured location normally, a CON x2 roll might allow an adventurer that was incapacitated by a blow to function normally, and a CON x1 roll might be required to shrug off the effects of a blow that would have otherwise rendered the adventurer unconscious. Such a roll should not be granted every time an adventurer is wounded, but is appropriate for a desperate situation or struggle against a hated foe, or for a warrior that has gone berserk.

The Idea Roll (INT Roll)
Used to determine whether an adventurer was able to puzzle something out, deduce something, or otherwise come to the correct conclusion. An INT x5 roll might be used by a newly arrived adventurer to avoid getting lost in streets of the city of Pavis, an INT x3 roll might make an adventurer realize that he is being ripped off even though he lacks a Bargain skill or missed a Bargain skill roll, and an INT x1 roll might be used to decipher the coded message that the intercepted courier was carrying.

The Memory Roll (INT Roll)
Used to determine whether the adventurer was able to remember something, or recall a related fact. An INT x5 roll might be used to remember what the trader the adventurer briefly spoke to last week looked like, an INT x3 roll might be used to recall the name of the speaker you heard at the Grand Hospital five years ago, and an INT x1 roll might recall the exact text of the document the adventurer skimmed at the Lhankor Mhy temple a few weeks ago.

The Luck Roll (POW Roll)
Used to determine whether an adventurer's luck holds in a crucial situation. A POW x5 roll provides an elegant way to deal with any situation where a roughly 50/50 chance of success seems appropriate. A POW x5 roll might be used to determine whether the adventurer was exhaling instead of inhaling when that walktapus suddenly spewed poison gas, a POW x3 roll an adventurer being swept downstream by a river's swift current comes across a low hanging branch she can grab, and a POW x1 roll might be used to determine whether a tree broke the adventurers fall from a cliff.

THE RESISTANCE TABLE

The resistance table is used when pitting one force against another, such as matching an adventurer's STR vs. the SIZ of an object to be lifted. Some other common uses of the resistance table include matching STR vs. STR to resolve a contest of strength, such as arm-wrestling, MP vs. POW to determine if an offensive spell overcame a target that resisted, MP vs. MP in spirit combat, and HP vs. the potency of a poison to determine the poison's effect.

The resistance table can be used to determine the success of any opposed action, whether the opposition be from a living foe, such as matching INT vs. INT in a riddling contest, or a difficult situation, such as matching the adventurer's STR vs. the STR of a current, to see if the adventurer can make any headway. If a particular skill covers the situation, use the skill vs. skill rules (below) instead.

The Resistance Table

		Active																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	1	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95
	2	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
	3	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	10	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
Passive	11	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	12	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65
	19	5	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60
	20	5	5	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55
	21	5	5	5	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50

To use the resistance table, find the number of the active, or attacking force along the top, then find the number of the passive, or defending force along the left side. The number at the point where the column of the active force intersects the row of the passive force represents the active force's chance for success. A single simple success roll using this number should be used to resolve the situation, rolling for the active force. Thus, if the D100 roll is less than or equal to the number, the active force wins. If the D100 roll is greater than the number, the passive force wins. This D100 roll is also called a resistance roll.

Note that the formula used by the resistance table can also be stated as:

Active Force's Chance of Success - 50% + (Active Value - Passive Value) x 5%

THE SKILL ROLL

Skill rolls use a mechanism which allows one to measure the degree of success or failure achieved with five possible results—critical success, special success, normal success, failure and the fumble.

The exact effects of these results depend on the type of skill being used (combat, social, informational, etc.) and are described in further detail in the Skills and Combat chapters.

Skills represent one's percentile chance to succeed at any given task under average conditions, and therefore a skill roll, like a simple success roll, is a D100 roll. The result of the die roll falls into one of the five possible results. If the die roll qualifies for more than one possible level of success (for example, a roll of 02 that qualifies for a critical success, a special success, or a normal success), the highest level of success is used (in this case, a critical success). Likewise, if the die roll qualifies for more than one possible level of failure (for example, a roll of 99 that qualifies for both a fumble and a failure), the highest level of failure is used (in this case, a fumble).

Critical Success

A critical success represents the best performance possible, and is the highest level of success possible. A critical success is a roll less than or equal to 1/20 of the chance of success. The critical success number for a skill can be prefigured by dividing the skill percentiles by twenty (as always, rounding up).

A natural roll of 01 on percentile dice is always a critical success.

Special Success

A special success represents a better than usual performance, and is the next highest level of success possible. A special success is a roll less than or equal to 1/5 of the chance of success.

Normal Success

A normal success represents an ordinary level of success. A normal success is a roll less than or equal to the chance for success.

A roll of 02-05 is always at least a normal success, unless the gamemaster rules that the task is impossible.

Failure

A failed attempt. A failure is a roll greater than the chance for success.

A roll of 96-99 automatically fails if the adventurer's skill is below 200%. For every 200% of skill, reduce the automatic failure chance by 1.

Note that the gamemaster can rule that a simple task automatically succeeded.

Fumble

A spectacular failure. If the chance for success is below 90%, a fumble occurs on a roll of 99 or 00. If the chance for success is greater than or equal to 90%, a fumble occurs on a roll of 00.

A natural roll of 00 is always a fumble.

SKILL vs. SKILL

Some skills may be used by different adventurers in opposition to each other. The skills may be different, such as an attempt to Sneak vs. another's attempt to Listen, or the same, such as using Track skill to find a trail vs. another using Track skill not to leave one.

The adventurer that achieves a higher level of success automatically wins a contest of skills. A critical ties a critical, but beats anything else. A special loses to a critical, ties a special, and beats anything else. A normal success loses to a critical or special, ties a normal success, and beats anything else. A failure beats a fumble, ties a failure, and loses to anything else. A fumble ties a fumble, but loses to anything else.

A tied result is resolved by a single additional roll on the resistance table. Divide each adventurer's skill by 10 (rounding up), and compare the resulting values against each other on the resistance table, making a single roll to see who won—it makes no difference which adventurer's skill is active or passive. If one adventurer is an NPC, and the other a player, a simple convention is to always make the player take the active role.

Example

Arlia tries to sneak past a sentry. She has a 65% Stealth skill, and the sentry has a 44% Listen skill. Both roll. If Arlia can achieve a higher level of success than the sentry (i.e., special where the sentry only succeeds), she can successfully sneak past him. If the sentry achieves a higher level of success, he spots her. If both fail, they would tie, and roll on the resistance table to resolve the tie. If Arlia fumbled, she would make so much noise that the sentry would not fail to notice her unless he fumbled as well.

Both roll. Arlia's player rolls a 58, the gamemaster rolls a 37 for the sentry. Both have achieved a normal level of success. To resolve the tie, they match a 65/10 = 7 (Arlia) vs. a 44/10 = 4 (the sentry) on the resistance table. This gives Arlia a 65% chance of sneaking past successfully, and a 35% chance of being noticed. It makes no

difference who rolls—if rolled by the sentry, he would have a 35% chance of noticing Arlia, and a 65% chance of not noticing her. Using the simple convention, of players taking the active role, Arlia's player rolls, and gets a 61—close, but good enough for Arlia to win, and sneak past the sentry.

Active Skills vs. Passive Skills

Environment being equal, skills used actively have an advantage over skills used passively. Passive skills are at half the normal chance of success. Active means "concentrated on" (taking a "Miscellaneous Action" in combat). A maximum of two skill can be Active at a time, and no skill can be active for long periods unless there is something to hold the adventurer's interest. A bored guard uses his Listen passively, a suspicious guard uses Listen actively.

Example

If the sentry in the example above was bored and sleepy, his Listen skill would be effectively reduced to 44/2 = 22%, so he would have lost the skill contest with his initial roll of 37.

Multiple Contestants on a Side

Situations will occasionally arise where one or both sides making a resistance roll or engaging in a contest of skills have more than one member. In this case, the fastest way to resolve the situation is to make a single die roll for each side, adjusting for the type of roll as follows:

For resistance rolls, simply add up the total values on each side and resolve the situation with a single simple roll for each side.

For contests of skill vs. skill, make a single die roll for each side, and apply the result to all members of that side. If the members of one side achieve a greater overall level of success, that side wins. If the result is a tie, resolve the situation on the resistance table, averaging the skills of the members of each side to determine their overall level of skill for the resistance table roll (see Skill vs. Skill, above).

Example

Four broo, with Hide skills of 88, 66, 44 and 41, respectively, are attempting to ambush a band of three Sartarite rebels, with Scan skills of 85, 77 and 46, respectively.

If the broo roll a 24 and the rebels roll a 16, the rebels win, and spot the broo (one of the rebels achieved a special success, the other two achieved a normal success—the broos only achieved normal successes).

If the broo roll a 24 and the rebels roll a 32, the result is a tie (all members of both parties achieved normal successes). The contest is resolved with a single resistance table roll, with the rebels matching a value of 69/10=7 (average of 85, 77 and 46 divided by 10) vs. the broo's value of 60/10 = 6 (average of 88, 66, 44 and 41 divided by ten) on the resistance table.

The gamemaster may wish to precalculate such average values or simply estimate them.

ABBREVIATIONS

STR, CON, SIZ, INT, POW, DEX, APP—various characteristics, describing an adventurers aptitudes in certain areas. See Characteristics, in Creating an Adventurer, for details.

HL—Hit Points per Location, a measure of the damage an adventurer or creature can take in a specific location. On the average, this is equal to 1/3 HP, but varies from location to location. See Damage, in Combat, for details.

HP—Hit Points, a measure of the total damage an adventurer can take. See Damage, in Combat, for details.

HT—Hit Location Table, the type of hit location table (based on body form) used to determine where a blow landed. See Creatures for details.

MP—Magic Points, a measure of a character's offensive capability in magic, ability to fuel spells, and fight in spirit combat. See Magic, and Spirit Combat, in Combat, for details.

MR—Melee Round, a flexible period of time typically lasting three to twelve seconds. An average Melee Round is considered to last six seconds. See Combat for details.

MV—Move, a measure of a character's movement rate. In combat situations, this corresponds to how far a character can move in meters in the course of a single melee round.

SR—Strike Rank, a measure of when an adventurer acts in combat. DEX SR is used for missiles, spells, or miscellaneous actions, while Melee SR is used for melee weapon attacks. See Combat for details.

A%—an adventurers skill with a particular weapon Attack. See Combat for details.

P%—an adventurers skill with a particular weapon Parry. See Combat for details.

AP—Armor Points, a measure of the ability of armor or a parrying weapon to block damage, also a measure of an item's resistance to damage. See Combat for details.

DB—Damage Bonus, a measure of the ability of an adventurer to put strength and weight behind a blow. This number is added to melee weapon damage rolls. See Combat for details.

ENC—Encumbrance, a measure of the weight and bulk of the items carried or worn by an adventurer. It affects how quickly an adventurer tires, and hinders the use of certain skills.

m—meter, a measure of distance equal to approximately 3.3 feet, or I.I yards.

km—kilometer, a thousand meters, a distance equal to 3,280.8 feet, or 0.6 miles.

kg—kilogram, a measure of weight equal to approximately 2.2 pounds.

NPC—Non-Player Character, a character run by the gamemaster instead of a player.

•SKILLS•

Skills are one of the means by which an adventurer interacts with the world around him or her. Many actions require knowledge of a particular skill to accomplish. RuneQuest defines a number of skills that are used in physical, mental and magical endeavors. Skills serve to flesh out the abilities and increase the diversity of the characters that populate the world of Glorantha. They allow players to further differentiate themselves from the adventurers whose roles they adopt. This chapter describes both common and uncommon skills, and their use in a variety of situations. Expertise with a particular set of skills is the hallmark of a successful adventurer.

SKILLS

RuneQuest defines a wide variety of skills. Many skills exist to add flavor and to help describe both adventurers and the people they encounter in greater detail, but not to make it impossible to do something if a character lacks the skill. A character does not need to know Intimidate to put a sword to someone's throat and threaten effectively. In such cases, the gamemaster has to decide what the character's chances are, which will often depend on the situation, what the character does, how the player roleplays the situation, the character's background, and so on.

Skills normally fall into three categories—Easy, Medium or Hard. A skills difficulty governs how long it takes to learn and eventually master a skill (see Time and Learning).

Some skills overlap. When bargaining, a character who does not know Bargain but is very skilled at Persuade can get some use out of that skill instead.

SKILL USE

Complementary Skills

In a task where one skill is obviously the most appropriate, and yet there is another skill that could help, add 1/5 (the special chance) of the less relevant skill to the first skill to determine success. Note that specific complementary skills are listed in the skill definitions that appear later in this chapter.

Example

Achmed the Armorer is a master armorer with Craft/Armory 95% and Bargain 41%. When selling armor in his shop (using Bargain), his Bargain skill would have 1/5 his Craft/Armory skill added to it, or 41 + 95/5 = 60% Bargain. If however, he was asked to take over a friend's fruit stand for a little while, Achmed would use only his 41 % skill Bargain (Achmed knows next to nothing about fruit). If Achmed knew Evaluate, it could act as a complementary skill in either situations.

Situational Modifiers

Gamemasters should use skill modifiers based on the specific situation a character is in and the player's roleplaying in the situation. The gamemaster should strive for a realistic level of success. If a character has a 30% skill, and due to the situation and player's actions the gamemaster thinks that a 75% chance of success is more realistic, the gamemaster should assign a 45% bonus.

Likewise, should the gamemaster decide that a task is so simple or routine that there is no chance of failure, the skill user should automatically succeed.

SKILL SUCCESS AND FAILURE

Skill success rolls are called for when the task is difficult, the situation is unusual, danger threatens, urgency is required, or the routine becomes dramatic or extraordinary.

The following guidelines are meant to add color to the use of skills in such situations:

A critical success, that is, rolling 1/20 of your skill or less, is a spectacular success. In general, it should achieve the best possible effect for that skill.

A special success, that is, rolling 1/5 of your skill or less, is an extremely good success. In general, it should have twice the effect of a normal success.

A normal success, that is, rolling your skill or less, is an average success. In general it should achieve the normal effect for the skill.

A failure, that is, rolling above your skill, is an average failure. In general, the skill attempt should fail, but not disastrously.

An automatic failure occurs on a roll of 96-00. An adventurer with a skill of 128% will still fail on a roll of 96-00. Reduce the chance for automatic failure by 1 for every full 200% of skill. Thus, an adventurer with a skill of 213% will automatically fail only on a roll of 97-00.

A fumble, that is, rolling 99 or 00 when your skill is below 90%, or rolling 00 when your skill is 90% or greater is a catastrophic failure.

In general, a skill roll that was just made should barely succeed, and a skill roll that was just missed should barely fail. At the gamemaster's option, a skill roll that rolls 1/2 the skill or less (but is not a special) could have a slightly enhanced effect. Likewise, a skill roll that fails by more than 1/2 the chance to fail could be a more serious failure.

Gamemasters that wish to go to the trouble can also use a 'Botch' result, the inverse of a special success. The special failure chance is calculated by taking 1/5 of the adventurer's chance of missing the roll and subtracting from 101. If the character rolls equal to or higher to that number, the results are very poor, just short of a fumble (which is even more catastrophic).

Example

A character with a 71% Craft/Battle skill normally criticals on a roll of 4 or less, specials on a roll of 14 or less, succeeds on a roll of 71 or less, fails on a roll of 72 or above, and fumbles on a roll of 99 or 00.

If using the more detailed success and failure rules, a success roll of 36 or less will be an above average success (not as good as a special), a roll of 86 or above is a more serious failure, and a roll of 95 or above is a botch, a very serious failure just short of a fumble.

In game terms, the gamemaster might decide that a critical success means the adventurer ended up in a perfect position to significantly affect the course of the battle (such as happening upon the wounded enemy commander trying to find his mount). A special success might mean the adventurer ended up in a position of advantage where he would have a significant advantage in any combat (such as on top of a hill with a group of fellow soldiers facing a smaller enemy unit charging uphill at them). A success might mean that the adventurer had a slight advantage in any combat that ensued, the better the success the better the advantage (such as ending up with fellow soldiers in good tactical position). A failure might put him at a slight disadvantage, the higher the failed roll, the worse the result (such as with his fellow soldiers, but facing a larger body of foes, and no positional advantage). A botch would put the adventurer at a serious disadvantage (such as alone behind enemy lines or outnumbered and outmanoeuvred). A fumble would put the adventurer in a situation where he was likely to be killed or captured, such as alone behind enemy lines and discovered by a unit of enemy lancers

Gamemasters should feel to be creative with the results of skill success and failure, as such interpretations can make almost any situation a more interesting one.

TIME DEPENDENT SKILLS

Some task skills work better the longer you spend on them, success being essentially guaranteed if you spend long enough time. With these skills the gamemaster should consult only the initial roll, and from that judge how long it will take. Task skills such as Crafts; Bargain, Orate and Persuade skills used over long periods of time; research Lores and Search all fall into this category.

With these skills, the gamemaster should set a base time to accomplish the task. A normal success accomplishes the task in the set time, a failure would take twice as long or produce an item (or effect) of half the quality. A special success would take half as long or produce an item (or effect) of twice the quality. A critical success would take half as long and produce an item (or effect) of twice the quality or produce an item (or effect) of four times the normal quality or produce an item (or effect) of normal quality in one quarter the normal time. A fumble would take twice as long and produce an item of half the normal quality or produce a seriously flawed item (or effect).

Example

The gamemaster decides that an otherwise bare chamber contains a concealed document. The document is concealed behind a loose brick, and the gamemaster decides that it would normally take a single searcher 1 hour to find the document. A failed Search roll would take 2 hours to find the document, a special would take 30 minutes, and a critical 15 minutes. A fumble would miss the document entirely. Whether there is anything to find or not, the gamemaster should state: "You find nothing after 5 minutes", "10 minutes", etc.

SKILL SUCCESS BY CATEGORY

Certain skills have specifically defined success or failure effects in their descriptions or in other sections of the rules. In these cases, follow the specific skill's guidelines rather than the general guidelines for criticals, specials, successes, failures and fumbles above. In addition, certain categories of skills have other special effects or limitations.

Agility Skills

The skills of Dodge, Maneuver and all Parries are combat skills which have specific effects detailed in the Combat chapter.

The skills of Acrobatics, Boat, Climb, Hide, Ride and Sneak all have specific effects or limitations described in their skill definitions. They otherwise follow the general guidelines.

The skill of Dance follows the general guidelines.

Communication Skills

The skills of Act, Bargain, Orate and Persuade are used to achieve a specific effect described under the skill description. In roleplaying situations successes can generate hints for how best to approach the situation (see the individual skill definitions for details.

Realistically, the communication skill of Speak

<Language> and the reasoning skill of Custom *<Culture>* additionally limit the use of these communication skills. These skills (Act, Bargain, Orate and Persuade) cannot effectively be used above the level of the sum of user's Speak *<Language>* and Custom *<Culture>* skills. For example, an Etyries trader has Bargain 94%, Speak Sartarite 36% and Sartarite Custom 45%. Her Bargain skill when bargaining with a Sartarite in the Sartarite language would be limited to 80% (36 + 44).

The skills of Instruct, Speak *<Own Language>* and Speak *<Language>* all have specific effects or limitations described in their skill definitions. They may otherwise follow the general guidelines.

The skill of Sing follows the general guidelines.

Knowledge Skills

The skill of Martial Arts has specific effects in combat which are described in the skill's definition.

The skill of Read/Write *<Language>* has specific effects and limitations described in its definitions.

The Lore skills follow the general guidelines, but additional specific effects are described in the skill definitions. Successes may generate clues or hints.

Reasoning Skills

When used for tasks, Craft skills follow the time dependent skill use rules above. Otherwise, the use the general guidelines.

The skills of Custom *<Culture>*, Evaluate, First Aid and Physician all have specific effects or limitations described in their definitions, but otherwise follow the general guidelines.

The skills of *<Low Sorcery>* Spell and *<High Sorcery>* Spell have specific effects described in the Sorcery chapter.

Magic Skills

The skill of Ceremony *<Type>* has specific effects described in its skill definition.

The skills of Summon and Enchant have specific effects described in the various magic chapters.

The skills of Duration, Intensity, Multispell, and Range, as well as other sorcery manipulation skills have specific effects described in the Sorcery chapter.

The skills of Spirit Combat, Spirit Dance, Spirit Sense, Spirit Speech, and Spirit Travel, have specific effects described in the Spirit Magic chapter.

Manipulation Skills

The skills Brawl, Grapple and *<Weapon>* Attack are combat skills whose effects are described in detail in the Combat chapter.

The skills of Conceal, Devise, Pass and Sleight all have specific effects or limitations described in their definitions, but otherwise follow the general guidelines.

The skills of Drive, Play <Instrument>, and Trap follow the general guidelines.

Perception Skills

The skills of Listen, Scan, Search, Track all have specific effects or limitations described in their definitions, but otherwise follow the general guideline.

DISADVANTAGEOUS SITUATIONS

In special situations, the gamemaster may decide that a character is at a major disadvantage, in which case a special is only a success, and a critical only a special (a normal success and a failure are both treated as failures). Some examples might be trying to Hide in a nearly empty room (or anywhere there is really no place to hide), trying to Sneak through dry brush, trying to spot someone hiding in a dense jungle, or hearing someone sneaking up on you when you're asleep.

EFFECTS OF ENCUMBRANCE ON SKILLS

For normal SIZ creatures (SIZ 1-20), each point of ENC subtracts 1 percentile from Climb, Dodge, Jump, Maneuver and Stealth and 5 percentiles from Swim. For every 10 points of SIZ or fraction thereof above 20, add one point to the amount of ENC required to cause a subtraction. For example, a SIZ 22 creature would suffer a subtraction for every 2 points of ENC, a SIZ 35 creature would suffer a subtraction for every 3 points of ENC.

NEW SKILLS

If gamemasters and players want additional skills, they should by all means define them, though they should keep in mind that additional skills can add unnecessary complexity to the game. Use the current skill list, as well as some common sense and consideration of how this skill works in real life to create new skills, both in terms of category and level of difficulty.

Composite Skills

Some new skills might best be described as composite skills, skills that subsume one or more other skills. Use common sense in creating and categorizing these skills. As a rule of thumb, a composite skill that lets a character do what two Easy skills do is a Medium skill, one that encompasses four Easy or two Medium skills is a Hard skill, and so on. If the skill also has other benefits, the benefits should count as one or more Easy skills. Sleight and Hide are examples of such skills.

Example

A Donandar cultist wishes to study a skill that lets him jump and dance while swordfighting. After some discussion between the gamemaster and the player, they decide that this skill would basically consist of Jump, Dance, and Broadsword Attack, with no significant additional benefits. The skill could be called Swordancing, and would be a Hard skill (it is a composite of two Easy skills and a Medium skill), starting at a percentage equal to the lowest of the skills known by the adventurer. The gamemaster would have to determine the availability of training. Entertainers and weaponmasters might know such a skill.

SKILL DECAY

Skills that are not used and practiced will decay. Normally, one can assume that an adventurer will spend a little time practicing his or her skills so that they do not decay. However, in very unusual circumstances, such as imprisonment, restrictive duties, constant training in other skills, and so on, a gamemaster may want to assess some skill decay penalties.

SKILL LIST BY CATEGORY

Agility Skills
Acrobatics, Boat, Climb, Dance, Dodge, Jump, Maneuver, all Parries, Ride, Stealth

Communication Skills
Act, Bargain, Instruct, Orate, Persuade, Sing, Speak <Own Language>, Speak <Language>

Knowledge Skills
All Lores, Martial Arts, Read/Write <Language>

Reasoning Skills
All Crafts, all Customs, Evaluate, First Aid, Physician, all Sorcery spells

Magic Skills
Ceremony <Type>, Duration, Enchant, Intensity, Multispell, Range, Spirit Combat, Spirit Dance, Spirit Sense, Spirit Speech, Spirit Travel, Summon

Manipulation Skills
Brawl, Conceal, Devise, Drive, Grapple, Pass, Play <Instrument>, Sleight, Trap, all Weapon Attacks

Perception Skills
Listen, Scan, Search, Track

SKILL LIST

Indented skills are subskills of the skill above. Subskills are easier but more limited versions of the parental skill, and are more fully described under Skill Definitions.

The base chance is the starting percentage in that skill (if 0%, do not add a skills category bonus). Category describes the skills category the skill belongs to. Difficulty describes the difficulty of the skill (see Time and Learning fordetails).

Pay careful attention to the "Availability" column (see Time and Learning for details). Uncommon skills are unusual skills, often only taught only in specific cultures or certain areas of the world, or only to certain people. Most characters have no opportunity to learn rare skills. Availability may vary from culture to culture.

Skills Table

Skill	Base	Category	Difficulty	Availability
Acrobatics	0%	Agility	Medium	Rare
Balance	0%	Agility	Easy	Rare
Tumble	0%	Agility	Easy	Rare
Act	5%	Communication	Medium	Rare
Bargain	5%	Communication	Medium	Uncommon
Beg	5%	Communication	Easy	Rare
Bribe	5%	Communication	Easy	Rare
Boat	5%	Agility	Medium	Uncommon
Row	5%	Agility	Easy	Uncommon
Sail	5%	Agility	Easy	Uncommon
Brawl	30%	Manipulation	Medium	Common
Ceremony <Type>	5%	Magic	Medium	Common
Climb	30%	Agility	Easy	Common
Conceal	5%	Manipulation	Medium	Rare
Craft<Any>	5%	Reasoning	Varies	Varies
Custom <Culture>	Varies	Reasoning	Varies	Varies
Dance <Culture>	5%	Agility	Easy	Common
Devise	5%	Manipulation	Hard	Rare
Lockpick	5%	Manipulation	Medium	Rare
Mechanician	5%	Manipulation	Medium	Rare
Dodge	15%	Agility	Hard	Rare
Drive <Vehicle>	15%	Manipulation	Easy	Uncommon
Enchant <Type>	0%	Magic	Hard	Rare
Evaluate	5%	Reasoning	Medium	Uncommon
first Aid	15%	Reasoning	Easy	Uncommon
Grapple	15%	Manipulation	Medium	Common
Instruct	5%	Communication	Hard	Rare
Jump	30%	Agility	Easy	Common
Listen	30%	Perception	Medium	Uncommon
Lore <Any>	0%	Knowledge	Varies	Varies
Maneuver	15%	Agility	Hard	Rare
Martial Arts	0%	Knowledge	Hard	Rare
Orate	5%	Communication	Medium	Common
Intimidate	5%	Communication	Easy	Uncommon
Seduce	5%	Communication	Easy	Uncommon
Pass	15%	Manipulation	Medium	Uncommon
Catch	15%	Manipulation	Easy	Uncommon
Throw	15%	Manipulation	Easy	Uncommon
Persuade	5%	Communication	Medium	Common
Debate	5%	Communication	Easy	Uncommon
Fast Talk	5%	Communication	Easy	Uncommon
Physician	5%	Reasoning	Hard	Rare
Treat Disease	5%	Reasoning	Medium	Rare
Treat Poison	5%	Reasoning	Medium	Rare
Play <Instrument>	0%	Manipulation	Varies	Varies
R/W <Language>	0%	Knowledge	Varies	No
Ride <Beast>	5%	Agility	Medium	Common
Scan	30%	Perception	Medium	Common
Search	30%	Perception	Medium	Rare
Shield Parry	Varies	Agility	Easy	Common
Sing <Culture>	5%	Communication	Easy	Common
Sleight	5%	Manipulation	Medium	Rare
Juggle	5%	Manipulation	Easy	Rare
Pickpocket	5%	Manipulation	Easy	Rare
Sorcery Manip.	0%	Magic	Hard	Rare
Sorcery Spells	0%	Reasoning	Varies	Rare
Speak <Language>	Varies	Communication	Varies	Varies
Spirit <Skill>	0%	Magic	Medium	Rare
Stealth	15%	Agility	Hard	Uncommon
Hide	15%	Agility	Medium	Uncommon
Sneak	15%	Agility	Medium	Uncommon
Summon <Type>	0%	Magic	Hard	Rare
Swim	15%	Agility	Easy	Uncommon
Track	5%	Perception	Medium	Uncommon
Trap	15%	Manipulation	Medium	Uncommon
Disarm Trap	15%	Manipulation	Easy	Uncommon
Set Trap	15%	Manipulation	Easy	Common
<Weapon> Attack	Varies	Manipulation	Varies	Varies
<Weapon> Parry	Varies	Agility	Varies	Varies

SKILL DEFINITIONS

Angle brackets <> show that many forms of this skill with similar names exist. Each is a separate skill, one instance of the group to which they belong. Such skills may be distantly or closely related. For example, Dance <*Culture*> means that every culture—Praxian, Theyalan, Pelorian, and so on—has its own dance skill. If a character is Praxian, he has Dance/Praxian skill.

Square brackets [ ] show that this skill may be divided into optional subskills. These subskills are easier than the parental skill (and are also known as a composite skill), but encompass only a portion of what the parental skill covers. For example, a cutpurse may only know how to pick pockets, and know nothing about juggling, both covered by the Medium difficulty Sleight skill. She might know only Pickpocket, an Easy skill. With the gamemaster's permission, players may learn a subskill instead of the fuller parental skill.

Agility Skills

This category includes all skills dependent on gross motor 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 high STR and DEX but small SIZ, allowing for good coordination and rapid response.

ACROBATICS (0%) Medium

[Balance, Tumble]

The skill of tumbling, rope-walking and gymnastics. A character can use it to entertain, or in combat to flip or move to another position in an unexpected manner.

The skill allows one to maintain one's balance and equilibrium under adverse conditions, such as a narrow ledge, sloped roof, storm tossed ship's deck or a swaying rope. As a rule of thumb, an acrobat can routinely cross a distance of unstable surface equal to 1/5 their Acrobatics skill in meters (the special chance). No skill roll would be required unless a greater distance had to be covered, or conditions were particularly adverse.

The tumbling aspects of the skill allow one to absorb and redirect the force of a fall. A successful Acrobatics roll reduces falling damage by 1D6, a special success reduces falling damage by 2D6, and a critical success reduces damage by 2D6 and halves the amount of any excess damage inflicted. Additionally, a successful Acrobatics roll after a fall allows an adventurer to either specify which hit location(s) take damage or regain a standing or kneeling position from the fall without having to spend any additional time to do so. A fumbled roll increases falling damage by 1D6.

An optional Easy subskill, Balance, subsumes the balancing aspects of Acrobatics, another Easy subskill, Tumble, subsumes the tumbling aspects of Acrobatics.

BOAT (5%) Medium

[Row, Sail]

The ability to handle a small oar, paddle, or wind propelled craft. An adventurer with a Boat skill of at least 30 can handle a craft under normal conditions. A Boat skill roll might be required to get a craft moving in a hurried situation or at a faster than normal speed. In adverse conditions, such as bad weather, strong winds, whirlpools, rapids, or shoals, a Boat skill roll would be required to keep the boat on course. Penalties for particularly adverse conditions such as a storm or gale force winds might be assigned by the gamemaster. If the roll is unsuccessful, the boat either goes off course or doesn't move, depending on the situation. If the roll is a fumble, disaster strikes. An oar might be lost, the mast might break, or the boat might run aground or overturn, as the gamemaster sees fit.

An optional Easy subskill, Row, subsumes the oar and paddle craft aspects of Boat, another Easy subskill, Sail, subsumes the wind powered craft aspects of Boat.

CLIMB (30%) Easy

The skill of climbing. An adventurer with a Climb skill of at least 30 can climb well enough to scale a slope with handholds, climb a tree with low branches, climb a rope ladder, etc. As a rule of thumb, a climber can routinely ascend a distance in meters on a slope of 75° or less lacking significant handholds equal to 1/5 their Climb skill (the special chance). No skill roll would be required unless a greater distance had to be covered, the slope was steeper, or conditions were particularly adverse.

At the gamemaster's discretion, obstacles like overhangs, smooth sides, an oily climbing surface, or adhesive powder on the climbing surface can increase or decrease the percentage roll needed to successfully climb. Particularly long climbs would require more than one successful roll to complete. The difficulty of the climb should govern the distance covered by a single roll. A difficult vertical climb might require one roll every 10 meters, a 70° slope with occasional handholds might require one roll every 1000 meters.

If the player misses the Climb roll, his adventurer stays in one place, unable to find appropriate hand and foot holds. If the player fumbles, the adventurer falls. The consequences of a fall from a vertical or near vertical climb can be lethal (see Falling in the Natural World), those from a less steep slope less so.

A typical climbing rate for humanoids is 1/10 their MV score. One can increase this rate by subtracting 10 percentiles from the adventurer's success chance for every extra 10% of speed desired, not to exceed 1/5 their MV.

DANCE <Culture> (5%) Easy

The ability to move gracefully and make the right gestures, with or without noise or music, according to the accepted standards of the culture. The greater the dancer's level of skill and degree of success, the better the dance performed. See the Custom skill for cultural divisions and how the skill would default across cultures.

DODGE (15%) Hard

The art of getting out of the way. It is the ability to be where a blow is not. Dodging is a combat skill used to evade blows and missiles. For more details, see Combat.

JUMP (25%) Easy

The ability to leap for height or distance, or over obstacles such as fallen bodies. Generally speaking, a successful skill roll allows the adventurer to jump his MV in meters horizontally or up to half his MV in meters vertically with a running start. A standing start reduces this distance by half. A special or critical success increases the distance traveled slightly or results in a better landing. An unsuccessful roll means that the distance desired was not traveled. A fumbled roll means that the adventurer not only did not travel the desired distance, but landed badly, falling with the force equivalent to a 3-meter fall, and took that damage.

If an adventurer is falling, a normal success on a Jump roll allows the player to select the hit location on which the falling character lands. A special success would also reduce any falling damage by 1D6, and a critical success would also reduce the falling damage by 2D6. A fumbled roll increases falling damage by 1D6. If the fall was the result of a fumbled Jump roll, no such roll can be made.

MANEUVER (15%) Hard

This skill covers the art of combat movement, engaging, disengaging and closing. Warriors, martial artists or duelists study it. For more details, see Combat.

RIDE <Beast> (5%) Medium

This skill applies to riding a particular type of mount or pack animal. It includes knowledge of handling the animal at any gait, handling the animal in combat, riding gear, using it as a pack animal, and the rudiments of caring for the animal.

Riding a horse or other riding animal takes no skill as long as 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, and stay mounted under normal circumstances an adventurer must have a Ride skill of at least 30.

Ride skill rolls are required if a mount does something unexpected (bolts, shys, etc.), the adventurer wishes to make it do something it hasn't done before (jump a barrier, swim a river with the adventurer mounted on it), or at the beginning of each round of combat on a mount not trained for combat.

If the player fails the Ride skill roll, the adventurer has lost control. His player must attempt a Ride skill roll (which requires using an action in melee) at the end of each melee round until the roll succeeds at which time the adventurer regains control of the horse. A fumble roll while the animal is out of control means that the adventurer falls off, taking no damage. For an adventurer riding bareback without saddle or stirrups, an unsuccessful roll means that he falls off, taking no damage, but a fumble means that he was thrown off, taking falling damage.

A mounted adventurer's attacks and parries cannot exceed his or her Ride skill, and their Dodge skill cannot exceed half his or her Ride skill. Thus, an adventurer with 94% Broadsword Attack, 72% Broadsword Parry, 81% Dodge and 71% Ride skill attacks and parries with his broadsword at 71% and dodges at 36% while mounted.

In general, an adventurers Ride skill is halved when dealing with a different type of beast. Of the common Gloranthan mounts, only horses and zebra are close enough for the skills to be used interchangeably. An adventurer with Ride/Horse 71% would have Ride/Zebra 71 %, but a starting Ride/Sable skill of only 36%.

STEALTH (15%) Hard

[Hide, Sneak]

The skill of remaining unnoticed. It includes the ability to use any available cover, including shadows, vegetation, pedestrians, etc. to hide oneself from others and includes the ability to freeze in place or move in silence to avoid alerting a foe.

If the user of the skill wishes to remain unnoticed and move at the same time, halve his or her Stealth skill.

If this skill is used in the vicinity of others who are not actively searching for someone, a simple success roll will keep the user from being discovered. A failed roll might result in discovery. If the potential observers are at all alert and in a position to notice, a roll of under half their Scan or Listen skill (whichever is more appropriate) means they did. A fumbled roll will automatically attract the attention of anyone in the vicinity. If the others are on alert or actively searching for someone, use the skill vs. skill rules instead.

The gamemaster may wish to assign modifiers for the environment and what the skill user is wearing or doing. Moving across a creaky floor, trying to hide in an area with insufficient cover for your SIZ or bright lighting, running, or wearing bright or noisy armor might halve the user's Stealth skill, while plentiful cover, a distraction or a solid stone floor might add half again skill. These modifiers would be cumulative.

When setting an ambush or concealing oneself when time is not of the essence, Conceal is complementary.

An optional Medium subskill, Hide, covers only the aspects of the skill that involve using cover or motionlessness to conceal oneself. Another optional Medium subskill, Sneak, covers only the aspects of the skill that involve moving in silence.

SWIM (15%) Easy

The ability to swim. As a rule of thumb, a swimmer can routinely cross a distance of calm water equal to his or her Swim skill in meters. No skill roll would be required unless a greater distance had to be covered, or conditions were particularly adverse. Under calm conditions, a Swim roll is necessary every time an adventurer completes a distance in meters equal to the number of percentiles of his Swim skill. Gamemasters can assess additional penalties for rough water, stormy weather, obstacles, currents, bad visibility, and so on.

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 his character will begin to drown. If the second Swim roll is made, the adventurer recovers and proceeds normally. A fumbled Swim roll automatically means that the adventurer begins to drown.

A typical swimming rate for humanoids is1/4their MV score. One can increase this rate by subtracting 10 percentiles from the adventurer's success chance for every extra 10% of speed desired, not to exceed1/2their MV.

<Weapon> PARRY (Varies) Varies

The skill of parrying with a particular weapon. Weapon skills are divided into categories and groups. For example, the category of 1H Impaling and Slashing weapons includes the groups of 1H Dagger and 1H Sword. The 1H Sword group includes the weapons Shortsword, Scimitar and Broadsword. An adventurer with skill in a weapon can use all other weapons in that group at3/4skill, and all other weapons in that category at1/2skill.

Most Parry skills are Medium skills, with the following exceptions—Shield parries are Easy skills; any 1H Axe, 1H Flail, 1H Hammer, or 1H Mace Parry is a Hard skill; and any Parry except Shield or Main Gauche Parry studied in an off hand (left hand if right handed and vice versa) is a Hard skill.

Communication Skills

An adventurer uses such skills to transmit by word or gesture his thoughts and desires to others and understand their responses. Good communication skills usually leave a good impression. Communication skills are enhanced by high Intelligence and Appeal.

ACT (5%) Hard

The ability to convincingly portray another. It can be used to entertain or to deceive, and it includes both verbal and non-verbal mimicry.

If the situation is being role-played, on a success the gamemaster should give the player a hint as to how best to go about his or her impersonation, on a special success, two hints, and on a critical success exactly how best to go about the impersonation.

BARGAIN (5%) Medium

[Beg, Bribe]

This is the skill of negotiation and trade. It can be used to trade and barter, negotiate with someone, ask for something politely, or offer a bribe or gift without blatantly offending the person.

The adventurer can use the skill to buy something for a lower price than is asked. To use it, one must be in a position where bargaining is reasonable; bargaining for the sacred axe of a Babeester Gor temple guard is not reasonable. The bargainer must state the price at which he or she wishes to purchase an item, and for each 10% difference in between that price and the asking price, subtracts 5% from his or

her Bargain skill. The success of the offer is resolved by a contest of skill vs. skill.

In any case, the person selling the item will almost never take a loss, no matter how well someone bargains with him or her. As a result, the best bargain one can achieve is typically the price at which the seller bought the item. If a bargaining attempt fails, the user can increase the offer and try again. Absurdly low offers or trivial increases to rejected offers may offend the party being bargained with, bringing the bargaining session to an end.

If the situation is being role-played, the skill user should make a single Bargain roll before the bargaining begins. On a success the gamemaster should give the player a hint as to how best to go about his or her bargaining, on a special success, two hints, and on a critical success exactly what would be his or her best approach to this transaction.

Evaluate skill, or a Craft skill pertaining to the object(s) being bargained over can act as complementary skills.

An optional Easy subskill, Beg, covers only the aspects of asking without giving in return, another Easy subskill, Bribe, covers only the aspects of offering money or other gifts to others.

INSTRUCT (5%) Hard

The skill of teaching others. See Time and Learning for complete details.

ORATE (5%) Medium

[Intimidate, Seduce]

The skill of appealing to other's emotions. A successful orator can emotionally convince those he speaks to that what he says is true. Imagine an orator as a speaker standing before the tribal council convincing the tribe to go to war over an imagined slight, or a captive adventurer who appeals to the pity of his nomad captors to not to slaughter their captives, or an official who sways the populace into uniting to rebuild their devastated city. The skill can convince only those actually witnessing the oration, although those convinced by it may try to convince others in turn, employing their own skills of persuasion.

If the basis behind the oratory is false or unreasonable, its effects will be muted or temporary, as reason asserts its hold on those swayed by the oratory. If the nomads have been ordered by their chieftain to slaughter their captives, they will probably do so in any case, though they will now feel pity for them. It is certainly possible that their pity might lead them to check with their chieftain once again, ask their chieftain to spare the captives, or leave the captives to die in such a manner that they have a slight chance to survive, but this is something the gamemaster would have to determine.

The length of time needed to employ Orate might range from a brief speech or exhortation to a speech that lasts hours, depending on the quality of the oratory and the amount of work required to unify the listeners into full agreement with the speaker. A gamemaster may call on a player to make one Orate roll for each point on which the adventurer needs the agreement of people.

If the situation is being role-played, on a success the gamemaster should give the player a hint as to how best to appeal to his audience with his or her oration, on a special success, two hints, and on a critical success exactly what would be his or her best approach to the audience. An adventurer with a higher local Renown (see Creating an Adventurer) than the audience the skill is being used on gains a free additional hint, a benefit of his or her reputation.

An optional Easy subskill, Intimidate, covers only the aspect of appealing to other's fear through threats, whether subtle or overt. Another Easy subskill, Seduce, covers only the aspects of appealing to other's love and sentiment through sugared words and flattery.

PERSUADE (5%) Medium

(Debate, Fast Talk]

The skill of appealing to other's intellect and reason. A successful persuader will convince those he speaks to that the persuader's point of view is correct. Listeners may still deny the point of view emotionally, but will admit that the successful persuader sounds right, and agree with what he proposes. Typical applications of Persuade would be to sell an idea, plan or concept, temporarily deceive someone into agreeing with one, convince someone of an error, or to carry out a reasoned debate at a trial. The skill can convince only those that actually hear the speaker, although those convinced by it may try to convince others in turn, employing their own skills of persuasion.

Persuasion can convince someone of the truth of something, but the effects of this can not go beyond what the gamemaster considers reasonable. If the basis behind the persuasion attempt is false or unreasonable, its effects may be muted or temporary, as those convinced by the persuader will tend to quickly come to their senses. If a wrongfully imprisoned adventurer manages to successfully persuade a guard as to the error of the situation the guard will be impressed with his reasoning, but is unlikely to let the adventurer go. It is possible that the guard would now check with his superior, or agree to convey a message from the prisoner to a friend that could help him, but this is something the gamemaster would have to determine.

The length of time needed to employ Persuade depends on the effect one is looking for. The skill can be used to quickly convince someone in a brief discussion, but this will have a lesser or temporary effect. The more time spent the greater the effect or the more permanent it becomes. A gamemaster may call on a player to make one Persuade roll for each point on which the adventurer needs to convince someone.

If the situation is being role-played, on a success the gamemaster should give the player a hint as to what point would be most effective to make, on a special success, two hints, and on a critical success exactly what would be his or her best approach to convincing his or her audience. An adventurer with a higher local Renown (see Creating an Adventurer) than the audience the skill is being used on gains a free additional hint, a benefit of his or her reputation.

An optional Easy subskill, Fast Talk, covers only the aspect of temporarily convincing others of the fast talker's point of view. Another Easy subskill, Debate, can be used to slowly convince others through reasoned debate, but cannot be used quickly, generally taking an hour or more to take effect.

SING <Culture> (5%) Easy

The ability to make one's voice carry a tune according to their culture's standards of rhythm, rhyme, pitch, and harmony. 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 similar. The greater the singer's level of skill and degree of success, the better the song performed. See the Custom skill for cultural divisions and how the skill would default across cultures.

SPEAK <Own Language> (50%) Medium

The ability to speak one's native language. See the table near the end of the communication skills for general effects of language ability and the special functions of conversation, eavesdropping, and similar languages below.

SPEAK <Language> (0%) Varies

The ability to speak another language. Pidgin, trade languages and related languages are easier to learn than languages of cultures entirely different than that of the adventurer. See the table near the end of the communication skills for general

effects of language ability and the special functions of conversation, eavesdropping, and similar languages below.

Language skills are Medium difficulty skills, unless otherwise stated.

Language Proficiency Table

Skill Level	Result
01-14	May only communicate simple ideas like "I want food."
15-29	May get across simple requests and live day-to-day in the native country of the language speakers. "How many moneys for leg of bison?"
30-49	Assured communication. One can speak as well as a stupid native and get most ideas across. "But that was only three clacks yesterday."
50-79	Allows one to tell stories, sagas, songs, etc. Can argue and bargain as well as any native speaker, although a foreign speaker would retain an accent "That bison was rotten before it was butchered, and it never was worth the spit it took to hit the tax collectors eye last month."
80-00	This is the language of poets, philosophers, leaders, diplomats, emissaries and others who aspire to a fluent grasp of the nation's speech. "Surely the assessment for this specimen of decomposing provender could be re-evaluated in consideration of its advanced state of putrefaction." A foreign speaker would speak the language without an accent.

SPECIAL FUNCTIONS OF LANGUAGES

Conversation

Conversation at any one moment is an exchange of views and information between two speakers. If both speakers have a skill of 50% or greater with the language, there is no communication problem. When one or both members of a conversation have less than 50% skill, there is a chance of misunderstanding. The chance then of successful communication is the lower percentage of language skill x2. In many cases the gamemaster will want to make this roll, then determine how much information the speakers got out of the conversation if the roll is missed. It is likely that most of the message will get through, but key words may be garbled.

Eavesdropping

When an adventurer is trying to listen in on a conversation, his chance of understanding the conversation is his percentile skill with the language. This may be modified by distance, surrounding noise, thickness of the door he is listening through, etc. If the conversation is distant or muffled, the gamemaster may call for a successful Listen roll (see perception skills) before the adventurer's player makes a language roll. The gamemaster should roll the language roll if an adventurer wants to listen in, and then relate to the eavesdropper the gist of the conversation if the roll is successful. If the roll failed, it is likely that some portion of the conversation will be understood by the eavesdropper, but key portions may be missed. 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

Similar Languages

It is possible that a character may not know a language being spoken, but does know a similar one which can help him figure out what is being said.
Language skills default depending on their degree of relationship as follows:

Similar: 1/2 skill
Related: 1/5 skill
Distant: 1/10 skill

Dragon Pass Languages

Languages spoken in different regions in the area of Dragon Pass and their relationships:

Sartarite
The native language of the Sartarites. It is a Theyalan language, and is similar to other languages spoken in the Holy Country to the south, including Esrolian, Caladran, Ditali, and Solanthi. It is related to Tarshite, spoken in Tarsh to the north, and is distantly related to Stormspeech, Tusk Rider, and other Theyalan languages.

Tradetalk (Easy)
A common second language in Sartar, it is the trade language of the Issaries trader cult, and is the widest known second language, spoken by humans and non humans across the world. It is an easy language to learn, but due to its simplicity cannot express more abstract concepts, and thus cannot be effectively used beyond 50% skill. Knowing the language to higher levels can still be of benefit, as in distant lands Tradetalk may vary, penalizing a foreign speaker by a varying amount, in which case higher levels become useful.

Stormspeech
Spoken by wind children, wind spirits and the storm gods and their worshippers, it is cult language of the Orlanth cult and a number of other storm and air cults. It is a Theyalan language, and is distantly related to other Theyalan languages and Praxian.

Swordspeech (Easy)
The secret battle-language of the Humakti, primarily spoken by Humakt initiates, or warriors and mercenaries that served with a Humakti regiment. It is primarily a gesture based language, and difficult to use to express concepts not dealing with death, swordplay, strategy or tactics. A similar language is used by the Lunar Empire's Yanafal Tamils cult.

Tarshite
The native language of the Kingdom of Tarsh, which lies to the north of Sartar and part of the Lunar Empire. It is a Theyalan language, related to Sartarite, and distantly related to other Theyalan languages.

Grazelander
The native language of the Grazers, whose lands lie to the west of Sartar. Tradetalk is also known by almost all Grazers as a second language, and commonly used even among themselves.

Esrolian
The language of the most populous of the six province of the Holy Country. It is a Theyalan language, with Earthtongue influences. It is similar to Sartarite, Caladran, Ditali, and Solanthi, and distantly related to other Theyalan languages and Earthtongue.

Darktongue
The language of creatures of darkness, spoken by trolls, darkness spirits, insects, and invertebrates. In the region of Sartar, it is primarily spoken by the trolls of Dagori Inkarth, which lies to the northeast of Sartar, and the trolls and humans of the Troll Woods and Shadowlands, which lie to the south of Sartar. It is very ancient.

Firespeech
The language of creatures of fire, spoken by salamanders, Agimori, horses, birds and the elusive Nargahiim. It is also the cult language of the Sun Dome templars of the Sartar Sun Dome Temple.

Aldryami (Hard)
The language of elves and their kin. It varies little if at all from one group of elves to another. In the region of Sartar, it is primarily spoken by the elves of the Stinking Forest, which lies to the north of Sartar. Aldryami prefer to use Tradetalk to communicate with non-Aldryami, even with those that speak Aldryami.

Beastspeech (Hard)
The language of the by the beastmen of Sartar. It is primarily spoken by the centaurs, minotaurs and satyrs of Beast Valley, which lies to the west of Sartar. It is difficult for humans to learn. It is related to Baboon and distantly related to some of the Hsunchen languages.

Draconic (Hard)
Spoken by dragons, dream dragons, dragonewts and wyrms, many of which are native to the land of Sartar. Non-draconic types can only learn the language with difficulty, as it has many non-verbal components, and cannot speak it beyond 25%, although their passive understanding of it can go beyond that. It is related to Old Pavic.

Tusk Rider
The native language of the Tusk Riders of the Stinking Forest, about whom the less is said, the better. It is a Theyalan language, and is distantly related to other Theyalan languages.

PavicLanguages
Languages spoken in city of Pavis and the surrounding area, including the town of Adari:

Old Pavic
Spoken in Pavis and Adari. The old language of the Empire of the Wyrms Friends. It is popular as a secret language among travelers. It is related to Auld Wyrmish (Draconic), and distantly related to the Pelorian Farmer Languages.

Boatspeech
The language of the river people, spoken by fish and river people of the Zola Fel river of Prax, also known as the River of Cradles. Boatspeech is also known as Riverspeech, and is spoken by all the river people of the world, and also used as a common tongue by many sailors. It is distantly related to Seaspeech and Cetoi.

Mostali
The language of the Mostali, dwarfs and their minor created races. It is used by the Flintnail cult of Pavis, and also spoken by some masons and miners as a secret language, though it sees little other use. It is related to no other language on Glorantha.

Kralori
The official language of the Kralori Empire, as standardized by the merging of sections of the 15 original languages of the region into a single new language by Emperor Vayobi. The Kralori Empire lies far to the east of Pavis, but on occasion Kralori traders and adventurers find their way across the inhospitable Wastes to the ruins of Pavis. Kralori is distantly related to all other Vithelan family languages, spoken only in the eastern portions of Genertela.

Earthtongue
The language of the creatures of the earth, spoken by the Copper Peoples, gnomes, reptiles, elves and plants. It is also spoken in earth temples, including the temples of Pavis and Flintnail. Earthtongue is distantly related to Aldryami.

Other languages commonly spoken in the area of Pavis include Tradetalk, Sartarite, New Pelorian, Pelorian Farmer Languages, Esrolian, Darktongue, Aldryami, Praxian, Swordspeech and Auld Wyrmish (Draconic).

Praxian Languages
Languages spoken in Prax and the Wastes:

Praxian
The language spoken by the Beast Riders and Morokanth of Prax and the Sable Riders of the Hungry Plateau in the Lunar Empire. Various tribal dialects with minor variations exist in Prax, but all are mutually intelligible. Praxian is distantly related to Stormspeech and Old Mantongue.

Pol Joni
The language spoken by the Pol Joni horse riders of Prax, the beast rider's traditional foes. Pol Joni is related to Pentan.

Oasis People's Tongue
The native language of the oasis people of Prax. They often speak Tradetalk as a second language.

Baboon
Spoken by the giant baboons of Prax. They often learn Praxian as a second language. Baboon is related to Beastspeech.

Other languages spoken in the area of Prax and the Wastes include Tradetalk (among the Zebra Riders and the Pol Joni), Firespeech (among the Sun Dome people of Sun County and the Agimori of Prax), Pelorian farmer Languages (among the Lunar settlers in Prax), Boatspeech (along the Zola Fel river people), Earthtongue (in the Paps) and Darktongue (among the Morokanth).

Lunar Empire Languages
Languages spoken in the Lunar Empire:

New Pelorian
The official language of the Lunar Empire and the native tongue of the Oslir river valley people. It is related to Dara Happan and the Pelorian Farmer Languages, and distantly related to Balazaring and Jarstic.

Pelorian Farmer Languages
A number of related languages spoken by the natives of Peloria. Each is similar to other Pelorian Farmer Languages, related to New Pelorian and Dara Happan, and distantly related to Balazaring and Jarstic.

Dara Happan
Spoken in Dara Happa, and also by solar priests and pedants. It is related to New Pelorian and the Pelorian Farmer Languages, and distantly related to Balazaring, Jarstic and Firespeech.

Carmanian
A Western language spoken in Carmania. It is similar to Loskalmi, and related to the other Western languages.

Balazaring
Spoken in Balazar and the Elder Wilds. It is distantly related to New Pelorian, the Pelorian Farmer Languages, Dara Happan, Jarstic and Firespeech.

Jarstic
Spoken by the tribes of Jarst. It is distantly related to New Pelorian, the Pelorian Farmer Languages, Dara Happan, and Balazaring.

Other languages spoken in or around the Lunar Empire include Tradetalk, Tarshite, Firespeech, Riverspeech, Praxian (spoken by the Sable Riders of the Hungry Plateau), Darktongue, Pentan (spoken by the horse nomads of Pent and the Lunar Empire's Char-Un allies), and a number of other Theyalan languages of the Pelorian sub-family.

Knowledge Skills
These skills depend on the ability of the adventurer to memorize a body of knowledge, whether learned by rote around a tribal campfire or deduced from endless pedantic lectures at the Grand Hospital in the Holy Country or a temple school. They cannot be increased through experience, but must be trained, practiced or researched. They depend on the adventurer's INT for enhancement,

LORE <Various> (0%) Varies

There are four major branches of lore skills. These are Nature Lore, which encompasses knowledge of the living world, World Lore, which encompasses knowledge of the physical world, Magic Lore, which encompasses knowledge of the magical world, and Glorantha Lore, which encompasses knowledge of the historical world. Hundreds of additional lores exist. In general, a Lore skill covering a broad or difficult topic is a Medium skill, a Lore skill covering a single subject is an Easy skill.

An adventurer's level of skill in a Lore measures the depth and breadth of their knowledge regarding the subject. The broader the lore, the more difficult it is, and the less in depth the knowledge it encompasses. A successful roll for a particular Lore means that the adventurer has knowledge of an item or situation, or yields a useful clue or hint. A special success roll in a Lore yields twice the depth or quality of knowledge of a normal success roll, and a critical success roll means that the adventurer knows about as much that can be known about the subject.

Some sample lore skills, and the branches they fall under:

The Living World
Easy—<*Beast*>*Lore*, Fungus Lore
Medium—Animal Lore, Elf Lore, Human Lore, Plant Lore, Troll Lore
Hard—Nature Lore (Hard)

The Physical World
Easy—<*Terrain*> Lore, <*Substance*> Lore, Lock Lore, Star Lore
Medium—Alchemy Lore, Machine Lore, Math Lore, Mineral Lore, Music Lore, Sky Lore, Surface World Lore
Hard—World Lore

The Magical World
Easy—<*Cult*> Lore, <*Tradition*> Lore, <*School*> Lore
Medium—God Lore, Sorcery Lore, Spirit Lore
Hard—Magic Lore

The Historical World
Easy—<*Area*> Lore
Medium—Genertela Lore, Ocean Lore, Pamaltela Lore
Hard—Glorantha Lore

The specific areas covered by some of these lores:

The Living World (Nature Lores)

NATURE LORE (0%) Hard

General knowledge of the living world, including the animals, plants, humans, major elder races, lesser elder races, freshwater life and sea life in the areas with which the adventurer is familiar.

ANIMAL LORE (0%) Medium

Knowledge of animal behavior and biology. A successful Animal Lore roll can identify an animal, suggest what to feed the animal, tell if the animal is in good health, or guess at the animal's behavior.

HUMAN LORE (0%) Medium

Knowledge of human biology, behavior and psychology. A successful Human Lore roll can identify someone's nationality, place an accent, tell if someone is in good health, or possibly predict how they might behave or react in a given situation.

PLANT LORE (0%) Medium

Knowledge of plants and their uses. A successful Plant Lore roll can identify a plant, identify medicinal or magical properties, determine its edibility and tell if it is in good health. The skill is often used by healers to identify medicinal plants, by shaman to identify magical plants, and by farmers to determine what crops would best grow in a given region and how to care for them.

<Beast> LORE (0%) Easy

Detailed knowledge of the biology, behavior, care and feeding of a specific kind of animal. The knowledge is of greater depth than that of Animal Lore or Nature Lore. For example, a successful Horse Lore roll would almost always predict what a horse would do in a given situation. The skill also covers closely related animals, though at half skill. An adventurer with Horse Lore could function at half normal skill with respect to a hippogriff, mule, unicorn or zebra.

The Physical World (World Lores)

WORLD LORE (0%) Hard

General knowledge of the physical world, including climate, weather, geography, geological features, knowledge of the features of the six worlds and general understanding of the processes of the physical world.

ALCHEMY LORE (0%) Medium

Knowledge of alchemy and chemistry. A successful Alchemy Lore skill roll can identify a potion, detect a poison, suggest an alchemical solution to a problem, or identify the ingredients required to make a particular type of potion. The skill of actually making a particular kind of potion is a specific Craft <*Potion*> skill, but Alchemy Lore is complementary to all such skills.

MINERAL LORE (0%) Medium

Knowledge of geology, minerals and soils. A successful Mineral Lore skill roll can identify types of rock formations, determine if what glitters really is gold, check soil for fertility, determine if a mine is valuable or not, or discover the best place for a copper deposit in the region.

<Terrain> LORE (0%) Easy

Detailed knowledge of where to find food, water, shelter and safe passage in varying types of terrain. A successful roll suggests the easiest pathways, keeps the adventurer from getting lost, or suggests the best hiding places, sources of water or sources of food. In a city, a successful City Lore roll will tell where the good and bad parts of town are, where a good ambush point is, how secure a building is, and so on. Various terrains include Arctic, City, Broken, Desert/Plains, Marsh, Mountain and Woods/Jungle.

<Substance> LORE (0%) Easy

Detailed knowledge regarding a particular substance. The level of knowledge is of greater depth than that provided by Alchemy Lore or Mineral Lore, and is of particular use to a craftsman. A successful roll would allow one to determine the purity of the substance, how best to work it for a given purpose, or whether the substance has unusual properties.

The Magical World (Magic Lores)

MAGIC LORE (0%) Hard

General knowledge of the magical world, including magic, the god plane, the spirit plane, magical creatures, and general understanding of magical processes.

GOD LORE (0%) Medium

Knowledge of theology, mythology, divine magic and the god plane. A successful God Lore roll can identify divine magic, identify a common divine magic spell or enchantment, identify the cult or cults to which a particular divine magic spell or enchantment belonged, recall something regarding a god or cult, or recall a particular myth.

SORCERY LORE (0%) Medium

Knowledge of sorcery, and the natural laws of magic that pertain to sorcery. A successful Sorcery Lore roll can identify sorcerous magic, identify a common sorcery spell, enchantment or manipulation, identify the school of sorcery to which a particular spell, enchantment or manipulation belonged, recall something concerning a particular school of sorcery, analyze a long duration sorcery spell or enchantment, or research a new sorcery spell, enchantment or manipulation.

SPIRIT LORE (0%) Medium

Knowledge of spirits, spirit magic and the spirit plane. A successful Spirit Lore roll can identify a common spirit magic spell

or enchantment, identify a spirit, identify a spirit's kindred and runic associations, recall something regarding a well known shamamic tradition, identify a place where the spirit plane touched upon the mundane world, or tell how best to avoid, drive away, or appease a particular kind of spirit.

<Cult>LORE (0%) Easy

Detailed knowledge of the theology, mythology, history and divine magic of a particular cult. The knowledge is in greater depth than that afforded by God Lore, and is of particular interest to members of the cult, as at the higher levels it includes information regarding the cult's inner secrets and doctrines. The skill also covers closely related cults, though at half skill, and with little or no information on their inner secrets and doctrines. An adventurer with Lhankor Mhy Lore could function at half normal skill with respect to the cults of the other Lightbringers, the cult of the Mistress of the Light of Knowledge, the cult of Irrippi Ontor, and the Lhankor Mhy cult's particular enemy, the Thanatar cult.

The Historical World (History Lores)

GLORANTHA LORE (0%) Hard

General knowledge of history, covering the history, legends and peoples of Glorantha.

GENERTELA LORE (0%) Medium

Knowledge of the history, legends and peoples of Genertela. A successful Genertela Lore roll can recall a particular historical fact, recall a pertinent legend, or tell one something about a particular group of Genertelans.

<Area>LORE (0%) Easy

Detailed knowledge of the history, legends and people of a particular area. The knowledge is in greater depth than that afforded by Glorantha Lore or Genertela Lore (assuming the area in question is part of Genertela). In combination with Custom <Culture>, which covers law and customs, and Human Lore, which provides general knowledge of human behavior, it would give one a thorough understanding of a particular place and its inhabitants.

Many other lore skills exist. Gamemasters should feel free to develop them as they see fit.

MARTIAL ARTS (0%) Hard

This skill makes the best use of natural weapons. It is a discipline of the mind that allows a character to double the damage or effect of a natural weapon. This skill is studied by gladiators, boxers, wrestlers, pitfighters, skilled streetfighters and martial artists alike. It may take different forms, ranging from dirty infighting, to knowledge of effective holds and chokes, to skill at targeting vulnerable areas, to the form of a full fledged martial art, such as one of the many martial arts forms practiced in the Kralori Empire. See Combat for details.

READ/WRITE <Language> (0%) Varies

With this skill, also known as R/W *<Language>*, an adventurer can read a language and write in it. The writer knows how to form written symbols so that another literate person can read them. Reading and writing must be learned separately for each language known, even if both use the same symbols. Unless otherwise specified, these are Medium difficulty skills. The collection of symbols particular to a given language is generally referred to as an alphabet or script. An adventurer can use any collection of symbols he knows to write the languages he can read and write, even if it the language is not normally written in that alphabet or script. Only someone that was familiar with both the symbols and the language could easily read such a message.

If unsuccessful in reading a written passage from some language, a character cannot try again until he has been trained further or researched enough to increase his skill. It is generally a good idea for a gamemaster to roll the dice for a character reading a vital manuscript, as a fumbled roll will yield misinformation.

Similar Languages

In general, the relationships discussed in Speak *<Language>* hold true for Read/Write *<Language>*, with a few notable exceptions. The Western languages not only share an identical alphabet, but use the same written language, called Western. In addition, similar languages that do not share the same native alphabet or script do not generally have a default in their written form. Thus, although Speak Praxian and Speak Stormtongue have a distant relationship, since they do not share the same native alphabet or script, there is no relationship between R/W Praxian and R/W Stormtongue. This rule does not hold for languages that share similar, though not identical, alphabets or scripts, such as Auld Wyrmish and Old Pavic.

Gloranthan Alphabets and Scripts

Auld Wyrmish
A written form of Draconic developed by the humans of the Empire of the Wyrm's Friends. It is a heavily modified version of Old Pavic Script, with a number of odd glyphs, runes and symbols added to represent peculiar draconic concepts. Read/Write Auld Wyrmish is related to Read/Write Old Pavic.

Kralori Ideograms
The official written language of the Kralori Empire. It is based on thousands of different symbols, each standing for a particular idea or object, and is very difficult to master. Read/Write Kralori is a Hard skill.

Old Pavic Script
The written form of Old Pavic, the language of the former Empire of the Wyrm's Friends. Read/Write Old Pavic is related to Read/Write Auld Wyrmish.

Pelorian Cursive
Variations of this cursive script are used by various Pelorian languages, including New Pelorian, some of the Pelorian Farmer Languages, and Dara Happan. The original form of this script was a cuneiform, and this is particularly noticeable in the variations used by Dara Happan and some of the Pelorian Farmer Languages.

Pentan Macrame Signs
A specialized form of writing used by the Pentan and Pol Joni languages. It is particularly well suited for tracing lineages, but cannot be used to express many abstract concepts. Read/Write Pentan and Read/Write Pol Joni are both Easy skills.

Praxian Knot Writing
The Praxian language uses an ancient method of recording ancient wisdom called the Waha Ropes. The best-known type is used to record pathways by having, in a very specific order, knots which denote distance from chaos, critical events, beings, or an event from a traditional myth or legend. It is not unusual to find one or more ropes hanging at the natural approach to an area in Prax.

Swordscript
The written form of Swordspeech. It is particularly well suited to the recording of weapon techniques, strategy and tactics, and poorly suited to communicating other concepts. Read/Write Swordspeech is an Easy skill.

Theyalan Runes
Variations of this runic alphabet are used by various Theyalan languages, including Sartarite, Tarshite, Esrolian and Stormtongue. At their simplest, such as in

Stormtongue, the runes are primarily used as ideograms, at their most complex, such as in Esrolian, the runes are used primarily as letters in an alphabet.

Tradescript
The written form of Tradetalk developed by Issaries, god of languages and communication. Tradescript is particularly well suited to figuring and the recording of transactions, and poorly suited to communicating other concepts. Read/Write Tradetalk is an Easy skill.

Western
The written language of the West, which not only shares a common alphabet, but a common written language as well. A speaker of Carmanian and a speaker of Seshnegi, who would speak to each other at 1/5 skill could read and write each others language with no skill penalty.

Aldryami
The written form of Aldryami is known to few but the elves, as it primarily consists of growing living plants to act as repositories for knowledge.

Darkscript
The written form of Darktongue. Writings in it exist from before the Greater Darkness. It can be read in the absence of light, as much of it consists of raised bumps, lumps, indentations, rough and smooth textures, and the specific material it was carved or chewed on, typically stone or lead.

Earthscript
The written form of Earthtongue. It is typically found carved in stone or clay, often in the form of tablets. Esrolian, a Theyalan language, is occasion written in this script as well.

Firescript
The written form of Firespeech. The distinctive characters resemble nothing so much as marks burned onto paper, though they are often carefully crafted in gold leaf. Dara Happan, a Pelorian language, is on occasion written in this script as well.

Mostali Alphanumeric System
The written form of Mostali. Parts of it are a mystery to human scholars, particularly its numbering system, which appears to be based on only two symbols.

Reasoning Skills

These skills depend on the adventurer's ability to learn from and comprehend a body of knowledge. They depend on the adventurer's INT for enhancement. Unlike Knowledge skills, they can be increased through experience.

CRAFT <Various> (VARIES) Varies

Crafts are skills that can be used to create objects, create pleasing effects or otherwise accomplish a useful task. Nearly any professional skill is a craft. Hundreds of craft skills exist.

When using a craft skill to create an object, the result of a skill roll is secondary to the level of skill, physical abilities and time invested by the Crafter.

The gamemaster and player using a craft skill should agree on the required, on the average, to accomplish a particular task. The Crafter's roll will determine the speed at which the task is accomplished (see Time Dependent Skills, earlier in this chapter). For large scale craftwork one can assume that on the average, a Crafter with 80% skill can produce twice as much, or an item of twice the quality as a 40% Crafter.

When using a craft skill to create a pleasing effect, accomplish a specific task, or gain information related to the craft, a regular skill roll is in order.

The base chance for a particular craft skill varies from culture to culture, but most have a 5% base. More difficult or obscure crafts often have a 0% base.

A sampling of craft skills:

Easy—Baker, Basketweaver, Butchery, Candlemaker, Carpenter, Cobbler, Cooper, Cook, Fletcher, Mapmaking, Prepare Corpse

Medium—Administrate, Armorer, Artificer, Battle, Bowyer, Brewer, Craft *<Substance>*, Disguise, Farming, Fishing, Herder, Jeweler, Locksmith, Mason, Painter, Potter, Sculptor, Smith, Torture, Weaver

Hard—Artificer), Craft *<Potion>*, Intrigue, Refine Medicine, Shiphandling, Shipwright

Details of some craft skills:

CRAFT/Administrate (5%) Medium

The ability to coordinate the many different things needed to run an organization larger than a warband in a businesslike manner. The level of skill reflects the general efficiency of the leader.

CRAFT/Artificer (0%) Hard

This is the skill of creating mechanical devices, such as crossbows, locks, springs, waterclocks, etc. Devise is a complementary skill.

CRAFT/Battle (5%) Medium

The skill of functioning effectively and accomplishing tasks in a battlefield situation. It defines the savvy and behavior of the adventurer in mid to large size battles and in warfare.

CRAFT/Butchery (15%) Easy

The ability to quickly slaughter and skin an animal, identifying and removing the most edible, useful or valuable portions while doing the least possible damage.

CRAFT/Disguise (5%) Medium

The ability to disguise oneself by changes in costume and the use of makeup.

To disguise oneself as a specific person is at half normal skill, as this is considerably more difficult than a generic disguise. Act skill governs the ability to disguise oneself by changes of posture, voice and attitude, and is complementary to Craft/Disguise.

CRAFT/Intrigue (5%) Hard

The ability to gather sensitive information by indirect means, and apply such information to its best advantage. The skill is of great use to social climbers or those that are active in almost any form of politics.

CRAFT <Potion> (0%) Medium

The ability to concoct a specific potion. With time and effort, the skill user car The Crafter must provide the appropriate ingredients, many of which are quite expensive. Some typical potions include acid, healing potion, mineral poison, mineral poison antidote, etc. Alchemy Lore is complementary to all Craft *<Potion>* skills.

CRAFT/Shiphandling (5%) Hard

Shiphandling allows an adventurer to successfully command a ship which needs a crew of more than two. It includes aspects of navigation, sail-setting, arranging watches, and the other knowledge necessary for the master of a ship,

Many other craft skills exist. Gamemasters should feel free to develop them as they see fit.

CUSTOM <Culture> (50%/0%) Varies

[Custom <Subculture>]

Knowledge of the customs and laws of a specific culture. This skill measures the amount of knowledge the character has about what is going on in a society, and how to get along in it. This includes major things, such as knowing who the king is and who has a feud with whom, and minor things, like how to ask your brother-in-law for a favor or whether a

particular dish is cooked right. It also includes knowledge of the manners and acceptable behavior for a specific culture.

A skill level of at least 15% prevents the character from making gross social blunders. A skill level of 30% or greater shows familiarity with that culture's social customs (as per the language proficiency table under Speak *<Language>).*

An adventurer's level of Custom skill can serve as a guide to the number of friends and acquaintances he or she has within a given culture, and can serve as the adventurer's percentage chance of getting them to do a favor for him or her.

Each culture has its own Custom skill. Base skill (50%) applies to one's own culture only (others have a base of 0%, but may default to higher levels (see below)).

Every culture has subcultures, and the skill can be broken down by subculture. Some typical subcultures include High *<Culture>*, the culture of the nobility and upper class; Low *<Culture>*, the culture of the lower and middle class; Military *<Culture>*, knowledge of military customs; Guild *<Culture>*, knowledge of guild or professional association customs, and Tribal *<Culture>* or Clan *<Culture>*, knowledge of a specific tribe or clan's customs. In general, Custom *<Culture>* is a Medium skill, and Custom *<Subculture>* is an Easy skill.

Similar Customs

Custom skills default depending on their degree of relationship as follows:

Similar: 1/2 skill
Related: 1/5 skill
Distant: 1/10 skill
Alien: No default

Dragon Pass Customs

The relationships of some cultures in the Dragon Pass area:

Sartar (Custom/Sartarite)
Similar: Sartarite subcultures, Heortlander
Related: Tarshite, Esrolian, Theyalan
Distant: Grazelander, Telmori
Alien: Dragonewt, et al.

Lunar Empire (Custom/Pelorian)
Similar: Pelorian subcultures, Dara Happan
Related: Carmanian, Tarshite
Distant: Balazaring, Jarstic
Alien: Pentan, et al.

Pavis (Custom/Pavic)
Similar: Pavic subcultures, Rubble
Related: Sartarite
Distant: Elf, Dwarf, Praxian, Troll
Alien: Kralori, Pelorian, Pentan, et al.

Prax (Custom/Praxian)
Similar: Praxian subcultures
Related: Morokanth
Distant: Pol Joni, Praxian Oasis People
Alien: Pentan, et al.

EVALUATE (5%) Medium

With this skill you can evaluate the worth of artifacts and goods (cloth, jewelry, art objects, etc.), and valuable natural materials (gems, land, exotic animals). If an object or substance is associated with a Lore, the lore skill is complementary. An appropriate Craft skill can be complementary as well.

Failure to Evaluate means that the adventurer doesn't know the worth of an 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 the direction more inconvenient for the adventurer. A critical success roll means that the adventurer knows the exact worth of the object in whatever coinage the adventurer is most familiar.

Evaluate takes one full turn to perform. Because the roll may convey information which the adventurer should not know, the gamemaster should always make this roll for the player.

FIRST AID (15%) Easy

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.

When treating a victim of an injury or shock, a successful First Aid roll after a full melee round of treatment will stabilize the victim's condition. The victim will not lose more hit points from bleeding and will not die if at death's door. If unsuccessful, the user may try again in one full melee round later, but the patient will meanwhile suffer any ill effects that would normally occur.

A successful roll First Aid roll after ten full melee rounds of treatment will either heal damage taken, bring a victim out of shock, or rouse an unconscious patient, as the user desires. If healing damage, a success at the end of that time heals 1D3 hit points of damage to the patient, a special success heals 2D3 damage points, and a critical success heals 1D3+3 damage points.

First Aid can only be used successfully once against injury to a specific hit location, but it may be tried again and again until successful. However, a fumble with the skill will cause 1D3 damage to the recipient, and no further attempts may be made to fix that injury by that First Aid user.

If using First Aid on a living creature with an unfamiliar anatomy, halve the skill of the user.

PHYSICIAN (5%) Hard

[Treat Disease, Treat Poison]

The skill of diagnosing and treating diseases and poisons.

When dealing with a disease, successful use of this skill doubles a victim's chance of success at his or her next disease recovery CON roll. A critical success triples the next chance of success, a fumble halves the next chance of success. Victims of acute, terminal or serious diseases must get constant care to get this bonus. Victims of mild diseases only need attention one day per week.

When dealing with poisons, successful use of this skill purges the victim of 2D6 POT of poison, a special roll purges 4D6 POT, and a critical success purges all of the poison. A fumble halves the victim's chance of resisting the poison. The skill attempt must be begun before damage has been taken. A skill roll can be attempted only once per poisoning, and takes 10 melee rounds to complete.

The medium difficulty subskills of Treat Disease and Treat Poison handle only the disease or poison treatment aspects of the skill.

<Low Sorcery> SPELL (0%) Easy

The ability to cast a particular Low Sorcery spell. See Sorcery for details.

<High Sorcery> SPELL (0%) Varies

The ability to cast a particular High Sorcery spell. Generally only available to sorcerers. See Sorcery for details.

Magic Skills

These skills are used either to enhance or to create magical effects. They depend on INT, POW, and DEX. They cannot be increased through experience or practice, but must be trained or researched.

CEREMONY <Type> (5%) Medium

The skill of ceremonial magic. Used to perform ceremonies, or to ritually enhance the casting of spells. One type of skill covers a particular form of magic. Ceremony/Spirit, Ceremony/Divine and Ceremony/Sorcery are the three most common forms of the skill. Each enhances the casting of its form of magic only. Ceremony/Spirit and Ceremony/Divine default to each other at 1/2 skill and to Ceremony/Sorcery at 1/5 skill (and vice versa).

Some ritual Ceremony spells require that the caster roll under his or her

Ceremony skill to succeed. This is noted in the individual spell descriptions.

The most common use of Ceremony is to enhance the chance of successfully casting a spell. The more additional time the spell's caster spends casting the spell, the greater the benefit (see the tables below). Ceremony can be used to enhance the casting of ritual spells as well, but the time required is greater.

Ceremony Table

Spell Casting

Extra Time	Add
melee round	1/10 of Ceremony skill
turn	2/10 of Ceremony skill
full turn	3/10 of Ceremony skill
hour	4/10 of Ceremony skill
day	5/10 of Ceremony skill
week	6/10 of Ceremony skill
season	7/10 of Ceremony skill
year	8/10 of Ceremony skill
7 years	9/10 of Ceremony skill
49 years	Full Ceremony skill

Ritual Spell Casting

Extra Time	Add
hour	1/10 of Ceremony skill
day	2/10 of Ceremony skill
week	3/10 of Ceremony skill
season	4/10 of Ceremony skill
year	5/10 of Ceremony skill
etc.	

DURATION (0%) Hard

A skill known only by sorcerers, used to enhance the duration of sorcery spells. See Sorcery for details.

ENCHANT <Type> (0%) Hard

A skill used in conjunction with certain spells and the sacrifice of POW to create enchanted or magical items. Enchant/Divine and Enchant/Spirit are the most common forms of the skill. They default to each other at 1/2 skill. Enchant/Sorcery exists, but simply acts as a complementary skill to all sorcery enchanting spell skills. See Spirit Magic, Divine Magic or Sorcery for details.

INTENSITY (0%) Medium

The skill of manipulating the intensity of sorcery spells. It is studied by those that use sorcery. See Sorcery for details.

MULTISPELL (0%) Hard

A skill known only by sorcerers, used to cast multiple sorcery spells. See Sorcery for details.

RANGE (0%) Hard

A skill known only by sorcerers, used to increase the range of sorcery spells. See Sorcery for details.

SPIRIT COMBAT (0%) Medium

A skill known only by shaman or members of certain cults, typically used to fight spirits. It enhances one's abilities in Spirit Combat. See Spirit Magic for details.

SPIRIT DANCE (0%) Medium

A skill known only by shaman, which allows them to maneuver quickly and effectively while in the spirit plane. It is typically used to avoid and evade hostile spirits. See Spirit Magic for details.

SPIRIT SENSE (0%) Medium

A skill known only by shaman or members of certain cults, typically used to sense the presence of spirits.

Normally one cannot sense the presence of a disembodied spirit (nor can the spirit sense an embodied creature). With Spirit Sense, a special success will sense that a spirit is in the area. If using the Second Sight spell or a shamanic Second Sight ability, a normal success will sense the presence of the spirit. One only senses the presence of the spirit—no information is gained, even using Second Sight, unless the spirit manifests itself or a shaman discorporates to take a look at the spirit in the spirit plane.

Note that spirits use this skill to sense the presence of mundane creatures. If hostile, curious, or friendly, they might then manifest. A neutral spirit probably will not bother to manifest itself. Note that no roll is required to notice a manifested (visible) spirit, and Second Sight can tell an embodied user something about a manifested spirit's aura.

SPIRIT SPEECH (0%) Medium

A skill known only by shaman and members of certain cults, typically used to communicate with spirits. One cannot communicate with disembodied or manifested (visible) spirits unless one uses a spell such as Mindspeech, or has this skill. When speaking to spirits in this manner, one's communications skills are limited to the lower of the communication skill or Spirit Speech skill.

SPIRIT TRAVEL (0%) Medium

A skill known only by shaman, which they use to discorporate and travel the spirit plane, where they hunt spirits. See Spirit Magic for details.

SUMMON <Type> (0%) Hard

A skill used in conjunction with certain spells to summon beings not of the mundane world. Summon/Spirit and Summon/Divine are the most common forms of the skill. They default to each other at 1/2 skill. Summon/Sorcery exists, but simply acts as a complementary skill to all sorcery summoning spell skills. See Magic for details.

Manipulation Skills

Manipulation skills are those requiring fine hand control. Unlike agility skills, they depend as much on INT as DEX, nor is STR as important

BRAWL (30%) Medium

[Brawl Attack, Brawl Parry]

The skill of unarmed striking and blocking. It is used to punch, kick, gouge, head butt, or otherwise strike foes, and defend oneself from their blows. It can be used to both attack and parry. See Combat for details.

An Easy subskill, Brawl Attack, covers only the striking aspects of the skill, while another Easy subskill, Brawl Parry, covers only the blocking and parrying aspects of the skill.

CONCEAL (5%) Medium

With this skill an object can 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 be of any size, even as large as a war machine or a horse. Gamemasters must be prepared to modify this roll for the SIZ of the concealed object or any special knowledge the searcher might have.

The Conceal skill 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 find the object. While the time to conceal an object will depend 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.

DEVISE (5%) Medium

[Lockpick, Mechanician]

This is the skill of repairing, assembling and disassembling equipment, gear and machinery, including clocks and mechanical traps. Actually crafting the individual

components that make up the item is the realm of Craft skills. Devise includes the ability to defeat locks and to open and restore seals.

A set of appropriate tools (lockpicks for picking a lock, appropriate tools for assembly and disassembly, appropriate tools and material for repairs) allows for a normal chance of success. If the adventurer uses crude tools (metal scraps, wire, a piece of a buckle, a dagger, a knife), halve the chances of success. If the adventurer has inadequate or improvised tools (twigs, or tools of the wrong size), reduce chances for success to one-fourth normal.

Devise typically takes at least one melee round per SIZ point of machine for disassembly, and one full turn per SIZ point for assembly. Using Devise to pick a lock typically takes from 1 melee round to one turn, depending on the complexity of the lock. If the initial roll fails, the adventurer can make a second try at half skill, then a third at one-fourth skill and so on. A fumble jams a lock or mechanism, and no further tries can succeed. Simple mechanisms may add to the chance for success, and complex mechanisms may subtract from the chance of success.

Craft/Artificer is complementary to Devise. Lock Lore is complementary to Devise when dealing with locks.

An Easy subskill, Lockpick, covers only the lockpicking aspects of Devise. Another Easy subskill, Mechanician, covers only the skills of repairing, assembling and disassembling machinery.

DRIVE <Vehicle> (5%) Easy

This skill covers the handling of any common beast of burden or team of beast pulling a vehicle, including carts, plows, dogsleds, wagons, and chariots. Driving a chariot or fast wagon under race or battle conditions requires two hands, and using only one hand reduces the Drive skill by 20%. If both hands are taken from the task, then the vehicle is driverless, and careens wherever the horses take it. When a person attacks from a moving vehicle, his attack percentage cannot exceed the Drive skill of the driver.

Three types of common Drive <*Vehicle* skills exist—Chariot, Cart (two-wheeled slow vehicle), and Wagon (four-wheeled slow vehicle). Other, more exotic vehicles also exist, such as coaches, Lunar Moon Boats or the sail-wagons of central Pamaltela.

The Drive roll need only be made when a vehicle is involved in a race or gets stuck somehow. If a vehicle is stuck, a successful Drive skill frees it. Serious bogging-downs, such as having driven a wagon right into the middle of a pond, will cause penalties to the Drive skill roll. Similar Drive skills default to each other at1/2skill.

GRAPPLE (15%) Medium

[Grapple Attack, Grapple Parry]

The skill of unarmed grappling and wrestling. The skill may be used to attack, with variable effects, or to parry. See Combat for details.

An Easy subskill, Grapple Attack, covers only the attacking aspects of the skill, while another Easy subskill, Grapple Parry, covers only the defensive aspects of the skill.

PASS (15%) Medium

[Catch, Throw]

The ability to catch, drop and throw objects.

A palm-sized object may be thrown one handed up to five meters for every STR point which an adventurer exceeds its SIZ. A head-sized object may be thrown two handed up to one meter for every STR point which an adventurer exceeds its SIZ and one handed up to half a meter for every STR point which an adventurer exceeds its size. A torso-sized object can be thrown two handed up to half a meter for every STR point which an adventurer exceeds its SIZ. If the thrown object is unbalanced or awkward, or is thrown upwards, halve the above distances.

The Pass skill is used to hit a target with a casual object. Hitting a target with the right pan of an object designed to be thrown, such as the blade of a throwing knife or the point of a javelin, calls for the ability skills of throwing those weapons.

A palm sized rock typically has a SIZ of 1 or 2, and does 1D3 damage. A head sized rock typically has a SIZ of 3 to 6, and does 1D6 damage. A torso sized rock typically has a SIZ of 7 to 12, and does 2D6 damage.

If the object is dropped or thrown from a height, multiply the damage done by one for every 3 meters of height it fell (1 to 3 m, normal damage; 4 to 6 m double damage; 7 to 9 m, triple damage, etc.). For a thrown object, subtract 1 percentile of Pass skill for every meter in excess of 20 meters it is thrown. For a dropped object, subtract 1 percentile of Pass skill for every meter it falls.

An adventurer with this skill may attempt to catch any object he can throw (using the guidelines above for throwing objects). In combat, this requires the expenditure of a miscellaneous action. Regardless of the success or failure of the attack (the attack may hit and do damage), if the catcher is not incapacitated by the attack, a normal success will catch most thrown weapons, a special success will catch an arrow or shuriken, and a critical success will catch a crossbow bolt, sling stone or sling bullet. If the attack fumbled, it is not likely the weapon went anywhere near the catcher, but if the gamemaster decides it did so anyway, use the half the catcher's skill as above.

An Easy subskill, Catch, covers only the catching aspects of Pass. Another Easy subskill, Throw, covers only the throwing and dropping aspects of Pass.

PLAY <Instrument> (0%) Varies

With this skill a specific type of musical instrument can be used to give a pleasing performance. Failure indicates that the performer used the wrong chords, forgot the notes to play, dropped the instrument, etc. The greater the player's level of skill and degree of success, the better the piece performed.

Some instruments are unique to a particular cultures, some are used by more than one culture. The cultural defaults from Custom <*Culture*> may apply to instruments as well, particularly in distant or alien cultures.

Some commonly used instruments in the Dragon Pass area (Medium difficulty skill unless otherwise stated):

Sartar
Bagpipes (Hard), Bugle (Easy), Bullroarer (Easy), Drum (Easy), Harp, Lur Horn, Pipes, Rattle (Easy), Sticks (Easy), Whistle (Easy), Windharp

Lunar Empire
Cymbals (Easy), Flute, Harp, Lute, Lyre, Pipes, Two-sticks (Easy)

Pavis
Drum (Easy), Harp, Flute, River Pipes, Troll Drum

Prax
Praxian Drum (Easy), Rattle (Easy), Bones (Easy)

SLEIGHT (5%) Medium

[Juggle, Pickpocket]

The skill of manipulating small objects and of misdirection. An adventurer with a high skill in Sleight will do well with shell games, card tricks, and picking pockets.

The skill allows one to take a small object without being noticed while being watched, and includes the ability to pick pockets, cut purses, and otherwise relieve a victim of small valuables without being noticed. A successful simple success roll means that the user accomplishes his or her purpose with no complications if no

one watching him attempts a Scan roll at the same time. If someone watching attempts a Scan roll, use the skill vs. skill rules to see if the watcher noticed.

The skill also allows one to manipulate small objects, and includes the ability to catch, throw and juggle small balanced or unbalanced items. It can act as a complementary skill when throwing a knife or other small, unbalanced weapon.

An Easy subskill, Juggle, covers only the juggling aspects of Sleight. Another Easy subskill, Pickpocket, covers only the pickpocketing aspects of Sleight.

TRAP (15%) Medium

[Disarm Trap, Set Trap]

The skill of setting and disarming traps. This ability encompasses all forms of pits, snares, tripwires, deadfalls, nets and simple mechanical traps.

The skill of Devise is more appropriate for setting complex mechanical traps, although in this case Trap would be complementary. Trap could still be used to disarm a complex mechanical trap (though not disassemble it).

Trap is complementary to Search when searching for traps. Devise is complementary to Trap when dealing with mechanical traps.

An Easy subskill, Disarm Trap, covers only the trap disarming aspects of Trap. Another Easy subskill, Set Trap, covers only the trap setting aspects of Trap.

<Weapon> ATTACK (Varies) Varies

The skill of attacking with a particular weapon. Weapon skills are divided into categories and subcategories. For example, the category of 1H Impaling and Slashing weapons includes the subcategories of 1H Dagger and 1H Sword. The category of 1H Sword includes the weapons Shortsword, Scimitar and Broadsword. An adventurer with skill in a weapon can use all other weapons in that subcategory at 3/4 skill, and all other weapons in that category at 1/2 skill. Most Attack skills are Medium skills, with the following exceptions—Crossbow, Knife, Throw, and Tools are Easy skills, Atlatl is a Hard skill, and any Attack studied in an off hand (left hand if right handed and vice versa) is one level more difficult, typically a Hard skill.

Perception Skills

With a perception skill, an adventurer can extract specific information from one or more senses and intelligently organize it. The characteristic modifiers are INT and CON

LISTEN (25%) Medium

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 situations. The gamemaster often will negatively modify this skill roll for special circumstances or use the skill vs. skill rules to determine if someone Sneaking was heard. Successful use of this skill might take any length of time, from a full turn to no time at all, depending on the circumstances.

SCAN (30%) Medium

With Scan an adventurer can observe an area for anomalous movement. Guards and scouts, for instance, will study terrain for approaching enemies. The chance of a successful Scan roll can be decreased by intervening terrain. Scan can also be used to determine if something has changed in terrain with which the Scanner is already familiar. Scan takes one melee action per 90-degree arc scanned. The Scan skill is reduced by half for every extra 90-degree arc which the adventurer attempts to scan in the same action.

SEARCH (30%) Medium

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 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 at least one melee round per 4-square-meter area searched.

TRACK (5%) Medium

With this skill a living being can be trailed through wilderness and rural farming areas. A tracker follows traces which 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 he can pick it up again at half his normal Track ability, then at one fourth normal Track skill, etc. 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. Each day or fraction thereof that the trail is cold, subtract 20 additional percentiles from the tracker's ability. If the person being tracked was actively trying to conceal their tracks, match Track vs. Track in a contest of skills.

Unusual senses

FEEL (0%) Hard

The ability to find and identify something by touch alone. The skill can be complementary to Search, when using touch as well as sight. This skill is a Hard skill for humans. It is a Medium skill for dwarfs and trolls, with a base of 30%.

SCENT (0%) Hard

The ability to notice, discriminate between, and identify things using one's sense of smell. The skill is a Hard one for humans. It a Medium skill for Dragonewts and Wyrms, with a base of 30%.

TASTE (0%) Hard

The ability to notice, discriminate between, and identify things using one's sense of taste. It can detect some poisons in food or drink. The skill is a Hard one for humans. It is a Medium skill for trolls, with a base of 30%.

Nonhuman Senses

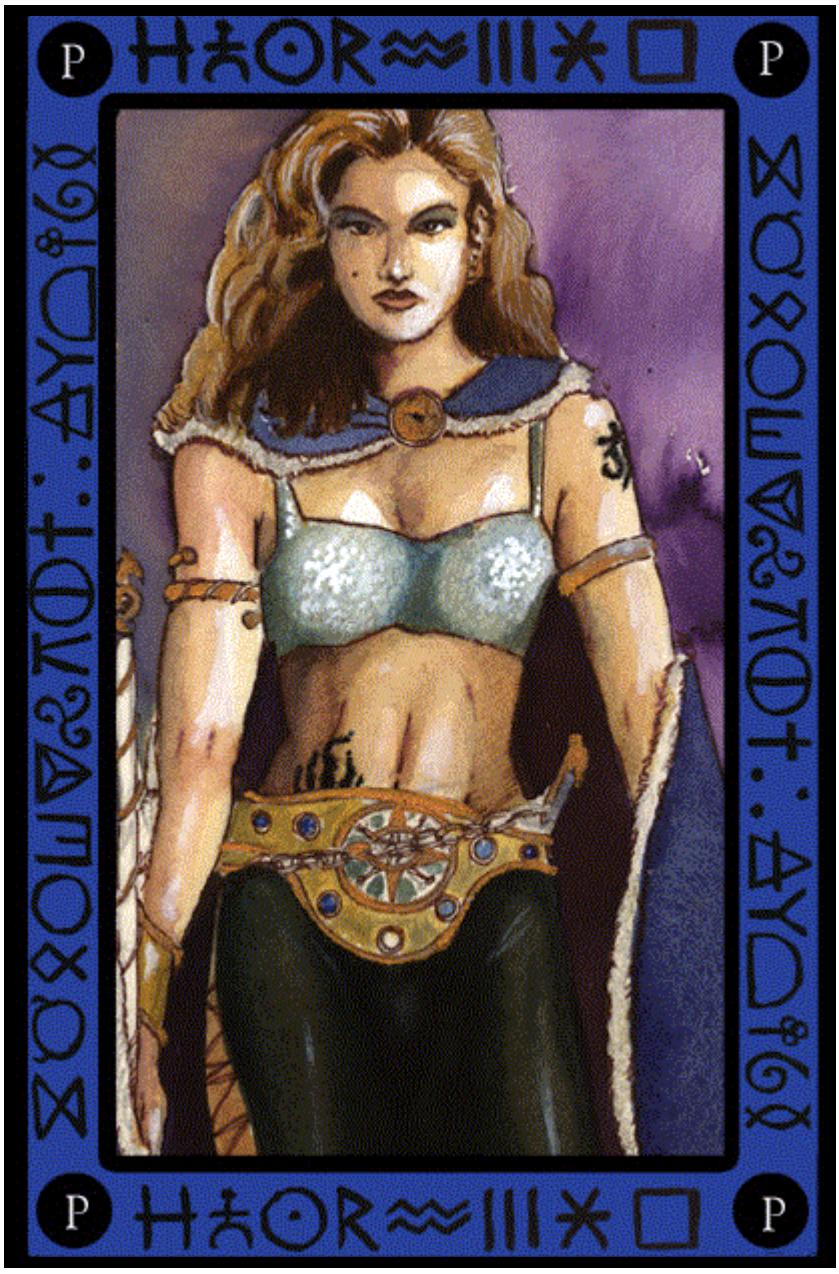
The nonhuman sense of Darksense (trolls), Earthsense (dwarfs) and Elfsense (elves) are described in further detail in the creatures section. They function instead of, or in addition to the human specific perception skills described here.

Darksense is a form of sonar, Earthsense is a heat and air current sense, and Elfsense is a touch based emotional sense.

A troll would know Darksense/Scan and Darksense/Search (medium skills for a troll, impossible for humans to learn), but might learn Visual/Search or Visual/Scan as well (though they are hard skills for a troll).

Other skills may vary in difficulty for a nonhuman as well. Visual/Search and Visual/Scan are also hard skills for dwarfs and other Mostali.

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aSundAdar 2003

TIME•AND•LEARNING

As time passes, adventurers grow and develop. Their skills, physical attributes and magical aptitude will increase. An adventurer can increase in skills and magical prowess through experience, and also increase skills or characteristics through training, practice, research, or magic. An adventurer can spend his free time studying, socializing, or taking on duties. Each option has specific benefits on the adventurers development as a person or as a member of a society.

TIME

Time in Glorantha

A year is the time it takes the Sky Dome to complete an entire revolution, or 294 days and nights.

A day is the time needed for the sun to traverse the sky from east to west.

A night is the time needed for the sun to traverse the underworld from west to east.

Time in Genertela

Twenty four hours make up one day and night, also known as a full day.

Seven full days make up a week.

In most of Genertela eight weeks (56 full days) make up one season. The first season of the year is Sea Season, followed by Earth Season, then Fire Season, then Dark Season, and finally Storm Season.

Five seasons and a two week period called Sacred Time, which follows Storm Season, or forty two weeks, make up one year.

Game Time

An hour is a period of 60 minutes equal to 12 full turns, or 60 turns.

A full turn is a period of 5 minutes, equal to five turns or 50 melee rounds. A full turn also equals the time it takes a temporal battle magic spell to expire.

A turn is a period of 1 minute, equal to 10 melee rounds, and is a commonly used interval of game time (for checking short term fatigue, using skills, etc.).

A melee round is a flexible period generally ranging from 3 to 12 seconds, the time required to plan and execute a single set of actions in combat. For game purposes, an average melee round is assumed to last 6 seconds.

LEARNING BY EXPERIENCE

As time passes, adventurers will have opportunities to increase their skills and magical aptitude through the use of their skills and magic.

Increasing Skills by Experience

We recommend two systems for tracking skill gain by experience. The first system is requires less effort on the gamemaster's part and allows for a more equitable distribution of experience gains. The second allows for more control on the gamemaster's part, but can easily result in argument or inequitable distributions of experience gains.

End of Adventure Experience

With this method, the gamemaster simply issues each adventurer a number of experience rolls at the end of an adventure session.

We recommend issuing 5 experience rolls for an adventure that lasted a week of game time. Shorter adventures should result in fewer rolls, longer adventures, more rolls. Gamemasters that prefer faster or slower rates of gain can vary this amount, but overly varying the rate will make either experience or study worthless. Unless an adventurer has for some reason not been able to participate in an adventure, the same number of rolls should be given to every adventurer in a party.

Note that on occasion a gamemaster may wish to specify a skill or skills in which an experience roll should be made. This can be in addition to, or instead of one or more of the regular experience rolls granted. For example, if the adventurers spent a week riding, with an adventure occurring along the route, the gamemaster might issue all the adventurers a Ride experience roll and 4 other rolls.

Players can use these experience rolls to attempt to increase any skills their adventurers used during the course

of an adventure. Although this generally means a skill that was rolled for in a situation that was stressful or otherwise conducive to learning, some skills, such as Scan, Search, or Listen, can be assumed to be in constant use by an alert adventurer, even if no rolls were made for them during the course of the adventure. With this method, the responsibility for keeping track of what skills were used by an adventurer falls on the adventurer's player. Note that Magic and Knowledge skills cannot be increased by experience. The mechanics of experience gain are described below.

Skill Checks

With this method, the gamemaster must keep track of when and how player's adventurers use their skills. If an adventurer uses a skill in a situation that is stressful, or otherwise particularly conducive to learning, the gamemaster instructs the player to place a check next to the skill. No checks should be issued for Magic or Knowledge skills, as they cannot be increased by experience.

The gamemaster should consider a number of factors before issuing a check for a skill. In general, skill checks should be issued only when something occurs that would cause the adventurer to learn from using the skill. This includes exceptional conditions, exceptional used of the skill, or use of the skill in stressful situations. Typical stressful situations include combat, hiding from enemies, operating under time pressure. An average success, even in a situation of stress, is generally not worth a check, unless the situation was exceptionally dangerous. A critical success or a fumble are generally worth a check, unless the situation or use of the skill was trivial (attacking a helpless target, taking an hour to pick a lock, etc.). Finally, gamemaster should take the difficulty of the skill into account. Easy skills should require half the effort of medium skills to be rewarded a skill check, and hard skills should take twice the effort to be rewarded a skill check.

The gamemaster is the final arbiter of the rate at which skill checks are issued, but if checks are issued more often than not when skills are used, or for trivial uses of a skill the rate of skill gain will become disproportionately high, reducing the challenge of the game. Likewise, giving out too few checks will deprive player's of the experience of watching their adventurer's grow and learn. It is the task of the gamemaster to strike a happy medium between the two extremes.

At the end of the adventure session, the adventurer's player makes experience rolls for each checked skill. The mechanics of experience gain are described below.

Mechanism of Experience Gain

Regardless of which of the systems is used, the basic mechanism of experience gain remains the same. Subtract the adventurer's current level of skill from 100, add the appropriate skill category modifier, and try to roll less than or equal to that number on percentile dice. If the roll succeeds, the adventurer gains 1D6 percentiles in that skill. It is possible to increase above 100 percentiles in a skill in this manner, although adventurers with a negative skill category modifier will find that they increase little if at all above 100 percentiles in skills in that category.

The adventurer's chance to succeed in the roll can never drop below his skill category bonus. Thus an adventurer with 104% Jump skill and a 11% Agility bonus will have an 11% chance to succeed, not a 7% chance. As always with simple success rolls, a roll of 01-05 is an automatic success, and a roll of 96-00 is an automatic failure.

The number of experience gain rolls an adventurer makes is determined by the method of experience gain used (see below). Magic and Knowledge skills cannot be increased by experience, they must be trained or researched (see below).

End of Adventure Experience

At the end of an adventure, a single issued experience roll gain roll can be used to try to increase a medium skill or two easy skills, half an issued experience roll gain roll can be used to try to increase a single easy skill, and two issued experience gain rolls can used to try to increase a hard skill. Thus, an adventurer that was issued five experience gain rolls can use them to make experience gain rolls for one hard skill, two medium skills, and two easy skills, or some other combination of skills. Once an experience gain roll is used, it is gone. A particular skill can only be increased once at the end of any given adventure.

A single experience gain roll or half an experience gain roll can be saved for later use (if a player has half a roll left but no easy skills he wished to increase, or has a single roll left but wishes to increase an easy skill). This leftover amount should be noted on the character sheet, and used the next time experience gain rolls are issued by the gamemaster.

Skill Check Experience

At the end of the adventure, a single experience gain roll is made for each checked skill (the skills difficulty should have already been taken into account by the gamemaster in issuing the skill check). As soon as roll is made for a skill, its check is erased, regardless of the success or failure of the experience gain roll.

Increasing Magical Power Through Experience

The use of magic and engaging in magical activity can result in an adventurer's magical power increasing, reflected by a possible increase in the adventurer's POW determined by a POW gain roll. The gamemaster should issue POW gain rolls to adventurer's players every few sessions of play, the exact frequency varying with the adventurer's level of magical activity.

We recommend that adventurers that make significant use of magic or often engage in magical activities or struggles be issued 10 POW gain rolls a year, or in Glorantha, one POW gain roll every four weeks. This level of activity reflects frequent spellcasting, frequently overcoming foe's defensive POW, extensive use of ritual magic, frequent sacrifice of POW and use of MP, and engaging in spirit

combat. A particularly active sorcerer or shaman may fall into this category.

Adventurers that occasionally cast spells or engage in magical activities or struggles should be issued 5 POW gain rolls a year, or in Glorantha, one POW gain roll every season. The vast majority of adventurers will fall into this category.

Adventurers that almost never cast spells or engage in magical activities should be issued at most 1 or 2 POW gain rolls a year, typically following a High Holy Day ceremony or at the conclusion of the Sacred Time ceremonies.

The gamemaster is free to vary the rate of gain, but he should keep in mind that on average, an adventurer making 10 POW gain rolls a year will gain 4 POW a year (assuming a starting POW of 13), and the same adventurer making 5 POW gain rolls a year will gain 2 POW a year, which is a fairly significant rate—at this rate even a moderately magically active initiate can sacrifice for enough divine magic to qualify for the priesthood in 4 years time.

Mechanism of Power Gain

A POW gain roll is made by subtracting an adventurer's current POW from his or her species maximum POW (21 for humans), multiplying the resulting number by 5, and attempting to roll less than or equal to the number on percentile dice. A successful roll will increase the adventurer's POW by 1 point.

For human adventurers, the POW gain roll can be summarized as:

(21 - Current POW) x 5%.

As always, a roll of 01-05 is an automatic success, and a roll of 96-00 automatically fails. It is possible for a human to increase their POW beyond 21 with a roll of 01-05.

ALLOCATING TIME

Adventurers can spend their time in a number of ways. Among them are duties, socializing, practice, training and research. The way an adventurer decides to allocate his or her time will govern whether they gain in wealth, status, friends and associates, skills, physical attributes or magic.

Adventurers should allocate the time they normally spend each week among days spent on duties, socializing, training, practice, or research.

Example

A typical week for a would be adventurer holding down a full time job in Pavis might be: 5 days of duties (a full time job. He uses 1 day out of 5 to practice a job related skill, Craft/Masonry—see Duties and Practice); 1 day of socializing (going out with friends, talking to people—see Socializing) and 1 day of training (weapons work with the local blademaster, costing a pretty penny—see Training).

The segmentation into days is just an abstraction—in reality, the adventurer would mix various parts of this into the way they spent each day. In the case of the would be adventurer above, it simply means that he spent 4/7 of his free time on duties, 1/7 of his free time practicing, 1/7 of his free time socializing, and 1/7 of his free time training.

An adventurer is assumed to have 10 hours of free time a day (time not spent eating, sleeping, attending to bodily functions, resting or otherwise wasted). Thus, if an adventurer only spends a few hours of free time doing something it counts as 1/10 of a "day" per hour spent.

Duties

Duties represent time spent working for a salary, attending to cult duties, or otherwise spending one's time not socializing, training, practicing or doing research.

A full time job occupies at least 5 days a week of an adventurer's time, while a part time job will typically require 1 to 4 days a week of work.

One out of every five days spent working on a job can be used to practice a job related skill or characteristic or for job related socializing.

An adventurer holding down a full time job will draw a salary appropriate for his level of skill and the hazards of the job (see Economics). An adventurer holding down a part time job will receive a correspondingly lower salary *(1/5* to 4/5 the full time job's salary, depending on the number of days per week worked). Membership in some cults (or other organizations) requires that an adventurer devote 1 day a week of duties to the organization's interests. Functioning as a tribal shaman, priest or rune lord of a cult is a full time job. Acting as an acolyte of a cult is a part time job.

Volunteering for additional duties is a way to increase one's salary or build up one's status within an organization. If working overtime, 6 days a week of work duties increase one's full time salary by 1/5, and 7 days a week of work duties increase one's full salary by 2/5. Gamemasters should take into account any weekly time an adventurer has spent engaged in voluntary duties when an adventurer attempts to advance in an organization. An initiate seeking acceptance as an acolyte of a cult would have a much greater chance of success if he or she had devoted two days a week of voluntary duties to the cult for the past year.

Socializing

Time spent socializing yields friends and contacts. Most people devote at least one day a week to socializing. An adventurer that does not spend at least one day a week socializing will have few or no friends or contacts.

As a guideline, the number of contacts an adventurer can maintain can be calculated by dividing the adventurer's Custom skill for the area by 20 and multiplying this number by the number of days a week spent socializing. Thus a Sartarite clansman with 63% Custom/Sartarite skill that spends 2 days a week socializing would have 6 contacts (63/20 = 3, 3 x 2 = 6). One can choose to maintain a friend instead of 2 contacts or an ally instead of 4 contacts. In general, a contact will be willing to lend assistance in a given situation if the adventurer succeeds in an APP x1 roll, a friend will help on an APP x3 roll, and an ally will help on an APP x5 roll.

Contacts, allies and friends should be developed by the player and the gamemaster. They are NPCs run by the gamemaster, with their own lives and problems to deal with. Calling upon them without reciprocating in turn is a good way to lose them. Generally the more powerful or useful the friend, ally or contact, the less influence over them the adventurer has. An adventurer can exert a fair amount of influence over a friend, ally or contact of lower Wealth or Renown, some influence over a friend, ally or contact of equal Wealth or Renown, and little influence over a friend, ally or contact of higher Wealth or Renown.

Having friends and contacts can be very helpful when trying to find out something, or when a favor is needed. The lone Humakti adventurer who spent his free time training his weapon skills will be forced to rely only upon them if he must suddenly take on a rescue mission. The more social Orlanthi adventurer could, on the other hand, call on the assistance of the Wind Lord and the two weaponthanes he knows in the same situation.

Training

Though experience is often the best teacher, it is not the only way to learn. Magic and Knowledge skills, which encompass large elements of rote learning, cannot be increased by experience, only training, practice or research. Characteristics can only be increased by training or research. Training involves getting specific instruction in a skill or characteristic from a qualified teacher. Training can be expensive, and may be difficult to obtain, particularly at higher skill or characteristic levels.

Skill Training

Increasing an easy skill by 1D6 takes skill/20 days of training by a competent teacher.

Increasing a medium skill by 1D6 takes skill/10 days of training by a competent teacher.

Increasing a hard skill by 1D6 takes skill/5 days of training by a competent teacher.

Example

Thus, an adventurer with 72% Scan skill would have to spend 72/10 = 7 days training to increase the skill by 1D6.

Optional rule—subtract skill category bonus from skill before calculating time required. This avoids penalizing adventurers with high skill category bonuses.

Example

Thus, if the adventurer in the above example had a 9% Perception bonus, he would only have to spend 63/10 = 6 *days training (72* - 9 = *63).*

Teachers

A teacher can normally train someone effectively that has a skill level equal to or less than theirs. If the student's skill level is above the teacher's skill but less than twice the teacher's skill, it counts as practice for the student. If the student's skill level is greater than twice that of the teacher, it counts as research for the student.

Instruct Skill

Instruct skill enhances the effectiveness of a teacher. The teacher's Instruct skill is complementary to the skill they are teaching for the purposes of determining their ability to teach.

For the sake of simplicity, gamemasters and players can assume that a competent teacher (Instruct skill 51% or above) always succeeds in his Instruct rolls, and training proceeds at the above rates. Likewise, any instruction with a poor teacher (Instruct skill of 50% or below) should only as practice (research if the students skill is also higher than the teachers).

In theory, a critical success on an instruct roll would impart 4 times the normal amount of training, a special success would impart 2 times the normal amount of training, a success would impart the normal amount of training, a failure would impart half the normal amount of training and a fumble would cost the student 1D6% of skill if he or she failed an INT x5 roll. This level of detail is generally not worth using, however.

Example

Arlia has a Scimitar attack skill of 68%, but an Instruct skill of only 15%. Her effective Scimitar teaching skill is 68 (Scimitar skill) + 15/5 (complementary Instruct skill)= 71%. She could effectively train someone with a Scimitar skill of 71 % or below, but due to her low Instruct skill, the sessions would count as practice.

Drill Sergeant Carnifex, with a Scimitar attack skill of 71% and a Instruct skill of 96% could effectively train someone with a Scimitar skill of 90% or below (71 + 96/5 = 90), or could practice with someone of skill from 91 to 180%.

Skills with 0% Base

For a skill with a base of 0%, the teacher must lay a foundation before the student can get a positive skill. This foundation takes 3 days for an Easy skill, 5 days for a Medium skill, or 10 days for a Hard skill, and will yield a starting percentage of 1D6% plus the appropriate skills category modifier. If the skill percentage is still 0% or less, a further training session (of 3, 5, or 10 days) will add another 1D6% to the skill, until the skill percentage has reached at least 1%, at which time the basics of the skill have finally been imparted. Training, practice or research then proceeds at the normal rates, and if the skill is not a Magic or Knowledge skill, it can be increased by experience as well.

Increasing a skill above a 0% base without instruction (i.e. through practice or research) is very difficult. At a minimum, multiply the above times by 4 for practice, and by 16 for research.

Availability Of Skill Training

Some skills are rarely taught or are socially unacceptable in many cultures. These are skills in which training is difficult or impossible to find. They are listed as having 'Rare' training availability in the skills list. Some potential

sources for training in rare or unusual skills include entertainers, thieves, crafters, guilds, sages, military units, weapon schools, shaman, sorcerers, schools of sorcery, and cults. See the profession tables in Creating an Adventurer for other sources of skill training. The gamemaster is the final arbiter of training availability.

Cost of Skill Training

A competent instructor can train even large groups of unskilled people with ease. For more skilled students, classes must be smaller and instructors must be more skillful. As a rule of thumb, an instructor can teach 32 students in the 0-30% range, 16 students in the 31-45% range, 8 students in the 46-60% range, 4 students in the 61-75% range, 2 students in the 76-90% range, and 1 student with skill 91% or higher.

Thus, assuming they can fill a class, most instructors will charge 1 L a day to train a skill in the 0-30% range, 2 L a day for a skill in the 31-45% range, 4 L a day for a skill in the 46-60% range, 8 L for a skill in the 61-75% range, 16 L a day for a skill in the 76-90% range, and 32 L a day for a skill in the 91-105% range, and so on.

If the skill is a rare one, or in areas where the desired skill training is in great demand, prices might be twice as high. If the skill is a cult skill and the adventurer is an initiate of the cult, prices are halved. Instructors that can train people in skills much above 90% are often rare, and their prices may be higher.

Characteristic Training

An adventurer can train to increase the characteristics of STR, CON, DEX or APR The availability of characteristic training is often rare, so characters may have to resort to research instead. An adventurer that has increased a characteristic through training or research can act as an instructor for that characteristic.

Increasing STR typically requires lifting weights, intensive exercise or other hard labor; increasing CON requires increasing cardiovascular fitness, running long distances, learning to shrug off blows, or improving one's diet; increasing DEX involves speed training, combat training, or movement training; and increasing APP involves improving one's grooming, posture and manner.

As described in Creating an Adventurer, under Characteristic Maxima, a characteristic cannot be increased by training or research beyond 1-1/2i times its original rolled value, or beyond the species maximum for that characteristic, 21 for humans, whichever is lower. This value is the maximum possible value for the characteristic. See Characteristic Maxima for how to calculate species maxima for non-human adventurers.

If an instructor can be found, after a variable amount of training time and a successful Instruct roll on the trainers part, the character 1 point, to the current value of the characteristic. A critical Instruct roll adds 2 points to the current value of the characteristic. A failed Instruct roll forces the adventurer to succeed in a characteristic gain roll (see below) to gain a point, and a fumbled Instruct roll forces results in no gain and forces the adventurer to succeed in a characteristic gain roll to avoid losing a point from the current value of the characteristic.

A characteristic gain roll is required on a missed or fumbled characteristic training roll, and for characteristic practice or research. To succeed in a characteristic gain roll, the character must roll equal to or less than (maximum possible value for characteristic minus current value of characteristic) x 5 on percentile dice. If the roll is successful, add 1 point to the current value of the characteristic. If the roll fails, make no change to the characteristic. On a roll of 01, add 2 points to the current value of the characteristic, on a roll of 00, subtract 1 point from the current value of the characteristic.

There are three levels of difficulty of characteristic training—Easy, Medium and Hard, each taking longer than the other. The level of difficulty of characteristic training depends on how far from the original rolled characteristic one has already progressed.

To train STR, CON, DEX or APP by 1 point from the original rolled value to 1/3 the maximum possible amount of increase (see Characteristic Maxima) takes 30 days (Easy).

To train STR, CON, DEX or APP by 1 point from a current value that is from 1/3 to 2/3 the maximum possible amount of increase takes 60 days (Medium).

To train STR, CON, DEX or APP by 1 point from a current value that is from 2/3 to the maximum possible amount of increase take 120 days (Hard).

In cases where the maximum possible amount of increase is not neatly divisible by three, the first extra point is Easy characteristic training, and the second extra point (if any) is Medium characteristic training.

See the Characteristic Increase Training, Practice and Research table, below, for a summary of human characteristic training and research times.

Example

Arlia has a 13 DEX. Her maximum DEX is 20, so her maximum possible amount of increase is 7 points. This would give her 2 points in each training category, with the leftover point dropping to the lowest training category, Easy. Each point of DEX training from DEX 14 to DEX 16 would take her 30 days. Each point of DEX training from DEX 17 to DEX 18 would take 60 days. Each point of DEX training from DEX 19 to DEX 20 would take 120 days. For Arlia to train her DEX from DEX 13 to DEX 16 would require that she somehow find the time and money for 90 days of training.

Cost of Characteristic Training

As a rule of thumb, an instructor can train up to 4 people at a time in an Easy characteristic gain, 2 people at a time in a Medium characteristic gain, and 1 person at a time in a Hard characteristic gain.

Given this, and given the comparative rarity of teachers qualified to train characteristics, most instructors will charge 8 L a day for an Easy gain, 16 L a day for a

Medium gain, or 32 L a day for a Hard gain. In areas where the desired characteristic training is rare or in great demand, prices might be twice as high.

Weight Gain and Loss (Optional)

An adventurer's SIZ represents both his or her basic build and height, and his or her weight. An adventurer's weight may fluctuate, but height and basic build will not normally change except through magical means.

At the gamemaster's discretion, excessive weight gain or loss can be represented by the gain or loss of Mass (MAS). If an adventurer's MAS differs from an adventurer's size, it is written in parentheses next to the adventurer's SIZ. Thus an adventurer with a 13 SIZ but 16 MAS would appear as SIZ 13 (16).

An adventurer's MAS is used instead of the adventurer's SIZ for the purpose of calculating damage bonus, HP, Agility skill modifier, and armor cost and ENC. Every point of MAS above an adventurer's SIZ counts as 6 additional ENC, which will affect fatigue and skill rolls normally, except Swim skill, to which it adds 1% per point of ENC (instead of subtracting 3% per point of ENC). In addition, every two full points of MAS above or below an adventurer's SIZ temporarily reduce the adventurers current CON by 1 point. This lost CON is regained when the adventurer's MAS decreases or increases to more closely match his or her SIZ.

The maximum rate of MAS loss or gain should be determined by the gamemaster, but under normal circumstances losing 1 point of MAS (weight loss) or gaining 1 point of MAS (weight gain) every 2 weeks seems reasonable. Of course, an adventurer must have an ample supply of food available to gain MAS. Starving or dehydrated adventurers can lose MAS at an alarming rate. Extra MAS put on by an adventurer may be lost at the rate of 1 point every 4 weeks, until the adventurer reaches a MAS equal to his or her SIZ.

Practice

Practice is studying something on your own with the proper techniques, partners or equipment on hand, and takes twice as long as training (training time x2), but is generally more affordable and easier to arrange than training.

If practicing a characteristic, one must also succeed in a characteristic gain roll to gain a point (see CharacteristicTraining).

With most skills, one must have a partner of equal (within half) or greater skill, or extensive equipment (for weapon skills, practice weapons and armor, pivots, pells, posts, etc.; for lores a library, or set of reference works, etc.). These incidental costs will generally amount to half the cost of the equivalent training.

Research

Research is studying something on your own, with little or no equipment. It takes four times as long as training (training time x4), but costs little or nothing, and can be carried out with minimal gear and no partners, unlike practice.

If researching a characteristic, one must also succeed in a characteristic gain roll to gain a point (see Characteristic Training).

Skill Training, Practice and Research Table

Skill%	Days of training to increase by ID6	Days of practice to increase by ID6	Days of research to increase by ID6
01-10	1	2	4
11-20	2	4	8
21-30	3	6	12
31-40	4	8	16
41-50	5	10	20
51-60	6	12	24
61-70	7	14	28
71-80	8	16	32
81-90	9	18	36
91-100	10	20	40
101-110	11	22	44

etc.

Double the number of days required for hard skills, halve them for easy skills.

Optional rule

Subtract skill category bonus from skill before checking time required on chart (to *avoid penalizing characters with high skill category bonuses).*

Characteristic Training and Research Table

Original Value	New Characteristic Value 11	12	13	14	15	16	17	18	19	20	21
10	30	30	60	60	120						
11		30	30	60	60	120	120				
12			30	30	60	60	120	120			
13				30	30	30	60	60	120	120	
14					30	30	30	60	60	120	120
15						30	30	60	60	120	120
16							30	30	60	60	120
17								30	30	60	120
18									30	60	120
19										30	60
20											30

Training Time (days)

For *characteristic* scores outside these ranges (such as *with non-humans), see Characteristic Training.*

For characteristic increase through practice, double the above times.

For characteristic increase through research quadruple the above *times.*

With characteristic increase through training, the instructor must *succeed in an Instruct roll. With characteristic increase through practice or research* the adventurer must succeed *in a characteristic gain roll* (see Characteristic *Training for details).*

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to Add Balance & a Bit of Color...



aSundAdar 2003

•COMBAT•

When subtler approaches fail, violence is always an option. The RuneQuest combat rules provide a realistic simulation of combat which can be correspondingly deadly. Those that live by the sword also die by it. A wise adventurer fights sparingly, when no other course of action will suffice. If combat is inevitable, expertise in combat skills and the use of clever tactics often mean the difference between life and death for an adventurer. The level of realism desired varies from one group of players to another. The combat rules are structured to allow one to strike a balance between playability and realism by using or discarding rules as gamemasters and their players see fit.

THE MELEE ROUND

A melee round has four phases:

1. Move
2. Declaration
3. Melee
4. Post Melee Move

A melee round is a short flexible period of time, the amount of time required to plan and execute two actions. For keeping track of time, each melee round lasts 6 seconds (10 melee rounds to a minute), but in reality a melee round might range anywhere from 3 to 12 seconds.

Please note that in the discussions of combat that follow, the term figure applies to both adventurers run by players and creatures and characters run by the gamemaster as NPCs.

1. MOVE

Resolution of initial movement.

Figures move in order of MV score (highest MV first, ties broken by DEX—if MV and DEX are identical, movement is simultaneous).

Unengaged figures can move up to their MV in meters. Figures that move adjacent to an active foe that wishes to engage the figure, or vice versa, become engaged, and must stop moving. Figures that start the round adjacent to an active foe that wishes to engage them, or vice versa, start the round engaged, and cannot move. Figures moving backwards have 2/3 their normal MV.

After all movement is done, all the combatants can freely adjust their facing (or take a free one hex facing shift if using a hex map) or attempt to disengage from a foe (see below). If there is a question as to the order of changing facing or attempting to disengage, figures with the lowest MV go first (ties broken by lowest DEX).

2. DECLARATION

Each player involved in the combat declares what kind of action their adventurer will take in combat, as does the gamemaster for each NPC. *This determines how the figure attacks, defends and moves in combat.*

The only declaration necessary is stating whether the figure will All Out Attack, Attack and Defend, All Out Defend, Attack only, Defend only, or Sprint. If no declaration is made, actions default to Attack and Defend.

If attacking, the figure must also state how they are attacking. That is, each figure taking an Attack and Defend, All Out Attack, or Attack only action must additionally specify how they are attacking (casting a specified spell, attacking with a specified weapon (and what special tactics are used, if any), or taking a specified miscellaneous action). The exact target of the attack need not be declared until the SR of the attack in the Melee phase. Defenses occur in response to attacks, and require no additional specification.

All figures choosing to make an All Out Attack must declare first, followed by all other figures, in whatever order is convenient. If for some reason there is question as to the order of declaration, combatants with lowest INT declare first. A simpler convention is for the gamemaster to declare which, if any NPCs are making All Out Attacks, then any player-adventurers making All Out Attacks declare, followed by the gamemaster declaring actions for the remaining NPCs, followed by the declarations of any remaining player-adventurers.

3. MELEE

Attacks are resolved in order of SR, lowest SR first (ties broken by DEX—if SR and DEX are identical, attacks are simultaneous).

During the course of the melee phase, the gamemaster should set the pace of combat. The gamemaster should state the SR when his fastest NPC *will attack (the one with the lowest SR) and resolve that attack, unless a player-adventurer(s) can act earlier, in which case that attack(s) should be resolved first. The gamemaster should then move on to the next NPC's attack.*

Attack

This covers almost any considered action, be it a physical attack, casting a spell, attacking in spirit combat, or a miscellaneous action. Attacks take place in order of SR, from lowest to highest. Resolve ties by comparing the figures DEX scores—if these are identical as well, the attacks occur simultaneously.

Physical Attack
If a figure has a weapon ready, and attacks with it, or attacks unarmed, roll the attack at Melee SR. If a figure draws a weapon and attacks with it, roll the attack at Melee SR + 3 SR.

If a figure has a ready loaded missile weapon or a ready thrown weapon, and attacks with it, roll the attack at DEX SR. If a figure must reload a ready missile weapon before attacking, or must draw a throwing weapon before attacking with it, roll the attack at DEX SR + 3 SR.

Cast Spell
Divine magic spells go off on the caster's DEX SR. No roll to cast is necessary, though a MP vs. POW roll may be required in the case of an offensive spell.

A casting roll for spirit magic, cult magic, or sorcery spells should be made at DEX SR + MP spent in SR. A MP vs. POW roll may also be required in the case of an offensive spell. A spell taking more than 10 SR must be continued next round with at least an Attack (Cast Spell) action. A spell taking 12 SR continued in the next round would go off on SR 2 of that round.

Attack in Spirit Combat
Roll for the attack at the figure's DEX SR (see Spirit Combat).

Miscellaneous Action
A miscellaneous action (opening a door, First Aid, etc.) typically take place at DEX SR + 3 SR.

Attack Only

This represents taking only a single attack action, sacrificing any chance to defend oneself for additional movement in the Post Melee Move phase. The attack action can be selected from any of those described in Attack, above.

Defend

This represents readiness to take a reflexive defensive action, such as a dodge, parry, or defending in spirit combat. The precise action need not be specified until you choose to take a defensive action against an opponent's successful attack. At that time, choose how you defend (if at all), i.e. against a physical attack, choose whether to dodge or parry, against a spiritual attack choose whether to defend in spirit combat. If the attack missed or fumbled, no roll need be taken.

Parry
One can attempt to Parry all attacks from a single opponent that do not land on the same SR over the course of a melee round (if two or more attacks land on the same SR, pick one to Parry).

Dodge
One can attempt to Dodge all attacks from a single opponent over the course of a melee round.

Defend in Spirit Combat
Defend against an attacking spirit. See Spirit Combat for details.

Defend Only

This represents taking only a single defense action, sacrificing any chance to attack for additional movement in the Post Melee Move phase. The defense action can be selected from any of those described in Defend, above,

All Out Attack

This represents total commitment to a course of considered action. As no defensive actions can be taken once committed to an All Out Attack, it can be a risky maneuver.

Physical All Out Attack
Make two physical attacks against the same opponent or against two different opponents (a second melee attack takes place 3 SR after the first), or make a single physical attack against one opponent that does half again damage.

Cast Spells
Cast two spells. A second divine magic spell goes off at twice DEX SR. A second spirit magic, cult magic or sorcery spell can be started right after the first goes off. As normal, a second spell taking more than 10 SR must be continued next round with at least an Attack (Cast Spell) action.

All Out Spirit Combat Attack
Total offense in spirit combat. Rolled at DEX SR (see Spirit Combat).

Miscellaneous Actions
Take two miscellaneous actions (two brief actions or one long action).

All Out Defend

This represents total commitment to reflexive defensive action. The specific action need not be declared until one chooses to react against an opponent's successful attack. The available actions include:

Parry and Dodge
Parry and Dodge against the same opponent, or Parry one opponent and Dodge against another.

All Out Dodge
Dodge against two opponents or Dodge all attacks from any number of opponents that round at half skill.

All Out Parry
Parry normally against two different opponents or Parry all attacks that round from one opponent at half again Parry AP, regardless of the SR they land on.

All Out Spirit Combat Defense
Purely defensive action in spirit combat (see Spirit Combat).

Sprint

This action represents total commitment to movement, at the cost of any other actions, offensive or defensive. The figure gains additional movement in the Post Melee Move phase.

4. POST MELEE MOVE

Resolution of final movement (there may often be none, in which case this phase is skipped).

Figures that chose to Attack Only, Defend Only, or Sprint in the Declaration phase gain the benefit of an additional move during the Post Melee phase. Figures that chose other actions may not move during the Post Melee Move phase.

Rules of engagement do not apply in the Post Melee Move phase to those figures one started the Melee phase engaged with. Thus, you can move away from someone you were engaged with in this round's Melee phase, but must stop moving if you move adjacent to a foe you were not engaged with in this round's Melee phase.

Figures that opted to Attack Only or Defend Only can now move up to their MV in meters.

Figures that opted to Sprint can now move up to twice their MV in meters.

MOVEMENT

The movement system provided above allows one to address simple questions, such as how far figures can move during an exchange of blows, how quickly figures can close with an archer, or how quickly pursuers can catch a fleeing foe. However, players and gamemasters that do not feel the need for a system of movement resolution should feel free to ignore the Move and Post Melee Move phases, simply using the Declaration and Melee phases instead, and deciding movement questions on a common sense, case by case basis.

Figure's MV scores and movement skills (Maneuver, Jump, Climb, Acrobatics, etc.) can be a useful adjunct in settling questions of movement in nearly any movement situation, such as pursuit (higher MV figures will generally catch lower MV figures), whether the outlaw managed to climb out of the window before the adventurer got to him (match Climb skill vs. Maneuver skill in a contest of skill vs. skill), whether the adventurer was able to jump on the table and attack from it (Jump skill), and so on.

The following rules are provided for those that desire more detailed movement rules, suitable for battlemats.

Engagement

Figures adjacent to an active foe are considered to be engaged, and cannot move during the Move phase. If they wish to retreat or flee from combat, they would normally take less actions in the Melee phase (such as Defend Only) and move away in the Post Melee Move phase. If they want to move away before the Melee phase starts, they can attempt to Disengage at the end of the Move phase, but this is potentially riskier.

Disengaging

After all movement in the Move phase is completed, figures that wish to flee or retreat from combat may attempt to do so by matching their Maneuver skill against their foe(s) (see Skill vs. Skill). Each point of MV above that of all the foes one is engaged with adds 10% to one's effective Maneuver skill.

If a figure wins the contest of skills, they start the Melee phase 2 meters (2 hexes) away from the foe(s) they won against, out of reach of any melee weapons but spears or pikes (their foe(s) may still cast a spell at them or throw a weapon at them). If they lose the contest of skills they stay where they were, and are at a disadvantage in the upcoming Melee phase, attacking and defending at half normal skill. A critical success places the figure out of reach of any melee weapons. A fumble results in a fall if a DEX x3 roll is failed, otherwise the figure remains standing but can only take a single Defend action in combat at half skill, and can not move any further that round.

Long Weapons

In theory, a user of a long weapon, such as a spear or pike, can engage a foe at a distance. If you wish to add this level of detail, simply allow spears and other long SR 1 weapons to engage foes that are 2 meters away (two hexes if using a hex map), and pike wielders to engage foes that are 3 meters away (three hexes if using a hex map). A shorter weapon wielder must either attack the longer weapon, hoping to damage it, or attempt to close in the Post Melee Move phase, or by outmanoeuvring the foe (see Closing for more details).

PHYSICAL ATTACKS

An attack with a weapon, natural or otherwise, is a skill, and like any other skill has a varying effect depending on the degree of success achieved. On a special or critical hit, a special effect will occur.

Fumble
A fumbled attack roll misses its target, and additionally forces the attacker to roll on the fumble table appropriate to the weapon used.

Miss
A missed attack roll misses its target, but has no other ill effect.

Normal Hit
A successful attack roll strikes its target in a random hit location, doing rolled weapon damage.

Special Hit
On a special success, a weapon attack does double rolled weapon damage.

Critical Hit
A critical success, a weapon has the effect of a special hit, but in addition either ignores any physical and magical armor, or allows the attacker to choose the hit location struck, in which case armor applies normally.

Thus, at the attacker's option a critical hit does double weapon damage ignoring armor to a random hit location, or double weapon damage to a hit location of the attackers choice.

Optional Effects of Special Hits

Optionally, the exact nature of the special hit can vary with the weapon used. The weapons tables categorize weapons by type.

Crushing weapons can optionally Crush, doing a minimum of 1 point of damage for every 5 points of damage they did, regardless of the target's armor protection. This represents the jarring concussive effect of blunt weapons.

Impaling weapons can optionally Impale, lodging deep within their targets. An Impaled weapon will cause damage equal to the base weapon damage should the target move (use MV) before the weapon is extracted. Removing a Impaled weapon takes a full melee round (Miscellaneous Actions) and requires a CON x3 roll on the victim's part if they attempt to remove the weapon themselves. A failed roll means that they stopped, but can try again the next round. In any case, a First Aid roll must succeed when the weapon is finally removed, otherwise the extraction causes damage equal to half the weapon's base damage. A weapon which Impales a shield can take up to a turn to remove, and tends to render the shield it Impaled useless—subtract 40% per ENC of the impaled weapon from the user's shield parry skill.

Slashing weapons can optionally Slash, causing extensive bleeding. A wound inflicted by a Slash bleeds at 1 HP of general HP damage at the end of each round, including the round the Slash was inflicted. A CON x3 roll should be made each time a point of damage is about to be taken. If the CON roll succeeds, the bleeding stops, and no damage (or no further damage) is taken. A successful First Aid roll or most healing spells will also stop the bleeding.

PHYSICAL DEFENSES

Parry

A parry with a weapon, natural or otherwise, is a skill, and like any other skill has a varying effect, depending on the degree of success achieved. On *a* special or critical hit, a better effect occurs.

Fumble
A fumbled parry blocks no damage, and additionally forces the defender to roll on the fumble table appropriate to the weapon used.

Miss
A missed parry blocks no damage, but has no other ill effect.

Normal Parry
A successful parry blocks damage from an attack equal to the parrying weapons AP.

Special Parry
On a special success, a parry blocks damage from an attack equal to twice the parrying weapons AP

Critical Parry
On a critical success, a parry blocks all damage from an attack. Treat the parrying weapon as if it had infinite AP. The defender may still suffer the consequences of knockback from the attack.

Parrying Missile or Thrown Weapons

A figure can try to parry a thrown or missile weapon if he or she is aware of the attack and is ready to parry. Large thrown weapons (spears, axes) can be parried normally with weapons or shields.

Small thrown weapons (knives, shuriken, or thunderstones) or missile weapons at maximum range are parried by a weapon at 1/2 skill. A shield will parry them normally

Missile weapons at normal ranges are parried by a weapon at 1/5 normal skill, or by a shield at 1/2 normal skill.

At point blank range, missile weapons can only be parried by a critical weapon parry, or by a shield at 1/5 normal skill.

Shield Coverage

Instead of parrying, ready shields can be used to cover hit locations (this takes no actions). A small shield can be used to cover one hit location, a medium shield can be used to cover two adjacent hit locations, and a large shield can be used to cover three adjacent hit locations. Half the shield's AP are added to any armor already covering the hit location (or act as armor, if none is present). Such coverage applies to melee, missile and thrown weapons.

A small or medium shield slung on one's back automatically provides such coverage to one's chest from

behind, and a large shield slung one one's back automatically provides such coverage to one's chest and abdomen from behind.

Dodge

Dodge is a skill, and like any other skill has a varying effect, depending on the degree of success achieved.

Fumble
A fumbled dodge improves an opponents attack by one degree of success—only a fumbled attack misses. A missed attack hits, a hit specials, a special criticals, and a critical hit does maximum possible damage.

Miss
A missed dodge has no effect on an attack, but has no other ill effect.

Dodge
A successful dodge causes a normal hit to miss, a special hit to become a normal hit, and a critical hit to become a special hit.

Special Dodge
A special dodge causes a special or normal hit to miss, and a critical hit to become a normal hit.

Critical Dodge
A critical dodge causes a critical, special or normal hit to miss. No physical attack will strike a figure that achieves a critical dodge success.

Dodging Missile and Thrown Weapons

A figure can try to Dodge a thrown or missile weapon if he or she is aware of the attack and is ready to Dodge.

At point blank range, Dodge is at1/5skill against a projected missile weapon such as a bow or crossbow (effectively, you need a special Dodge to counter a normal hit, or a critical Dodge to counter a special hit). Against a thrown weapon at point blank range, Dodge is at1/2skill.

However, if the figure began the melee round directly adjacent to the missile weapon user, the figure can Dodge the missile or thrown weapon attack at full skill. Firing a missile weapon at an adjacent opponent is difficult. If a figure with a missile weapon starts the melee round adjacent to an opponent, missile attacks are at 1/*2* skill. Thrown weapon attacks are at full skill.

Although missiles and thrown weapons are harder to Dodge at point blank range due to a decrease in the reaction time available to the dodger, the penalties to hit a moving target are doubled at point blank range, due to the increased difficulty of tracking a target at closer range.

Dodging by Large Creatures

Very large creatures, such as giants, will have trouble Dodging much smaller opponents. This is especially true if the very large creature attacks the smaller creature in such a way as to expose itself to a counterattack. A large giant kicking or punching a human can not Dodge an attack directed at the attacking arm or leg. The same rule applies to humans trying to kick or punch, say, a rubble runner. When using a weapon that lets it stay out of reach, the larger creature can Dodge normally. In this case, it better represents skillful footwork on the larger creature's part than weaving and dodging.

Missile or thrown weapons fire directed at a very large creature by a much smaller one is also difficult to Dodge. If a very large creature tries to Dodge missile or thrown weapons from a smaller creature out to normal weapon range, treat the attack as point blank range (but do not double the penalty for shooting at a moving target if the larger creature is moving.)

These rules generally come into play only when a creature has at least four times the SIZ of its opponent.

Consequences of Encumbrance for Dodge

For normal SIZ creatures (SIZ 1-20), each point of ENC subtracts 1 percentile from Dodge. For every 10 points of SIZ or fraction thereof above 20, add one point to the amount of ENC required to cause a subtraction. For example, a SIZ 25 creature would suffer a subtraction of 1 percentile for every 2 points of ENC.

Dodge Table

Foe's Attack roll	Your Dodge roll				
	Critical	Special	Normal	Failure	Fumble
Critical	Miss	Normal	Special	Critical	Max Critical
Special	Miss	Miss	Normal	Special	Critical
Normal	Miss	Miss	Miss	Normal	Special
Failure	Miss	Miss	Miss	Miss	Normal
Fumble	Miss	Miss	Miss	Miss	Miss

Result of Attack

Armor

The final barrier between figures and the weapons that strike them is their armor. Armor subtracts its AP from the value of any rolled weapon damage striking a location protected by the armor.

The main disadvantage of armor is its weight and encumbrance. Wearing heavy armor for any length of time can be extremely fatiguing (see The Natural World). Some magical spells or enchantments act as armor as well. These have less disadvantages compared to physical armor.

A critical hit result has the option of ignoring the defender's armor.

RESULTS OF DAMAGE

Blows struck in combat that penetrate a defender's armor or defenses cause hit points of damage, which can have a serious or lethal effect on the defender.

General HP Damage
A figure falls unconscious if they take damage equal to or greater than their general HP.

A figure dies when they take damage equal to or greater to twice their general HP. Death occurs at the instant that damage reaches that point.

For example, Arlia, with 12 general HP, takes 13 HP of damage. She falls unconscious. Arlia would die if she suffered 24 or more HP of damage.

Hit Locations

A successful attack normally strikes its target in a random hit location. The exact location struck is normally determined by a 1D20 roll. Hit location tables exist for both humanoid creatures (see below) and non-humanoid creatures (see Creatures)

Humanoid Hit Location Table

D20 Roll	Location	Description
19-20	Head	Neck and Head
16-18	Left Arm	Entire left arm
13-15	Right Arm	Entire right arm
11-12	Chest	Torso from shoulders to floating ribs
07-10	Abdomen	Torso from floating ribs to groin
04-06	Left Leg	Entire left leg
01-03	Right Leg	Entire right leg

Humanoid Hit Points Per Location Table

	Hit Points (HP)																	
Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Right Leg	1	1	**1**	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
Left Leg	**1**	**1**	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
Abdomen	**1**	1	**1**	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
Chest	1	**1**	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8
Right Arm	**1**	**1**	**1**	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5
Left Arm	**1**	**1**	**1**	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5
Head	**1**	**1**	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6

Hit Points Per Location (HL)

For a humanoid, HL in legs, abdomen, and head equal 1/3 (or .33) HP, HL in chest equals 2/5 (or .40) HP, and HL in arms equal 1/4 (or .25) HP.

Damage to Locations

A successful attack that is not parried or dodged causes its rolled damage directly to the hit location struck.

If the location is protected by physical or magical armor, the AP value of the armor is subtracted from the rolled weapon damage. A critical attack may ignore armor AP.

If the attack is parried, the parry AP of the parry are subtracted from the rolled weapon damage.

Any remaining damage is suffered by the location struck. Any damage suffered by a location (HL) is also inflicted on the victim's general HP.

Damage to a location can have the following effects:

Wounded—lightly injured. No other effect.

Injured—cannot use location (and legs if abdomen). Will fall if legs or abdomen are Injured, drop weapon if weapon arm is Injured.

Incapacitated—cannot use location (and legs if abdomen). Will fall if legs, abdomen or chest are Incapacitated, drop weapon if weapon arm is Incapacitated. The figure has one less action than normal (can Attack Only or Defend Only without moving in the Post Melee Move phase, or take no actions in combat but move up to their MV in the Post Melee Move phase), and all skills are halved.

Unconscious or Dead—the figure falls and can take no further actions.

Specific Effects of Damage to Locations

Damage Less Than Hit Points in a Location

The location is Wounded, but still functions normally. A damaged location brought to this point by healing or First Aid is restored to normal function.

Damage Equals or Exceeds Hit Points in a Location

(But is Under Twice the Hit Points of the Location)

Leg—the figure cannot use the Injured leg. He or she falls and cannot do anything else for the rest of that melee round. The figure may fight from the ground in subsequent melee rounds, and can only move by crawling (MV/5) or limping after standing up (MV/2).

Abdomen—the Injured figure cannot use either leg. He or she falls, and cannot do anything else for the rest of that melee round. The figure may fight from the ground in subsequent melee rounds, and can only move by crawling (MV/5).

Chest—the figure falls, Incapacitated, and cannot do anything else for the rest of that melee round. In subsequent rounds, the figure has one less action than normal in combat, and all of the figure's skills are halved. The figure may fight from the ground or stand in subsequent melee rounds.

Arm—the figure cannot use the Injured arm. He or she drops any item held in the hand, unless the item is attached to the arm. The figure can try to fight with whatever limbs are left.

Head—the figure becomes Unconscious and falls down. He or she will naturally regain consciousness upon succeeding in a CON x1 roll, rolled once every full turn.

Damage Equals or Exceeds Twice Hit Points in a Location

(But Under Thrice the Hit Points of the Location)

Leg or Arm—the figure cannot use the Injured limb, with identical results as if the limb had received damage equal to or greater than its hit points. If the damage to the limb came from a normal hand to hand, missile, or natural weapon attack, a maximum of twice the hit points of the limb should be taken to general hit points—damage beyond that point does not effect general hit points in the

case of a limb injury. This does not apply if the damage to the limb came from an attack that would likely blow through the hit location and affect areas beneath it, such as an explosion, the impact of a massive boulder, or a fall.

Abdomen—the figure cannot use either leg. He or she falls, Incapacitated, and cannot do anything else for the rest of that melee round. In subsequent rounds, the figure has one less action than normal in combat (as per the standard fumble result), and all of the figure's skills are halved. The figure may fight from the ground in subsequent melee rounds, and can only move by crawling (MV/5).

Chest—the figure becomes Unconscious and falls down. If not healed, the figure will stay unconscious for at least a full turn. He or she regains consciousness upon succeeding in a CON x1 roll, rolled once every full turn, or when the location is healed.

Head—the figure becomes Unconscious and falls down. The figure stays unconscious until healed, and may die without recovering if unaided.

Damage Equals or Exceeds Thrice Hit Points in a Location

Leg or Arm—the figure cannot use the limb, with identical results as if the limb had received damage equal to or greater than its hit points. The rule of limb damage normally not affecting general hit points beyond twice the hit points of the limb still applies. The limb is maimed, Incapacitating the figure. In subsequent rounds, the figure has one less action than normal in combat (as per the standard fumble result), and all of the figure's skills are halved.

Slashing weapon attacks, or a sufficiently large bite or claw attack will sever the limb.

Creatures with more than four limbs, or a limb such as a tail damaged should treat this result as one category less serious, that is damage equal to twice HL, but under thrice HL, though the limb is still maimed or severed.

Abdomen—the figure becomes Unconscious and falls down. If not healed, the figure will stay unconscious for at least a full turn. He or she regains consciousness upon succeeding in a CON xl roll, rolled once every full turn, or when the location is healed.

Chest or Head—the figure falls, dead.

Optional Effects of Damage

Heroic Effort

Gamemasters may wish to allow adventurers struck by a blow that would have Injured, Incapacitated or rendered them unconscious a CON roll called the Heroic Effort roll to shrug off the effects of the wound. The Heroic Effort roll is described in detail in the Game Mechanics chapter.

Fatigue

If using the optional fatigue rolls (see The Natural World), the shock of wounds and injury can be treated a source of short term fatigue. A Wounded location might require a Fatigue Roll, an Injured location might cause the automatic loss of a level of short term fatigue, and an Incapacitating blow might cause the automatic loss of two levels of short term fatigue.

Bleeding

Slashing weapons that achieve a special success can optionally cause bleeding. At the gamemaster's option, any blow that causes more damage than the hit points in a location in a single strike can cause bleeding.

Bleeding causes 1 HP of general HP damage at the end of each round, including the round the injury was inflicted. A CON x3 roll should be made each time a point of damage is about to be taken. If the CON roll succeeds, the bleeding stops, and no damage (or no further damage) is taken. A successful First Aid roll or most healing spells will also stop the bleeding, but will not heal any damage already done to general HP by bleeding (see Natural Healing in The Natural World).

WEAPONS TABLES

The properties of melee weapons, shields, thrown weapons and missile weapons are described in the weapon tables.

A particular weapon skill can be used at 3/4 skill with any other weapon in its group, and at 1/2 skill with any other weapon in its category.

A weapon's Damage is the random amount of damage a blow struck with the weapon will do. To this should be added the wielders damage bonus (DB). Half of the thrower's damage bonus is added to a thrown weapon attack, and none added to a missile weapon attack.

A weapon's ENC is its encumbrance value and its Price is its price in Lunars in the areas it is commonly available (see Economics for more details).

A weapon's SR is added to its wielder's Melee SR (based on DEX and SIZ) to determine the final SR at which a weapon will attack. Longer weapons have lower Weapon SR, shorter weapons have higher Weapon SR, as length determines reach, which plays a critical factor in determining who's blows have priority.

A weapon's AP are the weapon's base parry AP, the amount of damage blocked by a normal parry with the weapon. A% is the weapon's base attack chance—those without any training or experience in using the weapon will start at that level of skill (adding their Manipulation Skills Category Modifier to the base attack chance). P% is the weapon's base parry chance, similar to the base attack chance, except that the Agility Skills Category Modifier would be added instead. Missile weapons that have AP can be parried with at a base parry chance of 10%, but this is a skill that is not trained. Thrown weapons that have AP can be parried with, either using the skill of the closest equivalent melee weapon, or a base parry chance of 10%, whichever is higher.

Most weapons have a minimum STR and DEX requirement. For each point of STR or DEX below the

minimum for a weapon, subtract 10% from all attacks and parries with that weapon. Excess STR can make up for low DEX, every 2 points of excess STR counting as 1 additional point of DEX to meet the DEX minimum. Using a 1H weapon 2H adds half again to the figure's effective STR for this purpose.

A thrown or missile weapon has different range values. These include point blank range (PB), normal range (Range) and maximum range (Max). Weapons fired at point blank range are more difficult to dodge or parry (see Physical Defenses). Weapons can be fired out to their normal range at normal chance of success, and fired to their maximum at half normal chance of success.

ARMOR TABLE

The properties of various kinds of armor are described in the armor tables.

A piece of armor's AP are its protective value—this amount is subtracted from any damage inflicted on a location covered by the armor (with the exception of some critical hits).

An armor's ENC is its encumbrance value. When calculating armor ENC by location, leg armor (covering both legs) is % the ENC of a full suit, while abdomen, chest, arm (covering both arms) and head armor are each 1/6 the ENC of a full suit. ENC values are listed both by location and for a full suit.

An armor's Price is its price in Lunars in the areas it is commonly available (see Economics for more details). When calculating armor price by location leg armor (covering both legs) is % the price of a full suit, arm armor (covering both arms) is 2/8 the price of a full suit, and abdomen, chest, and head armor are each % the price of a full suit. Prices are listed both by location and for a full suit.

The armor ENC values and the prices listed in the table assume armor to fit a figure with SIZ 11-15. Adjust armor ENC and price for other figures as follows: SIZ 1-5 x1/2, SIZ 6-10 x3/4, SIZ 16-20 x1-1/2, SIZ 21-25 x2, etc.

All of the listed armors have basic padding already taken into account in their AP and ENC values. If two pieces of soft armor or a piece of hard and soft armor are overlapped, and the lighter of the armors has at least 3 AP, add 1 AP to the value of the heavier armor to calculate the overall AP of the piece. The full ENC of both pieces applies. Two pieces of hard armor (greaves, cuirass, vambraces, open or closed helm) may not be overlapped. Thus, cuirbouilli greaves over chain trews provide 6 AP of protection, but have a total of 10.5 ENC.

The armors described here are those common in central Genertela. As such, they generally do not afford full coverage of all locations, which would provide higher armor values. More advanced forms of armor exist in the advanced cultures of the West and among the dwarfs. These include bronze full heavy scale armor (6 AP, 28 ENC and 900 L), bronze full plate armor (7 AP, 28 ENC and 2400L for a full suit) and bronze field plate armor (8 AP, 28 ENC and 7200L for a full suit). They are not normally available in other parts of Genertela, except for bronze full scale armor, which is available in Carmania, the Western Reaches of the Lunar Empire.

FUMBLES

If a physical attack or parry is fumbled, the fumble table provides a way of determining what happens. For convenience a standard fumble result is provided. This should be used when it would overly interrupt the flow of combat to roll on the fumble table and look up the result, or when the gamemaster finds the rolled fumble table result inappropriate.

Standard Fumble

Lose an action next round. That is, one can only choose to Attack Only but not move in the Post Melee Move phase, to Defend Only but not move in the Post Melee Move phase, or take no actions in combat but move up to one's MV in the Post Melee Move phase.

Fumble Table

D100 Roll	Fumble Result
01-05	Luck is with you. No significant fumble occurred.
06-10	Can't Parry next round.
11-15	Can't Dodge next round.
16-20	Can't Attack next round.
21-23	Can't Parry next 1D3 rounds.
24-26	Can't Dodge next 1D3 rounds.
27-29	Can't Attack next 1D3 rounds.
30-43	Weapon breaks (if enchanted, breaks only on a roll of 1 on 1D6).[&]
44-47	Weapon dropped.[&]
48-50	Weapon knocked away (roll 1D6 for distance in meters and 1D6 or 1D8 for direction).[&]
51-53	Lose one action next round.
54-55	Drop weapon and lose one action next round.[&]
56-57	Armor strap breaks (roll 1D20 for location) and lose one action next round.[&]
58-60	Shield strap breaks, lose shield immediately lose one action next round.[&]
61-65	Off balance — all skills halved next round.
66-70	Lose one action next 1D3 rounds.
71-75	Off balance — all skills halved next 1D3 rounds.
76-80	Lose two actions next round.
81-85	Lose two actions next 1D3 rounds.
86-90	Hit nearest ally, do normal rolled damage.
91-93	Hit nearest ally, do special hit damage.
94	Hit nearest ally, do special hit damage ignoring any armor.
95-96	Hit self, do normal rolled damage.
97	Hit self, do special hit damage.
98-99	Roll twice again, re-rolling if you obtain this result.
00	Roll thrice again, re-rolling if you obtain this result.

[&] If unarmed, use the standard fumble.

Melee Weapons

Category	Group	Weapon	Damage	AP	A%	P%	SR	ENC	STR	DEX	Cost	Notes
1H Crushing	1H Flail	Grain Flail	1D6	4	10	5	2	1	7	9	5 L	3/4 parry AP, x2 fmb
		War Flail	1D6	6	5	5	2	2	9	11	75 L	3/4 parry AP. x2 fmb
	1H Mace	Singlestick	1D4	5	15	10	2	0.5	7	7	3 L	Easily made
		Light Mace	1D6	6	15	5	2	1	9	7	30 L	
		Heavy Mace	1D8	8	15	5	2	2.5	13	7	60 L	
	1H Hammer	Warhammer	2D4	6	15	5	2	2	9	9	75 L	
1H Impaling	1H Spear	Javelin	1D4	4	10	5	2	1.5	5	7	30 L	
		Spear	1D6	6	10	5	2	2	7	7	30 L	
		War Spear	1D8	8	10	5	2	2.5	9	7	60 L	
	Lance	Lance	1D10	8	5	5	0	3.5	7	7	60 L	War Spear in melee
1H Slashing	1HAxe	Handaxe	1D6	6	15	10	2	0.5	5	9	25 L	
		Battleaxe	1D8	8	10	5	2	1	7	9	75 L	
	1.5H Sword	Bastard Sword	1D8	9	10	10	2	2	13	7	I50 L	
1H Impaling & Slashing	1H Dagger	Knife	1D3	3	15	10	3	0.2	0	0	5 L	Easy
		Dagger	1D4	4	15	10	2	0.5	0	0	25 L	Easy
		Parrying Dagger	1D4	6	10	15	2	1	0	9	60L	Easy
		Sickle	1D4	5	10	10	2	1	7	9	30 L	
	1H Sword	Shortsword	1D6	6	15	10	2	1	5	7	50 L	
		Scimitar	1D8	8	10	10	2	1.5	5	9	60 L	
		Broadsword	1D8	8	10	10	2	1.5	7	7	75 L	
2H Crushing	2H Flail	Military Flail	1D10	8	5	5	1	2.5	13	11	150 L	3/4 parry AP. x2 fmb
	2H Mace	Quarterstaff	1D8	8	10	15	1	1.5	9	7	5 L	Easily made
		Heavy Mace	1D10	8	10	10	2	2.5	13	7	60 L	
		War Maul	2D6	9	10	10	1	3	13	9	75 L	
		Troll Maul	2D8	10	10	10	1	5	17	7	75 L	
	2H Hammer	Great Hammer	1D10	8	10	10	1	2.5	11	9	I50 L	
2H Impaling	2H Spear	Javelin	1D6	4	15	15	2	1.5	5	7	30 L	
		Spear	1D8	6	15	15	1	2	9	7	30 L	
		War Spear	1D10	8	15	15	1	2.5	11	7	60 L	
		Pike	1D10	10	15	5	0	3.5	11	7	75 L	Not for infighting
2H Slashing	2H Axe	Battleaxe	1D10	8	5	5	2	1	7	9	75 L	
		Scythe	1D10	6	10	10	1	2.5	9	9	30 L	
		Greataxe	2D6	8	10	10	1	2	13	9	90 L	
		Poleaxe	2D8	8	5	10	1	2.5	15	9	150 L	
	1.5H Sword	Bastard Sword	1D10	9	10	10	2	2	13	7	150 L	
2H Impaling & Slashing	2H Sword	Swordstick	1D10	8	5	15	1	2	7	13	100L	
		Great Sword	2D6	8	5	10	1	3.5	11	13	300 L	
Natural Weapons	Brawl	Brawling	1D3	3	30	30	3	0	0	0	NA	Easy
		Cestus	1D4	5	30	30	3	1	9	0	30 L	Easy
		Claw	1D4	5	15	15	3	1	7	9	60 L	Easy
	Grapple	Grapple	1D4	3	30	30	3	0	0	0	NA	

Shields

Category	Group	Weapon	Damage	AP	A%	P%	SR	ENC	STR	DEX	Cost	Notes
Shields	Small	Small Shield	1D4	8	5	15	3	2	4	7	30 L	Wood. Buckler or Heater.
	Medium	Medium Shield	1D4	10	5	20	3	4	8	7	60 L	Wood. Kite or Round.
	Large	Large Shield	1D4	12	5	25	3	6	12	7	120 L	Wood. Hoplite or Legionnaire.

Hide shields have half the cost, three quarters the ENC, and 2 AP less than a wood shield of the some size.
Metal shields have twice the cost, half again the ENC, and 2 AP more than a wood shield of the same size.
The STR minimum for a shield is equal to twice its ENC.
Thus, a large bronze shield would have 14 AP, 9 ENC, cost 240 L, and have a STR minimum of 18.
Use half the listed AP if used passively to cover locations (1 if small, 2 if medium, 3 if large).

Missile Weapons

Category	Group	Weapon	Damage	AP	A%	PB	Range	Max	ENC	STR	DEX	Cost	Notes
Blowgun	Blowgun	Blowgun	1D3	2	5	6m	30m	30m	.5 (.05)	0	9	25 L	Easy
Bow	Self Bow	Short Bow	1D6	3	5	18m	90m	120m	.5 (.05)	9	9	75 L	
		Elf Bow	1D8	5	30	20m	100m	300m	.5 (.05)	NA	NA	NA	Living. Has 2d6+2 MP
	Composite	Nomad Bow	1D8	4	5	24m	120m	240m	.5 (.05)	13	9	150 L	
Crossbow	Crossbow	Light Crossbow	1D8	4	30	20m	40m	225m	3.5 (.05)	9	7	75 L	Easy. 2 actions to load
		Medium Crossbow	1D10	5	30	25m	50m	270m	5 (.05)	11	7	150 L	Easy. 4 actions to load
		Heavy Crossbow	2D6	6	30	30m	60m	300m	8 (.05)	13	7	300 L	Easy. 6 actions to load
Sling	Sling	Sling	1D6	NA	5	20m	100m	100m	.1 (.05)	5	11	5 L	Craft/Leather to make
	Staff Sling	Staff Sling	1D8	4	15	24m	120m	120m	1.5 (.1)	7	9	15L	Craft/Leather to make

A lead bullet does +1 damage, but has twice the ENC of a stone.
Treat all of these as Impaling weapons.

Thrown Weapons

Category	Group	Weapon	Damage	AP	A%	PB	Range	Max	ENC	STR	DEX	Cost	Notes
Javelin	Javelin	Dart	1D6	3	15	4m	20m	30m	0.5	7	9	15 L	
		Javelin	1D8	4	15	4m	20m	50m	1.5	9	9	30 L	
	Atlatl	Atlatl	+2	4	5	+2m	+10m	+20m	0.5	7	9	15 L	Fires dart or javelin
Lasso	Rope	Rope Lasso	Special	NA	5	NA	10m	10m	1	9	11	15 L	Craft/Rope to make
	Pole	Pole Lasso	Special	4	15	NA	3m	3m	3	9	9	15 L	Craft/Rope to make
Net	Net	Combat Net	1D3	6	5	3	5m	5m	3	12	10	60 L	Entangles on a special
Throw	Throw	Rock	1D3	NA	15	4m	20m	20m	0.5	5	11	NA	Easy
Axe	Thrown Axe	Throwing Axe	1D6	5	15	4m	20m	20m	0.5	9	11	75 L	
Knife	Thrown Knife	Throwing Knife	1D4	4	5	4m	20m	20m	0.2	5	11	75 L	
	Shuriken	Throwing Star	1D3	NA	5	4m	20m	30m	0.1	3	13	10L	

Javelins and knives Impale, rocks Crush, and axes Slash.

Armor

Type	Material	AP	ENC	Cost
Legs (listed cost and ENC covers both legs)				
Greaves	Heavy Leather	2	3	20 L
	Cuirbouilli	3	3	50 L
	Bronze Light Scale	3	7.5	50 L
	Bronze Heavy Scale	5	9	I50 L
	Bronze Plate	6	9	400 L
Trews	Leather	1	1.5	10 L
	Bronze Ringmail	4	6	100 L
	Bronze Chainmail	5	7.5	200 L
Abdomen				
Skirts	Leather	1	0.5	5 L
	Heavy Leather	2	1	10 L
	Linen	3	2	10 L
	Cuirbouilli	3	1	25 L
	Bronze Light Scale	4	2.5	40 L
	Bronze Ringmail	4	2	50 L
	Bronze Heavy Scale	5	3	75 L
	Bronze Chainmail	5	2.5	100 L
	Bronze Plate	6	3	200 L
Chest				
Byrnie	Leather	1	0.5	5 L
	Bronze Ringmail	4	2	50 L
	Bronze Chainmail	5	2.5	100 L
Cuirass	Heavy Leather	2	1	10 L
	Linen	3	2	10 L
	Cuirbouilli	3	1	25 L
	Bronze Light Scale	4	2.5	40 L
	Bronze Heavy Scale	5	3	75 L
	Bronze Plate	6	3	200 L

Type	Material	AP	ENC	Cost
Abdomen and Chest				
Hauberk	Leather	1	1	10 L
	Heavy Leather	2	2	20 L
	Linen	3	4	20 L
	Bronze Light Scale	4	5	80 L
	Bronze Ringmail	4	4	100 L
	Bronze Heavy Scale	5	6	I50 L
	Bronze Chainmail	5	5	200 L
Arms (listed cost and ENC covers both arms)				
Sleeves	Leather	1	1	5 L
	Bronze Ringmail	4	4	50 L
	Bronze Chainmail	5	5	100 L
Vambraces	Heavy Leather	2	2	10 L
	Cuirbouilli	3	2	25 L
	Bronze Light Scale	4	5	40 L
	Bronze Heavy Scale	5	6	75 L
	Bronze Plate	6	6	200 L
Head				
Cap	Heavy Leather	1	0.5	5 L
	Cuirbouilli	2	0.5	I5 L
	Bronze	3	0.5	40 L
Cowled	Leather	1	0.5	5 L
Helm/Hood	Bronze Ringmail	4	2	50 L
	Bronze Chainmail	5	2.5	100 L
Open Helm	Heavy Leather	2	1	10 L
	Cuirbouilli	3	1	25 L
	Composite	4	2.5	40 L
	Bronze	5	3	75 L
Closed Helm	Bronze	6	3	200 L
Full Helm	Bronze	7	6	400 L

Type	Material	AP	ENC	Cost	Notes
Full suit	Leather	1	4	30 L	Supple soft leather. Also cloth armor.
	Heavy Leather	2	8	60 L	Heavy stiff leather. Also light linen, heavy cloth or padded armor.
	Cuirbouilli	3	8	I50 L	Heavy leather armor stiffened by boiling in wax and oil.
	Bronze Light Scale	4	20	225 L	Scales or disks on outside and rivets inside, or vice versa. Also bezainted.
	Bronze Ringmail	4	16	300 L	Butted metal rings sewn to leather. Also light riveted or butted Chainmail.
	Bronze Heavy Scale	5	24	450 L	Also brigandine or splint. Heavy scales on outside and rivets inside, or vice versa.
	Bronze Chainmail	5	20	600 L	Riveted metal links woven into a mesh.
	Bronze Plate	6	24	I,200 L	Large metal plates molded to the wearer's body.

SIZ Armor Price and ENC

1-5	x1/2
6-10	x 3/4
11-15	Listed values
16-20	x1-1/2
21-25	x 2
26-30	X 2-1/2
etc.	

PHYSICAL COMBAT SUMMARIES

Combat Modifiers Table

Situation	Effect
Target helpless	+40% attack
Target fully surprised	+20% attack
Target prone	+20% attack
Attacking target from behind	+15% attack
Target kneeling or below you	+10% attack
Target partially surprised	+10% attack
Attacking target from flank	+10% attack
Per 10 SIZ target is over SIZ 20	+5% attack
Missile attack on moving target	-10% attack
Per 1 SIZ target is below SIZ 4	-10% attack
Attacker is riding a moving animal	-10% attack
Attacker is riding a moving vehicle	-10% attack
Attacking opponent above you	-10% attack
Attacking while kneeling	-10% attack
Attacking while prone	1/2 attack and dodge
Partial darkness	*1/2* attack, parry and dodge
Darkness, or blind, or unseen foe	1/5 attack, parry and dodge

Summary of Physical Attacks and Defenses

Fumble

Attack	Misses, roll on fumble table.
Parry	Misses, roll on fumble table.
Dodge	Only a fumbled attack misses. A missed attack becomes a normal hit, a normal hit becomes a special hit, a special hit becomes a critical hit, and a critical hit does maximum possible damage.

Miss

Any	Missed, no other effect

Normal Success

Attack	Rolled weapon damage.
Parry	Parrying weapon or shield blocks its AP in damage.
Dodge	Normal hit misses, special hit becomes a normal hit, critical hit becomes a special hit.

Special Success

Attack	Double rolled weapon damage.
Parry	Parrying weapon or shield blocks twice its AP in damage.
Dodge	Normal or special hit misses, critical hit becomes a normal hit.

Critical

Attack	Double rolled weapon damage and ignore armor but roll hit location normally or choose location hit, but apply armor normally.
Parry	Weapon or shield blocks all damage (may still take knockback).
Dodge	Any attack misses.

Humanoid Hit Location Table

D20 Roll	Location
19-20	Head
16-18	Left Arm
13-15	Right Arm
11-12	Chest
07-10	Abdomen
04-06	Left Leg
01-03	Right Leg

Damage to Locations

Location Damage	Effect
Under 1xHL	Wounded. No other effect.
From 1x to under 2x HL	Injured (limbs or abdomen) Incapacitated (chest) Unconscious (head)
From 2x to under 3x HL	Injured (limbs) Incapacitated (abdomen) Unconscious (chest or head)
From 3x HL and up	Incapacitated (limbs may be severed) Unconscious (abdomen) Dead (chest or head)

Effects of Location Damage

Injury	Effect
Normal	Location is undamaged, and functions normally
Wounded	Location is lightly damaged, but continues to function normally.
Injured	Cannot use location (and legs if abdomen). Fall If legs or abdomen, drop weapon if weapon arm.
Incapacitated	Cannot use location (and legs if abdomen). Fall if legs, chest or abdomen, drop weapon if weapon arm. One less action and half chance of success.
Unconscious	No actions, fall, may bleed to death
Dead	Dead.

Effects of General Hit Point Damage

Injury	Effect
Under 1x general HP damage	No effect
From 1x to under 2x general HP in damage	Unconscious
From 2x and up in general HP damage	Dead

SPIRIT COMBAT

Spirit combat is the struggle of two or more wills. Each seeks to force its will on the other. Each tries to grind the other down to the point where it can no longer resist. Individuals in spirit combat lose MP, sometimes at a frightful rate. More than one spirit can attack the same target, but a single individual can only attack one target at a time.

When Attacks Occur

Spirit combat attacks take place at the combatant's DEX SR in the melee round. Spirits without a listed DEX attack at DEX 20 (in SR 1). If more than one spirit combat attack occurs on the same SR, resolve them in order of DEX. If this does not resolve the tie, the attacks are simultaneous.

Options

The combat options in spirit combat are—Attack (one action), Defend (one action), Attack and Defend (two actions) All Out Attack (two actions), and All Out Defense (two actions). Most spirits will Attack and Defend, though some may use an All Out Attack or an All Out Defense.

Spirit Combat Procedure

If taking an Attack action, the attacker matches his MP against the defender's MP (0 if not defending, MP if defending, and twice MP if defending all out) and rolls on the resistance table.

If taking an All Out Attack action, the attacker matches twice his MP against the defender's MP (which are 0 if not defending, MP if defending, and twice MP if defending all out) and rolls on the resistance table. The attacker cannot defend or perform any other melee actions while attacking all out.

The defender defends against all attacking spirits with MP 0 if not taking any defensive spirit combat actions, his MP if taking a Defend action, and twice his MP if taking an All Out Defense action.

A success on the attacker's part means that the attacker does damage as appropriate to his magic points (see Damage Done).

A critical success on the attacker's part in spirit combat occurs only on a roll of 01. The attack does double damage in this case.

A fumble on the attacker's part in spirit combat occurs only on a roll of 00. The attacker rolls on the Spirit Combat fumble table.

Damage Done

Damage done in spirit combat after a successful attack or All Out Attack is 1D3 MP per 20 MP the attacker has. A successful All Out Attack against a victim that is not defending themselves (i.e., defending with 0 MP) does maximum possible damage. Subtract lost MP from the defender's MP. A combatant that is reduced to 0 MP loses consciousness, and is open to binding, possession OT other special abilities of certain spirits.

Summary of Spirit Combat

	Number of melee actions	Attacks with	Defends with	Damage done
Attack	1	MP	0 MP	By MP
Defend	1		MP	None
Attack & Defend	2	MP	MP	By MP
All Out Attack	2	2 xMP	0 MP	ByMP[&]
All Out Defense	2		2 xMP	None

[&]*Maximum damage if victim not defending (i.e., 0 MP)*

Damage Done in Spirit Combat

Current MP	Damage Done (in MP)
01-20	1D3
21-40	2D3
41-60	3D3
61-80	4D3
etc.	

Double damage on a roll of 01

Spirit Combat Fumble Table

Fumbles occur in spirit combat on a roll of 00.

D100 Roll	Result
01-25	Stunned. Lose remaining action in this round, or, if no actions remain this round, lose one action next round.
26-35	Shocked. Lose remaining action in this round and one action next round. If no actions remain this round, lose one action next round and one action the round after that.
36-45	Magic point recovery takes twice as long for the next 1D6 days.
46-50	All spirit skills (Spirit Combat, Spirit Speech, Spirit Sense, etc.) are halved for the next 1D6 days (if no spirit skills known, treat as 36-45 above.
51-65	Next spirit combat attack against fumbler succeeds.
66-75	Next 1D3 spirit combat attacks against fumbler succeed.
76-80	Next spirit combat attack that succeeds can try to bind or possess the fumbler (or do whatever it does to helpless targets). If it has no special effect on helpless targets, it does double normal damage.
81-85	Knocked unconscious for 1D6 rounds. If individual is a discorporate spirit, he or she is forced back to the spirit plane.
86-88	Knocked unconscious for 1D6 turns. If individual is a discorporate spirit, the spirit is forced to return to its source or origin on the spirit or physical plane, as appropriate.
89-96	Lose 1D6 magic points.
97	Suffer a Soul Wound. Lose 1 POW.
98-99	Roll two times and apply both results.
00	Roll three times and apply all three results.

SPECIAL RULES FOR COMBAT

The following sets of rules are meant to govern the various situations that might arise in the course of combat, or are meant to add flavor to combat. Gamemasters should feel free to use those that appeal to them, and discard those they feel overly slows the course of play.

Unarmed Combat

Unarmed combat can involve brawling, grappling, or the use of martial arts. Some of the unusual attacks described later in this section can be put to effective use in unarmed combat as well.

Brawling

Brawl skill represents skill in unarmed striking combat and unarmed blocks. The skill should be treated as a regular weapon skill with respect to the effects of criticals, specials, successes, failures and fumbles.

A successful Brawl attack does 1D3 damage, representing a fist or elbow strike, gouge, or kick. An All Out Brawl attack might be a flurry of blows, or a more powerful type of blow, such as a kick or haymaker.

A successful Brawl parry acts as a 3 AP parry.

Grappling and Wrestling

Grapple skill represents skill in unarmed grappling, wrestling, holds, throws, breaks, evasions and parries. The skill should be treated as a regular weapon skill with respect to the effects of criticals, specials, successes, failures and fumbles.

A successful Grapple parry acts as a 3 AP parry.

A successful Grapple attack roll that is not dodged or parried grabs hold of a random hit location. A successful Grapple attack that is parried grabs hold of the parrying weapon or shield. The attacker will take maximum weapon damage to the grasping limb if he or she attempts to continue to hold onto a bladed weapon. A special Grapple attack that is parried can grab hold of the parrying weapon or shield arm instead.

A successful Grapple attack that has grabbed a hit location, shield or hafted weapon continues to hold onto what was grabbed, and may immobilize, cause damage, or throw the held victim with subsequent actions. These subsequent actions require taking an attack action in combat, but take place on the attackers DEX SR (instead of the 3 + Melee SR of the initial Grapple attack).

To immobilize an opponent (using the hit location grabbed), the attacker must succeed in another Grapple roll (at DEX SR). If a subsequent Grapple roll fails, the opponent is not immobilized, but the location is still held. If a subsequent Grapple roll fumbles, the opponent is released. If a subsequent Grapple roll succeeds, roll STR vs. STR on the resistance table to immobilize the opponent. A resistance table roll that fails does not immobilize the opponent, but the location remains held. A resistance table roll that succeeds immobilizes the opponent. An immobilized opponent can be held in subsequent melee rounds without further rolls if the attacker spends a single attack action to do so (the immobilized opponent may try to break free, as described below).

To damage an opponent, the attacker must succeed in another Grapple roll (at DEX SR). If a subsequent Grapple roll succeeds, roll 1D4 damage plus damage bonus versus the hit location held. Armor only counts for half its normal value. Protective spells have full value. If a subsequent Grapple roll fails, no damage is inflicted, but the location is still held. If a subsequent Grapple roll fumbles, the opponent is released.

If the location held is the head, the attacker can instead attempt to apply a choke with another Grapple roll (at DEX SR). If a subsequent Grapple attack succeeds, the opponent's air supply is cut off, and he or she begins to asphyxiate (see the rules of asphyxiation in the Natural World chapter). A special success also does 1D4 damage (plus damage bonus) to the opponent's head, ignoring most armor but not protective spells. A critical success also does 2D4 damage (plus damage bonus) to the opponent's head, ignoring any armor or protective spells, in addition to asphyxiating the opponent. A successful choke may be maintained in subsequent melee rounds without further rolls if the attacker spends a single attack action to do so (the choked opponent may try to break free, as described below). The attacker can attempt to immobilize the choked opponent in subsequent rounds, using the rules for immobilization above. If a subsequent Grapple roll fails, no choke is inflicted, but the head is still held. If a subsequent Grapple roll fumbles, the opponent is released.

To throw an opponent, the attacker must succeed in another Grapple roll (at DEX SR). If a subsequent Grapple roll fails, the opponent is not thrown, but the location is still held. If a subsequent Grapple roll fumbles, the opponent is released. If the second Grapple roll succeeds, roll the STR + DEX of the attacker vs. SIZ + DEX of the opponent on the resistance table. On a special success, double the attacker's chance for success on the resistance table, on a critical success, quadruple the attacker's chance for success on the resistance table. If attacker succeeds in the resistance roll table, the opponent is thrown, and takes 1D6 damage to a random hit location (more if the fall is from a greater height), unless he or she succeeds in a DEX x1 or Acrobatics roll. Damage bonus in this case is Attacker's STR + Opponent's SIZ. Armor protects the thrown character from the falling damage at half value at best. The attacker does not have to release the held location after a successful throw. If resistance roll fails, the opponent is not thrown, but the location is still held.

Grapple skill may also be used to free a defender's held location. If a location is held, but the defender is not immobilized or choked, the defender can break free of the hold by making a successful Grapple roll (requiring an attack action), then succeeding in a STR vs. STR roll on the resistance table. On a special success, double the defender's chance for success on the resistance table, on a critical success, quadruple the defender's chance for success on the resistance table.

If the defender is immobilized or choked, the defender can attempt to break free by making a successful Grapple roll at half skill (requiring an all out attack action in this case), then succeeding in a STR vs. STR roll on the resistance roll. On a special success, double the defender's chance for success on the resistance table, on a critical success, quadruple the defender's chance for success on the resistance table. A fumble means that the defender is stuck, and cannot break free, no matter how hard he or she tries.

Martial Arts

Using Martial Arts, an adventurer's player must roll a successful attack or parry with a natural weapon. If the percentile roll is also equal to or less than the adventurer's Martial Arts skill, then the adventurer gains an additional benefit, generally twice the normal effect or damage. A special or critical result on the attack or parry roll will add its benefit as well.

A Brawl attack roll that is also less than or equal to the Martial Arts percentage does 2D3, double the normal rolled damage. Damage bonus does not increase.

A Brawl or Grapple parry roll that is also less than or equal to the Martial Arts percentage blocks 6 points of damage and the defender may choose to take excess damage at the parrying location (typically on arm), or at the location rolled by the attacker, at the defender's option.

A Grapple attack roll that is also less than or equal to the Martial Arts percentage and is not parried or dodged by the opponent may be immediately followed by an attempt to damage, choke, immobilize or throw the opponent, which takes place DEX SR later. Essentially, if the defender failed to dodge or parry, the attacker gains a free Grapple action.

A Grapple attack roll that is parried by an opponent's weapon or shield may grasp the opponent's weapon or shield arm instead of the weapon or shield, but acting on the hold would require an additional action, as normal—no free action is gained by the attacker if the defender's parry succeeded.

A Grapple choke attempt that rolls equal to or less than the Martial Arts percentage does double damage (1D4 on a normal success).

A Grapple damage attempt that rolls equal to or less than the Martial Arts percentage does twice the normal rolled damage, or 2D4. Damage bonus does not increase.

A Grapple immobilization attempt that rolls equal to or less than the Martial Arts percentage has a double normal chance of success.

A Grapple throw attempt that rolls equal to or less than the Martial Arts percentage will have a double normal chance of success or do 2D6, double the normal rolled damage, at the thrower's option. Damage bonus does not increase.

UNUSUAL ATTACKS

A number of different tactics can be used in a combat situation. Some techniques, including the standard attack, parry and dodge are used by all figures. Other special effects take place using other modes of attack.

The player of adventurer that wishes to use an unusual attack form must state that his or her adventurer is doing so and specify the form of attack being used in the Declaration phase of the melee round.

Aimed Shot
An aimed melee or missile attack. On a normal success, the blow does normal rolled weapon damage, but the attacker can roll which location is struck using 1D10 (aiming low) or 1D10+10 (aiming high). On a special success, the blow does normal rolled weapon damage but strikes a location of the attacker's choice, no roll necessary. On a critical success, the blow does twice the rolled weapon damage and strikes a location of the attackers choice. A critical success with an aimed shot never ignores armor.

Bash
Attempt to knock an opponent aside or down by pushing them, sweeping their feet out from under them, or striking them with a weapon or object. The attack roll for the weapon being used is made as normal, but a successful attack causes knockback damage rather than regular weapon damage. A normal hit does twice the rolled weapon damage in knockback damage (only). A special hit does three times the rolled weapon damage in knockback damage (only). A critical success does four times the rolled weapon damage in knockback damage (only). See Knockback for more details.

Disarm
Attempt to disarm an opponent by attacking their weapon, using either brute force or finesse. A normal hit does normal rolled weapon damage to the foe. A special hit, instead of damaging the foe, has a chance of disarming the foe. Match the attacker's STR vs. the defender's STR on the resistance table. If either character's weapon is held with both hands, multiply that character's STR by 1.5 for this roll. If the attacker wins, the defender's weapon is knocked 0 to 5 meters (1D6-1) away, in a random direction (roll 1D8 for compass direction, or 1D6 on a hex map). A weapon knocked 0 meters away lands at the defender's feet. Short weapons such as daggers are not particularly well suited for this task, and if used will only allow matching STR/2 vs. the defender's STR. A critical success with a disarming attack automatically succeeds in knocking the defender's weapon away. Only a critical parry will prevent the defender from being disarmed. Dodging has its normal effect, reducing the attacker's level of success, so a successful dodger is difficult to disarm.

Entangle
A weapon or shield parry has only3/4of its parry AP against a flexible or chain weapon such as a whip or flail. However, flexible or chain weapons have a double normal chance of a fumble.

If using a flexible weapon, the attacker can opt to attempt to try to entangle an opponent or an opponent's weapon. A normal hit does normal rolled weapon damage. A special success entangles the hit location struck or the weapon attacked, doing only the normal weapon damage and with no other special effect. An entangled hit location is immobilized or an entangled weapon is pulled from the defender's grasp on a successful STR vs. STR roll on the resistance table. If either character's weapon is held with both hands, multiply that character's STR by 1.5 for this roll. Treat an immobilized hit location as if it was Injured, except for a head hit, which temporarily blinds the defender. A weapon pulled from a defender's hands lands 0 to 5 meters (1D6-1) away in a random direction (roll 1D8 for compass direction, 1D6 on a hex map). If 0 meters, it lands at the wielder's feet. A critical success does normal rolled weapon damage but automatically immobilizes the struck hit location or pulls the entangled weapon out of the defender's hands.

Slam
Attempt to knock an opponent aside or down by moving directly through them with your body. The attack is made as if making an attack with Weapon SR 3, and does not normally do any damage other than what may be incurred from the knockback. The Slam attack is at DEX x3 or Grapple skill, whichever is higher. The attacker does his STR plus SIZ in points of knockback damage (see Knockback). The amount of knockback is doubled for a special roll, quadrupled for a critical roll. The attack can be dodged or parried normally. This form of attack can also represent an attempt to push or trip an opponent. See Knockback for more details.

SPECIAL COMBAT TACTICS

Special combat tactics reflect that the different people have different aptitudes and styles of fighting. These options make combat more interesting, allowing a player to better describe the fighting style his or her adventurer uses. It allows you to add color to opponents from particular cultures by making them fight similarly, for example. It encourages different behavior from different kinds of fighters.

The basic mechanic of by which these options function is the special success. A special combat tactic is a kind of skill. If the adventurer using the special combat tactic rolls a special hit with their weapon that is also equal to or less than 1/5 their skill in the special combat tactic, it has a particular effect. That is, the attack roll must be a special success with respect to both the weapon attack and the combat tactic for it to go into effect. The adventurer must declare that he or she is trying to use a specific special combat tactic before the attack roll is made Thus, if an adventurer with Broadsword Attack 93 and Flurry/Broadsword 74 announces that he will attempt to Flurry, and rolls a 15 or less, the attack is a Flurry. A roll of 16 to 19 would be a special hit, but not a Flurry, and a roll of 20 to 93 would be but a normal hit.

Acquiring Special Combat Tactics

Special combat tactics are the province of weaponsmasters, duelists, or advanced initiates of fighting cults. Thus, not everyone will know them. The following rules are suggested as guidelines for adventurer's acquiring these abilities.

Learning a combat tactic is treated as if learning a skill, even though it is not a skill that is ever rolled for. If the adventurer wishes the tactic to apply to only a single group of weapons (i.e. 1H Sword), the skill is treated as an Easy skill. If the tactic is to apply to an entire category of weapons (i.e. 1H Slashing), it is a Medium skill. If the tactic is to apply to all weapons, it is a Hard skill.

Training requires that the teacher know the special tactic. Such teachers are rare. Some exceptional weaponsmasters and rune lords, such as a Sword of Humakt, may teach such tactics. Some cults favor certain of these tactics. Wind Lords of Orlanth may favor Flurry, for instance. With the gamemasters permission, a adventurer may attempt to practice or research a special tactic on their own.

This special tactics are not meant to suggest that the techniques mentioned here are the exclusive province of the people who choose them as their personal style. Certainly, every competent warrior knows how to throw multiple blows, to feint, to aim his shots where he wants. The learning of these things is measured by the basic weapon skill. As a fighter's skills improve, he learns how to include these things in his style. However, some people find a particular technique that works disproportionately well for them, others may focus on and refine a particular tactic to new heights, and this is what these special tactics are meant to reflect.

Even an adventurer that knows more than one special tactic should normally be allowed to use only a single attack tactic and a single defense tactic in the course of a melee round.

With the gamemaster's permission, combat tactics may be purchased as optional skills during character generation.

Special Attack Tactics

FEINT

An attack that trades force for evasion and deception. A Feint does normal rolled weapon damage but halves the defender's parry and dodge skill. A critical Feint does twice normal rolled weapon damage and halves the defender's parry or dodge skill.

Using Feint requires having a DEX at least 3 above the minimum DEX for the weapon.

This tactic is favored by the duelists and weaponsmasters of the Lunar Empire, particularly those of Peloria.

FLURRY

A flurry is a series of quick blows. A Flurry lands two normal blows, each doing normal rolled weapon damage, with the second blow landing 1 SR after the first. A critical Flurry lands two special hits, each doing twice normal rolled weapon damage, with the second blow landing 1 SR after the first.

Using Flurry requires having a STR at least 3 above the minimum STR for the weapon.

This tactic is particularly favored by the weaponthanes and weaponmasters of Sartar and the Barbarian Belt. It is a particular specialty of the Orlanthi, and many Wind Lords know it.

Special Missile Weapon Tactics

STEADY

A Steady shot ignores maximum range penalties (if any) for that shot.

This tactic is particularly favored by the archers of the Yelm and Saggitus cults.

Special Parry Tactics

DISARM

A Disarm blocks damage from an attack equal to the parrying weapon's Parry AP but also has a chance of disarming a foe. Match the defender's DEX vs. the attacker's DEX on the resistance table. If either character's weapon is held with both hands, multiply that character's DEX by 1.5 for this roll. If the defender wins, the attacker's weapon is knocked 0 to 5 meters (1D6-1) away, in a random direction (roll 1D8 for compass direction, 1D6 on a hex map). A weapon knocked 0 meters away lands at the attacker's feet.

Short weapons such as daggers are not normally suited for this task, and if used will only allow matching DEX/2 vs. the attacker's DEX. Parrying daggers or swordbreakers are an exception to this rule. A parrying dagger allows the defender to use his or her DEX, a swordbreaker allows the defender to use his or her DEX x 1.5, even though it is a 1H weapon.

A critical Disarm blocks damage from an attack equal to twice the parrying weapon's AP and automatically disarms the foe.

The combination of using Disarm to attack and a Disarming parry to defend will leave many a foe bereft of their weapons.

This tactic is a particular favorite of Holy Country duelists.

GUARD

A specialty of cautious fighters. A Guard blocks damage from an attack equal to the parrying weapon's AP but also counts as a normal dodge. A critical Guard blocks damage from an attack equal to twice the parrying weapons AP but also counts as a special dodge.

RIPOSTE

An offensive parry. A Riposte blocks damage from an attack equal to the parrying weapon's AP but also hits the attacker, doing rolled weapon damage (the attacker defends against it normally). A critical Riposte blocks damage from an attack equal to twice the parrying weapon's AP and also hits the attacker, doing double rolled weapon damage.

Using Riposte requires having a STR at least 2 above the minimum STR for the weapon.

This tactic is a particular favorite of the Humakti, though all sword based special combat tactics are a general specialty of the cult.

STANDFAST

A braced parry. A Standfast parry blocks damage from an attack equal to the parrying weapon's AP but the defender is also braced against knockback (adding STR to SIZ to resist knockback damage—see Knockback). A critical Standfast parry blocks damage from an attack equal to the twice parrying weapon's AP but the defender takes no knockback from any blow, not matter how much knockback damage was done.

This tactic is *a* particular favorite of the Dara Happan hoplites of the Lunar Empire and the Sun Dome templars.

Special Dodge Tactics

COUNTER

An offensive dodge. A Counter has the effect of a normal dodge but also hits the attacker, doing rolled weapon damage (the attacker can defend against it normally). A critical Counter has the effect of a special dodge and also hits the attacker, doing double rolled weapon damage.

Using Counter requires having a DEX at least 3 above the minimum DEX for the weapon.

This is a particular favorite of the Yanafal Tarnils cult.

EVADE

A dodge combined with a parry. An Evade has the effect of a normal dodge but also blocks damage from an attack equal to the parrying weapon's AP, and a critical Evade has the effect of a special dodge and also blocks damage from an attack equal to twice the parrying weapon's AP.

CLOSING

An adventurer that starts the Move phase engaged with a foe, currently has at least MV 1, and wishes to close with the foe must defeat the foe in a contest of Maneuver skills to do so (see Skill vs. Skill in Game Mechanics). Likewise, an engaged adventurer that wishes to move away from a foe follows the same procedure. If the adventurer wins the contest of skills, he or she moves 1 meter (1 hex) closer or further way, as he or she wishes.

Only a single contest of Maneuver skills is made for foes that disagree about their distance in a melee round. It makes no difference who makes the roll. The winner can decide to move 1 meter forward, 1 meter back, or maintain the same distance. The loser can not move.

An adventurer that is engaged at a distance by a long weapon during the Move phase and has at least 1 meter of movement left may attempt to close by a meter at that point, using the guidelines above.

A pike may engage and attack a foe at a distance of 3 meters (3 hexes). At that distance, no other weapon can reach the pike user, though an opponent may choose to strike at the pike (see Damage to Inanimate Objects).

A spear may engage and attack a foe at a distance of 2 meters (2 hexes). At that distance, no shorter weapon can reach the spear user, though an opponent may choose to strike at the spear.

All weapons can engage and attack adjacent foes (1 meter away, or 1 hex away). However, a pike user is at a disadvantage at this distance. He or she loses one action in combat (see the Fumble Table) and the pike attacks as if it was a SR 3 weapon.

All weapons can engage and attack closed foes (in the same hex). However, a pike user suffers the same disadvantage noted above. In addition, anyone using a SR 1 or SR 2 weapon against someone using a SR 3 weapon while closed suffers the same disadvantage (losing one action in combat and attacking as if a SR 3 weapon).

DAMAGE TO OBJECTS

Inanimate objects such as doors, chairs, and walls are likely to get in the way of a blow or need to be battered down in order to free an imprisoned adventurer.

Armor Points for Objects

Treat an inanimate object like a weapon or piece of armor (its armor points are also hit points). If the damage points hitting the object exceed the armor points, then the hit points are reduced by the amount of damage in excess of the armor points, which in turn reduces the armor points. If an object is reduced to zero hit points, it is totally destroyed if it is smaller than human-sized (such as a chair) or has a human-sized hole in it if it is larger (such as a wooden wall). The armor points of an object may equal its points of SIZ, but this is not necessarily the case—some heavy, but fragile objects may withstand less damage than lighter but more resilient objects.

Damaging Weapons

It is possible to strike at an opponent's weapon to attempt to damage it. A weapon has armor points ranging from its parry AP to twice its parry AP, depending on its construction, quality and reinforcement. Normal weapons have AP equal to their parry AP, fine weapons have AP equal to half again their parry AP and excellent weapons have AP equal to twice their parry AP (see Economics for prices). An attack attempting to damage a weapon that is parried by the weapon's user subtracts the weapon's parry AP from the damage done—it is difficult to break or damage the weapon of a skilled parrier.

Armor Points for Objects Table

Object	Armor Points
Light Wooden Furniture	2
Light Wooden Door	4
Hut Wall	5
Heavy Wooden Furniture	6
Heavy Wooden Door	6
Fence Rail	10
Farmhouse Wall (wood & plaster)	12
Postern Gate	20
Large Stone	20
Loose Stone Wall	20
Adobe	25
Castle/Town Gate	30
Wooden Palisade	30
Mortared Stone/Brick Wall	35

FALLEN FIGURES

A figure who falls in the course of a Move phase stops where they fell, and begins the Melee phase prone. He or she may fight while lying on the ground (attack skills, Dodge and DB are halved) during the Melee phase. A successful Acrobatics roll will negate the effects of the fall.

A figure who falls in the course of the Melee phase loses any further actions in that Melee phase. They may not attack or defend for the remainder of that Melee phase. A successful Acrobatics roll allows the figure to act at half skill for the remainder of the round, and start the Post Melee Move phase standing.

A figure who falls in the course of a Post Melee Move phase stops where they fell, and begins the Move phase prone. A successful Acrobatics roll will negate the effects of the fall.

It costs 5 MV to move from a prone position to a kneeling position. Moving from a kneeling position to a standing position costs another 3 MV.

Fighting From the Ground

A figure fighting while lying on the ground cannot force engagement on other figures while he or she remains on the ground, although they may engage him or her, if they wish.

When fighting lying on the ground, most weapon attacks are at half skill, as is Dodge. Parry skills are unaffected. In addition, the figure will only have half his or her normal damage bonus.

Fighting While Kneeling

Standing foes (that are at least half the figure's SIZ) gain the benefits of High Ground (see Environment, below). The kneeling figure subtracts 10% to hit standing foes, but otherwise fights normally.

KNOCKBACK

If a figure does at least 10 points of damage to a foe in a single blow, her or she can choose to force the foe to roll DEX x5 or fall. Each additional 10 points of damage moves the opponent back 1 meter and reduces the DEX roll by 1 multiple. Armor or parries have no effect on knockback, though armor will reduce incidental damage suffered as a consequence of knockback.

Damage taken	Knockback
1-9	None
10-19	DEX x5 or fall
20-29	Knocked back 1 meter, DEX x4 or fall
30-39	Knocked back 2 meters, DEX x3 or fall
40-49	Knocked back 3 meters, DEX x2 or fall
50-59	Knocked back 4 meters, DEX x1 or fall
etc.	

Large creatures subtract 10 points of damage for every 10 full points of SIZ above 10 for the purposes of calculating their knockback. A SIZ 22 dark troll that takes 19 points of damage or less will suffer no knockback, and need only make a DEX x5 roll if she takes 20-29 points of damage.

Knockback in Combat
Note that in combat extreme levels of knockback may well knock a foe out of engagement range or weapons reach, in which case the foes will have to move up to one another during the upcoming Post Melee move phase or next round's Move phase to reengage.

If the attacker is trying to knock a foe back into a specific object or person, and they are within the total knockback distance, have the attacker make a DEX x3 roll to have them hit the desired target. If the attacker succeeds, see below for the effect.

Knockback into Objects or People
If the distance traveled by a figure due to knockback damage is sufficient that he or she slams into an obstacle (which may be another figure), both may take damage. For each meter the figure still has to travel when he encounters the obstacle, both the figure and the obstacle suffer 1D6 damage (to a random location for the figure, and to a random hit location of the obstacle if it happens to be another figure). If the obstacle is another figure, it can attempt to Dodge, if this option would be available to him or her. Armor protects against this damage as with falling damage (see the Natural World). See Damage to Inanimate Objects for the effects of causing damage to other objects.

MOUNTED COMBAT

The movement of a mount is unrelated to the actions of its rider. A horse can take only a single action (Defend, unless it is a warhorse) and move in Melee and Post Melee while its rider loads and fires a bow twice, taking two combat actions. However, a riding animal moving at a Sprint is generally too unstable a platform to fight off or fire missiles off effectively. At best, allow the rider a single action at half skill in such a case. Mounted figures use Ride skill instead of Maneuver skill when moving in combat.

Mounted vs. Footmen
Mounted figures fighting footmen get the advantage of High Ground (see Environment). If the foes have a SIZ equal to or greater than the mounts, this no longer applies.

Lance Charges
A lance charge is a special case. If the attacker and defender have become engaged in the Move phase just before the lance attack, and the charging animal Has moved at least its MV in meters in a straight line before becoming engaged, the attack is a charge. In a charge the lance attack takes place before any shorter melee weapon attacks (at the SR of the lance or shorter weapon, whichever is lower, but with the lance first) and the damage modifier used in the attack is the mount's, not the lance wielder's.

If the enemy has a pike, the pike strikes before the lance (at the SR of the pike or lance, whichever is lower, but with the pike first). A pike that is set and braced against a charge uses the charging animal's damage bonus instead of the pike wielder's damage bonus. This rule only applies in an all out charge with a lance where the attack uses the riding animal's damage bonus instead of the rider's.

If the figure with the lance is maneuvering and thrusting with the lance as if using a spear, charge modifiers do not apply.

SURPRISE

Surprise can be mild, partial, or complete. Mildly surprised figures add 3 SR to any action taken, but otherwise act normally. Partially surprised figures cannot move other than the free facing shift (one hex side) in the Move phase, lose one action in the Melee phase, and add 3 SR to any action taken. Completely surprised figures cannot act for an entire melee round.

ENVIRONMENT

Darkness
Halve all vision and vision dependent skills (including Scan, Search, Dodge, and all weapon skills for humans) in conditions of partial darkness, such as twilight, a starlit night, a poorly lit cave, a moonlit night, or a fog or mist. If very dark, such as an overcast night or a very heavy fog, all vision and vision dependent skills are at1/2skill. In utter darkness, or when dealing with a completely invisible opponent, visually targeted spells cannot be cast, and all vision and vision dependent skills are at 1/2 skill.

Flight
The combat modifiers for attacking from above (+10% to hit, 1D10+10 for hit location rolls) or below (-10% to hit, 1D10 for hit location rolls) and fighting from the back of an animal (see Ride skill) often apply to aerial combat.

High Ground
A figure who is standing at least half again higher than his or her target has a high ground advantage. This means that the figure rolls 1D10+10 for all hit location rolls for his attacks with one-handed melee weapons, and can choose to do so with a two-handed melee weapon as well. The higher figure also has a 10% bonus to all attacks against that enemy. The lower figure rolls 1D10 for hit location rolls with one-handed melee weapons, and can choose to roll 1D10 or 1D20 with a two-handed melee weapon. The lower adventurer subtracts 10% from all his or her attacks.

Narrow Passages
A figure with a 1 meter radius clear around him can fight freely with almost any weapon. Non thrusting weapons with a Weapon SR of 0 or 1 are used at half skill in narrow passageways. In an extremely narrow corridor, a non thrusting weapon with a Weapon SR of 0 or 1 cannot be used, and weapons with a Weapon SR of 2 are used at half skill. A longer thrusting weapon, such as a spear can be used if the height and length of the corridor are sufficient to allow it to move through it.

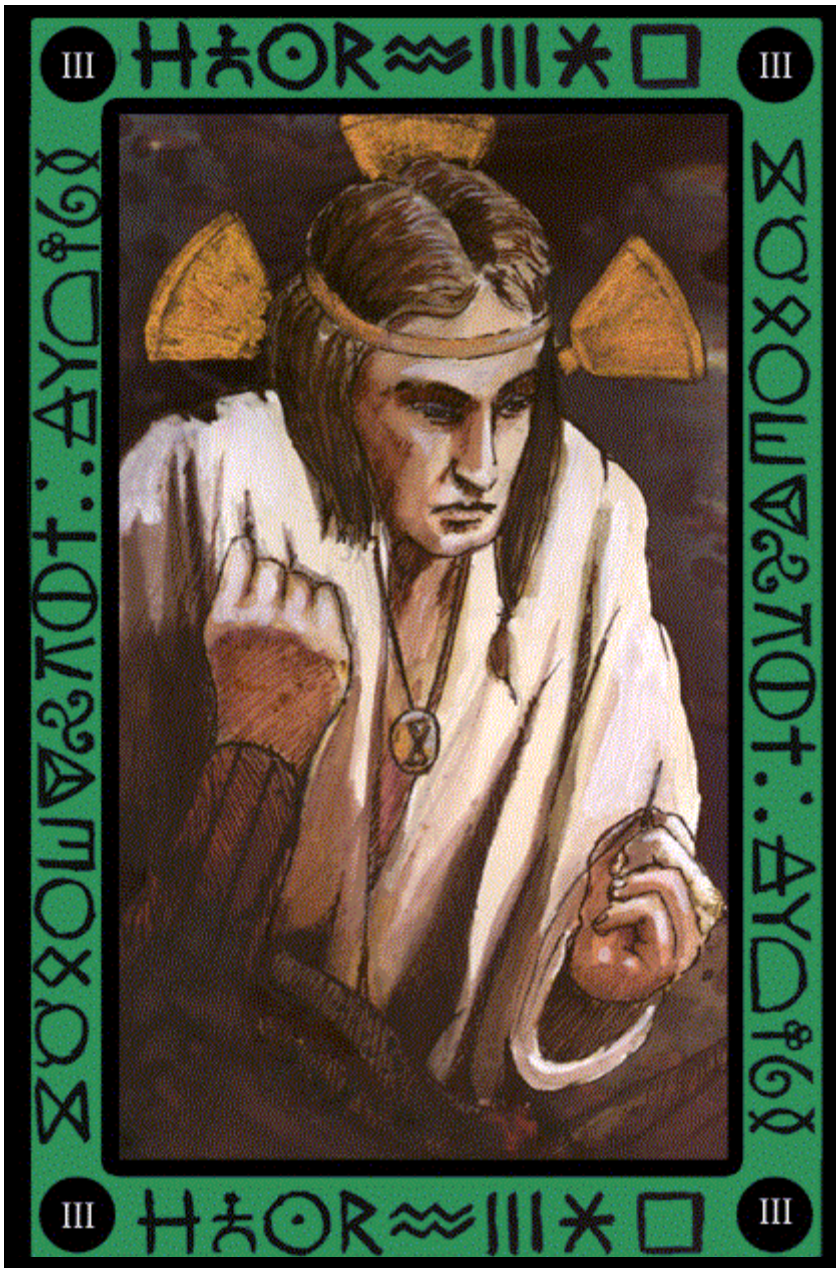
Fighting or engaging in other strenuous exertion in a small enclosed area with insufficient ventilation incurs an extra Fatigue Roll (i.e. a figure fighting without helmet or armor would have to make two Fatigue Rolls instead of one at the end of the first minute of combat.)

Poor Footing
Fighting or moving on broken ground, ice or other slippery or treacherous surfaces can be tricky. Figures that move half their full MV or less in a round must succeed in a DEX x5 or Maneuver roll to stay on their feet, those that move up to their full MV must succeed in a DEX x3 or Maneuver roll, otherwise they fall.

Underwater
Only thrusting weapons such as spears and knives, or specially constructed darts, javelins and crossbows can be used underwater. Treat all targets as having 3 extra AP, which apply to even critical hits. This represents the slowing effect water has on even thrusting weapons. Figures not used to fighting underwater will have twice the normal chance of fumbling (on a roll of 97-00 if under 90% skill, 99-00 if 90% or higher skill).

Humans fighting underwater without water breathing spells will suffer from asphyxiation (see Asphyxiation) and may suffer from poor visibility (see Darkness) as well.

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aSundAdar 2003

THE•NATURAL•WORLD

An adventurer's interaction with the world is governed by his surroundings. The barriers, hazards and difficulties posed by the natural world can pose a greater challenge than combat with an armed foe or fell beast. The natural forces of the world, such as gravity, disease, poison, exposure, fatigue, or thirst can damage or kill an adventurer every bit as well as a sword or a deadly spell. In Glorantha, the natural world is often the supernatural world. Acts of nature, fatigue, disease and poison are often the effects of magic and the gods. Understanding these forces allows an adventurer to invoke the power needed to control them.

NATURAL HEALING

Damage to Locations

An adventurer recovers from damage to hit locations at a rate of 1D3 hit points (HP) per week in each damaged location if resting, 1D3-1 HP if not resting. The damage to general HP caused by the loss of hit points in a location (HL) recovers accordingly. First Aid skill and healing spells can also heal some or all of this damage.

Damage to General Hit Points

Damage to general hit points alone (from bleeding, poison, asphyxiation or magic) recovers at the same rate as damage to locations. However, First Aid skill and most healing spells cannot heal this type of damage. Divine magic spells such as Heal Wound or Heal Body are effective, as are some powerful spirit magic and High Magic sorcery spells.

Non-Lethal Damage

Some forms of non-lethal damage may recover more quickly. The gamemaster may wish to allow half the damage incurred by soft or light blunt weapons to recover at a much faster rate: 1D3 HP per 5 minutes in each location if resting, 1D3-1 HP if not resting. This would include damage from brawling, fists, grappling, kicks, clubs, staffs, padded weapons, attacks meant to subdue (flat of the blade, a carefully wielded mace), and falls on soft earth or sand. Such non-lethal damage can cause incapacitation or unconsciousness, but is less likely to cause death (a source of non-lethal damage would have to do at least twice the damage normally needed to cause death, that is, 4 times the adventurer's HP). First Aid skill and healing spells can cure this type of damage as well. Healing spells heal more serious damage first, non-lethal damage last.

FATIGUE

The following set of optional rules presents a method for dealing with questions of fatigue and exhaustion. Adventurers wearing heavy armor, pushing their limits, or otherwise engaged in other strenuous activity risk the hazards of fatigue.

Fatigue Rolls

A CON roll called the Fatigue Roll is used to resist fatigue and exhaustion. The difficulty of the CON roll required is generally determined by an adventurer's STR and ENC. A missed Fatigue Roll decreases an adventurer's fatigue class by one level (see below).

An adventurer's STR and CON determine how effectively he or she can move and fight while encumbered. Adventurers with high STR can carry far more without being fatigued than those with low STR. An adventurer generally cannot carry more than his or her STR x5 in ENC and expect to function in combat. Greater amounts can be lifted and carried for short distances (use the resistance table, STR vs. SIZ) but this will occupy all of an adventurer's attention.

Total ENC	Fatigue Roll	Encumbrance Level
Up to STR x1	CONx5	Unencumbered
Up to STR x2	CONx4	Lightly Encumbered
Up to STR x3	CONx3	Moderately Encumbered
Up to STR x4	CONx2	Heavily Encumbered
Up to STR x5	CONx1	Overencumbered

With a mounted adventurer, increase the mounted adventurer's Fatigue Roll by one class, to a maximum of CON x5. For example, an adventurer with a normal Fatigue Roll of CON x3 due to encumbrance should use a Fatigue Roll of CON x4 when mounted.

Fatigue Classes

Every adventurer subject to fatigue has a set of fatigue classes which drop as fatigue increases. Each missed Fatigue Roll decreases an adventurer current fatigue status by one class.

Fatigue Class	Description
Normal	The adventurer is not fatigued. The fatigue status a rested adventurer will normally start with.
Winded	Add 3 to all percentile rolls made by the adventurer.
Tired	Add 5 to all percentile rolls made by the adventurer.
Weary	Add 10 to all percentile rolls made by the adventurer and subtract 1 from their MV score.
Exhausted	Add 20 to all percentile rolls made by the adventurer. In addition, halve all of the adventurer's skills and his or her MV score.
Prostrated	The adventurer can only act on a CON x1 roll (in which case he or she should be treated as if Exhausted). Otherwise, the adventurer can do nothing but rest.

Note that the effects of fatigue penalties are to increase the numbers rolled on an adventurer's percentile die rolls. This makes it more likely that a fatigued adventurer will miss or fumble any skill or resistance rolls.

Regardless of any adds to percentile rolls due to fatigue class, a natural roll of 01 will remain an 01 (a critical when using skills). A natural roll of 00 or any roll modified over 100 will have the same effect as a roll of 00 (a fumble when using skills).

Causes of Fatigue Loss

In situations where fatigue comes into question, a Fatigue Roll provides a way to determine whether an adventurer succumbed to fatigue. In some situations the gamemaster may rule that the automatic loss of fatigue occurred.

Travel

Traveling long distances is fatiguing. Traveling a certain distance (dependent on the difficulty of the terrain) requires one or more Fatigue Rolls. Each missed Fatigue Roll lowers fatigue by a class. The adventurer can roll either at the first point he or she would lose a fatigue class (20 km under ideal conditions) or when something occurs in which fatigue class would play a role (if an adventurer was ambushed after traveling 52 km, he or she could then try to make the two Fatigue Rolls required).

Terrain	Fatigue Roll required every (km)	Maximum Distance (in km)
Ideal (Good road or plains)	20	80
Hindering (Rough or overgrown)	10	40
Difficult (Steep hills or woods)	5	20
Intractable (Mountains, swamp)	2.5	10

Limiting conditions, such as poor weather, poor visibility or careful movement may shift a terrain into a more difficult category. The distances for intractable terrain may be halved or it may be rendered impassable. Adventurers traveling carefully can use their perception skills at their normal levels, they are otherwise halved.

It is possible to attempt to exceed the maximum daily distance, but every interval traveled beyond the maximum distance causes the automatic loss of one fatigue class, and will cause the loss of 1D3 general HP and another fatigue class as well, should the adventurer fail a Fatigue Roll.

Riding is not as exhausting as is walking or marching. Characters riding make Fatigue Rolls at half the normal rate (on ideal terrain, making one Fatigue Roll every 40 kilometers traveled). The mount itself checks for fatigue loss normally. It may well end up Exhausted while its rider is unaffected.

Fatigue loss from traveling is recovered by rest or sleep (see below).

Wearing Armor

Wearing heavy armor is fatiguing. Adventurers wearing armor heavier than cuirbouilli for any significant length of time must make a Fatigue Roll.

Wearing a helmet is particularly tiring. An adventurer wearing any head armor beside a cap or soft leather hood for any significant length of time should make a Fatigue Roll.

An adventurer wearing heavy armor and a helmet would make two Fatigue Rolls.

The Fatigue Rolls would generally be made immediately prior to combat or any other situation where loss of fatigue would matter. If the armor or helmet was donned immediately prior to combat, no Fatigue Rolls are necessary.

Fatigue loss from wearing armor is recovered by rest or sleep (see below).

Lack of Sleep

Every 12 hours without sleep requires a Fatigue Roll. The adventurer will automatically fall asleep if their fatigue class drops to Prostrated due to lack of sleep.

Fatigue loss due to lack of sleep can only be restored by sleep.

Exposure

Unprotected exposure to the elements can cause fatigue loss and general HP damage. The most extreme conditions, such as a howling blizzard on Valind's Glacier, might require a Fatigue Roll every minute of exposure and cause 1D6 general HP damage every minute regardless of the results of the fatigue roll. Most conditions will far less severe, requiring perhaps one Fatigue Roll an hour, and causing 1 general HP of damage if the roll is missed. The gamemaster must gauge the rate based on the situation.

Fatigue loss from exposure is recovered by rest or sleep (see below).

Hunger
Each full week without food requires that the adventurer make a Fatigue Roll to prevent the loss of one fatigue class. Each full week without food causes 1D3 general HP damage, regardless of the results of the roll.

This fatigue loss and damage can only be restored by eating, which restores one fatigue class and 1 HP lost due to lack of food each day food is available.

Thirst
Each full day without sufficient liquid (1 liter a day for humans under normal conditions) requires that the adventurer make a Fatigue Roll to prevent the loss of one fatigue class. Each full day without sufficient liquid causes 1D6 general HP damage, regardless of the results of the roll.

This fatigue loss and damage can only be restored by drinking enough liquid, which restores all levels of fatigue lost due to thirst, and restores 1D6 HP lost due to thirst each day liquid is available.

Bleeding
At the gamemaster's option, bleeding wounds that have not been tended to with First Aid or healing magic may require one or more Fatigue Rolls.

Fatigue loss from bleeding is recovered by rest or sleep (seebelow).

Combat
A Fatigue Roll should be made after every full minute of combat (10 melee rounds), fighting while wearing armor or a helmet, running at top speed, using all of one's strength, or other brief but extreme exertion. This fatigue loss is short term fatigue loss, and is recovered far more quickly than other forms of fatigue loss (see below).

Characters engaged in melee would need to make a Fatigue Rolls at the end of the tenth melee round, the end of the twentieth melee round, etc. A character fighting in melee while wearing armor heavier than cuirbouilli or a helmet would make two Fatigue Rolls at this time, one wearing both heavy armor and a helmet would make three Fatigue Rolls.

Other Sources of Fatigue
Fatigue loss can also come from illness, serious injury, and poisons, among other things. The gamemaster rules on how long it takes to recover from these things. Some may recover with rest or sleep, others may have special requirements.

Recovery from Fatigue

Fatigue lost due to exhaustion (travel, wearing armor, exposure, bleeding, brief exertion) is recovered by sleep or rest. As a rule, every two hours of sleep or every four hours of rest (including light activity, or walking less than 1 km/hour in ideal terrain) allows an adventurer to regain a single lost fatigue class. Thus, a Prostrated adventurer will fully recover after 10 hours of sleep or 20 hours of rest (although staying awake for this period of time would require making a Fatigue Roll to avoid losing fatigue due to lack of sleep).

Players and gamemasters that don't mind the additional calculation can use intervals of 20/CON hours of sleep or 40/CON hours of rest instead.

Fatigue lost due to lack of sleep can only be regained by sleep. Fatigue lost to hunger or thirst can only be regained by eating or drinking, as appropriate (see above).

Fatigue lost due to brief exertion, such as combat, is short term fatigue, and is regained far more quickly. An adventurer can regain a single fatigue class lost to short term fatigue by spending an entire melee round doing nothing but resting (no movement, attacking, parrying or dodging) or spending two melee rounds in a row not moving and taking only a single defense action (see Combat).

Example
Arlia's patrol is pursuing some Sartarite bandits along a poor trail in the Storm Hills. This would normally be hindering terrain, so she would lose one fatigue class due to exhaustion every 10 km. However, the unfamiliar terrain and an intermittent drizzle make the gamemaster rule that it is difficult terrain, so Arlia would have to make one Fatigue Roll for every full 5 km she travels.

The bandits spring an ambush on the patrol after they have covered 12 km, and the gamemaster calls for Fatigue Rolls. Arlia is wearing light scale armor, but not her helm, so the gamemaster asks her player to make an additional Fatigue Roll for the armor. Between the distance traveled and the armor she wears, Arlia's player must make 3 Fatigue Rolls. Arlia's STR is 13, and her ENC 25, so her Fatigue Roll is CON x4. Arlia makes two of the rolls and misses one, so her fatigue status is reduced by one class, to Winded from Normal.

In combat, Arlia must add 3 to all her percentile die rolls, due to her Winded fatigue status. Arlia has a 77% Scimitar skill, but a roll of 02, normally a critical becomes an 05, just a special. If she rolled a natural 01, it would remain unmodified and become a critical. If she rolled a 98, normally a miss, it would become a 101, which would be treated as an 00, a fumble.

After 10 melee rounds of combat, the gamemaster calls for Fatigue Rolls from the participants. Arlia would have to make two Fatigue Rolls, one for fighting for 10 rounds, the other for fighting in heavy armor. If she had time to don her helmet before the combat started, she would have to make three Fatigue rolls at this time. She makes one of the two rolls, but the missed roll reduces her fatigue status by another class, to Weary.

When the battle ends, the fatigue class lost in combat recovers after but a melee round of rest, restoring Arlia's fatigue status to Winded. To recover Normal fatigue status, Arlia would have to sleep for 2 hours or rest for 4 hours (if using the more detailed calculation, Arlia, with a 13 CON, would have to sleep for 1.5 hours or rest for 3 hours to recover the lost fatigue class).

FALLING

It is the lot of adventurers to fall down cliffs, tumble into pits, be tossed off riding animals, or be dropped into the pockets of giants. A number of cumulative factors determine the final damage done.

Height—an adventurer takes 1D6 damage to a random hit location for every three meters he or she falls. Thus, a fall of 1-3 meters does 1D6 damage, a fall of 3.1-6 meters does 2D6 damage, a fall of 6.1-9 meters does 3D6 damage, etc. The entire damage done by the fall applies both to the rolled hit location and to the adventurer's total hit points. The rule that a limb may take only twice its hit points in damage does not apply to falling damage.

Velocity—impetus also counts in determining damage. Falling from a horse is in the 1-3 meter range (doing 1D6 damage), but being tossed from a horse converts it into the 3.1-6 meter range (i.e., 2D6). Likewise, a 9-meter-tall giant tossing an adventurer 9 meters gives him the equivalent of an 18-meter fall (6D6).

Size—if the SIZ of the adventurer is under SIZ 5, he takes 1D6 less damage. Make no modification for adventurers of SIZ 6-20. For each 20 points of SIZ or fraction thereof over 20, add 1D6 to the damage done by a fall.

Surface—gamemasters may adjust for relative softness of the area fallen upon. A soft surface (such as bushes or marshy ground) might halve falling damage. If the adventurer falls onto a stake or other pointed object, the falling damage is added to the base damage done by the stake. Normal stake damage is 1D6, so a fall onto a stake from 5 meters would do 3D6 of damage. The chance of the adventurer falling onto a stake if falling into something like a pit trap is determined by the gamemaster when setting up the trap.

Protection—armor may partially protect against falling damage in some cases, as the gamemaster decides. In general, armor will not help more than a point or two (its padding value) with a vertical fall, but may fully protect against a horizontal fall (see velocity, above). Magical protections (see Magic) always protect against falling damage.

Skill—a falling adventurer who makes a successful Jump or Acrobatics skill roll can specify on which hit location he or she lands. A successful Acrobatics or special Jump roll reduces falling damage by 1D6, a special Acrobatics or critical Jump roll reduces falling damage by 2D6, and a critical Acrobatics roll reduces damage by 2D6 and halves the amount of any excess damage inflicted. A fumble with either skill increases falling damage by 1D6.

ASPHYXIATION

Situations in which the adventurer is denied breathable air, such as smoke inhalation, drowning, poisoning by gas, holding one's breath, or choking can cause asphyxiation damage.

If the situation did not surprise the adventurer, then he can hold his breath during the first melee round of exposure to asphyxiation if his player succeeds in rolling CON x10 or less on D100. (Remember, a roll of 96-00 is still a failure.) For the next nine melee rounds, the CON roll is successively reduced by one multiplier each melee round. Thus, in the second round the roll is CON x9, then CON x8 in the third round, etc. On the tenth and following melee rounds, the player must try to make successful D100 rolls equal to or less than his adventurer's CON as a percentage.

If the adventurer is surprised by the situation in which he is being asphyxiated, a luck roll (POW x5) determines whether he had taken a breath. If the roll is successful, follow the entire asphyxiation procedure. If the roll does not succeed, subsequent successful CON rolls can be no higher than the adventurer's CON as a percentage.

When such a roll is missed, the adventurer takes a certain amount of damage to his total hit points at the end of each following melee round, until he dies or escapes the situation. Damage due to an inhaled substance inhaled varies depending on the substance: smoke does 1D4, dense smoke does 1D6, water or other liquids do 1D8, and poison gas does damage equal to its potency. Damage due to deliberate choking does 1D6 each time a CON roll is missed.

FIRE AND HEAT

Fire and heat can damage any location they touch. In general, any significant exposure to a source of flame or heat does damage appropriate to the intensity of the flame or source of heat. If an adventurer is caught inside an area of intense heat or falls into a fire, he or she will take the appropriate amount of damage at the end of every melee round (on SR 10) that he or she is within the source of heat or fire.

The number of hit locations affected depends on the size of the source of heat or flame and the extent of the adventurer's exposure. A torch would only affect a single hit location. An adventurer thrown into the midst of a large bonfire could have all his locations affected.

Armor protects against heat or fire damage for only one melee round, after which it no longer has an effect. Magical protections always protect against fire or heat damage.

Exposure to fire or heat may set an adventurers clothes, hair, armor or other gear on fire, doing damage as a Flame or Small Fire until it burns itself out (generally within a few melee rounds) or is extinguished. The gamemaster should determines what the chance of exposed items igniting is, basing his estimate on the flammability of the exposed items and the duration and intensity of the flame or heat they were exposed to. As a quick rule of thumb, a torch might have a 1 in 6 chance (resulting in Flame damage), a small fire might have a 2 in 6 chance (resulting in Flame damage) and a large fire might have a 3 in 6 chance (resulting in Small Fire damage).

Fire and Heat Table

Type of Fire	Damage	Heat will melt	Notes
Flame	1 point	Wax	Candle, torch
Small Fire	1D6	Glass	Campfire
Large Fire	2D6	Tin	Bonfire, steam
Intense Fire	3D6	Lead	Funeral pyre
Furnace	7D6	Aluminum	
Furnace	8D6	Bronze	
Furnace	10D6	Silver	
Furnace	11D6	Copper or Gold	
Furnace	13D6	Most glass, lava or rock	
Furnace	15D6	Iron	

ACIDS

Acids can cause grievous injury to an adventurer. The potency (POT) of an acid represents the maximum possible damage it can do. When an adventurer is exposed to an acid, roll 1D10. The result is the percentage of the acid's POT that affects the adventurer (10% to 100%). Thus, if an adventurer is hit by a vial of POT 20 acid, and the 1D10 roll is a 6, he or she takes 12 points of damage. If the adventurer is immersed in the acid, use its full POT. Acid damages those hit locations exposed to it (generally one location, but with immersion or a particularly large quantity, more than one location could be damaged).

Armor and shields protect against acid, but are eaten away by it. In general, every 2 points of acid damage will reduce the AP of a piece or armor or shield by 1. Magical protections always protect against acid damage.

POISON

Poisons can kill or injure an adventurer. An adventurer can be exposed to poisons in a number of ways. A poisoned bite, sting, or weapon may damage the adventurer, the adventurer may inhale poison gas, or the adventurer may eat or drink a poisoned substance.

The potency (POT) of a poison is matched against the CON of a poisoned adventurer on the resistance table. If the POT of the poison overcomes the CON of the adventurer, the adventurer suffers damage to his or her general HP equal to the POT of the poison. If the POT of the poison fails to overcome the adventurer's CON, it has a lessened effect, typically doing half its normal damage (half its POT) to the adventurer's general HP. Some poisons do no damage if resisted. Some poisons may not cause damage even if they are not resisted, instead paralyzing, incapacitating or putting an adventurer to sleep if their POT is not resisted.

In general, there is at least a 10 melee round delay from the point of exposure to a poison to the time it takes effect and does damage. Some exotic poisons, particularly corrosive gases, may work faster.

Some common poisons include Scorpion Venom (injected by scorpion men, scorpions and manticores), Wyvern Venom (injected by a wyvern's sting), Snake Venom (injected by a snake's bite), Spider Venom (injected by a spider bite), Poison Gas (breathed by dream dragons and serpent guardians), Walktapus Gas (exuded by walktapi), Herbal Poison (made from or secreted by poisonous plants) and Mineral Poison (made from inorganic compounds).

The skill of Physician or Treat Poison (see Skills) or a poison antidote (see below) can partially or completely neutralize the effects of a poison.

Poison Antidotes

Almost all poisons have antidotes. Poison antidotes have a POT rating, just as do poisons. If an adventurer takes a poison's antidote no more than a half hour before being poisoned, the antidote's POT is subtracted from the poison's POT before the effect and damage of the poison is figured. If an adventurer takes a poison's antidote after being exposed to the poison, but before taking damage, half the antidote's POT is subtracted from the poison's POT before the effect and damage of the poison is figured. As many varieties of poison antidotes exist as there are poisons.

An antidote for one type of poison may give a lessened benefit when used with a related poison. Mineral Poison antidote works at half POT against Spider Venom. Spider Venom antidote works at half POT against Scorpion Venom. Wyvern Venom antidote works at half POT against Snake Venom, and vice versa. Poison Gas antidote works at half POT against Walktapus Gas, and vice versa.

DISEASE

Plague and afflictions are a common scourge. Broos and other foul creatures carry illness, wicked shamans spread sickness with disease spirits, and followers of Malia, the goddess of disease, employ divine spells to help their foul cause.

The following diseases all cause their victims to risk losing characteristic points at regular intervals. A point of that characteristic is lost when the adventurer initially contracts the disease. Whenever an adventurer has been exposed to a disease, his player must attempt to roll his adventurer's current CON x5 or less on D100. If he succeeds, the disease was not caught, and no further rolls are required. If he fails, he must again attempt a successful roll of the adventurer's CON x5. Counting the number of failed rolls, he must keep trying until finally succeeding with the roll. Cross-index the number of times that the adventurer's player failed his CON roll on the Disease Table.

Disease Table

CON roll failures	Degree of Illness
1	Mild — lose 1 characteristic point weekly
2	Acute — lose 1 characteristic point daily
3	Serious — lose 1 characteristic point hourly
4 or more	Terminal — lose 1 characteristic point per minute

When the interval of time appropriate to the degree of illness has passed, the adventure loses another point from the characteristic. After that occurs, the adventurer's

player can attempt another CON roll to see if the disease has run its course. If this CON roll succeeds, the adventurer is cured of his illness and loses no more characteristic points.

The CON roll is typically CON **x5,** but may be CON x4, CON x3, CON x2, or even CON x1 if the gamemaster judges that a particular disease is especially vicious.

An adventurer must rest and be tended while recuperating from a disease. If he does not, then the CON multiplier establishing the recovery roll is lessened. The extent of this penalty is up to the gamemaster, but as a general guide if the recovery roll normally would be CON x5, reduce it to CON x4 if the adventurer was not at home in bed, reduce it to CON x3 if he were hiking in the wilderness, reduce it to CON x2 if he were engaged in strenuous activity such as combat, and reduce it to CON xl if he were injured, wounded, etc.

Serious Diseases

These disease cause the permanent loss of characteristics, and may cause serious injury or death. Some divine spells, such as the healing spells of the Chalana Arroy cult, can restore such losses.

Brain Fever—delirium results. Affects INT. When an adventurer's INT reaches 0, he or she becomes a vegetable.

Creeping Chills—chills and fever result. Affects CON. When an adventurer's CON reaches 0, he or she dies.

Shakes—runs and twitching result. Affects DEX. When an adventurer's DEX reaches 0, he or she becomes a quivering mass of ganglia.

Soul Waste—a psychic disease attacking on the spirit plane. Affects POW. When an adventurer's POW reaches 0, he or she ceases to exist, even spiritually.

Wasting Disease—muscles atrophy. Affects STR. When a adventurer's STR reaches 0, he or she cannot move.

Milder Diseases

Milder diseases exist, which cause temporary loss of characteristics or temporary debilitation. Once the disease has run its course, the lost characteristics recover at a rate of 1D3 points per week if resting, 1D3-1 points per week if not resting.

Blotches or Pox—red marks (Blotches) or pustules (Pox) break out on the victim's face and body, causing temporary loss of APP. An adventurer whose APP reaches 0 appears grotesque beyond belief.

Brittleskin—causes a random hit location to become encrusted in scales. The hit location gains 1 AP, but if the location is damaged, a repair spell must be used before any healing spells will work. It spreads to adjacent hit locations as the course of the disease progresses. The adventurer temporarily loses 1 point of APP for each affected hit location that can be seen by others.

Joint Lock—causes the temporary loss of DEX.

Fever—causes the temporary loss of fatigue classes, which slowly recover once the disease has run its course. A Prostrated adventurer is bedridden.

Weakness—causes temporary loss of STR. An adventurer whose STR reaches 0 is bedridden.

AGING AND INACTION

Old Age—older people get wiser and more experienced (as measured by skills increases in RuneQuest, but their physical abilities may decrease. To simulate this, after an adventurer has reached the age of 40, each year, on the adventurer's birthday (or at the end of the year, at the gamemaster's whim), he must roll 2D6 for STR, CON, DEX and APP. On a roll of 2, 3 points are subtracted from the characteristic; on a roll of 3, 2 points are subtracted from the characteristic; on a roll of 4,1 point is subtracted from the characteristic; and on a roll of 5-12, no points are subtracted from the characteristic. At the age of 60, start rolling for INT and SIZ as well.

If an adventurer's SIZ or CON drops to zero, the adventurer dies. See Disease for the effects of STR, DEX or APP reaching zero.

Inaction—adventurers who neither train nor participate in any adventures in a game year may (at the gamemaster's option) incur the same penalty as that for aging. Inactive adventurers over 40 may be ruled to doubly risk their characteristics. At the gamemaster's discretion, skills that have not been practiced, trained, researched or otherwise used in a game year may risk decay as well (use the same die roll as for characteristics for each such skill, but sub tract 10% from the skill per point lost instead).

WEATHER

Weather covers all the atmospheric conditions which may affect adventurers. This includes wind, cloud cover, temperature, and precipitation.

Wind

Wind strength and direction define moving air. Wind can affect movement, missile fire, and in regions where dust, grit or other wind-borne particles are common, visibility. Measure wind strength using the following table, which describes wind velocity in terms of wind STR.

Wind Strength Table

STR	Result
0-2	Calm; no air movement.
3-6	Light air; little movement; will gutter a candle
7-12	Breeze; easily blows out a candle.
13-18	Light wind.
19-24	Moderate wind. Birds often roost in such wind.
25-30	Strong wind. Average humans must slowly to avoid being knocked down.
31-36	Fresh gale.
37-45	Whole gale.
46+	Hurricane or tornado. Average humans can be carried away.

In general, to determine wind strength roll 1D6 in Earth Season, 2D6 in Fire Season, 3D6 in Sea or Dark Season, and 4D6 in Storm Season. If a major storm comes in, double the result of the die roll.

The general direction of the wind varies from season to season in Glorantha (see Weather in the Introduction). If a random direction is needed, roll 1D8 to determine the compass direction the wind is blowing in (1 is N, 2 NE, 3 E, 4 SE, 5 S, 6 SW, 7 W and 8 NW).

Wind has three main effects on play, forcing adjustments to movement, to missile fire, and to visibility.

Movement—it is difficult to move in a wind with strength equal to or greater than an adventurer's STR + SIZ. If the adventurer tries a complex maneuver or tries to move quickly, he or she needs to make a DEX x5 roll to stay standing. A wind with strength equal to greater than twice the characters STR + SIZ can knock characters down and carry them away, and requires a roll under DEX x3 to avoid being knocked down, and under DEX x5 to avoid being carried away each time the adventurer tries to move. Flying creatures use only their STR to find the minimum wind which will affect them.

Missile Fire—these adjustments begin at wind STR 10. Each point of wind STR above 10 reduces the accuracy of missile or thrown weapon fire beyond point blank range by 5%. Thus, a STR 20 wind would subtract 50% from the accuracy of any missile or thrown weapons beyond point blank range.

Visibility—vision may be affected by wind-borne materials such as dust, snow, leaves, or butterflies. The wind's STR determines the maximum size of the particles. In situations where wind may blow something about, a fair rule of thumb is that the maximum percentage reduction of visibility equals the wind's STR as a percentage.

Cloud Cover

Cloud cover defines the amount of the sky which is 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. In general, roll percentile dice to determine the amount of cloud cover.

Temperature

RuneQuest uses centigrade measurements for temperature. Water freezes at 0° C and boils at 100° C. Temperatures ranging from 17° C to 27° C are optimal for humans, and 10° C to 40° C is acceptable. Temperatures ranging from -20° C to -45° C can be survived by humans without survival gear. Properly equipped humans can survive greater or lesser temperatures for some time, but can die from exposure to either extreme if unprepared.

•ECONOMICS•

The pursuit of wealth is a driving force behind many ventures. Trade, exploration, theft, mercenary service, and tomb robbing are all traditional adventurer occupations that share the common goal of acquiring wealth. This chapter gives information on the coin and barter based economies adventurers will find themselves in, and the prices within those areas of the items, animals, spells and services adventurers might care to buy, sell or steal. The material presented here is meant as a guideline. Gamemasters should feel free to adjust prices or values to suit their own worlds.

TRADE AND COMMERCE

Long distance trade and commerce are rare in Glorantha. Most transactions take place on the local level, and are made on a barter basis rather than a coin basis. A number of cults, rulers or governments mint coins, but only the advanced civilizations of Glorantha operate on a purely coin based economy. While gold, copper or even lead may be used as coins, silver is the most commonly used monetary metal in Glorantha. Only the most advanced civilizations of Glorantha use financial advances such as money lending, bookkeeping and banking.

In the region of Dragon Pass, only the Lunar Empire and the Holy Country operate on a purely coin based economy, engage in long distance trade, and make use of the more advanced commercial techniques. The Etyries merchants and armies of the Lunar Empire have spread the use of its silver coins, commonly known as Lunars, over nearly all of the continent of Genertela, and Lunars have come to be considered a basic unit of coinage by which others are measured. The city of Pavis still mints coins, as do the solar temples.

Far ranging traders from the Kralori Empire visit Pavis or and other parts of Dragon Pass on occasion. In the Holy Country, the western Trader Princes maintain a steady pipeline of commerce. The Lunar Empire is occasionally visited by western traders that risk passage through the chaos twisted land of Dorastor in heavily armed and guarded caravans. The caravans of Issaries traders can be found traveling throughout most of Dragon Pass and Genertela, their goods carried by the cults well guarded mule trains. Rarer are the caravans of Argan Argar merchants, often led by trolls, that occasionally trade with human lands, their goods carried by gigantic magical insects.

BARTER

Cultures that base their economies wholly or partially on barter often have a standard item of barter by which other items are valued.

In Sartar, the standard item of barter is the average cow. Silver coins from the Lunar Empire or Holy Country are also valued, as are the gold Wheels of the Sun Dome Temple.

In Pavis, no single standard item of barter exists, but precious metals, magical items and herd beasts are commonly used. Nearly all forms of coinage are common, and many transactions take place on a coinage basis.

In Prax, the standard item of barter is an average herd beast of one of the great tribes, typically a bison, impala, high llama, or sable. Other herd beasts hold value, but are less commonly used. Coins hold little value, but metal weapons or armor are in great demand. The isolated Sun Dome Templars of Prax use only gold Wheels to trade.

COINAGE

The standard coin used in the region of Dragon Pass is the Lunar, a silver coin minted by the Lunar Empire. Within the empire, the coin is referred to as an Imperial, and is the standard unit of commerce, but they are called Lunars nearly everywhere else. The silver coins minted in the Holy Country are called Sovereigns. The silver coins still minted on occasion by the city of Pavis are called Guilders, after the various guilds that run the city. All are roughly equivalent in value. Fanatic anti-Lunars may deface Lunar coinage, and will use another name, such as Sovereign, Guilder or Silver for them instead.

Gold was the first coinage, and gold coins are most commonly called Wheels, after the enigmatic Sun-Wheel Dancers that introduced them to the world. Most Wheels are minted by the solar Lokarnos cult. Other than amongst the solar religions, such as the Sun Dome Temple,

gold is rarely used to settle debts between individuals.

Copper coins were introduced by the dwarfs, though few humans will acknowledge this. They are commonly called Clacks or Coppers, regardless of their source.

Lead coins, called Bolgs are used by trolls, but have little popularity among other races due to their bulk and low value.

5 Bolgs = 1 Clack (C)
10 Clacks = 1 Lunar (L)
20 Lunars = 1 Wheel (W)

PRECIOUS METALS

Glorantha has precious metals that are analogous to, but different from,Terran metals. There, Quicksilver and Aluminum are different forms of the same metal. When one mixes Gloranthan Tin and Copper in a 1:4 ratio, one gets Bronze, but one can also mine Bronze directly out of the ground (and that is where most Gloranthan Bronze comes from).

Raw Metal	Nominal Value	Notes
Iron	700 L/ENC	Raw iron interferes with magic.
Gold	600 L/ENC	Twice the density of bronze.
Silver	50 L/ENC	
Quicksilver	40 L/ENC	
Aluminum	40 L/ENC	
Tin	15 L/ENC	
Bronze	7 L/ENC	
Copper	5 L/ENC	
Lead	1 L/ENC	Half again the density of bronze.

Worked metal is typically worth 1 to 10 times its raw ENC value, depending on the level of skill and length of time needed to work it into its final form. The prices for a number of worked metal items are described below.

To calculate the value of tool, weapon or piece of armor crafted from unenchanted precious metal, find an equivalent bronze item on the price list that follows. Determine the value of the raw bronze used in the item (typically 7 L per ENC), and subtract this from its price. This leaves you with the cost of working the item, which may be increased if the precious metal is more difficult to work than bronze (double for silver, copper, or gold; quadruple for aluminum, quicksilver or iron). Add the cost of making the item to the cost of the precious metal used (typically value in Lunars times ENC) to arrive at a final price.

The above metal prices are for unenchanted metals. Many precious metals must be enchanted to make them suitable for use as weapons, armor or tools, or to prevent their interfering with magic (such as in the case of unenchanted iron, which subtracts 5% per ENC from its bearers chance to cast any spell). Enchanting metal takes one point of permanent POW per 10 ENC of metal. This adds a minimum of 100L per ENC to the value of the raw metal, often more.

Enchanted iron armor, weapons or tools are thus typically worth at least 20 to 40 times the value of an equivalent bronze item, often considerably more.

INCOME, WEALTH AND SOCIAL CLASS

Income reflects the total amount a worker makes within a given period of time. One's income reflects one's wealth (see Creating an Adventurer). Workers rarely receive coins, though. They may get the equivalent in food and shelter, for instance, or receive the use of a specific plot of land which yields an amount per year equivalent to their yearly income. Other common forms of recompense include magical training, spell casting, skill training, and trade in kind. Many people in Glorantha have never seen a coin.

The necessities, comforts, and luxuries enjoyed by or aspired to by a person represent his or her standard of living. A person's overall standard of living is determined by their total expenditure each year on food, drink, lodging, clothes, gifts, etc. Most people will spend nearly all of their income maintaining the highest possible standard of living. In general, those that spend more will be at the top of their social class and have the highest social rank in the class. Those that are frugal and pinch pennies can get by on 10 to 25% less than the listed amounts, and will save, but will show a low standard of living for their class, and likely have the lowest social rank for the class. Very few choose to live below the highest standard of living they can achieve. These figures also show how much one has to spend to live above their normal class for a time. An adventurer can indeed live like a king for as long as he or she can afford to spend 4,000 L a day. The income figures below are estimates only, but they can serve as useful guidelines.

One's social class is determined by one's standard of living. Those seeking to recognizably increase their social rank must increase their living expenditures correspondingly. These figures also show how much one has to spend to live above their normal class for a time. An adventurer can indeed live like a king for as long as he or she can afford to spend 4,000 L a day. These are only rough guidelines. Social rank often does not hinge on comparatively equal incomes. A Praxian Kahn might well be accorded even more deference and power than a civilized rich noble, yet have nowhere near the same income in cash and value in property.

Poor **Wealth 0**

Untrained labor, menials, prisoners, slaves, drafted soldiers, beggars, recluses, etc.

1 L/day, 5 L/week, 40 L/season, 200 L/year

Food—scraps or cereal or potatoes or turnips. Drink is water.
Housing—likely none, or communal shelter, or a lean-to.
Clothing—sackcloth and ashes, loincloth, nudity. Poor winter clothes if appropriate.

Struggling **Wealth 1**

Trained workers, peasants, poor crafters, soldier, servant, poor tradesmen, etc.

2 L/day, 10 L/week, 80 L/season, 400 L/year

Food—turnips & sauerkraut, or beet soup, or potatoes & onions, or carrots and acorns, or a cereal (choose one group).

Little or no meat. Drink is buttermilk or water.
Housing—perhaps none; maybe a tiny room or hut for a family; no furniture.
Clothing—sackcloth, homespun, rude leathers, nudity. Usable winter clothes if appropriate.

Common — Wealth 2

Skilled workers, landed peasants, Crafter, trained mercenaries, peddlers, sergeants, servants to those of moderate wealth, captains of large boats, acolytes, assistant shamans, apprentice sorcerers, etc.

4 L/day, 20 L/week, 160 L/season, 800 L/year

Food—as per previous income tier, plus gruel, barley bread, cheese, and eggs. Meat or fish at least 1-2 times weekly. Beer, ale, and porter available. Nomads may regularly eat meat; their drink may be koumiss.
Housing—single dwelling per hearth protects animals, too. Furniture includes a chest or two, bench and tables, lamps. Nomads may have a tent and a number of herd beasts.
Clothing—shoes, linen, cotton, 1 new suit of clothes a year. If appropriate, winter clothes will be warm and protective.

Well Off — Wealth 3

Expert workers, lieutenants, captains of small ships, skilled mercenaries, professionals, servants that command other servants or have independent responsibilities, minor priests, minor shamans, minor sorcerers, etc.

8 L/day, 40 L/week, 320 L/season, 1,600 L/year

Food—as per previous standard, plus meat or fish. Beer, ale or mead are always available, on occasion wine may be available.
Housing—fully furnished large dwelling. Nomads have a good tent, comfortable blankets and may have a few metal goods.
Clothing—shoes, boots, good linens, good cottons, 1 high-quality suit of clothes. If appropriate, good winter clothes.

Wealthy — Wealth 4

Master workers, master crafters, merchants, traders, expert mercenaries, knights, thanes, poor nobles, priests, shamans, sorcerers.

16 L/day, 80 L/week, 640 L/season, 3,200 L/year

Food—as per previous standard, plus meat or fish and wines with most meals.
Housing—hall or greathouse. A good bed, several tables and benches, stools, possibly chairs, perhaps one or more decorated walls or a small fountain, or other display items. Nomads may have a large tent, good blankets, fine furs, and metal goods.
Clothing—high-quality linens and cottons, occasional luxury such as imported dyes, fur trim, or jewelry. Styles are important to such folk.
Other—status includes one servant and two mounts, or three servants.

Noble — Wealth 5

Elite mercenaries, minor nobility, master merchants, minor nobility, secretaries and factotums to nobility, well off priests, powerful shaman, well off sorcerers.

32 L/day, 160 L/week, 1,280 L/season, 6,400 L/year

Food—as per previous standard, plus plentiful beef or other herbivores, fowl, shellfish, etc. Homemade pastries and breads. Good wines. Occasional imported fruits and wines.
Housing—multi-roomed dwellings housing the noble family and servants, guards, etc. Furnishings now include thrones, chairs, valuable artworks, tapestries, paneling, and fine rugs.
Clothing—imported silks and satins, and decorative trims including gold and silver threads. Such folk frequently set (or follow) the latest fashion. Gold jewelry with gemstones.
Other—Includes several to many servants and mounts, other staff, wagons, guards, etc.

Rich Noble — Wealth 6

Counts, earls, nobility, important priests, powerful shamans with direct connections to rulers and other powerful personalities, locally important sorcerers.

64 L/day, 320 L/week, 2,560 L/season, 12,800 L/year

Food—as per previous standard, plus luxury items such as birdnest soup, stuffed peacock, candied fruits, and rare beasts. Drinks include the finest wines. Large banquets and parties.
Housing—several large dwellings including a country mansion or castle, a stronghold, and a townhouse or small palace.
Clothing—trend-setting, exquisitely-made garments of the rarest materials, fine jewelry and other accoutrements.
Other—many servants, guards, and mounts; much land.

Very Rich Noble — Wealth 7

Dukes, high priests, magi, bishops, great shamans.

250 L/day, 1,250 L/week, 10,000 L/season, 50,000 L/year

Food—as per previous standard, plus rare luxury items such as hummingbird tongues, extensive and varied dinner platters, rare fruits, and rare beasts. Drinks include brandies and rare wines.
Housing—large mansion or small palace as main dwelling, several other large dwellings.
Clothing—beyond style, one-of-a-kind items, accenting large and beautiful precious gems.
Other—many servants, mounts, concubines, staff members, accountants, secretaries, guards and personal soldiers.

Prince — Wealth_8

Archdukes, princes, arch-priests, archbishops.

1,000 L/day, 5,000 L/week, 40,000 L/season, 200,000 L/year

Food—as per previous standard, plus rare or outre luxury items, enormous and complex meat pastries, elaborately prepared platters, magical herbs, strange fruits, and rare beasts. Drinks include the finest liqueurs and the finest wines, as well as magical concoctions.
Housing—palaces.
Clothing—beyond style, one-of-a-kind items, accenting large and beautiful precious gems.
Other—numerous servants, mounts, concubines, staff members, factotums, accountants, secretaries, etc. Many guards and personal soldiers.

King — Wealth 9

King, queen, pontiff.

4,000 L/day, 20,000 L/week, 160,000 L/season, 800,000 L/year

Food—as per previous standard, only more elaborate, larger, and more bizarre presentations. Throws enormous parties; may invite the whole kingdom.
Housing—large palaces.
Clothing—as per previous standard, but designs which accent the wearer's ritual or political functions. Likely has the largest

diamond, ruby, amethyst, emerald, sapphire, pearl (choose one) known to exist. Several exquisite crowns, scepters, etc.
Other—includes hundreds of servants, riding animals, mounts, estates, herds, castles, and trade/tariff monopolies, armies, navies, etc.

Emperor — Wealth 10

Emperor, pharaoh, high king

16,000 L/day, 80,000 L/week, 640,000 L/season, 3,200,000 L/year

Food—as per previous standards, only better. State dinners are events talked about for months and years.
Housing—palace complexes the size of cities.
Clothing—wearable works of art, so costly and so marvelous that even the sophisticated are blinded by wonder and astonishment. Certain styles or garments may be reserved solely for the emperor's use. He never wears any garments twice.
Other—includes thousands of servants, mounts, guards, messengers, and so forth. In theory everyone and everything belongs to the emperor, etc.

Income, Class, and Wealth Table

Social Class	Wealth	Income/Expenses Daily	Yearly
Poor	0	1 L	200 L
Common	1	2 L	400 L
Average	2	4 L	800 L
Superior	3	8 L	1,600 L
Wealthy	4	16 L	3,200 L
Noble	5	32 L	6,400 L
Rich Noble	6	64 L	12,800 L
Very Rich Noble	7	250 L	50,000 L
Prince	8	1,000 L	200,000 L
King	9	4,000 L	800,000 L
Emperor	10	16,000 L	3,200,000 L

PRICES

The base price of an item is the price at which one can buy something in the areas where it is commonly available. It may or may not be possible to always sell something at the listed price, depending on demand and availability, but one can almost always sell something at half the listed price.

If an item contains metal, bronze is assumed. See precious metals, above, for details on pricing of items using other metals.

Some items are noted as being specific to a certain area. This means that the item is uncommon in other areas, and may not even be available. In general, an item specific to an area will be available in neighboring areas at half again its normal cost, and hard to find or unavailable in more distant areas, costing at least twice its normal price when it can be found. Other factors, such as limited local resources, may influence pricing and availability.

Dragon Pass Pricing

In the region of Dragon Pass, the following modifiers to cost and availability apply:

Prax is metal poor. Any item containing metal costs at least twice the normal price, and has limited availability (this includes most weapons and armor). Items specific to Prax cost half again as much in Pavis or the Lunar Empire (which has the Praxians of the Hungry Plateau to draw upon), and twice as much in Sartar or more distant lands.

The city of Pavis is a major crossroads for trade. Items specific to Pavis cost half again as much in Prax, Sartar and the Lunar Empire, and twice as much in more distant lands.

Sartar, located in Dragon Pass, sits in another major crossroads for trade. Traders from many Genertelan lands have visited Sartar at one time or another. Items specific to Sartar cost half again as much in Pavis or the Lunar Empire, and twice as much in Prax or more distant lands.

Items specific to the Lunar Empire cost half again as much in Sartar or Pavis, and twice as much in Prax or more distant lands.

Price Table

	Cost	ENC	Availability
Tools			
3 meter pole	5 L	2.5	
10 meters rope	10 L	1.0	
Adventurer's Pack	50 L	6.0	
Awl	1 L	0.1	
Back Pack	5 L	0.2	
Candle (1 hour)	2 C	0.1	
Climbing Pack	30 L	3.0	
Firestarter	1 L	0.2	
Fish Hook	1 C	-	
Flail, Grain	5 L	1.0	
Hammer	1 L	0.5	
Hatchet	10 L	0.5	
Hoe	3 L	2.0	
Lantern	15 L	2.0	
Lantern oil (10 hours)	2 L	1.0	
Papyrus (1 sheet)	5 C	-	
Sack, Large	6 C	-	
Sack, Small	3 C	-	
Scythe	30 L	2.5	
Shovel	20 L	1.5	
Spade	20 L	1.5	
Tent, Small (1 man)	20 L	3.0	
Tent, Medium (2 men)	30 L	6.0	
Tent, Large (4 men)	60 L	12.0	
Thieves Tools	50 L	-	
Tinderbox	5 L	-	
Torch (1 hour)	5 C	0.3	
Traveler's Pack	30 L	4.0	
Vellum (1 sheet)	1 L	-	
Water/Wineskin	1 L	1.0 (full)	
Wood Axe	15 L	0.3	
Wood Mallet	5 C	0.5	
Wood spikes, 10	1 L	2.5	
Writing Tools	15 L	1	
Instruments			
Bagpipes	30 L	3.0	Sartar
Bugle	20 L	1.0	Sartar
Drums	10 L	3.0	
Harp	50 L	2.5	

	Cost	ENC	Availability
Lur Horn	40 L	2.0	Sartar
Lute	100 L	1.0	Lunar Empire
Lyre	75 L	2.0	
Pipes	5 L	0.2	
Whistle	3 L	-	Sartar
Weapons			
Arrows, 20	5 L	1.0	
Atlatl	15 L	0.5	
Bastard Sword	150 L	2.0	Sartar
Battleaxe	75 L	1.0	
Blowgun	25 L	0.5	
Bow, Nomad	150 L	0.5	
Bow, Self	75 L	0.5	
Broadsword	75 L	1.5	
Cestii (pair)	30 L	1.0	Lunar Empire
Combat Net	60 L	3.0	
Crossbow, Heavy	300 L	8.0	Pavis
Crossbow, Light	75 L	3.5	Pavis
Crossbow, Medium	150 L	5.0	Pavis
Dagger	25 L	0.5	
Dagger, Parrying	50 L	0.5	
Dart	15 L	0.5	
Fighting Claws (pair)	60 L	1.0	
Flail, War	75 L	2.0	
Flail, Military	150 L	2.5	
Great Axe	90 L	2.0	
Great Hammer	I50 L	2.5	
Great Sword	300 L	3.5	Sartar, Lunar Empire
Hand Axe	25 L	0.5	
Javelin	30 L	1.5	
Knife	5 L	0.2	
Lance	60 L	3.5	
Lasso, Pole	15 L	3.0	
Lasso, Rope	15 L	1.0	
Mace, Heavy	60 L	2.5	
Mace, Light	30 L	1.0	
Maul, War	75 L	2.5	
Maul, Troll	75 L	5.5	
Pike	75 L	3.5	
Poleaxe	150 L	2.5	
Quarrels, 20	5 L	1.0	Pavis
Quarrels, Heavy, 10	5 L	1.0	Pavis
Quarterstaff	5 L	1.5	
Rhompia	75 L	2.0	Lunar Empire (greataxe)
Scimitar	60 L	1.5	Lunar Empire
Sickle	30 L	0.5	Lunar Empire
Singlestick	3 L	0.5	
Sling	5 L	0.1	
Sling, Staff	15 L	1.5	
10 Sling Stones	-	0.5	
IO Staff Sling Stones	-	1.0	
20 Sling Bullets	3 L	2.0	
IO Staff Sling Bullets	3 L	2.0	
Spear	30 L	2.0	
Spear, War	60 L	2.5	
Swordstick	100 L	2.0	Sartar
Throwing Axe	75 L	0.5	
Throwing Knife	75 L	0.2	
Throwing Rock	-	0.5	
Warhammer	75 L	2.0	

Fine weapons cost twice as much but are half again as resistant to breakage, while excellent weapons cost eight times as *much but are twice as resistant to breakage, and do* + / damage.

	Cost	ENC	Availability
Shields			
Small, Hide (6 AP)	15 L	1.5	
Small, Wood (8 AP)	30 L	2.0	Sartar, Lunar Empire
Small, Metal (IO AP)	60 L	3.0	
Medium, Hide (8 AP)	30 L	3.0	
Medium, Wood (IO AP)	60 L	4.0	Sartar, Lunar Empire
Medium, Metal (12 AP)	120 L	6.0	Lunar Empire
Large, Hide (IO AP)	60 L	1.0	
Large, Wood (12 AP)	120 L	6.0	Sartar, Lunar Empire
Armor			
Soft Leather (1 AP)	30 L	3.0	
Hard Leather (2 AP)	60 L	6.0	
Studded Leather (2 AP)	90 L	6.0	Pavis[1]
Cuirbouilli (3 AP)	150 L	6.0	
Light Scale (4 AP)	225 L	16.0	
Ringmail (4 AP)	300 L	12.0	
Heavy Scale (5 AP)	450 L	24.0	
Chainmail (5 AP)	600 L	20.0	
Plate (6 AP)	1200 L	24.0	Lunar Empire

Encumbrance *values and prices are for a full suit, SIZ 11-15. For every* 5 *points of SIZ below this range (i.e., 6-10, 1-5) halve the ENC and price of the armor. For every 5 points of SIZ above this range (i.e. 16-20, 21-25, etc.), add half again the ENC and price of the armor.*

See Armor in the Combat chapter for detailed breakdowns of armor price and ENC by location.

[1]*Studded Leather appears deceptively similar to* some styles *of light and heavy scale that have rivets on the outside and scales on the inside. Such styles of scale armor are common in Pavis.*

Barding

5x the cost and ENC of the equivalent armor (for horse SIZ barding)

Animals		
Bison	150 L	Prax, Pavis
Cat	5 L	
Cow or Bull	200 L	
Dog	5 L	
Fowl	1 L	
Goat	50 L	
Herd Man	75 L	
High Llama	225 L	Prax
Horse	300 L	
Hunting Dog	25 L	
Impala	40 L	Prax
Mule	250 L	
Ox	300 L	
Pig	50 L	
Rhino	2,400 L	Prax
Sable	150 L	Prax, Pavis, Lunar Empire
Shadowcat	500 L	Sartar
Sheep	50 L	
Wild Hawk	100 L	
Zebra	300 L	Pavis, Prax

The above prices are *for an average animal of the species, well suited for use as a riding, pack, or hunting animal, as* appropriate, but *untrained.*

For an animal suited only as a meat or herd animal (or a nag), halve the above prices. For a superior quality animal, double the above prices, but add 1 to each die rolled for all characteristics, not to exceed the normal maximum (the maximum roll on a D6 *is still 6, but this will occur on a roll of 5 or 6). For a superb (war beast) quality animal, quadruple the above prices, but odd 2 to each die rolled for all characteristics, not to exceed the normal maximum (as above).*

	Cost	ENC	Availability
Saddles			
Saddle	25 to 250 L	3.0	
Nomad saddle	100 to 1,000 L	6.0	Prax, Lunar Empire
Vehicles			
Cart, Two Wheeled	50 L		Not in Prax
Cart, Four Wheeled	100 L		Not in Prax
War Chariot	200 L		Sartar, Lunar Empire
Slaves			
Average child	250 L		Lunar Empire, Prax
Average youth	500 L		Lunar Empire, Prax
Average adult	1,000 L		Lunar Empire, Prax
Skilled adult	2,000 L		Lunar Empire, Prax
Educated adult	4,000 L		Lunar Empire

Labor

Cost of unskilled labor	1 L/day
Cost of trained labor	2 L/day
Cost of skilled labor	4 L/day
Cost of expert labor	8 L/day
Cost of master labor	16 L/day

If the work is dangerous, irregular, or requires rare skills, double the above amounts (i.e. cavalry, messengers, mercenaries, part time help, redsmith).

Food and Drink	
Poor quality	2 C/day
Common quality	5 C/day
Average quality	1 L/day
Superior quality	2 L/day
Excellent quality	4 L/day
Noble quality	8 L/day and up

Lodging	
Poor quality	5 C/day
Common quality	1 L/day
Average quality	2 L/day
Superior quality	4 L/day
Excellent quality	8 L/day
Noble quality	16 L/day and up

Ransom and Weregeld

Weregeld, or life price, is used by some Gloranthan cultures, particularly the Theyalans, as the price one must pay to satisfy legal recourse after killing someone. This is typically worth 7x the victim's annual income. A lesser sum, typically 1x to 4x the victim's annual income, may be awarded for causing someone harm or injury.

Most cultures in Glorantha recognize ransoms, a price paid to free a captured prisoner. Cults and organizations will often offer ransoms for captured members. A number of cults, including the Issaries cult and its Herald subcult, specialize in exchanging ransoms for captured prisoners. Many an adventurer's life has been spared in exchange for a ransom, and the wise adventurer will arrange to establish a one. A minimal ransom is roughly equal to the victim's annual income. Depending on circumstances and the captor's need for money or dislike of the captive, more or less might be required.

Yearly income	Weregeld	Typical minimal ransom
294 L (poor)	2.000 L	300 L
588 L (struggling)	4.000 L	600 L
1,176 L (average)	8.000 L	1,200 L
2,352 L (expert)	16,000 L	2,500 L
4.704 L (master)	32,000 L	5,000 L
9.408 L (poor noble)	64,000 L	10,000 L

etc.

Cost of Skill Training	Level of skill to be trained
1 L/day	0-30%
2 L/day	31-45%
4 L/day	46-60%
8 L/day	61-75%
16 L/day	76-90%
32 L/day	91-105%

etc.

If the skill is a rare one, or in areas where the desired skill training is in great demand, prices might be twice as high. If the skill is a cult skill and the adventurer is an initiate of the cult, prices are halved. Instructors that can train people in skills above 90% are often rare, and their prices may be higher.

See the Time and Learning for how many days of training are required to increase a skill. Skill practice costs half the above amount, but takes twice as long, skill research is essentially free but takes four times as long.

Cost of Characteristic Training	Training Level
4 L/day	Easy
8 L/day	Medium
16 L/day	Hard

etc.

See Time and Learning for the times and training levels required to increase characteristics. In areas where the desired characteristic training is rare or in great demand, prices might be twice as high.

Cost of Learning Battle Magic

100 L/1 point
200 L/2 points
400 L/3 points
800 L/4 points
1,600 L/5 points
3,200 L/6 points
6,400 L/7 points
12,800 L/8 points

etc.

Halve the above cost if the character is an initiate learning cult magic from his or her own cult, or is a member of a tribe learning spirit magic from the *tribe's shaman. A shaman charges double the listed amount when teaching spirit magic to a complete stranger. A cult charges double the listed amount when teaching cult magic to someone that is not a lay member.*

Note that most cults cannot teach cult magic beyond 2 points to those that are not initiates of the religion. Initiates can typically learn up to 4 point spells, more if the spell is a specialty of the cult

Cost of Battle Magic Casting

1 L/1 point
2 L/2 points
4 L/3 points
8 L/4 points
16 L/5 points
32 L/6 points
64 L/7 points
128 L/8 points

etc.

Halve the listed amount if the caster is using a cult spirit magic spell and casting it for an initiate of the cult. Divide the cost by four if a shaman casts a spell for a member of his or her tribe. A shaman charges double the listed amount when casting for a complete stranger. If the shaman must discorporate to hunt for the spell spirit first, the cost is quadrupled (i.e., at list price for a member of the tribe, eight times list price for a complete stranger).

Cost of Learning Divine Magic
16 L/day to cover the priests costs for teaching the spell (I day/point for divine spells, 7 days/point for ritual divine spells), and I point of POW/point.

Cost of Divine Magic Casting
100 L per point of spell for a reusable spell.
2,000 L per point of spell for a one-use spell.

These prices are half the listed amount if cast for an initiate of the cult

Cost of Learning Sorcery
As per skill training (see above).

Cost of Sorcery Casting
Half the amount of battle magic casting for Low Magic, identical to battle magic casting for High Magic.

Cost of Summoning
Normally twice the square of the magic points expended in the summoning. It costs twice the normal amount if the spirit summoned is moderately dangerous (ghost, magic, passion or disease spirit), and four times the normal amount if the spirit summoned is exceptionally dangerous (a wraith or demon).

This price is halved if it applies to an initiate of a cult (and only a few cults can banish possessing spirits) or to a member of a shaman's tribe. The price is doubled if it applies to *an outsider.*

Cost of Banishing
The price of banishing or otherwise driving out a spirit that has possessed a victim is twice the cost of summoning a spirit of the same size. The same modifiers to the price apply as with summoning a spirit.

A few cults have access to spirits that can drive out a possessing spirit (such as Chalana Arroy cult healing spirits, which can drive out a possessing spirit of disease), and a shaman can discorporate and attack the possessing spirit in spirit combat. A shaman is unlikely to attempt this with a spirit with more MP than the shaman. An exception would be the rare shaman that possessed spells that allow him to expel possessing spirits safely or had more powerful spirit allies or more powerful spirits under his control that he could use instead.

Cost of 1 point of Permanent POW
1,000 L if the person losing the POW need use no skill
(such as sacrificing for Divine Magic).
1,500 L if the person losing the POW needs to use skill
(such as making a normal enchantment).
2,000 L if the person losing the POW needs to use great skill
(such as making a rare or complex enchantment).

Enchantments
Enchantments cost 1,500 L to 2,000 L/point of permanent POW expended, depending on the complexity of the enchantment.

Cost of Magic Items
Battle magic or sorcery spell matrices are worth 1,500 L/point.
Divine spell matrices are worth 3,000 L/point.
Spirit trapping enchantments cost 1,500 L/point of POW it took to make them. A spirit trapped in one is valued as a slave.
Dead (magic point storage) crystals are worth 300 L/point.
Powered crystals are worth 2,000 L to 4,000 L/point.
Woad and thunderstones are worth 1,000 L plus as much as learning a battle magic spell of equivalent points.
Fixed truestone is worth 3,000 L/point.
Unfixed truestone is priceless. Wars have been fought over them.

THE•WORLD•OF•MAGIC

Magic pervades RuneQuest, for not only is the world a magical one, but in the game every adventurer can become a magician and manipulate invisible powers. A magician can cause changes in the reality of the world to occur in conformity with his or her will. A number of different approaches to magic exist in RuneQuest, including divine magic, cult magic, spirit magic and sorcery. Cult magic and spirit magic are often referred to as battle magic, and comprise the most common form of magic used. Battle magic and sorcery come from within, though skill in sorcery is slowly acquired through study in contrast to battle magic, where skill is based on innate ability. Divine magic draws upon an the energies of the God Plane through the agency of a god.

THE FORMS OF MAGIC

A variety of different forms of magic exist. Some of the most common ones are described below.

Battle Magic

Battle magic allows its users to make short term alterations to the fabric of reality in exchange for the temporary cost of magic points. In Glorantha, it is the most common form of magic, and its practitioners can be found in nearly all parts of the world. Battle magic is commonly used in Glorantha by both divine magicians and spirit magicians, but is rarely used by practitioners of other forms of magic, such as sorcerers. One is limited by one's INT as to the total number and power of battle magic spells one can know.

Divine magic users generally call the battle magic they use "cult magic". Only a limited number of battle magic spells that are sacred to the deity are taught by that deities cult, though it is possible for divine magicians to learn battle magic from associated cults as well. The more deeply an adventurer has entered into a cult or religion, the more powerful the cult magic available to him or her. Cult magic is taught by divine magic Spellteaching rituals.

Spirit magic users generally call the battle magic they use "spirit magic". Spirit magic is most common among nomad or primitive societies. Shaman are masters of spirit magic, and teach a wide variety of spirit magic spells to their followers or members of their tribe. With proper gifts, they may teach strangers as well. Shaman must discorporate and enter the spirit world to find spirit magic spell spirits, which they can defeat and consume to learn the spell, or can return with for another to learn the spell by defeating the spirit. The power of spirit magic spells depends on the time and effort spent by the shaman to seek out the spirit. Weaker spell spirits are more common, powerful ones are rare and hard to find, and may be too powerful to easily defeat. Ritual spirit magic spells exist, used to create enchantments or other ritual magic effects.

Divine Magic

Divine magic, also known as rune magic, is the most powerful form of magic available to divine magicians. These spells draw upon the power of the god and the god plane for their effects. Only initiates or higher ranking members of a cult can learn divine magic. Divine magic users are found wherever gods are worshipped. Learning divine magic requires the sacrifice of permanent POW at a site holy to the god. Once used, divine magic spells can only be regained by prayer at a holy site. Initiates may only regain spells through prayer on a high holy day, while higher ranking cultists, such as rune lords or priests can pray to recover divine magic at any time. Some powerful divine magic spells are one use only. These may only be learned by higher ranking cultists. Both ritual and non-ritual divine magic spells exist.

Shamanic Magic

Shamans, by the nature of the unique relationship they establish with the magic of the spirit world, and the fetch they awaken within themselves, gain unique shamanic abilities. These may include the ability to leave their bodies to walk in the spirit world, possess others, trap spirits, resist magic or spirits, or an affinity for a certain form of magic. Shaman may also know unique spirit magic spells, unlike the commonly available ones.

Sorcery

Sorcery is a system of magic based on the skilled manipulation of magical laws and principles. A sorcerer changes reality in accordance to his will at the temporary cost of

magic points or permanent cost of POW. More advanced sorcerers study High Magic and manipulation skills that allow for unusual modifications of their spells. Sorcery is entirely skill based—the greater a sorcerer's sorcery skills, the more powerful the spells he can cast. Sorcery is common only in civilized cultures.

Lunar Magic

In Glorantha, the Lunar Empire, whose members commonly use battle magic and divine magic, and less frequently sorcery, has a few practitioners of a unique variation of sorcery called Lunar Magic, which allows them to manipulate battle magic spells, greatly enhancing their effect, range or duration. It is a weird combination of sorcery and battle magic which was created by the Red Goddess and cannot be used by anyone but her initiates. It is rare, and thus not presented in this book (see *Gods of Glorantha* for more details).

Dragon Magic

Dragon magic is misunderstood by humans. In Glorantha, the main practitioners are the mysterious dragonewts. The only other users of this magic are the humans of Kralorela and a kingdom hidden in the mountains of Pamaltela. Dragonewts and dragon magic-using humans do not worship deities in the same manner as other cults. It is exotic, and thus not presented in this book.

MECHANICS

Nearly all forms of magic have some qualities in common. These are described below. Additional details are provided in the Divine Magic, Spirit Magic and Sorcery chapters.

Terminology

Spell—most magical effects are carried out by casting spells. A spell combines the use of arcane sounds and phrases, subtle gesture, and the knowledgeable expenditure of power or magic points in order to predictably change the magician's environment by other than mundane means. Each form of magic requires slightly different procedures for casting spells.

Ritual Spell—a framework of motion, invocation, and power expenditure created by a magician to establish the conditions necessary for summoning, enchanting, or enhancing the skill with which spells are cast. Rituals can require a great deal of time and power to construct.

Magic Points—the energy used to fuel battle magic, sorcery and ritual spells. Some divine spells are fueled by magic points as well. All magicians can also use magic points to back their spells for the purpose of penetrating magical defenses. One magic point (MP) is the smallest amount which can be used; there is no particular maximum, but a rested adventurer's MP equal his of her POW. The exact costs are described in the spellcasting procedures below. In general, the more MP used, the longer the spell takes to cast. MP can also be lost in spirit combat.

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 intent.

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 Battle and divine magic users can cast spells with a maximum intensity equal to the size of the spell they know. Sorcerers are limited in their maximum intensity by their skills. The intensity of a divine magic spell is doubled for the purposes of penetrating defensive magic, as they are more powerful on a point for point basis than battle magic or sorcery spells.

Touch—spells that function only at touch range. The touch need not penetrate armor or clothing. If the target of the spell is adjacent to the caster but unwilling or be touched, the caster must also succeed in a roll of DEX x3, Grapple or Brawl skill, whichever is higher, at the time the spell is cast (treat this as a physical attack which can be defended against), then overcome the target's resistance (see below). The caster is always assumed to be in touch range with himself.

Ranged—spells with range. A battle magic spell has a maximum range equal to the caster's POW x5 in meters. A divine magic spell has a maximum range of 100 meters. A sorcery spell has a base range of 25 meters, which may be increased through manipulation.

Instant—a spell that takes effect instantly, and has no real duration. The effects of an instant spell can not be dispelled. The Heal spell is an example of an instant spell. Once cast, it has an instant effect.

Passive—a spell with duration that requires no further attention once cast. 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. Battle magic spells have a duration of 5 minutes, divine magic spells have a duration of 15 minutes and sorcery spells have a base duration of 10 minutes, which may be increased through manipulation. It is possible to dispel a passive spell through the use of appropriate spells.

Transient—a passive spell that terminates if a certain condition occurs during its duration (which is otherwise like that of a passive spell), typically activating a spell effect. Examples of transient spells include missile enhancing spells that activate when the missile is fired, or spells that trigger against a threat. A transient spell may be dispelled if it has not yet triggered.

Active—a spell which require the concentration of the caster to remain in effect for their full duration. Maintaining an active spell requires the caster to spend a Miscellaneous Action each melee round while in combat. A caster cannot maintain more than two active spells (this

would take all of the caster's actions in combat to do). If the caster does not expend the required number of actions, the effects of the spell cease and the spell must be recast for the effect to again apply. If the caster takes physical or magical damage, or has something unexpected happen to him, then he must make a concentration roll (INT x3 as a percentage) or the effects of the spell cease, as above. When an active spell's duration expires (otherwise equal to that of a passive spell) the caster has the option of simply expending the number of magic points it would normally take to cast the spell, but with no casting roll required, and the spell is treated as if recast. It is possible to dispel an active spell through the use of appropriate spells.

Variable—a spell that can be learned and cast at several intensities. If there is a limit to the strength of a spell, that limit will be included in the spell 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 can know a powerful variable spell and cast a weaker version of that spell. Many battle magic spells are variable. A stackable divine magic spell is essentially variable as well, as are sorcery spells manipulated with the sorcerous Intensity skill.

Nonvariable—a spell that is learned and cast at only one level of intensity. A Befuddle spell is always learned and cast as a 2 intensity spell, for instance. Although base sorcery Low and High Magic spells are nonvariable, it is possible to manipulate their intensity with the sorcerous manipulation skill of Intensity. When manipulated by Intensity, sorcery spells essentially become Variable.

Stackable—a divine spell whose castings can be combined to create greater effects. All divine magic spells have an initial point cost. Sacrificing this cost in current POW yields one casting of the spell. It is likely that a priest will learn several castings of a spell. If a spell is stackable, then these several uses of the spell can be combined into a more powerful version of the spell.

Nonstackable—a divine spell whose castings cannot be combined with each other.

Reusable—a divine spell which can be regained through proper prayer once cast (see Divine Magic).

One-use—a divine spell which cannot be regained after it is cast. These spells are generally the most powerful divine spells. They cannot be learned by initiates, only acolytes, priests or rune lords.

Spell Casting

The chance to cast a spell depends on the form of magic used:

Battle Magic—chance to cast is the caster's POW x5.

Divine Magic—cast automatically, no roll required.

Sorcery—chance to cast is equal to the caster's skill in the particular spell being cast.

A failed battle magic or sorcery spell does not go off but costs the caster 1 MP. A critical or fumble with a sorcery spell has additional effects (see below and Sorcery).

The use of the appropriate Ceremony skill (see Skills) can further enhance the casting of spell in exchange for additional time spent casting the spell.

Cost to Cast Spells

Magic points (MP) represent the quantity of life force which an adventurer can use to cast spells that are powered internally, such as battle magic or sorcery.

Divine magic, which draws upon an external source, does not normally cost magic points to cast. Instead, use of the spell is lost until the caster recovers it through prayer, or in some cases, the spell is lost permanently. Divine magicians use magic points to back spells (see below) or in certain rituals, such as worship ceremonies. One magic point is the smallest amount which can be used; there is no particular maximum, but a rested adventurer's MP are of the same number as his POW.

A magic point which powers or backs a spell is used up, and additional or replacement magic points must be used to power or back other spells. As magic points are spent, the player should mark them off from his adventurer's magic point tally. When an adventurer's magic points reach zero, he will fall unconscious. Magic points can never be less than zero.

The cost to cast a spell depends on the form of magic used:

Battle Magic—a successfully cast battle magic spell costs a number of MP equal to its intensity. A failed battle magic spell does not go off, but costs the caster 1 MP.

Divine Magic—normally there is no cost in MP to cast a divine magic spell, though use of the spell is lost (if reusable, it may be regained through prayer).

Sorcery—a successfully cast sorcery spell costs 1 magic point plus one magic point per level of manipulation used on it. A critically cast sorcery spell costs only 1 magic point, a failed sorcery spell does not go off, but costs the caster 1 magic point, and a fumbled sorcery spell does not go off, but costs the caster the full number of magic points it would have cost if successfully cast. A fumbled High Magic sorcery spell may have other unfortunate side effects (see Sorcery).

Spell Casting Time

When a spell is cast in combat depends on the form of magic used:

Battle Magic and Sorcery—the caster's DEX SR plus the total number MP used to cast (and back) the spell in SR.

Divine Magic—the caster's DEX SR. Add the total number of MP used to back the spell (if any) in SR.

Add 3 SR to the above times if the caster was surprised.

General Mechanics

The following rules apply to nearly all forms of magic:

Regaining Magic Points—magic points are automatically regained at a rate equal to the adventurer's POW every day, or 1/24th of the adventurer's current POW per hour. The magic points regained can never exceed the adventurer's POW, though an adventurer may by other means have an amount of magic points greater than his POW.

Overcoming Resistance—the spell caster's current magic points are used to overcome the resistance of spells cast at an unwilling target. A conscious target will always resist a spell unless that target voluntarily accepts the spell. To find out if a spell was successfully cast against a resisting target, compare the caster's MP just prior to the casting against the target's POW on the resistance table. If the target lacks POW but possesses MP (such as an undead), it resists with its MP instead.

Sleeping targets will resist, though unconscious ones will not. Inanimate objects do not resist unless they possess POW or MP.

Backing Spells—magic points may also be used to back spells for the purposes of penetrating defensive magic. Each magic point spent to back a spell adds one to the spell's intensity for the purposes of penetrating defensive magic only. Thus, a Befuddle spell (a 2 intensity spell) backed by 3 magic points is treated as 5 intensity spell for penetrating defensive magic.

Aborting a Spell—spirit-magic users and sorcerers can voluntarily halt the casting of a spell at any time prior to the SR the spell would go off on. No magic points are lost, although the action used to start the spell is wasted. A cast active spell can be voluntarily aborted by the caster dropping his or her concentration, or involuntarily aborted by loss of concentration. This requires no additional cost in actions or magic points.

Spell Stacking—if two similar spells are cast on the same target, only the intensity of the spell with the highest intensity counts towards the overall spell effect.

For example, a character that for some reason has both Bladesharp 2 and Bladesharp 4 thrown on their sword will only benefit from the Bladesharp 4. A character with a Bladesharp 4 that has a sorcerous Damage Boosting *6* thrown on their sword will still add 20% to hit (from the Bladesharp), but do only *6* additional points of damage, not 10 (only from the Damage Boosting). The effects of the spells will not stack. The same holds true for characteristic enhancing spells that affect the same characteristic.

A few unusual spells can stack with similar spells. This is always explicitly mentioned in the spell description. The divine magic spell Shield is an example of this. It provides Protection and Countermagic that can stack with the battle magic versions of the spells (though not sorcery).

There is no limit to the number of different spells that may be cast on a single target or object.

Protective Spells—a critical hit that ignores armor also ignores spells that provide physical protection, such as Protection or Shield. These spells try to ward damage, but do not always succeed.

Spells and Memory—battle magic spells require that a certain amount of points of INT be allotted to memorize them. Only by memorization can such spells be cast without aid. Once can have a maximum number of points (intensities) of battle magic spells memorized equal to one's INT. If more room is required (such as to learn a new battle magic spell), one or more old spells must be forgotten. This process takes one hour per point of spell to be forgotten (a portion of a variable spell can be forgotten), and the spells forgotten are permanently lost. Divine magic and sorcery spells do not require memorization.

Spell Qualifiers—some spells affect only a particular substance, species, sense characteristic or attribute. Such spell's descriptions include a qualifier in brackets. The qualifiers specify the particular substance, species, sense, characteristic or attribute that one version of spell will affect. They allow for a wide variety of spells to be discussed in relatively little space. Each of these spells is essentially a distinct spell. Detect Gold is a different spell from Detect Iron, but both spells work in the same manner. Both must be separately learned, and if sorcery spells, experience in each must be developed individually.

Substance Qualifiers—these indicate the natural substance that will be affected by the spell. Common substances include gold, silver, copper, sapphire, iron, coal, tin, emerald, fire, diamond, earth, air, wood, leather, stone, fire, cotton, brick, bronze, water, bone, glass, quartz and darkness. Of course many other substances exist, and they can be added if the gamemaster allows those spells into the campaign and the adventurers can find a teacher. Substances do not include living material.

Species Qualifiers—these indicate the particular species or group of animals or creatures that is affected by the spell. Common groupings include man, troll, elf, dog, horse, hawk, elemental, nymph, spirit, ghost, and demon.

Characteristic and Attribute qualifiers—these indicate the characteristic or attribute the spell works on. Characteristics include STR, CON, SIZ, INT, POW, DEX, or APP. Attributes might include HP, Damage Bonus, or Fatigue.

Sense qualifiers—these indicate the sense that the spell affects. Senses include sight, hearing, smell, touch, and taste, as well as nonhuman sense such as Darksense, Earthsense, etc.

MAGICAL PHENOMENA

Apparent Effects of Magic

At the moment a spell is successfully cast, an effect occurs that ordinary creatures can see or otherwise sense. The exact nature of the effect varies depending on the source

and strength of the spell. A typical effect is a stirring in the air around the point where the spell took effect. Another common effect is a flash or sheen of a certain color. The exact color varies depending on the source of the spell.

Humans appear to primarily see visible spell effects. Trolls report Darksensing spell effects, and dwarfs report Earthsensing them. An elf can Elfsense the effect of a spell on anything it is touching. Thus, when the discussion below uses the word "visible," read it as "Darksensable" for trolls, "Earthsensable" for dwarfs, and so on.

Most spells cause visible effects only when the spell does something. Every time a sword with a Bladesharp or Truesword spell on it hits a target, a visible discharge occurs (such as a flash of colored light, or a spark, or something of the sort). Likewise, a protective spell such as Protection, Countermagic, or Shield causes a visible discharge every time a weapon (Protection or Shield) or spell (Countermagic or Shield) hits the spell's user. Some spells, such as Light and Fireblade, always have visible effects beyond that of the initial casting—a light or flame of a certain color. Darkwall, Firearrow, Lightwall, Lantern, and Shimmer also have continuing effects. Most other spells have a visible effect when cast and when they first hit their targets, but not afterwards. Instant spells, attack spells such as Demoralize or Befuddle, and Detect spells are all examples of this.

As a rule of thumb, smaller, less powerful spells have less obvious effects than larger ones. A successful Sleight skill roll can hide the action of casting a spell, but can do little to conceal the visible effects of a large spell, either when first cast or when it subsequently has an effect.

A Scan roll must succeed to see the visible effects of spirit magic and sorcery spells of up to 4 points and divine spells of up to 2 points.

A Scan roll at twice the normal chance of success can see the visible effects of spirit magic and sorcery spells of up to 8 points and divine spells of up to 4 points.

The visible effects of spirit magic and sorcery spells of over 8 points and divine spells of over 4 points are always noticed outside of combat and noticed in combat 95% of the time.

Note that in combat a character's Scan skill is halved unless he or she spends a Miscellaneous Action to Scan.

Apparent Effects of Cult and Divine Magic

The apparent effects of cult and divine magic generally depend on the runic associations of the cult the cult or divine magic spell was drawn from. Most cults have more than one runic association, and their apparent spell effects will reflect this.

Air

White, blue or orange colors, electrical sparks, turbulence, wind, haze, mist, smell, a disturbance in the air.

Beast

Bestial appearance, rank odor, strength or vigor.

Chaos

Black or red colors, darkness, glows, corruption, oozing, a disturbance.

Darkness

Black or dark colors, shadows, darkness, cold, a disturbance, subsonics.

Death

Gray or dark colors, a disturbance, pain, a feeling of severance.

Disorder

Nearly any appearance, may vary from one casting of the spell to the next.

Dragonewt

Green colors, a disturbance.

Earth

Earth, stone, mineral or green colors, gleams and glints, a disturbance in the ground.

Dark Earth

Blood red, earth, stone and mineral colors, gleams and glints, fissures, cracks, disturbances in the ground.

Fertility

Red and white colors, warmth, glow, light.

Fire

Yellow, orange or red colors, flames, heat.

Harmony

White colors, white light, a feeling of peace.

Illusion

Multiple colors, pastel colors, shimmering, shifting, disturbance.

Infinity

Unknown.

Law

White or pale colors or light.

Light

Yellow or white colors, light, flashes, gleams.

Magic

A disturbance, an aura, a presence.

Man

An aura of presence, an appearance of strength, health or vigor.

Moon

Red colors, glows, cyclical pulses, sparkles, waxing and waning.

Movement

Motion, blurring, change.

Plant

Green and brown colors, growth, stirring or disturbance in plants.

Spirit

An aura, faded colors, shimmering, a presence, a disturbance.

Stasis

Muted colors and sound, a feeling of stability or immobility.

Truth

Gray colors, gray or pale light.

Water

Blue or blue green colors, moisture, fog, a disturbance in the water.

Apparent Effects of Spirit Magic
Shaman's spells or spells learned from a shaman tend to have a wide variety of visible effects. Some of the spell effects resemble those of a divine cult, but others are unique. Shamans are the junk collectors of the spirit world, and almost any combination of special effects could conceivably end up in their hands.

The gamemaster should make up an appropriate color or effect for any spirit magic spell learned by or from a shaman, selecting from the cult and divine magic list above, or can use the following table:

D100 Roll	Color	D100 Roll	Color
01-15	Black	59-65	Red
16-30	Blue	66-70	Orange
31-33	Blue-Green	71-80	White
34-43	Brown	81-88	Yellow
44-50	Green	89-90	Violet
51-56	Gray	91-95	A disturbance
57-58	Indigo	96-00	Other (or roll again)

Apparent Effects Of Sorcery
The visible effects of sorcery spells vary greatly, but often share a certain consistency from school to school. In general, their effects are less obvious than those of other forms of magic, often enhancing or altering the target of the spell in some way. Sorcerously blessed weapons, armor or tools may gleam or shift unnaturally, or have a peculiar sound or feel. Pale colors or unnatural auras are common as well.

Twilight
At twilight in Glorantha, for one timeless moment between light and dark, all active spells and magic briefly become visible.

The Glowline
The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the red moon is always full, despite the phase of the moon, and all spells cast by Lunar priests within the Glowline are thus beneficially affected, although minor variations due to the actual phase of the moon can occur.

Outside of the Glowline the phases of the moon vary depending on the day of the week and one's relative position with respect to the moon, as blackness covers portions of it. Two distant areas may see different phases of the moon.

The Red Moon and Lunar Magic
The changes in the Red Moon's phases affect the magical power of the Red Goddess upon the world. Spirit magic and sorcery spells are unaffected by the cycle, for their power derives from within men, not within gods, All Lunar cult magic, Lunar divine magic and Lunar Magic follows this cycle unless specified otherwise.

Lunar Magic Table

Phase	Magical effect
Dark/Dying Moon	Only 1 or 2 point cult magic spells may be cast. Only 1 point divine spells available, and no spells may be stacked. Lunar Magic (manipulation of battle magic) cannot be used.
Crescent Moon	Only up to 4 points of cult magic spells may cast Up to 2 point divine spells available, but only two spells may be stacked together. Lunar Magic can only affect one aspect of a spell at a time (Intensity, Range, Duration, etc.).
Half Moon	No limit to cult magic use. All divine spells available and freely stackable. Lunar Magic can be used normally.
Full Moon	All spells available and freely stackable. Cult and divine spells have double normal duration. Lunar Magic manipulation limits apply to each skill separately, so far more of each manipulation can be used on a spell.

Possession
When a spirit, demon, or shaman with the ability to possess inhabits the body of a being, that being is possessed. There are two kinds of possession:

Dominant Possession—in this form, the identity (the INT and POW) of the original owner is suppressed by the possessor and imprisoned within the body beyond normal reach, communication, or action. The possessed cannot regain magic points or heal the body. The possessor controls the body. While it controls the body, it normally has only beginning percentage chances in skills. The possessing spirit can only be exorcised by another spirit, or some very rare magical spells. 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 will be visible as an ugly smudge within the aura of the possessor. Dominant possession can occur when a creature's magic points are reduced to zero during spirit combat.

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, emotion 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. Requirements for success vary with the type of spirit. The possessed person cannot expel the possessing spirit once magic points have returned to normal. The possessor can only be exorcised by another spirit or some very rare magical spells.

Curses

In RuneQuest, a curse is defined as the malicious sending of an otherworld creature or of a long-duration spell to attack and discomfort a target. Treat curses as variants of the two types of possession or as a long term spell with a deleterious effect. Such spells or sendings are typically the domain of exotic ritual magic.

Death and the Path of the Dead

The theists and the spirit magicians of Glorantha have access to powerful spells that allow them to resurrect the dead. Such spells are very rare, and may have a high cost to their caster. They believe that when you die, your soul separates from your body. It lingers near the body for seven days, drifting apart and developing spirit senses. Once seven days have passed, it is no longer possible to resurrect the body.

The theists believe that after seven days the new spirit flies inwards into the heart space, assisted in finding its way by the pantheon's psychopomp. There it joins the other dead on the Path of the Dead, and travels to the Courts of Silence, where the dead are judged and sent to their respective heavens or hells.

The spirit magicians believe that after seven days the soul has become a spirit, which will henceforth reside in the world of spirits, returning to the world of men only when summoned or in times of urgent need.

The sorcery using cultures generally do not resurrect their dead. The Malkioni believe that those that properly followed the laws of Malkion in their lives will enter Solace. Those unfortunates that do not enter Solace may become ghosts, but such are driven away from Malkioni lands by the sorcerous Blessing and Banishment funeral rituals. A number of sorcery spells or rituals exist to extend or prolong life, or otherwise stave off death.

MAGIC ITEMS

Rune Metals

Gloranthan metals are analogous to terrestrial ones, and so are identified by the same names. There are, however, significant differences. The rune metals of Glorantha are the bones of dead gods. The rune metals include aluminum (♒), bronze (♋), copper (♎), gold (☉), iron (♁), lead (●), quicksilver (♒), silver (⧗) and tin (○).

The "standard metal" of Glorantha is called bronze, for it is red-gold in color and can be made by mixing the equivalent of Gloranthan tin and copper. However, bronze ore can also be mined, and is more capable of being stretched or extended than is terrestrial bronze. This metal is used worldwide, and whenever a Gloranthan item is made of metal not otherwise characterized, it is made of the standard metal, bronze.

Some rune metals, particularly iron and silver, have magical properties naturally. Iron interferes with the casting of magic, every ENC of unenchanted iron subtracting 5% from the caster's chance to cast any spell. Any damage from unenchanted iron weapons that penetrates the armor of elves or trolls is doubled. Both unenchanted iron and silver can be used to damage creatures that are normally affected only by magical weapons, such as lycanthropes, although unenchanted silver is too soft to be used for anything other than crushing weapons or sling bullets. An entire piece of pure bronze, dug from the ground as a whole bone is said to have magical properties, but such pieces are very rare. Other rune metals must be enchanted for their magical properties to become active (see Enchanted Rune Metals below).

Crystals

Just as the bones of dead gods provided Glorantha with metal, the blood of dead and wounded gods has provided magic crystals.

Dead Crystals

These came from gods now dead. They come in various shapes, and sizes and are generally translucent. They can be used to store magical energy. A typical dead crystal can be used to store up to 2D6+3 MP. To store MP in a dead crystal, one simply touches the crystal while expending MP. A dead crystal may not be filled beyond its capacity. These MP can be drawn upon by anyone touching the crystal, and used to power the casting or backing of spells. They do not otherwise add to the caster's MP for the purposes of attack or in spirit combat, and they cannot be used to replenish lost personal magic points. They are

commonly known as Quartz Crystals or Star Tips.

Living Crystals
Also known as powered crystals, these came from gods that still live. They are much rarer than dead crystals. They can be found in a variety shapes, and sizes and colors (see Apparent Effects of Divine Magic for what colors would be appropriate to a particular god), and have a wide variety of effects.

Living crystals have a POW of their own and must be attuned to be used. To attune a crystal, match the POW of the adventurer against the POW of the crystal after an effort that takes nearly an entire day. If the adventurer is not an initiate of the god the crystal came from, double its POW for resistance purposes. If the adventurer overcomes the crystal, it glow and becomes attuned to him or her. If the adventurer fails to overcome the crystal, it remains unattuned, and the adventurer loses 1D3 POW permanently. An attuned crystal cannot be attuned or used by anyone else until it is unattuned. The individual to whom a crystal is attuned can unattune it at any time simply by concentrating for a minute and severing the link (if he or she wished to re-attune the crystal, he or she would have to repeat the normal attuning process). The death of the individual to whom a crystal is attuned immediately unattunes the crystal as well. An individual (spirits included) may be attuned to only one living crystal at a time.

A few examples of living crystals follow. More are described in *Elder Secrets of Glorantha.*

Power Enhancing—these crystals double the effects of variable spells (except healing) cast by the user up to their limit in POW (typically 1D3). Thus a user with a 2 point Power Enhancing crystal that cast a Bladesharp 1 would get a Bladesharp 2, casting a Bladesharp 2 would get a Bladesharp 4, and casting a Bladesharp 4 would get a Bladesharp 6. It is believed that these crystals often come from the blood of the storm gods. A few of these affect only the cult spells of a particular god. They are commonly known as Orlanth's Stones, uncut Esrolian Rubies, or Humakt's Blessings.

Healing Focusing—these crystals double the effects of Healing spells up to their limit in POW (typically 1D6). Thus a user with 3 point Healing focusing crystal that cast a Heal 1 would get a Heal 2, casting a Heal 3 would get a Heal 6, and casting a Heal 4 would get a Heal 7. It is believed that these crystals come from the blood of healing gods, Arroin in particular. They are commonly known as Arroin's Tears or Chalana's Blessings.

Spell Strengthening—For every MP used in a spell, the crystal boosts the spell by 1 MP up to their limit in POW (typically 1D4) for the purposes of penetrating defensive magic. Thus, a user with a 4 point Spell Strengthening crystal casting a Befuddle would cast a 4 (2 + 2) point spell for the purposes of penetrating defensive magic. If he boosted the Befuddle with 4 MP, he would cast a 10 (6 + 4) point spell. Yelm and an otherwise unknown deity or set of deities called Barnab, Darnag, or Gargag are thought to have provided the blood for these, and the crystals are often called Yelmsblood, Arrow Points, Barnablood (or Darnagblood or Gargagblood) or Barnabshoot (or Darnagshoot or Gargagshoot).

Spirit Supporting—each point of the crystal's POW (typically 1D6) is added to the character's MP in spirit combat for the purposes of attack, damage done, and defense. It is believed that these come from the blood of Flesh Man or Grandfather Mortal, but a curious belief holds that they come from the fossilized souls of lonely widows. They are commonly known as Ghost Shields or Grandpa's Helpers.

Truestone

Truestone is part of the original matter of the world. It is said to have been part of the deity Stone, the first mountain, the Cosmic Spike. When it exploded, most of the Spike turned to dust, but pieces of Truestone were scattered about the world. The largest of these that remains is the Block, in Prax.

Truestone can appear in a number of forms, the most common of which are a red marble sphere, an ovoid sandstone tear, or a jagged chip of flint. None can be chipped or marred in any way. Truestone has a number of magical properties, the best known of which is its ability to store divine magic. The Lhankor Mhy cult is said to have secret rituals which allow them to store secrets and knowledge inside Truestone, and it is said that others have stored POW or deity granted Heroquest powers within Truestones. Once a Truestone has magic stored in it, it becomes permanently set, and cannot be readjusted to the quantity or quality of their content. Thus, blank Truestones command immense value, as they can be set as their owners desire. However, touching a blank Truestone fills the holder with a nearly uncontrollable urge to cast all their divine magic into it. Any magic cast into a Truestone is permanently lost to its owner, but becomes available for the use of anyone touching the Truestone. Once set, a Truestone whose spells are used up can be recharged by another casting of the same spell—this casting of the spell can be regained, if it is a reusable divine spell.

As a result, most found Truestones are already set with a body of divine spells. These spells are almost never random, but belong to a certain cult or group of cults, typically the divine spells of the individual that first stumbled across it. Larger pieces of Truestone can store more magic than smaller ones, but many large pieces are set with but the spells of the person that first discovered it, as few can resist the call of a blank Truestone to return it to a temple unfilled. The few large temple Truestones that exist, filled with the spells of a dozen or more priests when they were brought to a temple unfilled, are among the greatest and most closely guarded treasures of a cult.

Truestones can be used as slingstones. In this case they will ignore any spirit magic or sorcerous protections they encounter (though as they are not affected by spirit magic or sorcery their effectiveness as a weapon cannot be boosted by them either). In addition, as Truestone is essentially fossilized Law, it will do double normal damage

after penetrating physical armor to any creature of chaos. Creatures of chaos cannot stand to handle Truestone.

As a rule of thumb, most Truestones an adventurer might come across will be small and set with 1D10 divine spells. Even this is a item of great value. Truestones permit a gamemaster to grant players one use of any body of divine magic, which can be a useful plot device.

Other Magic Items

Many unique and distinctive magical items exist in Glorantha. Some are the products of particular enchantments (see Enchantment, below). Others can be found or created at a lesser cost. A few examples of such items are described below. Gamemasters should feel free to create more.

Aldryami Arrows—these arrows are grown by the elves from arrowseeds, and have leafy fletching and a sharp thorny tip. They have twice the normal point blank range and function as if at normal range out to maximum range. In the hands of elves they ignore any to hit modifiers or cover provided by obstructing vegetation, firing as if in the open even in deep woods. On occasion they are tipped in copper, in which case the arrow does 1 additional point of damage.

Rhino Fat—a clear jelly like substance, made from specially treated rhino fat. When smeared on one's body Rhino Fat provides an additional AP of protection. It takes 5 minutes to apply, and wears off after five hours. It is made by the animal nomads of Prax.

Scarlet Scimitar—a glowing red scimitar with 15 AP. They are made by the Scarlet Scimitar subcult of Yanafal Tamils, and also awarded to Lunar citizen in acknowledgment of special services provided to the empire. The person for who it was made can call forth a bright red glow from the scimitar which lights an area with a radius equal to his or her POW at will, and can call a Truesword forth from the blade once a week (except for Dark/Dying days of the moon). They are greatly prized as war trophies by the Orlanthi.

ENCHANTMENTS

The most commonly found magical items are enchanted items. Every form of magic has its own enchantments.

Creating Enchantments

Enchantments are created through the use of various Ritual (Enchant) spells and the expenditure of POW. Some of the features of enchantment common to all forms of magic are described below.

Preparation for Enchantment

The enchanter must inscribe the runes of power that will focus the energies to be released during the ritual. If enchanting an area, then these symbols must be inscribed into ground, trees, rocks, or other substances within the area of Enchantment. The symbols need not be visible, but they must be made of or from substance. Enchantments of animals or people must be accomplished through runes scarred or tattooed onto the particular creature to be affected. The runes are inscribed in as permanent a fashion as possible, since if the symbols are destroyed the enchantments are also destroyed.

Limitations

When an item is first enchanted, the enchanter may choose to restrict its use to him or herself only. In this case the enchanted item cannot be used by anyone else, and becomes useless when the enchanter dies. If the enchanter does not choose to restrict the items use, anyone can use it. By expending additional POW, the enchanter can impose more sophisticated user conditions (see below).

Conditions on Enchantments

Every enchantment can be modified by attaching conditions during the enchantment. An enchanter learns how to add conditions as part of his training. The enchanter's player states the conditions that he desires and expends the appropriate amount of his adventurer's current POW when he makes his success roll. 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 or kinds of conditions. Each class costs 1 point of permanent POW to include in the enchantment, no matter how complex the stated condition within the class. The gamemaster rules as to the number of classes actually within a stated condition.

In general, a condition triggered at a distance from the item cannot rely upon more information than the caster could gather with his own senses at the same distance (race, but not nationality or cult affiliation, for example). A condition triggered at touch range can be more sensitive, distinguishing things such as nationality, identity, cult affiliation or intent.

Area-Effect Condition—expending an additional point of POW causes an enchantment to effect an area rather than a specific object. The size of the area is determined by the number of POW points expended on the rest of the enchantment. Each point affects a 1 meter radius sphere. An enchantment using only 1 additional point of POW for area-effect will affect a 1 meter radius sphere. A 3 POW area-effect Enchantment will affect a 3 meter radius sphere, and so on.

It is typically used to bind a spirit into an area so to attack anyone passing through the area, create spell matrices which anyone standing in the area can use, or create an armoring enchantment that protects all those standing within it.

Trigger Condition—a condition added to a spell matrix which causes it to be cast when a condition is met (in combat, on the SR the condition is met). Unless Area Condition is used as well, the condition must involve someone touching the item with the spell matrix. With

spirit magic or sorcery spells, Link Condition must be used as well to provide a source of magic points for the spell. An attack spell from a spell matrix attacks with the MP of its enchanter.

Some examples might include a Fireblade that activates (using a Link Condition) when drawn by its user, a Heal Body spell matrix that triggers when the authorized carrier's total hit points reach zero or less, a doorway (area effect) that attacks anyone attempting to pass though it with the intention of harming the occupants with a Madness spell, or a Control/Wraith spell that commands a bound wraith to emerge and attack anyone nearby for 5 minutes (using a Link Condition to the wraith to power the spell), then return to the binding matrix.

Merge Condition—this enchantment merges together a number of different spell matrices to create unusual effects. Expending 1 point of POW allows the magician to tie together any or all spell matrices enchanted in a device. This essentially creates one very complex spell. To cast any one of the spells that are merged together requires casting the others as well. If, at a later time, the enchanter wished to merge more spells he must expend another permanent point of POW.

Link Condition—at a cost of 1 POW, this enchantment links the magic point storage capability of a crystal placed in an item, spirit bound into a item, or willing holder of an item to a spell or set of spells (Merge Condition) so that when the spells are cast the magic points used automatically come from that source. Of course, the source must have magic points left for the spells to draw from it.

Target Condition—at a cost of 1 POW, the enchanter may define exactly who will not be affected by the enchantments in an item. If target conditions are not specified then the item will work against anyone. If target conditions are included as part of the enchantment then the spells in the item will not be triggered by any target who fulfills the conditions. If the spells are cast by someone using the item, they will automatically fail against protected targets.

User Condition—normally, enchanted items can be used by anyone or only used by the enchanter, if he chose to so limit the item at the time of its enchantment. User conditions make it possible for the enchanter to restrict the use of the item in a more sophisticated manner. At a cost of 1 POW, the creator to bar one specific person or group of people from using the item. Any number of people can be included in the group as long as the group is clearly identified. It exclude everyone but initiates of a god, for example.

Once a user condition has been added to an item, the specified people can never use the item. If the enchanter later wants to restrict another person or group of persons, he must spend another permanent point of POW in an enchanting ritual. Only people 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 Bladesharp spell matrix of a enchanted sword, only initiates of Humakt could use the Truesword spell matrix in it.

Some of the most common kinds of enchantments are discussed below.

Armoring Enchantments

Weapons, shields, pieces of armor, suits or armor, and less commonly tools can be found whose AP have been enhanced by an armoring enchantment. A typical item would have 1D3 extra AP, though more powerful versions of this enchantment exist.

Enchanted Rune Metal

When enchanted, many of the rune metals gain magical properties. Of these, iron is the most valued. All enchanted rune metal weapons gain the property to cause damage to creatures that are normally only affected by magic, such as lycanthropes or wraiths.

Aluminum or Quicksilver (Sramak's metal)—these are two different forms of the same metal, and may be converted from one form to the other with a Craft/Quicksilver roll. Enchanted quicksilver gains the AP of bronze and becomes buoyant in water. Enchanted quicksilver armor or gear does not subtract from a wearer's Swim skill. This enchanted metal is favored by river or sea cults.

Bronze (Umath's metal)—this metal changes little when enchanted, so it is rarely enchanted.

Copper (Gata's metal)—enchanted copper gains the AP of bronze, but is even more resistant to breakage (double the AP for the purposes of resisting breakage, but not for parrying or defense purposes). Enchanted copper armor can be hammered very thin, halving the armor's ENC, but only subtracting 1 AP from its defensive value. This enchanted metal is favored by earth cults, including Aldrya, the cult of the elves.

Gold (Yelm's metal)—gold has twice the density of bronze, giving weapons or armor made from it twice the normal ENC, so it is typically used instead to gild bronze or iron armor. Enchanted gold gains the AP of bronze, glows softly in the dark, glows softly in the dark, and doubles the effect of any light producing spell cast on it. This enchanted metal is favored by solar cults.

Iron (Mostal's metal)—enchanted iron gains half again the AP of bronze. Weapons and armor of enchanted iron are greatly sought after by warriors. Iron armor can be made thin, halving the armor's ENC, but this gives it only the AP of bronze. It retains its ability to cause increased damage to elves or trolls (any weapon damage that penetrates the armor of elves or trolls is doubled). They are the dwarf's traditional foes, and the dwarfs designed the metal to particularly hurt them. This enchanted metal is favored by war cults.

Lead (Nakala's metal)—this soft, dull metal has half again the density of bronze, so weapons or armor made from it

have half again the normal ENC. Enchanted lead gains the AP of bronze, and never clanks or reflects light, so enchanted lead armor does not subtract from a wearer's Stealth skill. Crushing weapons made of enchanted lead do +1 damage. This enchanted metal is favored by troll, darkness and thief cults.

Silver (Uleria's metal)—this soft, pliable metal gains the AP of bronze when enchanted. This enchanted metal is favored by Lunar cults and certain sky cults.

Tin (Dayzatar's metal)—this soft, silvery blue metal gains the AP of bronze when enchanted.

Potions

A number of magical potions exist, the products of alchemical enchanting. Some of the most common include magic point restoring potions (restores 1D6 lost MP when drunk, costs 300 L), healing potions (typically acting as a intensity 1 to 6 Heal spell, worth 50 L for a 1 point spell, 100 L for a 2 point spell, 200 L for a 3 point spell, etc.), and disease curing potions (allows an extra CON roll to stop the course of a disease, rolled for as soon as the potion is drunk, worth 300 L). Other potions might include magical venoms, magical venom antidotes, and more powerful healing potions, all extremely valuable.

Spell Matrices

A wide variety of spell matrices exist. Most are for common spells, but some are for rare or unusual spells.

Battle Magic Spell Matrices—these give anyone that uses them the ability to cast the spirit or cult magic spell they contain with a percentage chance equal to their POW x5 to a range of POW x5 in meters. A typical battle magic matrix will contain a single spell, with an intensity of 1D4 if the spell is variable. See Battle Magic, Cult Magic or Spirit Magic for more details.

Divine Magic Spell Matrices—these allow anyone that uses them to automatically cast the divine spell or spells contained within the matrix. If the spell was reusable the matrix can be refilled by the appropriate prayer by an initiate or higher level member of the cult to which the spell belongs, using the normal procedures for recovering cast divine magic spells. A typical divine magic matrix will contain a single spell, of 1D3 points if the spell is stackable. See Divine Magic for more details.

Sorcery Spell Matrices—these enhance the skill of anyone using them with respect to a particular sorcery spell. If the individual using the matrix does not know the spell at all, it allows him to cast it with a skill equal to the bonus given by the matrix, and the base spell may be learned from the matrix to 1D6 plus magic bonus after 3 days of study for a Low Magic spell and 5 or 10 days of study with a High Magic spell. A typical sorcery matrix will add +20% to +60% to a particular Low Magic spell and +10% to +30% to a particular High Magic spell. See Sorcery for more details.

Spirit Traps

Items with spirit trapping enchantments. They may or may not a have spirit bound inside them already (typically a ghost, wraith or elemental). The crudest simply trap a defeated spirit inside them, and must be broken to release the spirit. More elaborate versions allow the user to release the spirit without breaking the item, draw upon spells in the spirit's INT and the spirit's MP, or allow the spirit to see from the item so that it can target spells other than on those touching the item.

A spirit bound into a spirit trap will agree to perform a single function if it released. If a Command, Control or Dominate spell is used, it automatically succeeds on a trapped spirit, and the spirit will perform any actions required of it by the spell's caster for the duration of the spell, including returning to the item before the spell's duration expires, assuming the binding item is still intact. Wise enchanters apply User Conditions to their spirit traps to prevent others from commanding their spirits.

A typical spirit trap will have one of the additional properties described above, and has roughly a 50% chance of already containing a spirit.

Other Enchantments

Adamant—this is refined and enchanted Truestone. All the divinities that could enchant or shape Truestone are now gone, so anything made of adamant will forever retain its shape. It is unbreakable, and the value of anything made of adamant is beyond calculation. Nations have fought over scraps of adamant. The best known adamant item is the Unbreakable Sword, once borne by Arkat the Liberator.

Slave Bracelets—these are magical restraints, originally developed by the dwarfs. Others have since learned the enchantments to make these, notably the cults of Ikadz the Torturer and Danfive Xaron. Slave bracelets generally come in three pieces, a collar and two bracelets. The collar prevents the wearer from using his magic points to fuel spells, though they can still be used to worship or participate in other rituals. The bracelets prevent the user from resisting spells or spirits (treat them as if they had a POW and MP of 0). The level the bracelets reduce the wearers POW and MP can be adjusted for areas where the wearer will have to do some looking out for themselves. Tunings of 3 POW (and MP) and 6 POW (and MP) are common in such areas. The combination of collar and bracelet prevent the user from casting any form of magic, including divine magic, or from calling for divine intervention.

Only the person who fastened the collar and bracelets can safely remove it. If anyone else attempts to remove a piece the wearer suffers 1D6 damage directly to general hit points each round an attempt is made. It requires a STR of 50 to snap a bronze collar or bracelet, and a STR of 75 to snap an iron collar or bracelet. Slave bracelets are typically used on important prisoners and slaves, as they are too valuable for common use.

Woad—this blue dye, derived from the woad plant, has magical properties when properly enchanted, typically by a divine ritual enchantment spell that Orlanthi Wind Lords can cast once a year. The spell enchants enough Woad to cover a single man or woman. When smeared on a naked body, each point of the spell that was used causes the Woad to act as 1 point of armor and one point of magical protection (spells must have more intensity than the points of magical protection to affect the wearer of the Woad). Each day the Woad is worn, it declines in both physical and magical protection by a point, until it has fully worn off. If the wearer ever dons armor or clothing, the Woad immediately loses all of its magical power. A sealed pot of enchanted Woad will not spoil. A typical Woad might have a potency of 1D6.

Thunderstones—these enchanted flint stones are typically created by Orlanthi Wind Voices (priest), who have a divine ritual enchantment spell that they can cast once a year to create a Thunderstone. A Thunderstone must be activated before it is used, a process which requires expending a magic point (and an action in combat). An activated Thunderstone begins to spark and crackle, and must be thrown, slung or used to strike a foe. Once a Thunderstone strikes a target, or in any case at the end of the second melee round following its activation it shatters and becomes useless. For each point of spell invested in the Thunderstone, it does 1D6 points of damage to the location struck and drains 1D6 magic points from its target. Armor and spells which protect against physical damage, and Countermagic will protect against the draining effect (treat each point of spell in the Thunderstone as having 2 intensity for the purposes of penetrating defensive magic). A typical Thunderstone will have been enchanted with 1D6 points of the spell.

BATTLE MAGIC

Battle magic is the most common form of magic in Glorantha, with similar battle magic spells used by divine magicians as cult magic and spirit magicians as spirit magic.

Learning Battle Magic

Spirit magic is taught by shaman (see Spirit Magic), and nearly any battle magic spell can be learned from a shaman. Cult magic is taught by cults, and only a few battle magic spells special to the religion are taught (see DivineMagic).

The costs of learning battle magic spells are:

100 L/1 point
200 L/2 points
400 L/3 points
800 L/4 points
1,600 L/5 points
3,200 L/6 points
6,400 L/7 points
12,800 L/8 points
etc.

These costs have halved if for initiates learning their religions cult magic, or for members of a shaman's tribe. They are doubled for complete outsiders for cult magic or for complete strangers for spirit magic.

Note that most cults cannot teach cult magic beyond 2 points to those that are not initiates of the religion. Initiates can typically learn up to 4 point spells, more if the spell is a specialty of the cult, less if it is not. Acolytes, priests and Rune Lords of a cult have a deeper connection to their deity, and can learn more than initiates (see Divine Magic).

Procedure

To use battle magic, one calls upon the power of the spell. In melee, this takes one's DEX SR + 1 SR per MP of the spell. Each MP used to back the spell for the purposes of penetrating magical defenses adds 1 SR to the casting time. If the spell's caster lacks a focus (see below), double the casting time.

Chance to Cast

For a battle magic spell to be successfully cast requires a roll equal to or less than POW x5. If the roll succeeds, the spell is cast successfully and the caster loses the magic points spent to cast the spell. A failed roll results in the spell not being cast and the caster expending 1 magic point. A fumbled roll results in the spell not being cast and the caster losing all the magic points that would normally have been spent to cast the spell.

If the spell's caster lacks a focus (see below), halve the chance of success.

Note that outside of combat, spells are typically cast more slowly, using Ceremony (see Skills) to enhance the chance of casting the spell.

If players and gamemasters wish to deal with the added complication, an option is to allow characters to select commonly and uncommonly used spells. The chance to cast a commonly used spell is POW x6, the chance or cast a uncommonly used spell is POW x4. A character must declare one of the spells he or she knows to be uncommonly used for every spell he or she declares to be commonly used. The casting chance of spells not declared to be commonly or uncommonly used remains POW x5.

Range

The range of a Ranged battle magic spell is the caster's POW x5 in meters.

Duration

The duration of a battle magic spell is 5 minutes, unless it is an Instant spell, in which case it has no duration.

Foci

A focus is a carved rune or emblem of some sort that helps to trigger the release and formation of the magical energies that make battle magic spells work. They are typically carved on jewelry, wands, weapon blades, weapon hilts, sewn onto clothing, carried as fetishes or trinkets, or tat-

tooed or scarred on the caster's skin.

Creating a focus typically requires an hour of a Crafter's time. The Crafter must know the spell to create a focus for it. Shaman make foci for their students and members of their tribe.

Memorization Limits

As previously discussed, an adventurer may not know more total points (intensities) of battle magic than his or her INT. Note that although the player knows exactly how many points a battle magic spell is, adventurers do not. Adventurers should only have a rough idea of the size and power of the spell (1-2 points small, 3-4 points medium, 5-6 points large, 7 or more points very large).

Variety

A great variety of battle magic spells exist. The most common cult and spirit magic spells have hundreds of subtle variations, primarily in how they appear when cast, but also in how people learn and use them. The God Learners cataloged over 100 different versions of the basic Disruption spell, for example.

Under the description of each of the most common battle magic spells is a list of the most common names the spell goes by. Adventurers will generally think of two distinct versions of a spell with different names and visible effects as two different spells, even though they have identical game effects.

A farmer that learned Slay Pest (Disruption) from a local shaman and later became a Humakti mercenary might well consider learning the Humakt cult magic spell Wound (Disruption) as well.

Some players and gamemasters may prefer to refer to spells by one of the common names instead of the primary name. Keeping both names on the character sheet is probably a good idea in such a case, perhaps with the primary name in parentheses, as above.

BATTLE MAGIC SPELLS

This section lists and describes in alphabetical order the common spells of battle magic. A subset of these spells are available to members of divine cults as cult magic. Associated cults teach each other their cult magic. The depth of a divine magician's involvement with his or her cult and god governs the size of the cult magic spells they can learn (see Divine Magic). All battle magic spells are available to spirit-magic users as spirit magic through the agency of a shaman (see Spirit Magic).

Battle Magic Spell List

Spell Name	Intensity
Befuddle	1 Points
Bladesharp	Variable
Bludgeon	Variable
Control <Spirit>	1 Point
Coordination	Variable
Countermagic	Variable
Darkwall	2 Points
Demoralize	1 Points
Detect Enemies	1 Point
Detect Magic	1 Point
Detect <Species>	1 Point
Detect <Substance>	1 Point
Dispel Magic	Variable
Disruption	1 Point
Dullblade	Variable
Endurance	Variable
Extinguish	Variable
Fanaticism	1 Point
Farsee	Variable
Firearrow	2 Points
Fireblade	4 Points
Glamour	Variable
Glue	Variable
Heal	Variable
Ignite	1 Point
Ironhand	Variable
Light	1 Point
Lightwall	4 Points
Mindspeech	Variable
Mobility	Variable
Multimissile	Variable
Peaceful Cut	1 Point
Protection	Variable
Repair	Variable
Second Sight	3 points
Shimmer	Variable
Silence	Variable
Slow	Variable
Speedart	1 Point
Spirit Screen	Variable
Strength	Variable
Vigor	Variable
Visibility	2 Points

In the detailed spell descriptions that follow, each spell is presented in the following format:

SPELL NAME

Common Names

Variable/Intensity if Nonvariable
Casting Range, Spell Type

The spell description, including the area of effect, if any.

BEFUDDLE

Befuddle, Bemuse, Confuse, Muddle, Stun

2 Points
Ranged, Passive

This spell confuses an opponent that succumbs to it. It will cause him or her to wonder such things as: Why am I here? Is that a friend? What is happening? Who are they? Which ones are my enemies? Why is everybody fighting?

When this spell successfully overcomes the POW of its victim, he or she can take only defensive actions and cast only defensive spells. Depending on the Befuddled target's natural inclinations, he or she may freely choose to stay put, seek cover, cast concealing or protective spells, heal themselves if wounded, put their back to a wall, or run like hell. They can parry, dodge, or take other defensive actions in melee normally. They will always resist any spells cast on them.

If attacked, their confusion is resolved, and beginning next melee round they will no longer act as confused (the guy that attacked me is my enemy, and once he is dead his obvious allies are my enemies). Thus, with some clever management, a Befuddled opponent might actually end up attacking his own party for as long as the spell remains in effect.

If the target of the spell succeeds in an INT x1 roll when first affected by the spell, he or she realizes that they have been Befuddled, and can attempt to dispel the Befuddle should they know an appropriate spell, or flee and give the spell a chance to wear off. If attacked, they can choose to attack back, but since they realize they are Befuddle, they may be more careful not to kill opponents in case they made the wrong decision.

BLADESHARP

Bladesharp, Keenedge, Plowsharp, Runeblade, Sharpen, Swordsharp

Variable
Touch, Passive

This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell applied. Each point of the spell therefore increases the chance to special by 1 percentile, and every four points of the spell increase the chance to critical by 1 percentile.

If a Dullblade is also cast on the weapon it will continue to have its increased chance to hit, but its additional damage will be reduced by the second spell. Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by a bronze weapon, but may be hurt by the magical bonus.

BLUDGEON

Bludgeon, Bash, Drive Post, Hammeright, Pound, Smite

Variable
Touch, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. Each point of the spell therefore increases the chance to special by 1 percentile, and every four points of the spell increase the chance to critical by 1 percentile.

If a Dullblade is also cast on the weapon it will continue to have its increased chance to hit, but its increased damage will be reduced by the Dullblade. Note that the magical points occasionally may do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by a bronze weapon, but may be hurt by the magical bonus.

CONTROL <SPIRIT>

Control, Bind Spirit, Command, Spirit Binding

1 Point
Ranged, Active (until the creature is instructed) then Passive

Each casting of this spell subjects a kind of spirit to the caster's will. A separate spell exists for each rune a spirit may be tied to. Thus there is Control Man Spirit, Control Plant Spirit, Control Darkness Spirit, Control Spell Spirit, and so forth.

To use a Control spell the adventurer must first reduce the magic points of his target to zero (generally through spirit combat) then cast the Control spell at it, or cast it on a spirit trapped in a binding enchantment, which resists such spells as if it had zero magic points. If the adventurer overcomes the spirit's zero magic points with his own magic points the spirit must obey all commands issued by the adventurer. These commands must be given, acted upon, and completed, before the end of the spell's duration. Thus, spirit magicians use their Control spells primarily to force spirits into binding enchantments, or to command a spirit bound in a binding enchantment to perform a set of actions (and return if the enchantment did not have to be broken to release the spirit).

To instruct a Controlled creature the adventurer must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes one melee action, and the creature will not act before the next melee round. The controlled creature is in a special form of telepathic communication with the adventurer. This mental communication is limited to line-of-sight. An adventurer can also use a Control spell to force a spirit to give him or her information, such as the creature's name or a piece of knowledge it knows.

COORDINATION

Coordination, Adroitness, Agility, Balance, Dance, Dexterity

Variable
Touch, Passive

This spell increases the target's DEX. The target must possess the DEX characteristic in order for this spell to work. Each point of spell increases DEX by 2 points, thereby increasing skills, DEX rolls, and possibly increasing MV score or lowering the number of the DEX strike rank. Each point of the spell therefore adds 2 percentiles to all Agility, Magic, and Manipulation skills. DEX SR and MV may have to be re-figured as well. A creature's DEX may never be increased by this spell to be greater than twice its current, unadjusted DEX.

COUNTERMAGIC

Countermagic, Spellguard, Spellward, Spellshield

Variable
Ranged, Passive

This defensive spell will attempt to protect against any other incoming spell including detection, protection, and even Healing spells. Cast on armor or weapons, the Countermagic will protect spells that were previously cast on the object from being dispelled. Countermagic will not defend against previously enspelled things, such as a sword with a Bladesharp spell on it, or spirits.

If the oncoming spell is two or more points weaker than the Countermagic then it is eliminated and the Countermagic remains. If the incoming spell is equal to or within one point (either more or less) of the Countermagic, both disappear. If the attacking spell is two or more 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.

DARKWALL

Darkwall, Darkness, Night's Cloak, Shade, Shadow, Troll Door

2 Points
Ranged, Passive (Active to move wall)

This spell can create a wall of darkness 10 m square in area and 10 cm thick. The Darkwall can be moved by the caster at a rate of 1 meter per strike rank, though this requires using an additional action in combat. Light sources within the darkness give no light nor can any sighted being see through. Other senses, such as sonar, 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 m square, and the thickness is always 10 cm.

DEMORALIZE

Demoralize, Evil Eye, Fear, Frighten, Hex, Panic, Rout

2 Points
Ranged, Passive

A victim of this spell loses faith in the ability of himself and his party to win a fight, succeed in their quest, and so on. He can still defend himself fully but can attack only at half normal percentage. He • casts only defensive and heal spells. If the spell takes effect before combat is started, then the victim will try not to attack. Faced with superior odds he will probably run or surrender. The victim's POW must have been overcome by the caster's MP for the spell to take effect. A Fanaticism spell cancels a Demoralize, and vice versa.

An adventurer can attempt to realize that he is under the effects of a Demoralize spell, but his player must roll percentile dice and obtain a result equal to or less than the adventurer's INT x1. If the adventurer realizes his condition, then he may cast Fanaticism or Dispel Magic to counter the Demoralize. The spell's effects still hold until the spell is countered. A player may roll for his adventurer's realization only once, when the Demoralize first takes effect.

DETECT <ENEMIES, MAGIC, SPECIES, SUBSTANCE>

Detect, Dowse, Find, Seek, Sense

1 Point
Ranged, Active

The adventurer must have some sort of focus (a wand, knife, sword, skull, feather token, compass, etc.) that can guide him toward the target of the spell. The focus will first point to, and then guide the adventurer to the closest target of the spell within range. If the spell is still in effect, it will then point to and guide him to the next closest target, and then the third closest, and so on for the duration of the spell. The spell will not guide the caster to a target touching him of her. If the target of the spell is a living being, the caster of the spell does not have to overcome the magic points of a potential target to find him.

The sensing effect is stopped by one or more meters of dense substance such as stone, metal, or earth. The spell is also blocked by Countermagic or other similar magical defenses. If this occurs the caster will sense that there is a target protected by Countermagic within range, but be unable to place the location of the target. The spell can be backed (to penetrate Countermagic) only when it is first cast, not subsequently.

Detect Enemies leads one to the closest person within range who knowingly intends to harm the caster.

Detect Magic leads one to the nearest magical object, enchantment, active spell, or undead in range.

Detect <Species> guides the caster to the nearest living creature of the target species. An example might be Detect Bison.

Detect <Substance> guides the caster to the nearest supply of the target substance. An example might be Detect Gold.

DISPELMAGIC

Dispel Magic, Dispel, Hexbreaker, Remove Curse

Variable
Ranged, Instant

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells; two points will remove one point of divine magic spells. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to Dispel a Befuddle spell would require 2 points of Dispel, to dispel a 1-point Truesword (a Divine spell) requires 2 points, and to dispel a Boost Damage 4 with Range 2 and Duration 2 would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy 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 a specific spell.

DISRUPTION

Disruption, Eurmal's Kiss, Get Cow's Attention, Harm, Kill Rat, Shatter, Slay Pest, Wound

1 Point
Ranged, Instant

This spell damages the target's body. If the target's POW is overcome, the target takes 1D3 damage to a random hit location. This damage is not absorbed by armor. The spell can affect inanimate objects as well.

DULLBLADE

Dullblade, Hex Blade, Sword Curse, Padding

Variable
Ranged, Passive

Despite the spell's name, this spell reduces the damage done by any melee weapon or projectile, sharp or blunt. To work properly it must be cast on the weapon, and will then reduce damage by 1 point per point of Dullblade. It is often used by warriors to allow them to practice and spar safely. This spell has no effect on natural weapons (Brawl, etc).

ENDURANCE

Endurance, Restore Wind, Second Wind, Stamina

Variable
Touch, Transient

Every point of this spell restores one level of short term fatigue loss, such as that lost in combat. For example, a Weary adventurer that is hit by an Endurance 2 spell goes back to Normal fatigue. The spell has no effect on long term fatigue, such as that caused by travel or wearing armor for long periods of time.

Its transient nature means that the spell will automatically go into effect if target loses fatigue at any point in its duration. A Tired adventurer that has an Endurance 3 spell cast on him is restored to Normal fatigue, and the spell is reduced to an Endurance 2. The adventurer can suffer the loss of two more fatigue levels for the remainder of the spell duration without ill effect.

EXTINGUISH

Extinguish, Douse, Quench

Variable
Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; 2 points will put out a small campfire; 3 points will eliminate a bonfire, etc.

FANATICISM

Fanaticism, Bull's Head, Enrage, Fury, Goad

1 Point
Ranged, Passive

When cast upon a being with normal INT this spell will increase his chance to hit in melee by half again his skill percentage. Thus, a 33 swordsman becomes a 50 swordsman under the spell of Fanaticism. The fanatic may not parry or cast magic other than attack spells (Disruption, Boost Damage, Mindblast, etc.). The spell halves the target's Dodge.

This spell will only affect a character's chance to attack and dodge in melee combat. A character using a ranged weapon retains normal attack and dodge skill percentages, although he or she may still not parry or cast magic other than attack spells.

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 the caster must overcome their POW with his or her MP.

FARSEE

Parsec, Godseye, Hawk's Eye, Farview, Longsee, Longview

Variable
Ranged, 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, exactly as if a telephoto lens was being used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Search ability with respect to that target is increased by 5 percentiles for each magic point spent powering the spell.

FIREARROW

Firearrow, Flamearrow

2 Points
Touch, Transient

This spell creates a missile of fire which does 3D6 damage if it hits. It must be cast on an ordinary arrow, rock, or dart which bursts into fire and is consumed as the missile leaves the hand of the caster. Armor will help protect a target. A Firearrow will ignite flammable material. This damage cannot be resisted (i.e. magic points vs. POW) because it is actually physical damage from the heat of the fire. This spell is incompatible with Multimissile and Speedart.

A Firearrowed weapon that gets a special hit will do 3D6 plus normal rolled weapon damage, one that gets a critical hit will do 3D6 plus normal rolled weapon damage, ignoring all armor or picking the location struck, as always.

The transient nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

FIREBLADE

Fireblade, Flameblade, Firesword

4 Points
Touch, Passive

Cast on any edged weapon or spear, this spell delivers 3D6 damage when it strikes. This replaces any normal damage done by the weapon. The wielder of the weapon still adds his damage bonus when he or she strikes. The weapon is unharmed by this magical fire. The spell is incompatible with Bladesharp.

A Firebladed weapon that gets a special hit will do 3D6 plus normal rolled weapon damage, one that gets a critical hit will do 3D6 plus normal rolled weapon damage, ignoring all armor or picking the location struck, as always.

GLAMOUR

Glamour, Bedazzle, Charm, Disguise, Seduce

Variable
Touch, Passive

Each point of spell adds 2 APP points to the target for its duration. This increases all of the target's Communication skills by 2 percentiles per point of spell. The target must possess APP for it to be affected. The appearance of the target does not alter, but the quality of appearance increases so that soon the perceiver simply is not reminded of the similarities to the person of whom he otherwise might be reminded. Characters will be recognizable as themselves only when within half of their previous total APP. For example, Urrgh the Ugly, APP 4, will be unrecognizable after raising his APP to 8 by applying 2 points of the spell, Arlia, APP 15, still will be recognizable after increasing her APP to 21 by applying 3 points of the spell. A creature's APP may never be increased by this spell to be greater than twice its current, unadjusted APP.

GLUE

Glue, Clamp, Fasten, Hold, Make Fast

Variable
Touch, Passive

For each point of this spell the caster gets the equivalent of a 10 cm-square patch of glue to distribute in any shape desired. The STR of the glue equals the intensity of the spell multiplied by 10. Glue may be resisted by using adventurer STR on the resistance table. If adventurer STR over comes the STR of the Glue spell, then the spell is broken and the patch is no longer sticky. Glue will never stick to any living tissue or living vegetable material.

HEAL

Heal, Chalana's Touch, Cure Wounds, Healing, Major Healing (6 points and above), Minor Healing, Treat Wounds

Variable
Touch, Instant

This spell repairs damage done to a hit location. For creatures of the caster's species, Heal replaces 1 hit point for each point of Heal spell used. The part of the body being healed must be touched. The effect is immediate. Creatures of species other than the caster's cost 2 points of Healing per hit point healed.

A Heal 6 (or greater) spell can instead be used to re-attach a severed limb if cast within 10 melee rounds of the severance. The caster must also succeed in a First Aid skill roll. This does not heal any damage, simplyre-attachesthe severed limb, which will require further healing.

A Heal 8 (or greater) spell can instead be used to heal 1 point of general hit point damage (such as damage from poison), once the target's location are healed.

IGNITE

Ignite, Firestarter, Flame, Spark

1 Point
Ranged, Instant

This spell will ignite anything normally burnable. It creates a small fire. Thus Ignite can set fire to a torch, a cloak, a house, or a backpack. Skin cannot be Ignited. If the item ignited is touching a being (clothes, hair or fur), the being's magic points then must be overcome on the resistance table.

IRONHAND

Ironhand, Bronzehand, Ironbeak, Ironclaw, Ironfist, Ironhoof, Toothsharp, Godsday Punch

Variable
Touch, Passive

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Each point of the spell therefore increases the chance to special by 1 percentile, and every four points of the spell increase the chance to

critical by 1 percentile.

Note that the magical points occasionally may do damage to magical creatures otherwise invulnerable to natural weapon damage. Lycanthropes, for instance, will not be hurt by a fist, but may be hurt by the magical bonus.

LIGHT

Light, Effulgence, Glow

1 Point
Ranged, Passive

This spell must be cast on some physical thing. A coin, wand, fingertip, or wall will do. It will then light 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

Lightwall, Dazzle, Heaven's Face, Wall of Light

4 Points
Ranged, Passive (Active to move wall)

This spell creates a immaterial wall of light which is 10 meters square by 10 centimeters thick. The wall presents a bright glare on one side which is visually impenetrable, while from the other side it can be seen through. Other senses, such as hearing, are unaffected. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved by the caster at a rate of one meter per strike rank, and it can be specified to take any form, provided it is always 10 centimeters thick and contiguous.

MINDSPEECH

Mindspeech, Farhear, Mindwords, Telepathy, Whisper

Variable
Ranged, Passive

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be sub-vocalized (whispered) and the listeners will hear the message in their minds in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

MOBILITY

Mobility, Fleetfoot, Mastakos' Feet, Speed

Variable
Ranged, Passive

Each point of the spell adds 1 meter to the target's MV score. If the target actually uses the extra movement, subtract 5% per point of Mobility used from their next Fatigue Roll.

MULTIMISSILE

Multimissile, Arrowswarm, Twoshot, Threeshot, Volley

Variable
Touch, Transient

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, or throwing axe or crossbow quarrel creates a magical missile the instant that the original is fired. The magical missile does the same damage as the original. Each of the missile attacks is rolled separately. The first roll is for the original, which is the only one that can special or critical normally. The magical missiles do only normal damage on a special hit, and do normal damage ignoring armor or normal damage to a location of the attacker's choice on a critical hit. This spell is incompatible with Speedart and Firearrow.

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 transient nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

PEACEFUL CUT

Peaceful Cut, Hunter's Prayer, Thanksgiving

1 Point
Touch, Instant

This is a simple spell which hunters and herders perform to ensure that the soul of the slain beast returns to it mother, to be reborn properly. It includes a short prayer and a ritual of thanksgiving.

The spell is performed in conjunction with the skills of Ceremony and Craft/Butchery. After casting the spell, the user says the prayer, and attempts to roll under his Craft/Butchery skill (Ceremony is complementary). Success means the spell and ritual worked.

PROTECTION

Protection, Armor, furstiff, Protect, Ward Damage

Variable
Ranged, Passive

Each point of this spell adds a point of armor protection to the whole body or object. It acts in every way like normal armor (i.e. a critical hit can bypass it).

REPAIR

Repair, Fix, Restore

Variable
Touch, Instant

This spell repairs broken objects. All the pans must be present. Thus a sword can be fixed, shields renewed, and armor repaired. Each point of the spell fixes 1D10 points of damage. The object repaired shows a scar, and permanently loses 1 armor point. If used to Repair magic items, the spell does not restore any broken enchantments or released spirits.

If an appropriate Craft skill roll is made before casting Repair, the item will shows no visible scar and lose no armor points. This will take a variable amount of time and possibly require access to a proper set of tools, depending on the item to be repaired.

SECOND SIGHT

Second Sight, Magic Sight, Magic Vision, Sight, Witchsight

3 Points
Ranged, Passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. This spell does not normally allow the user to view the spirit plane or an unmanifested spirit. Some shamans naturally have this ability and do not need to cast a spell or expend magic points to use it.

The aura of all living beings within the spell's range will glow only to the caster. If there are a large number of living beings within range it will be difficult for the caster to determine the POW of each. Undead things do not glow this way, for they have no characteristic POW. The POW of enchanted items is also visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the POWs of the viewed creatures are much less than the POW of the user, within 5 points of it, or much greater than the user's POW. An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, as long as they possess POW.

He will not be able to parry or dodge any blows received from that enemy. Any heavy opaque surface, such as armor, heavy cloth, a thick woolen blanket, a wooden wall, etc. will block Second Sight.

The skill of Spirit Sense, known primarily to shaman and spirits can function with Second Sight to detect unmanifested spirits (see Spirit Sense).

SHIMMER

Shimmer, Blur, Cloud, Evade

Variable
Ranged, Passive

This spell blurs and distorts the target's visual image making it easier for them to evade a foe's attacks. Each point adds 10 percentiles to the target's Dodge skill and 5 percentiles to the target's parry skills.

SILENCE

Silence, Hush, Sneak, Stalk

Variable
Touch, Passive

Each point of this spell will add 15 percentiles to the Sneak skill of a person attempting to keep down his noise, and will muffle incidental noises (the brush of pants, soft footsteps, etc.) made by the target. It will not stop someone from chanting 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 Sneak rolls.

SLOW

Slow, Hinder, Hobble, Immobilize, Paralyze

Variable
Ranged, Passive

This spell slows down an enemy by subtract 1 point of MV per point of spell. It may reduce the MV of a creature to 0, in which case they must stay in place although they can still change facing. Once the spell wears off or is dispelled, they may resume moving normally. The target's POW must be overcome by the caster's MP for the spell to take effect.

SPEEDART

Speedart, Arrowboost

Touch, Transient

This spell adds 15 percentiles to the attack chance and 3 points of damage to any missile or thrown weapon.

The transient nature of this spell means that it can be cast onto a missile and the spell will work once if the missile is used any time within the spell's duration.

SPIRIT SCREEN

Spirit Screen, Ghost Shield, Spirit Shield

Variable
Ranged, Passive

This spell acts as spiritual armor to protect someone from attack by spirits. Each point of the spell adds 2 points to the target's MP or other relevant characteristic for defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

STRENGTH

Strength, Lift Cart, Swell Thews

Variable
Touch, Passive

Each casting of this spell adds 3 points of STR to the target for the spell's duration. The target must already possess the STR characteristic in order for the spell to work. This spell will affect characteristic rolls, skill modifiers, and damage bonus for the duration of the spell. Each point of the spell therefore adds 3 percentiles to all Agility skills and 1.5 percentiles to all Manipulation skills. Damage bonus may need to be re-figured as well. A creature's STR may never be increased by the spell to be greater than twice its current, unadjusted STR.

VIGOR

Vigor, Alertness, Health

Variable
Touch, Passive

Each casting of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points will increase skill modifiers, characteristic rolls and normal hit points for the duration of the spell. Each point of the spell therefore adds 2 percentiles to all Perception skills and1/2point to hit points. Hit points per location will probably have to be re-figured. A creature's current CON may never be increased by the spell to be greater than twice its current, unadjusted CON. When the spell wears off or is dispelled, any damage taken remains—a heavily damaged adventurer may well fall unconscious die unless he or she is healed before the spell wears off.

VISIBILITY

Visibility, Manifest

2 Points
Ranged, Passive

This special spell transfers a spirit from the spirit plane to the mundane plane, allowing it to manifest. A manifested spirit typically has a translucent form, the appearance of which will be the shape which the invisible being had while alive, if any. The spell can be cast only on spirits or discorporate shaman. A creature with this spell on it may cast spells or otherwise interact with the mundane plane, and is subject to spells. Weapons will not affect such creatures whether or not they have magic cast upon them. Some spirits possess this as a natural ability which does not cost magic points.

This spell is not subject to the normal Dispel, Neutralize, or Dismiss rules. To send a Visible spirit back to the spirit plane requires that the magician Dispel, Neutralize, or Dismiss that number of magic points equal to the current POW of the spirit.

DIVINE•MAGIC

Divine magic is a form of magic wielded by worshippers of a deity or principle. Divine magicians wield their god's powers through the use of cult magic spells and divine magic spells. Cult magic spells are a form of battle magic sacred to the god. Divine magic spells are very powerful and offer the quickest and most reliable results of any form of magic, but can only be renewed in special places or at special times, and cost the sacrifice of permanent power to learn. An adventurer must be at least an initiate of a cult to gain divine spells. Priests devote themselves to the worship of a god and the use of that god's magic.

WHO USES DIVINE MAGIC?

Divine magic is used by those that worship gods. In Glorantha, divine magic is used by the theists. Glorantha is a world that is rich in magic and deities, and there are many deities that are actively worshiped. The worship of deities is organized into cults or religions, and closely associated groups of deities form pantheons, whose cults are associated.

Divine magic is commonly used wherever gods are worshipped, which in Glorantha includes central Genertela, parts of eastern and western Genertela, the Central Seas, and much of Pamaltela. In central Genertela, divine magic is the most common form of magic, and several great pantheons vie for dominance.

Divine magic is more powerful than spirit magic, as it calls upon the power of a god, not just the power of its user, and it has a correspondingly greater effect on the societies in which it is common. Priestesses use fertility spells to enhance the growth of crops. Priests use truth spells at important trials and oath swearings and to interrogate prisoners. There are Wardings around markets, shops and important buildings. Divination can convey the god's wishes to priest. Divine magic can even bring the dead back to life. Among the theists of Genertela, the use of divine fertility magic is essential for the survival of agricultural communities, as the death of Genert has left the continent with but a fraction of its former fertility. Although divine magic is rarely used without a good reason, when it is needed, it can be put to use with great effect.

LEARNING DIVINE MAGIC

The simplest aspects of divine magic, cult spells, can be studied by any of a god's worshippers. Its more powerful magics, divine spells, may only be learned by the initiates, acolytes, priests or Rune Lords of a cult. The gods of Glorantha are limited by the Great Compromise as to how far they can extend their influence into the world of mortals, but even so the spells and powers they grant their worshippers are one of the most powerful forms of magic in the world. The first step in learning the magic of the cults is becoming a lay member.

LAY MEMBERS

The simple worshippers of a deity are called lay members. They attend regular ceremonies and say prayers. They are excluded from certain parts of the worship service, and are not taught the inner secrets of the religion. Lay members are casual worshippers who generally belong in a more serious fashion to other religions or cults, or are children, and include anyone planning to become an initiate. Lay members may learn cult magic, a form of battle magic, and may study cult skills in preparation for becoming an initiate of the cult.

There are few requirements to become a lay member of a religion. A basic understanding of the cult's tenants and a small gift or donation (typically worth 1 to 10 L) is generally all that is required to join a cult as a lay member.

Many become lay members of a locally important cult only for the duration of one of the cult's festivals or High Holy Day celebrations, in which case a less valuable gift is excepted, or the requirement for a gift is waived. The harvest festivals of the earth goddess, where many outsiders participate as lay members, are an example of this.

Members of associated cults (closely related friendly religions) that are of initiate or higher status in the associated cult are automatically considered to be lay members of the cult, without any need to make a gift or donation.

Lay members are expected to attend the cult's yearly High Holy Day ceremonies and give a small gift to the cult at that time. They are also expected to attend some or all of the seasonal Holy Day ceremonies.

INITIATES

To join the inner membership of a religion, a lay member must make a commitment to the religion. The commitment usually involves substantial investment of time, effort, power, money, and emotion. The religion must agree to accept this commitment, and frequently accepts the lay member as an initiate only after he or she passes one or more tests. In return the new initiate enters into the inner secrets of a religion, learning many secrets of the deity, and receives special protections and guarantees from the religion or cult. An initiate has established a special link with his or her deity, which allows them to contact the god through prayer, learn the divine magic of the god, and have a chance to gain the deity's attention in time of need by means of divine intervention. In theistic communities, it is a traditional sign of adulthood to become an initiate of the appropriate religion or cult, an eagerly sought for and anticipatedposition.

Requirements for Initiation

A candidate for initiation must pass a rigorous test, the object of which is to discover the candidate's suitability, sincerity, knowledge, reputation, and personality. Tests for initiation are generally held at the cult's Holy Days and on the cult's High Holy Day, with a celebration afterwards, such as a feast, to honor any new initiates.

An initiation test can abstracted as follows. The prospective initiate must donate a gift worth at least 50 L to the temple; understand the requirements and obligations of an initiate; and prove knowledge of the cult's specialty skills. Traditionally, five cult skills are tested, one of which selected by the examining priests, typically <Cult> Lore or Ceremony, the other four selected by the prospective initiate from among the cult skills special to the religion (see the Religions section). A hard skill counts as two of the five skills to be tested, and two easy skills count as but one of the five skills to be tested. The player of the applicant must roll D100 for each skill tested. In order that the applicant convince the examiners of his worthiness, his player must succeed at three of those five skill rolls. A particularly handsome gift, diligent performance of duties for the cult as a lay member, or an applicant whose parents that were initiates or priests and is known to the temple can all give a bonus to the skill rolls for the purpose of convincing the examiners.

Failure to convince the examiners means that the applicant is not accepted as an initiate, but may try again after a year has passed.

If the prospective initiate is accepted, the initiation ritual is sealed when the prospective initiate sacrifices 1 point of POW to the deity in an initiation ritual performed by a priest, thereby establishing a holy link from the initiate to the deity through which later sacrifices flow. Such sacrifices are magic points and current POW. This link allows the initiate to manipulate a fraction of the god's powers into divine magic spells. If an initiate commits great sacrilege against the god, an excommunication ritual will sever this holy link.

Unless otherwise stated (see Religions), a cult will not accept a shaman (that is, an adventurer that has awakened a fetch) or a sorcerer (that is, a sorcery using adventurer that has undergone an apprenticeship) as an initiate. It is possible for an adventurer to become an initiate of more than one religion. He must pass the appropriate tests for each cult, and sacrifice 1 point of POW to the deity of each cult he or she joins. This always entails that the religions be compatible. Members of associated cults frequently become initiates of more than one cult.

Duties of Initiates

Initiates must tithe a tenth of their yearly income and a tenth of their free time to the temple. In game terms, they are expected to spend devote one day every other week to cult duties. Donating one day a week to cult duties is considered a sign of devotion. Tithes are used for maintenance, food, salaries, sacrifices, paraphernalia, and so on. An initiate of more than one religion must tithe to all of his cults and perform duties properly and completely for all of them.

Initiates must protect their deity and its reputation. This amounts to verbal, physical, and magical defense of the religion. This obligation is open to individual interpretation, and varies by religion. Unless otherwise stated, initiates of a religion may never become shamans or sorcerers.

Initiates are expected to attend the yearly High Holy Day ceremony and seasonal Holy Day Ceremonies, and to attend most of the weekly worship services

Benefits of Initiation

Initiates, with their deeper links to the god, can learn more powerful version of cult magic than can lay member

They may purchase cult magic and training in cult skills at half the normal price.

Initiates can learn reusable divine magic spells, though not one-use divine spells. Learning divine magic requires sacrificing a point of permanent POW per point of spell learned, and paying for the time of the priest that teaches the initiate the spell, typically 16 L per day it takes to learn the spell. It takes one day per point of spell to learn a divine magic spell, and one week per point of spell to learn a ritual divine magic spell. An initiate can recover some of the divine spells her or she has used in the course of a year during the yearly High Holy Day ceremonies.

Initiates may pray to their god through the special link they have established. Prayer passes information from the initiate to the god. Prayer can also be used to call for a blessing or a curse, as per the Spirit Magic Bless or Curse spells, though an initiate need not know the spirit magic spells (see Spirit Magic for details). Some gods may only respond to calls for blessings, others only to calls for curses. The effects of the blessing or curse, if any, are typically limited to the god's domain. Some gods have specific curses, which can only be invoked in certain circumstances, or by members of a certain rank. The Flint Slingers of Orlanth are an example of such a curse.

Initiates may attempt divine intervention. This special appeal or prayer of desperation to the deity of the religion is useful only in the most serious conditions. Typically it is made as an adventurer dies, to prevent his or her death or resurrect him or her. It is also useful for escaping the scene of sure disaster, or calling upon the god's aid in a desperate situation.

ACOLYTES

Sincere worshippers may become acolytes (also known as associate priests). They have some of the privileges and responsibilities of priesthood, but not all, and do not lead a congregation. Retired priests may be freed from many of their responsibilities by requesting demotion to acolyte status. Acolytes are often the only holy folk to tend shrines. They are supervised by priests.

Requirements for Acolytes

To become an acolyte, a vacancy for an acolyte must exist within the initiates temple. Vacancies for acolytes are more common than for priests, and some religions do not restrict the numbers of their acolytes. If the gamemaster wishes to abstract this, a vacancy is available if the prospective acolyte succeeds in a POW x5 roll (made once a year). If a vacancy exists, the initiate must pass a test of their worthiness for the status.

Tests for acolytes are typically held on the yearly High Holy Day of a cult, and also on seasonal Holy Days in the case of some large religions. The test may be abstracted as follows. The prospective acolyte must have been an initiate in good standing for at least two years, must have at least 10 unused points of his or her cults reusable divine magic, must know four cult skills at 50% or higher, must donate a gift worth at least 1000 L to the cult, and must convince the examiners of his or her dedication to the cult and its goals. If he or she meets these conditions, and succeeds in roll under his or her POW x3 in a Test of Holiness, the applicant is accepted as an acolyte. If the Test of Holiness roll was under the new acolytes POW x1, he or she will be sent an allied spirit by the god (see below). If the roll fails, he or she may not apply again for a full year.

Acolytes may be initiates, acolytes, priests or Rune Lords of closely-associated gods, and may not be sorcerers or shaman, unless stated otherwise.

Duties of Acolytes

Acolytes must spend at least 20% of their time working for the cult, and must donate 50% of their income to the cult. In game terms, they are expected to devote at least one day a week to cult duties. Acolytes may not become sorcerers or shaman, unless stated otherwise.

Acolytes are expected to attend all of the yearly High Holy Day ceremony, seasonal Holy Day Ceremonies and weekly worship services. They may be called upon to lead worship when no priest is present, assist priests in services, teach cult magic, perform divinations, or perform other cult rituals. Acolytes may not ordain new initiates into the faith, collect tithes, or perform functions restricted to priests.

Benefits of Acolytes

Acolytes, with their deeper links to the god, can learn more powerful version of cult magic than can initiates. A new acolyte is taught a cult magic spell of his or her choice. An acolyte can purchase cult spells and cult skill training at half price.

Acolytes can learn both reusable and one-use divine magic. This still requires the intervention of a priest, and the acolyte must pay 16 L per day it takes to learn the spell to cover the costs of priest, as well as sacrifice 1 point of POW per point of spell.

Acolytes can regain a point of cast reusable divine magic by spending a day (10 hours) in prayer. They can also regain spells at High Holy Day ceremonies.

Acolytes may pray and attempt divine intervention.

PRIESTS

A priest is the god's spiritual representative in the mundane world. Priests lead congregations. A priest is an essentially an acolyte with a congregation. Priests spend most of their time performing duties for the deity, temple, and congregation. Priests are also commonly known as Rune Priests.

Requirements for Priests

To become a priest a vacancy for a priest must exist within the initiates temple. If the gamemaster wishes to abstract this, a vacancy is available if the prospective priest succeeds in a POW x3 roll (made once a year). If a vacancy exists, the initiate must pass a series of tests.

Tests for priests are typically held on the yearly High Holy Day of a cult. The test may be abstracted as follows. The prospective priest must have been an initiate in good standing for at least two years, must have at least 10 unused points of his or her cults reusable divine magic, must know Ceremony, <*Cult*> Lore and two other cult skills at 50% or higher, and must convince the examiners of his or her dedication to the cult and its goals. If he or she meets these conditions, and succeeds in roll under his or her POW x3 in a Test of Holiness, the applicant is accepted as a priest. If the Test of Holiness roll was under the new priests POW x1, he or she will be sent an allied spirit by the god (see below). If the roll fails, he or she may not apply again for a full year.

An acolyte may become a priest if a vacancy for a priest opens within the temple, which can be abstracted as a POW x3 roll (made once a year). If the acolyte otherwise fulfills the criteria for a priest, he or she is accepted on a roll of 01-95 on percentile dice. If the roll fails, he or she may not apply again for a full year.

Priests may be initiates or acolytes of closely-associated gods, but not Rune Lords or priests of another god. They may not be Rune Lords, sorcerers or shaman, unless stated otherwise.

Duties of Priests

Since priests live to serve their temple and their god, they must give 90% of all personal income to the temple. Similarly, they must spend 90% of their time at the temple, or on temple business. In game terms, being a priest is a full time job, and a priest must spend five days a week engaged in cult duties (one of those five days may be spent practicing a cult skill). Their duties include leading worship ceremonies, performing the sacred rituals of the cult, teaching cult and divine magic, performing divinations, collecting tithes and ordaining new initiates into the faith. Priests may not become Rune Lords, sorcerers, shaman, or Rune Lords or priests of another cult, unless stated otherwise.

Priests must always work for their deity, and strive to uphold those principles important to the deity. This is of particular importance during adverse times.

Benefits of Priests

Priests, with their deeper links to the god, can learn more powerful version of cult magic than can initiates. A new priest is taught a cult magic spell of his or her choice, and receives another cult magic spell of his or her choice each subsequent year. A priest can learn additional cult spells at half price, and can receive training in cult skills for free in his or her spare time.

Priests can learn both reusable and one-use divine magic simply by spending the appropriate length of time and sacrificing 1 point of POW per point of spell.

Priests can regain a point of cast reusable divine magic by spending a day (10 hours) in prayer. They can also regain spells at High Holy Day ceremonies.

A priest leads his or her congregation in worship, for which he or she receives a free point of divine magic at the end of each year, during the Sacred Time ceremonies.

A priest's station give him or her the support of his or her community and great social status.

A priest may become a chief priest, high priest or even an arch-priest as he or she progresses in the ranks of the cult and as vacancies allow. These are administrative and social positions, they do not confer additional magical powers. However, such positions have higher status than that of priest, and can convey significant social and material benefits, including higher social rank, finer clothing, better food, and more servants.

Priests may pray and attempt divine intervention.

RUNE LORDS

Where priests represent a god's spiritual authority, Rune Lords represent a god's temporal authority. A Rune Lord is a master of cult skills, and employs his skills in the service of the cult and his god. Some cults, particularly those which value skills, such as war cults, have only Rune Lords, and no acolytes or priests. Conversely, some cults, particularly those that have little use for mundane skills have no Rune Lords. Rune Lords spend most of their time performing duties and quests for the cult and their god.

Requirements for Rune Lords

To become a Rune Lord one must be an initiate or acolyte of a cult that has Rune Lords and need for a Rune Lord must exist within the temple. If the gamemaster wishes to abstract this, a need exists if the prospective Rune Lord succeeds in a POW x5 roll (made once a year). If a need exists, the applicant must pass a series of tests.

Tests for Rune Lords are typically held on the yearly High Holy Day of a cult. The test may be abstracted as follows. The prospective Rune Lord must have been an initiate in good standing for at least five years, must know five cult skills at 90% or higher, and must convince the examiners of his or her dedication to the cult and its goals. If he or she meets these conditions, and succeeds in roll under his or her POW x5 in a Test of Holiness, the applicant is accepted as a Rune Lord. If the Test of Holiness roll was under the new Rune Lord's POW x3, he or she will be sent an allied spirit by the god (see below). If the roll fails, he or she may not apply again for a full year.

Rune Lords may be initiates or acolytes of closely-associated gods, but not Rune Lords of another god. They may not be priests, sorcerers or shaman, unless stated otherwise.

Duties of Rune Lords

Rune Lords dedicate their lives to their cult and their god. They must give 90% of all personal income to the temple and must spend 90% of their time attending to cult duties. In game terms, being a Rune Lord is a full time job, and a Rune Lord must spend five days a week engaged in cult duties (one of those five days may be spent practicing a cult skill). Their duties include being sent on quests by the cult, seeking sacred items, performing the sacred duties of the cult, avenging crimes against the faith, teaching cult skills, or acting as emissaries for the cult. Rune Lords may not become priests, sorcerers, shaman, or Rune Lords or priests of another cult, unless stated otherwise.

Benefits of Rune Lords

Rune Lords, with their deeper links to the god, can learn more powerful version of cult magic than can initiates. A new Rune Lord is taught a cult magic spell of his or her choice, and receives another cult magic spell of his or her choice each subsequent year. A Rune Lord can learn additional cult spells at half price, and can receive training in cult skills for free in his or her spare time.

A new Rune Lord will be gifted by his cult with enchanted Rune Metal weapon, typically at least an enchanted weapon, and if the temple is wealthy enchanted armor as well, made of a Rune Metal sacred to the cult. These items remain the property of the temple, but are on loan to the Rune Lord for as long as he or she retains his or her status as a Rune Lord.

Rune Lords can learn both reusable and one-use divine magic. This still requires the intervention of a priest, although the cult covers the priest's costs. It still requires the sacrifice of 1 point of POW per point of spell on the Rune Lord's part.

Rune Lords can regain a point of cast reusable divine magic by spending a day (10 hours) in prayer. They can also regain spells at High Holy Day ceremonies.

A Rune Lord's station give him or her the support of his or her cult and community and gives him or her great social status.

Rune Lords can pray, and have a greatly enhanced chance of attempting divine intervention.

ALLIED SPIRITS

Some cults have a body of spirits who remain loyal to the religion even after death. They are called cult spirits and vary in type. Many are worshippers returned from the dead, some are incorporeal creatures who worship the same god, while others are special spirits sent by the god to the cult. One of these spirits may be sent to Rune Lords, priests or acolytes who have been specially chosen. Such spirits are known as allied spirits. In some cults the ally takes the form of an awakened animal, a creature with normal rather than fixed INT. For the purposes of learning skills, gaining POW, etc., awakened animals should be treated as embodied spirits, while allied spirits should be treated as spirits (see Creatures). A number of cults use both allied spirits and awakened animal allies, in which case the gamemaster should decide the form it takes (as a rule of thumb, if such a cult has both Rune Lords and priests, Rune Lords will generally receive allied spirits and priests will generally receive awakened animal allies).

An ally may be sent to a specially chosen new acolyte, priest or Rune Lord when they acquire their new status. However, initiates, acolytes, priests or Rune Lord that lack an allied spirit but attract the attention of their god through remarkable deeds may be rewarded with an ally at a later date.

The allied spirit or awakened animal is friendly and available. It will use its powers to benefit its mortal ally. Both spirit and mortal ally are usually played by the same player. Allied spirits usually reside in a special ceremonial object given to the honored recipient. A Humakt Sword's allied spirit or a Wind Lord's allied spirit might reside in the recipient's sword, for instance. An Issaries allied spirit will occupy a staff or a merchant's shop, while a Lhankor Mhy scholar-priest's might occupy a scroll or a quill pen. Specific kinds of awakened creatures are associated with specific religions, where they commonly serve as scouts and companions for the priesthood. Orlanth, for example, uses shadowcats, Issaries uses mules, while Kyger Litor priests have giant beetles, and Malia disease masters use various parasites. *Gods of Glorantha* provides additional details on allied spirits and awakened animal allies.

An allied spirit or awakened animal ally is in continual Mindlink with its ally, and its INT can be used to store spells as its magic points are used to cast them. A disadvantage of the Mindlink is that emotion or mind affecting spells can affect the ally through the link (see Mindlink). The Mindlink will cease to function if the allies move more than 100 m apart, but will resume when they are once again within range. An awakened animal ally can cast spells normally. An allied spirit can cast spells on itself or its mortal ally without trouble, and can attempt to target spells at others through its mortal ally's eyes with an INT x3 roll (roll each time it attempts to cast a spell on another—if the roll is failed, the action is lost, but no spell is cast). An allied spirit or awakened animal ally is an initiate of the cult, and can learn and recover divine magic as an initiate can.

An allied spirit spends its full time watching over its mortal ally. If a cult spirit's mortal ally shows signs of heresy or shows less than full devotion to the deity, the spirit will chastise him and attempt to guide him back to righteousness. If the mortal ally persists in error, the spirit will leave him, and the deity will inform the adventurer's high priest of the necessity to excommunicate the offender.

DIVINE INTERVENTION

Divine intervention is an appeal for the god to intervene on the part of an initiate, acolyte, priest or Rune Lord.

Procedure

The player must state that his adventurer wishes to call for divine intervention. An appeal for divine intervention will only work if the situation is desperate or serious situation enough to draw the god's attention through the adventurer's initiate link. An adventurer can call upon divine intervention even if he or she has just been killed or rendered unconscious or helpless. In such a situation, the adventurer's player then rolls D100. If the D100 roll is greater than the adventurer's POW, then the call for divine intervention is not answered, and there is no other effect. If the D100 roll is equal to or less than the adventurer's POW, the god hears the appeal and intercedes. The adventurer then loses that number of current POW points equal to the player's D100 roll. This is a permanent change in the adventurer's current POW, and represents the POW taken from the adventurer by the god to fuel the god's response. If the adventurer must lose an amount of current POW points which equals his total current POW characteristic, then a response occurs but the god takes up the adventurer's soul in exchange, which will end up with the god at its appointed place on the god plane. The adventurer is dead, and cannot be resurrected by normal means.

A Rune Lord has a significant advantage in appealing for divine intervention. As the temporal extension of the deity in the mundane world, a Rune Lord rolls 1D10 for divine intervention. Thus, a Rune Lord's appeal for divine intervention will almost always succeed. In some rare cases, a particularly devout priest may gain the gift of similar access to divine intervention.

A god will either respond or not respond to a given situation the first time divine intervention is called for. Thus, there is no point to multiple calls for divine intervention if the situation has not significantly changed. If a significant change has occurred in a situation, in the gamemasters opinion, an adventurer may try once again to call for divine intervention. An example might be a wounded adventurer that calls upon divine intervention to

be healed, and succeeds, but is struck dead shortly afterwards. The gamemaster may wish to allow him or her another call for divine intervention, as the situation changed for the worse. There is no other limit to the number of times an initiate, acolyte, priest or Rune Lord can calls for divine intervention

It takes no significant time to call for divine intervention. In combat, it takes no actions.

Effect

The most common effect of divine intervention is to temporarily strengthen the link between the worshipper and his or her god. This increases the immanence of the god in the world, or in other words, allows the god to manifest in the world. The worshipper can draw upon the magic of the god, even to the extent of using magic or spells he or she does not know. Such a manifestation often has visible effects. A worshipper of a death god, such as Humakt, may find his shadow beginning to take on the form of a Death rune, while a wind may begin to emanate from a storm worshipper, such as an Orlanthi.

The following guidelines are suggested for determining how much power a successful divine intervention makes available to the worshipper, and how it can be used.

An initiate or acolyte gains access to a number of points of divine magic equal to twice the POW expended in the call for divine intervention, or twice the number of points of divine magic he or she knows, whichever is greater. A priest or Rune Lord gains access to a number of points of divine magic equal to thrice the POW expended or thrice the number of points of divine magic he or she knows, whichever is greater. In extreme circumstances, such as when fighting traditional cult enemies, answering the call of a particularly pious worshipper, or when the worshipper has made a great gesture (such as a Humakti fighting to the death, alone, to support the retreat of his or her friends), the multiplier increases by one (thrice POW or divine spells known for an initiate or acolyte, four times POW or divine spells known for a priest or Rune Lord). Likewise, a worshipper that is not particularly devout, or resorts to divine intervention more often than the god cares to respond, will find the effects greatly lessened, with the multiplier reduced by a factor of one or more.

For the duration of the situation, these points of divine magic can be used to cast any of the god's reusable divine magic on a one for one basis, and on a three for one basis to cast any of the god's nonreusable magic. The same costs apply to divine spells provided by associated cults. Such spells can be stacked with any stackable divine spells the worshipper already knows.

These points can even be used to create magical effects similar to those of another god's divine spells, if they too lie within the god's domain, at three times the above costs (three for one to cast related reusable magic, nine for one to cast related nonreusable magic). The gamemaster is the judge of whether or not an effect lies within a god's domain. Thus, a Humakti could create effects similar to divine spells of other death cults, such as casting a Living Blade spell (see *Gods of Glorantha)* at a cost of 9 points (it is a reusable 3 point spell), or a Strike spell (see *Gods of Glorantha)* at a cost of 3 points (it is a reusable 1 point spell). The gamemaster may wish to estimate a cost for effects that do not correspond to an spell but falls within a god's domain, but can also simply disallow them.

These points can also be used to cast any of the god's cult magic at a cost of one point for every four points of cult magic cast, up to a maximum of 8 points of cult magic. Cult magic of associated cults can be cast at a cost of one point for every two points of associated cult magic cast, up to a maximum of 6 points of cult magic. Cult magic of other cults that falls into the god's domain can be cast at a cost of one point for every point of cult magic cast, up to a maximum of 4 points of cult magic. Regardless of the size of the spell cast, there is no MP cost and the spell cast at the DEX SR of the worshipper.

Finally, these points can be used to provide MP for the purposes of fueling or backing any divine spells cast, or backing any cult spells cast, at a cost of one point for every 4 MP. The spell is still cast at the worshipper's DEX SR, regardless of the amount of backing used.

Two notable exceptions to the normal spell casting procedures exists when using points of divine magic granted by divine intervention.

The first is that the worshipper can choose to stack such spells to affect any initiates (or higher ranking worshippers) of the god within range with a single casting. Thus, a Humakti could use 5 points of divine intervention granted divine magic to cast a Truesword not only upon her sword, but also on the swords of the four other Humakti initiates in her party, all as a single spell.

The second is that if the worshipper is unconscious or dead when he or she calls for divine intervention, he or she can continue to cast spells granted by divine intervention until the points run out. If the worshipper is still unconscious or dead at this point, they will remain so. They cannot cast any other spells while unconscious or dead. A dead worshipper may attempt to resurrect themselves (through the use of the Resurrection spell) after they have healed the wounds that caused their death (through the use of Heal, Heal Wound or Heal Body spells). Even gods who do not grant (or have within their domain) the spells Heal Wound, Heal Body or Resurrection, will grant these spells for an unconscious or dead worshipper to use on themselves at triple cost (3 points, plus 1 point per 4 MP for Heal Wound, and 9 points for Heal Body or Resurrection). In this case the Resurrection spell takes no additional time to cast and automatically succeeds. A few gods, most notably the death god, Humakt, will not grant Resurrection to fallen worshippers.

Once the crisis that precipitated the call for divine intervention is resolved, any remaining points of divine magic granted by divine intervention dissipate.

The effects detailed above describe the most common form of divine intervention. It is possible for other effects to occur. The gamemaster should base such alternate effects on the situation and what he or she knows about

the personality, mythology, and powers of the god called upon by the worshipper. Nearly all gods have the power to heal or resurrect their worshippers, restore used reusable divine magic spells, and transport their worshippers or their belongings from one temple or holy site of the god to another. To get an idea as to other powers a god might bring into play, look at the spells the god teaches his worshippers. Orlanth, the Storm King, could raise a storm, create high winds, warp a wind, or cause it to rain. Given Orlanth's mastery of the Four Magic Weapons, he could probably shroud a worshipper in mist, cloak them in darkness, make their shield invulnerable for a while, or cover their weapon with live lightning. Based on the other spells Orlanth provides he could probably teleport worshippers to nearly any location, greatly increase their mobility, cause them to fly, shield them from physical or magical damage, and so on. As a rule of thumb, an alternate effect, unless weak, will not affect more than 10 worshippers in response to a single worshipper's call for divine intervention.

Limitations

A god cannot do other than what is normal to him or her. An air god cannot make the earth quake, a darkness god cannot create storms, etc. Only an earth deity can open holes through the ground, or transport worshippers through the earth, for instance, and only a fire god can raise or lower temperatures (though an air god could create a cooling breeze and a water god could douse a fire with a gush of cold water).

Due to the Great Compromise, gods will riot directly attack mortals. Thus a god would not simply strike a foe dead, but would grant spells to, shield, heal, magically enhance, or conceal his or her followers to give them an advantage over their foes, or would remove his or her followers from danger.

Divine intervention cannot be used against worshippers of the same god, for a god will not act against himself or herself.

Gods are unlikely to help non-worshippers. It might be possible that a worshipper can gain a loyal following of non-worshippers, and in such cases a leader may be able to assist his or her followers.

Divine intervention cannot transport an individual into an enemy stronghold or temple where the enemy's power is greatest, but it could be used to escape from such a site.

There are situations in which divine intervention can be blocked. Magical slave collars exist that prevent a worshipper from calling to his god, and certain cults have developed rituals that can permanently or temporarily sever a worshipper's bond to his god.

LEAVING A RELIGION

It is possible for members of a religion to leave, resign or retire from the religion, and even remain on good terms with the priests and members of the religion. Reasons for leaving and ways to leave vary.

Retirement

A priest or Rune Lord that wishes to retire may request a demotion to acolyte status. They lose the benefits of their Rune Lord or priest status, but gain the benefits of an acolyte, generally gaining considerably more free time in the process.

This may also happen involuntarily to a priest that loses his or her congregation (through war or a disaster, for instance). In this case the former priest can regain his or her former status by once again leading a congregation in a High Holy Day ceremony.

Voluntary Departure

It is always possible to quit a religion. Such a decision immediately changes the status of the member to inactive, even if he or she continues to tithe and attend services. All restrictions and obligations will be lifted, and all benefits will be lost, except for the cult and divine spells currently held. Unless he or she is formally excommunicated, divine spells will be retained, though no longer reusable. Cult magic is never lost, unless purposefully forgotten.

Inactivity

An worshipper may fail to fulfill his or her obligations to the religion. A backslider might miss the required annual High Holy Day ceremony, or withhold payment of tithes. A priest can always tell if a worshipper is inactive by using Soul Sight. An inactive worshipper may learn no divine new spells, nor can his or her calls for divine intervention work. Priests and temple may refuse protection. Divine magics already learned by the worshipper are still available for his or personal use, but if reusable cannot be regained after casting. At the gamemaster's discretion, some religions, some temples, and some priests may interpret inactive initiates as being sacrilegious.

Sacrilege

Sacrilege is an activity seriously contrary to the laws of the religion. Specific religious laws vary from religion to religion, but most require absolute respect for the deity and the priests, for sacred objects, and absolute obedience to prohibitions concerning specific activities.

Whenever a worshipper commits a sacrilegious act he or she immediately becomes inactive. Any priest of his religion who views him with Soul Sight will know that he is inactive, but not sacrilegious. However, such an initiate will be recognized as an invader and intruder and register on temple defenses of Find Enemy.

To correct sacrilegious actions and avoid excommunication, a worshipper can attempt to placate his or her priests, temple, and deity by performing the corrective actions they deem appropriate, such as demanding that the profaner cast away his divine magics, pay great sums of money, perform penance such as begging forgiveness from everyone he meets for the next year, or set out upon a difficult quest. The higher the former worshippers previous status in the cult, the more difficult the tasks set for him or her.

Excommunication

An authorized priest can cast out anyone from the priests religion using the ceremony of excommunication (see Excommunication). Sacrilege is normally the only reason for excommunication to be performed. Excommunication may be performed at any distance from the victim. Once completed, the target is stripped of all status in the religion, forever forfeiting the benefits and the POW he sacrificed to the deity.

Excommunication ends all links between the deity and the former communicant. All divine spells learned from the deity are lost permanently, though cult magic spells are retained. Any other magical benefits which were gained, such as enchanted items, will also lose their potency if they have divine magics or spirits, or user limitations limiting their use to initiates of the religion.

Priests cannot tell if an adventurer is an excommunicant from their religion, even with Soul Sight. They may, of course, recognize the person through sight or reputation.

LEARNING SPELLS

Cult Magic

The divine magic Spellteaching ritual summons a cult spirit which can impart knowledge of a cult magic spell to a cultist.

Priests generally explain that their Spellteaching rituals summon a cult spirit from which knowledge of the spell is gained. Depending on the cult, the ceremony to obtain the use of the cult spirit's magic varies, as will what occurs when the cultist attempts to learn the spell. With the divine magic Spellteaching ritual, the cultist fights the cult spirit in spirit combat. The cult spirit is typically commanded not to resist by the acolyte or priest performing the ritual. Once the spirit falls to 0 magic points, the cultist appears to absorb the spirit, and he or she gains the use of the spirit magic spell.

The exact means by which the cult spirit is absorbed vary from cult to cult. Darkness cultists eat the spirit, Air cultists inhale the spirit, Fire/Sky cultists absorb heat, fire or light, Water cultists drink or breathe the spirit in, Moon cultists have a glow seep into them, Humakti feel the spirit cut its way into them, Harmony or Fertility cultists feel the spirit flow into them, Earth cultists absorb it, and so on.

Limits to Cult Magic

The amount of a given cult magic spell that an adventurer can learn is based on the depth of his or her connection with the god, and how important the spell is to the god.

Cult magic is rarely taught to complete outsiders, as without the basic grasp of the cults tenants and beliefs it would be a waste of time. Outsiders that wish to purchase spells from a cult are encouraged to join as lay members. They otherwise may not learn more than a 1 point cult magic spell.

In general, lay members may not learn more than a 2 point cult magic spell, initiates may not learn more than a 4 point cult magic spell, and acolytes, priests and Rune Lords may not learn more than a 6 point cult magic spell (a 2/4/6 spell limit). If the cult spell is one that is not particularly important to the deity, lay members may not learn more than 1 point, initiates may not learn more than 2 points, and acolytes, priests and Rune Lords may not learn more than 4 points (a 1/2/4 spell limit). If the cult spell is a particular specialty of the deity, lay members may not learn more than 4 points, initiates may not learn more than 6 points, and acolytes, priests and Rune Lords may not learn more than 8 points (a 4/6/8 spell limit).

Initiates of associated cults should be treated as lay members for this purpose, and acolytes, priests or Rune Lords of associated cults as initiates. If they hold higher rank in the cult itself, that rank of course applies.

Unusual cult teaching spirits, exotic rituals, rewards from the god or heroquests may allow an adventurer to surpass these limits, but for the most part they describe the maximum limits of cult spell availability.

The precise cult spells available to a number of different Gloranthan religions and the limitations to learning them are listed in the Religions section.

Divine Magic

To learn reusable divine magic spells, an adventurer must be at least an initiate of a religion, and must learn the spell from a priest who knows it (unless the adventurer is himself a priest of the religion).

Acolytes and Rune Lords can learn one-use divine magic spells from a priest, and priests can learn one-use divine magic on their own. Initiates cannot learn one-use divine magic spells.

Learning divine magic requires sacrificing a point of permanent POW per point of spell learned. It takes one day per point of spell to learn a divine magic spell, and one week per point of spell to learn a ritual divine magic spell.

Initiates and acolytes must also pay for the time of the priest that teaches them the spell, typically 16 L per day it takes to learn the spell.

Divine magic spells require no INT to memorize, unlike spirit and cult magic spells. A priest or initiate can learn as many spells as he can sacrifice POW for.

Associated cults often grant a single special divine magic spell for members of its associate to learn, based on gifts exchanged by the two religion's gods during Godtime. Such a spell is treated as if it now belonged to the god it was given to, except that it can be recovered at only a great temple of the god, a major temple of the god with a shrine to the associate present, a minor temple of the god with a shrine to the associate present, or at a temple of the associated god.

RECOVERING SPELLS

Acolytes, priests and Rune Lords can recover reusable divine magic through daily prayer or at High Holy Day ceremonies. Initiates can only recover reusable divine magic at High Holy Day ceremonies.

Limits to recovering divine magic exist, based on the

size of the temple one prays at or performs the High Holy Day ceremony. They range from shrines, where only a single divine spell besides Initiation, Worship <Deity> and Sanctify can be recovered, to great temples, where all divine spells, including those granted by associate cults, can be recovered.

Prayer
It takes a full day of prayer (10 hours) for an acolyte, priest or Rune Lord to regain one point of reusable divine magic.

High Holy Day Ceremonies
In the course of a High Holy Day ceremony, all initiates, acolytes, priests or Rune Lords recover one point of used reusable divine magic. An initiate that cast a 2 or 3 point reusable spell may have to let more than a year pass to fully recover it. The officiating priest at a High Holy Day ceremony recovers all used reusable divine magic spells.

On occasion, a god may choose to bless a particularly devout or worthy worshipper by restoring more than one point or even all of their used reusable divine magic.

In addition, any reusable divine spells cast by any members of the congregation during the course of a High Holy Day ritual are fully recovered at the end of the ritual. Thus, a great deal of divine magic may be cast during the course of such a ritual.

TEMPLES
A temple is a holy place, consecrated to and protected by a deity. Temples may be sites where the deity once was, or may be sites sanctified by the deities worshipper. It is a conjugation of the god plane, where the divinities live, and the mundane plane, where men live.

The presence of a temple makes it possible for priests and initiates to learn spells, acts as a nexus for cult spirits, provides special defenses, and transmits mortals' prayers to the deity and divine messages to the priests.

Worship
At a temple, a congregation regularly meets to worship a god, spirit, or power. The ceremonies are led by a priest or other holy person of the religion. In many religions, a temple spirit, commonly known as a wyter, assists the priests in channeling worship to the god. Most temples hold minor weekly worship ceremonies, seasonal Holy Day ceremonies, and a yearly High Holy Day ceremony.

During the Holy Day and High Holy Day ceremonies, the God Plane comes into contact with the mundane world, and initiates can witness and participate in the great acts their god performed during the God Time. Many unusual events can occur at such times, and visions or messengers sent by the god may appear.

Sacred objects used in worship are usually kept on the temple premises.

Ceremonies
Temples are the center many ceremonies besides worship ceremonies. These include naming ceremonies, marriage ceremonies, initiation ceremonies, and other ceremonies important to the god. For example, the priests of Orlanth the Storm King, perform ceremonies throughout the year to keep the winds blowing and the air strong. Temples are a focus for the year-end Sacred Time ceremonies as well, when all worshippers gather to perform great ceremonies to seek oracles, strengthen the land and ensure the coming of the next year.

Learning and Recovering Magic
Magic can be learned and recovered at a temple. Special divine and cult magics, limited by the worshiped entity, can be learned here. Priests who have cast their divine spells may also regain use of them at these sites, and initiates who have cast their divine spells may regain use of them at a High Holy Day ceremony. Although all temples allow the learning of some spells, the spells learnable are limited by temple size, as detailed below.

Temple Defense
The deity worshipped defends its ground. A temple can defend itself with magic, even without the presence of priests or worshippers.

Temple Sizes
The number of lay members and initiates (which including acolytes, priests and Rune Lords) determines the size of a temple. The sacrifice of POW and magic points at a site opens links to the deity and then sustains the relationship. The larger the temple, the greater the benefits received from the god, and the more actively defended the temple by the god. Most sites of active worship are sanctified, either by a Sanctify spell or by being a holy site having particular significance to the religion.

Site (0-50 initiates, typically 0)
A site is a simple place of worship where members of a religion gather to worship on holy days. A site has no magical effect in and of itself. A worshipper cannot learn or regain spells there, nor does it have any defenses. Such a place does not normally support a full time priest, nor does it detect as magical by itself.

Shrine (1-100 initiates, typically 25)
Shrines are the most common form of holy site. Every village or clan hearth has one or more shrines. There are shrines to an obscure local spirits and to great deities. The priest of a shrine may often be indistinguishable from the rest of the locals. At a shrine one can learn or renew only the divine spells of Initiation, Sanctify, Worship <Deity> and a single divine spell special to the religion and the shrine.

Maintaining an active shrine takes the sacrifice of 10 magic points on the seasonal holy day of the religion. If the shrine is not holy to the religion, and the priest has not cast a Sanctify spell; it takes the sacrifice of five times the amount of magic points, or 50 magic points, to keep the shrine active.

Minor Temple (10-400 initiates, typically 100)
A temple size commonly found in towns. There are several priests, perhaps not well paid, a few servants, and perhaps an errand boy. At a minor temple, one can learn or renew only the divine spells of Initiation, Spellteaching, Sanctify, Worship <Deity> and any divine magics special to the religion. Temple defenses only include those spells. One can also learn cult magic spells.

Maintaining an active minor temple takes the sacrifice of 50 magic points on the seasonal holy day of the religion. If the area is not holy to the religion, and the priest has not cast a Sanctify spell, it takes the sacrifice of five times the amount of magic points, or 250 magic points, to keep a minor temple active.

Major Temple (100-1000 initiates, typically 400)
A temple size commonly found in cities. There are a number of priests, resident initiates, and servants. Here one can learn or renew all common divine magics and divine magics special to the religion. Temple defenses include all the same spells. One can also learn cult magic spells.

Maintaining an active minor temple takes the sacrifice of 250 magic points on the seasonal holy day of the religion. If the area is not holy to the religion, and the priest has not cast a Sanctify spell, it takes the sacrifice of five times the amount of magic points, or 1,250 magic points, to keep a major temple active.

Great Temple (500+ initiates, typically 1600)
A temple size commonly found in large cities. Depending on the religion, there will be dozens to hundreds of priests in a great temple, many initiates occupying various specialized posts, and a plethora of servants rushing in and out of the gates. One can learn and renew all divine spells common to the religion, divine magics special to the religion, cult magic spells, and any cult or divine spells granted by any associate cult or religion.

Maintaining an active great temple takes the sacrifice of 1,250 magic points on the seasonal holy day of the religion. If the area is not holy to the religion, and the priest has not cast a Sanctify spell, it takes the sacrifice of five times the amount of magic points, or 5,000 magic points, to keep a great temple active.

Maintenance
Ordinary worshippers sacrifice a single magic point on the seasonal holy day. A small number of particularly devoted or fanatical worshippers can maintain a higher level temple by sacrificing an unusually large amount of magic points, particularly if the area is a sanctified one. However, this does not allow the maintenance of a temple with less than the minimum listed number of initiates (for example, 1 initiate is the minimum for an active shrine, 10 initiates for a minor temple, 100 initiates for a major temple, and 500 initiates for a greater temple, even with an unusually high sacrifice of magic points on the worshipper's part).

Lay members also worship, but because they have not established the close link to the god that initiates have, it takes ten lay members to do as much as one initiate.

Note that disembodied spirits can and do worship, thus letting some ancestor worship cults have hundreds or thousands of worshippers at what would be a shrine in the absence of these ghosts.

Temple Defenses
Temples defend themselves with a vigor dependent en the number of worshippers and the spells available to the religion. Each temple supports a portion of its deity's consciousness, which resides within the temple's inner sanctum to work the defenses.

As a side effect of worship, every 100 initiates worshipping at a temple provides 1 point of Power for the defense of the temple. This amount depends more on the sacrifice of permanent power to the god for initiation and divine magic than the sacrifice of magic points during worship ceremonies, thus, the amount never exceeds 1 point of defensive Power for every 50 initiates, even with particularly active and devoted worshippers.

Temples commonly use the following spells for defense: Sanctify, Warding, Find Enemy, Command Cult Spirit tied to a cult spirit, and any attack spells available to the temple. The spells regenerate at the rate of 1 point a day if triggered or dispelled. A standard distribution is 50% to the inner sanctum, 25% to the outer sanctum or priests' quarters, and 25% to the outer defenses.

Example
A minor temple of Yelm the sun god in Vanch has 360 initiates. This gives the temple 4 points of Divine Magic to use in its defenses (360/100 - 4 (rounding up)). They choose a Sunspear, a 3-point spell, to defend the inner sanctum. The spell can strike from the sun through the temple's golden dome should someone defile the inner sanctum. A Sanctify spell is used to bless and guard the rest of the temple.

SPELL MECHANICS

Cult Magic
Cult magic spells use the same mechanics as battle magic spells.

Divine Magic

Procedure
To use divine magic, one triggers the spell. In melee a divine magic spell goes off at the caster's DEX SR, no matter what its intensity is. Each MP used to power the spell (as is required in some cases) or used to back the spell for the purposes of penetrating magical defenses adds 1 SR to the casting time. No words or gestures are required to cast a divine magic spell.

Chance to Cast
Divine magic spells are cast automatically. No casting roll

is required, though a MP vs. POW roll to overcome resistance must still succeed, if appropriate.

Range
The range of a Ranged divine magic spell is 100 meters.

Duration
The base duration of a divine magic spell is 15 minutes. It can be extended with the divine magic spell Extension.

Penetrating Magical Defenses
Point for point, divine magic spells are more powerful than battle magic or sorcery spells. Double the points of a divine magic spell to calculate its intensity for the purpose of penetrating defensive magic only.

Variety
Divine Magic, known as Rune Magic, is better codified and more standardized than is battle magic. Although different names for the same divine spell may exist, most people use common name to describe a divine spells. There are no variations in the effects of divine spells, but visible effects do differ.

Common and Special Spells
The main categories of divine magic are called common spells and special spells. Common spells are available to any religion mustering a sufficient number of initiates to qualify as a major temple (see Temple Sizes). Thus an initiate of a religion with a major temple can sacrifice POW to gain the use of any common spell.

Special spells are available only to members of specific religions. Each of the descriptions in the Religions section of this chapter lists the special spells available through that religion. Additionally, each of the spell descriptions states whether the spell is common or special, and indicates the deities who can grant the use of that spell. Consult the Temples section for the availability of spells by temple size.

RELIGIONS

The following Gloranthan deities and pantheons are meant to be guiding and exemplary, not exhaustive. Deities are commonly grouped together in associations called pantheons with other more or less friendly deities. They are often opposed by the deities of another (hostile) pantheon. The section contains information on some of the most important pantheons and religions in the area of Dragon Pass and central Genertela.

Cults

Each deity has a religion, or cult, which provides certain benefits, including spells, in return for the devotion of the initiates. The interests of the cult are defined by cult skills and cult duties, the study and performance of which is essential to becoming an initiate, acolyte, priest or Rune Lord of the cult. The benefits are visible in the cult skills, cult and divine spells provided by the cult, its subcults and its associated cults.

Sub-Cults

A sub-cult has no existence independent of a larger religion. A sub-cult might worship a local variant of a deity, an ancient hero, family ancestors, or an obscure spirit surviving from the Gods Age. Such deities are always worshiped as aspects of, or otherwise in association with a greater deity. Every pantheon includes many sub-cults, which generally provides supplementary skills, spells, or powers to initiates of the greater religions who also worship through that sub-cult.

Associated Cults

Associated cults are those whose deities closely support each other. Their mythologies are intertwined. The cults are very friendly and often exchange skill training and cult spells, and call upon each other for assistance in time of need. Each associated cult provides its associate with a special divine spell, whose members can learn and use as if it was one of their own gods spells. Its uses must be recovered at a temple to the associate that provided it, or at a great temple of their god, which will contain shrines to all of the gods associates. Members of associated cults can be treated as lay members of each others religions for most purposes, and can learn the other cult's cult magic spells. Specifically, a cult lay member or initiate will be treated as a lay member of an associated cult, while a cult acolyte, priest or Rune Lord will be treated as an initiate of an associated cult for the purposes of learning cult magic. Members of associated cults often become full initiates of both cults.

The cult information is arranged as follows:

NAME OF DEITY **RUNIC AFFILIATIONS**

Common Titles of the Deity

Worshippers: *Those that commonly join the cult.*
Skills: *Skills of special interest to the cult, also known as cult skills.*
Duties: *Duties specially appropriate to the cult.*
Cult Magic: *Cult magic available to the cult, with limits in the format "L/I/P" (lay member/initiate/acolyte, priest or Rune Lord". Where no cult magic is listed, members are generally free to learn other cult magic or spirit magic, and possibly even sorcery if the cult allows sorcerers as initiates or priests.*
Divine Magic: *Divine Magic available to the cult.*
Associated Cults: *Associated cults (divine magic they provide)*
Miscellaneous: *Notes or additional information.*

When two of the same runes appear in a deities' runic affiliations, that deity is the current owner of that rune.

Note that italicized spell names are unique cult or special divine spells which are not defined in this set of rules. Most of these unique spells are defined in *Gods of Glorantha,* and a number of others are defined in *Troll Gods, Elder Secrets of Glorantha,* and *River of Cradles.*

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THE•ORLANTH•PANTHEON•

Orlanth, Master of Storms, Wielder of Death, Bringer of Light, is the King of a tumultuous pantheon of gods, whose demeanors range from that of the sophisticated Lhankor Mhy to the brutal Storm Bull. Their mythology is filled with violent, reckless deeds and honorable, heroic actions. Orlanth's reckless murder of Yelm, the Sun God, plunged the world into the Lesser Darkness, and set the stage for the Greater Darkness. His sense of responsibility prevailed in the end, when he saw the terror and hunger his actions had caused, and undertook the Lightbringer's Quest to bring the dead sun back from Hell.

THE•LIGHTBRINGERS

The gods that participated on the Lightbringer's Quest, and succeeding in returning the sun to the world, starting a new age, are now known as the Lightbringers. They were seven, of which five: Orlanth, Chalana Arroy, Lhankor Mhy, Issaries, and Eurmal are normally worshiped. The other two were Flesh Man, who was driven mad, and Ginna Jar, who remains an enigma.

ORLANTH

King of the Gods, the Storm King, Ernalda's Husband

Worshippers: Adventurers, warriors, farmers, herders, leaders, nobles, lawspeakers, poets, thieves
Skills: Ceremony, Dodge, Enchant, Hide, Jump, Orate, Orlanth Lore, Speak <Own Language>, Speak Stormtongue, <Weapon> Attack, <Weapon> Parry
Duties: Leadership, defending worshippers, fighting chaos
Cult Magic: Bladesharp 2/4/6, Demoralize, Detect Enemies, Glamour 2/4/6, Heal 2/4/6, Mindspeech 2/4/6, Mobility 2/4/6, Strength 2/4/6
Wind Lord Divine Magic: *Bless Woad,* Command Sylph, Dark Walk, Enchant Iron, *Flight,* Great Parry, Lightning, *Mist Cloud,* Sanctify, Shield, Summon Sylph, *Wind Words,* Worship Orlanth
Storm Voice (Priest) Divine Magic: all common, *Bless Thunderstone,* Cloudcall, Cloudclear, Command Sylph, *Decrease Wind,* Enchant Silver, *Increase Wind,* Summon Sylph, Thunderbolt, *Wind Warp*
Associated Cults: Chalana Arroy (Restore CON), Ernalda (Restore STR), Eurmal *(Charisma),* Heler *(Rain),* Issaries *(Lock),* Lhankor Mhy (Analyze Magic), Mastakos *(Guided Teleport, Teleport),* Storm Bull *(Face Chaos),* Valind *(Snow),* Yinkin *(Identify Scent)*
Miscellaneous: A number of subcults exist, including Orlanth Rex, worshipped by poet and rulers; Orlanth Thunderous, worshipped by devotees and farmers; Orlanth Lightbringer, worshipped by devotees and questers; Orlanth Adventurous, worshipped by adventurers and thieves; the Sandals of Darkness, worshipped by adventurers and thieves; the Lightning Spear, worshipped by adventurers and warriors; the Shield of Earth, worshipped by warriors; the Scarf of Mist, worshipped by devotees and thieves and Vinga the Adventuress, worshipped by female adventurers (members of this subcult dye their hair red).

ISSARIES

God of Trade, Travel & Communication

Worshippers: Traders, merchants, explorers, travellers, linguists, messengers, heralds, grave blessers
Skills: Bargain, Ceremony, Evaluate, Issaries Lore, Speak <Own Language, Speak <Language>, Speak Tradetalk, Read/Write Tradetalk
Duties: The Goldentongue subcult consists of explorers and traders, commonly known as Trader Princes; the Garzeen subcult consists of merchants, shopkeepers and middlemen; the Harst subcult consists primarily of rural barterers; and the Herald subcult consists of messengers and heralds. Teaching languages is a duty.
Cult Magic: Glamour 2/4/6, Glue 2/4/6, Mindspeech 2/4/6, Mobility 2/4/6
Divine Magic: all common, *Create Market, Create Great Market, Lock, Passage,* Path Watch, *Spell Trading*
Associated Cults: Chalana Arroy (Regrow Limb), Eurmal *(Clever Tongue),* Lhankor Mhy (Analyze Magic), Orlanth *(Flight)*

LHANKOR MHY

God of Lawspeaking, Lord of Knowledge

Worshippers: Scholars, sages, alchemists, loremasters, scribes, lawspeakers, officials
Skills: Ceremony, Evaluate, First Aid, Lhankor Mhy Lore, Lore <Any>, Orate, Persuade, Read/Write <Language>
Duties: Teaching, providing information, seeking knowledge
Cult Magic: Detect <Any>, Farsee 2/4/6, Mindspeech 4/6/8
Divine Magic: all common, Analyze Magic, *Clairvoyance,* Enchant Iron, *Knowledge, Mind-Read, Reconstruction, Translate, Truespeak*
Associated Cults: Chalana Arroy (Restore INT), Eurmal *(Clever Tongue),* Issaries *(Create Neutral Ground), Orlanth (Wind Words)*
Miscellaneous: Initiates must have 90% in a cult skill. Priest must wear beards, false if necessary.

CHALANA ARROY

Goddess of Healing & Comfort

Worshippers: Healers, doctors, surgeons, medics, herbalists, midwives
Skills: Ceremony, Chalana Arroy Lore, Human Lore, First Aid, Physician
Duties: Healing, caring for the sick, comforting those in distress
Cult Magic: Befuddle, Dullblade 2/4/6, Endurance 2/4/6, Heal 4/6/8, Light, Shimmer 4/6/8, Sleep
Divine Magic: all common, *Comfort Song,* Command Healing Spirit, *Cure Chaos Wound,* Heal Body, *Heal Constitution,* Regrow Limb, Restore <Any>, *Restore Vision,* Resurrect, Summon Healing Spirit
Associated Cults: Aldrya *(Accelerate Growth),* Issaries *(Create Neutral Ground),* Lhankor Mhy (Analyze Magic), Orlanth (Shield), Storm Bull, Yelm *(Fight Disease)*
Miscellaneous: Initiates must swear an oath of non-violence, and cannot study weapon skills or use spells that harm others, including Warding. Initiates and priests may be shaman or sorcerers. They are considered inviolate, and never attacked.

EURMAL

The Trickster, God of fools & Outlaws

Worshippers: Tricksters, fools, puppeteers, clowns, thieves, rogues, assassins
Skills: Ceremony, Conceal, Hide, Sneak, Orate, Persuade, Trickster Lore
Duties: Joking, lying, fooling others, playing pranks, confusing others
Cult Magic: *Hotfoot*
Divine Magic: *Charisma, Clever Tongue,* Conceal, Illusory Motion, Illusory Odor, Illusory Sight, Illusory Sound, Illusory Substance, Illusory Taste, Initiation, Reflection, Worship Eurmal
Associated Cults: Issaries *(Lock),* Lhankor Mhy (Analyze Magic), Orlanth *(Wind Words)*
Miscellaneous: Tricksters are universally despised and considered outcasts. No Orlanthi laws apply to or protect them. Trickster magic is aberrant—initiates are acolytes, but temples teach only one spell.

THE ORLANTH PANTHEON

A number of other important gods belong to the Orlanth pantheon. In some cultures, they actually may be the dominant gods. In Sartar, Ernalda takes a secondary role as Orlanth's wife. In Esrolia, where the culture is matriarchal, Ernalda is the dominant deity, and Orlanth is but one of her six husbands. Humakt is the Sartarite Wargod, and in times of war his worship may surpass even that of Orlanth. He was once kin to the storm gods, but severed his relationship with them to maintain his purity of purpose.

ERNALDA

The Earth Mother, Orlanth's Wife

Worshippers: Farmers, peasants, herders, healers, homemakers
Skills: Animal Lore, Ceremony, Climb, Ernalda Lore, Mineral Lore, Plant Lore
Duties: Providing food and shelter, tending to crops, tending to fields, blessing the earth, blessing crops
Cult Magic: Endurance 4/6/8, Heal 2/4/6, Second Sight, Shimmer 1/2/4, Strength 2/4/6, Vigor 2/4/6, Visibility
Divine Magic: all common, Bless Crops, Command Gnome, Command <Domestic Animal>, Command Snake, Enchant Copper, *Earthpower*, Heal Body, Regrow Limb, Restore CON, Restore STR, Summon Gnome
Associated Cults: Aldrya *(Accelerate Growth)*, Argan Argar *(Create Shadow)*, Asrelia *(Hide Wealth)*, Babeester Gor (Great Parry), Eiritha *(Speak with Beasts)*, Flamal *(Bear Fruit)*, Magasta (Breathe Air/Water), Maran Gor *(Blast Earth)*, Orlanth *(Cloudcall)*, Storm Bull *(Impede Chaos)*, Ty Kora Tek *(Bless Grave)*, Voria *(Invigorate)*, Yelmalio *(Catseye)*
Miscellaneous: Priests must be women that have given birth to a healthy child.

MASTAKOS

God of Mobility, Orlanth's Charioteer

Worshippers: Messengers, dancers, travellers, adventurers
Skills: Ceremony, Dodge, Drive <Chariot>, Jump, Mastakos Lore, Maneuver, Ride <Beast>
Duties: Travel, bearing messages, driving chariots
Cult Magic: Coordination 2/4/6, Mobility 4/6/8
Divine Magic: *Guided Teleport*, Initiation, *Teleport*, Worship Mastakos
Associated Cults: Orlanth *(Flight*, Lightning)

ELMAL

God of the Sun & Horses, Orlanth's Thane

Worshippers: Warriors, guards, thanes, bodyguards, horsemasters
Skills: <Bow, Javelin or Spear> Attack, Ceremony, Enchant, Horse Archery, Horse Lore, Listen, Ride, Scan, Search, <Shield> Parry
Duties: Warfare, guarding steads, raising horses, blessing crops
Cult Magic: Coordination 2/4/6, Detect Enemies, Farsee 2/4/6, Firearrow, Fireblade, Ignite, Light, Lightwall, Protection 2/4/6, Repair 1/2/4
Divine Magic: all common, Bless Crops, Catseye, Enchant Gold, Enchant Iron, Shield, *Sunbright*
Associated Cults: Hippoi *(Bless Horses)*

DONANDAR

God of Music & Dance

Worshippers: Entertainers, musicians, minstrels, dancers, puppeteers, singers, illusionists, magicians
Skills: Ceremony, Dance, Donandar Lore, Play <Instrument>, Sing, Orate
Duties: Acting, singing, playing, dancing, entertaining and performing
Cult Magic: None, but may learn battle magic or sorcery from other sources.
Divine Magic: *Harmonize*, Illusory Motion, Illusory Sight, Illusory Sound, Initiation, Sanctify, *Switch Places*, Worship Donandar
Miscellaneous: Initiates and priests may be sorcerers.

BABEESTER GOR

The Holy Avenger & Guardian of the Earth

Worshippers: Warriors, mercenaries, temple guards, bounty hunters
Skills: <Axe> Attack, Babeester Gor Lore, Ceremony, Enchant, Listen, Search, <Shield> Parry, Track
Duties: Guarding earth temples, hunting down rapists, oathbreakers, kinslayers and enemies of the earth
Cult Magic: Bladesharp 2/4/6, Demoralize, Detect Enemies, Disrupt, Heal 1/2/4, Strength 2/4/6, Vigor 4/6/8
Divine Magic: all common, *Axe Trance*, Berserk, Command Gnome, Enchant Copper, Enchant Iron, Great Parry, Shield, *Slash*, Summon Gnome
Associated Cults: Asrelia *(Hide Wealth)*, Ernalda (Heal Body), Maran Gor *(Blast Earth)*, Ty Kora Tek (Command Ghost), Voria *(Invigorate)*
Miscellaneous: Only women may join.

HUMAKT

God of Death, War & Endings

Worshippers: Warriors, mercenaries, soldiers, bodyguards, lawmen, adventurers, executioners, bounty hunters
Skills: Ceremony, Craft <Armoring, Battle>, Enchant, First Aid, Humakt Lore, Maneuver, Orate, Ride, Scan, Sense Assassin, <Sword> Attack, <Sword> Parry
Duties: Soldier, executioner, mercenary, bodyguard, teaching combat skills, destroying undead
Cult Magic: Bladesharp 4/6/8, Coordination 2/4/6, Demoralize, Detect Enemies, Detect Undead, Disrupt, Fireblade, Heal 2/4/6, Parry 4/6/8, Protection 2/4/6, Repair 1/2/4, Strength 2/4/6, Vigor 2/4/6
Divine Magic: all common, Berserk, Create Ghost; *Detect Truth*, Enchant Iron, *Morale*, *Oath*, Sever Spirit, Shield, *Strongblade*, Truesword, *Turn Undead*
Miscellaneous: Initiates are taught Bladesharp 4 for free. Initiates and Swords of the cult may never be brought back from the dead by any means. They are forbidden to use Dullblade, and must accept gifts and geases (see *Gods of Glorantha).* The cult has no acolytes or priests, only Rune Lords called Swords.

Some of the other gods worshipped by the Orlanthi:

Asrelia, Grandmother of Wealth; Barnatar, God of Plowmen; Caladra & Aurelion, the Volcano Twins; City Gods; *Daka Fal, Judge of the Dead; Dormal the Sailor;* Eiritha, the Cow Mother; *Eninta, Goddess of Childbirth;* Gagarth, God of the Wild Hunt; *Grain Goddesses; Grandfather Mortal; Gustbran the Bonesmith, God of the Forge; Heler, God of Rain; Horned Man, the Great Shaman; Kero Fin, Mountain Mother, Mother of Orlanth; Kolat, Father of Winds; Mahome, Goddess of the Hearth; Maran Gor, the Earthshaker; Minlister, God of Ale and Mead; Oakfed, God of Holy Fire;* Odayla the Hunter; River Gods; Urox the Storm Bull, God of Berserks; Ty *Kora Tek, Goddess of the Dead; Uleria, Goddess of Love; Valind, God of Winter; Voria, Goddess of Spring; Voriof, God of Shepherds;* Yelmalio, God of the Winter Sun; *Yinkin the Shadowcat*

In this section, and the others like it that follow, gods and cults in italic are not further described in this book> Many of them are described in *Gods of Glorantha, Troll Gods, Elder Secrets* and *River of Cradles.*

☉ • THE • LUNAR • PANTHEON • ☉

The Red Goddess, Goddess of the Red Moon, Mistress of Time, Sister of Chaos, and Lurker Upon the Veil, was reborn in the year 1220 S.T with the assistance of the Seven Mothers, after centuries of secret attempts. Although she was born inside of Time, her powers quickly developed, and her apotheosis took place only 27 years later. The Red Goddess founded the Lunar religion, with its strange mixture of mysticism and practical magic, barbaric cruelty and dignified beauty, freedom and tyranny. She danced and fought her way to become part of the fabric of the world, and took for her domain the Middle Air, where she now rests, by doing so invoking the eternal enmity of Orlanth and the Storm Gods.

THE • SEVEN • MOTHERS

The Seven Mothers, the recreators of the Red Goddess, were Yanafal Tamils, Queen Deezola, Irrippi Ontor, Jakaleel the Witch, Danfive Xaron, Teelo Norri and She Who Waits. Within 30 years of the apotheosis of the Red Moon, they had left the mundane world and joined the Goddess in immortality. They are worshiped both separately, and together as the Seven Mothers. The cult of Teelo Norri is very simple, lacking priests or initiates, and She Who Waits is not worshiped outside of Glamour, the capital of the Lunar Empire.

THE SEVEN MOTHERS ⧗ ☉ †

Recreators of the Red Goddess

Worshippers: Lunar citizens, missionaries, soldiers, officials, scholars, healers
Skills: Ceremony, Climb, Conceal, Enchant, Human Lore, Listen, Read/Write New Pelorian, Ride, Scan, Seven Mothers Lore, Sneak, Track, <Weapon> Attack, <Weapon> Parry, World Lore
Duties: Missionary work, defending the Lunar way, guarding the frontiers
Cult Magic: Befuddle, Glamour 4/6/8
Divine Magic: all common, Command Lune, Madness, Mindblast, Reflection, Regrow Limb, Resurrect, Truesword
Associated Cults: Danfive Xaron, Deezola, Irrippi Ontor, Jakaleel (Enchant Silver), Red Goddess *(Chaos Gift)*, She Who Waits, Yanafal Tamils (Enchant Iron)
Miscellaneous: Initiates may be sorcerers.

DANFIVE XARON ☉ Y ●

Lunar God of Repentance

Worshippers: Former criminals, soldiers, agents, officials
Skills: Danfive Xaron Lore, Ceremony, Conceal, Craft/Torture, Garrotte Attack, Hide, Human Lore, Persuade, Sneak
Duties: Rehabilitating criminals, administering justice, capturing criminals, guarding the Lunar way, hunting traitors
Cult Magic: Bladesharp 2/4/6, Coordination 1/2/4, Countermagic 2/4/6, Demoralize, Detect Enemies, Disrupt, Mobility 2/4/6, Slow 2/4/6, Speedart
Divine Magic: all common, *Bind Soul*, Detect Truth, Enchant Iron, *Enchant Slave Bracelets, Excommunicate, Oath, Seal Tongue*
Associated Cults: Deezola, Irrippi Ontor, Jakaleel, Red Goddess *(Chaos Gift)*, Seven Mothers, She Who Waits, Yanafal Tamils

YANAFAL TARNILS ☉ † Y

Lunar God of War

Worshippers: Warriors, mercenaries, soldiers, bodyguards, nobles, adventurers
Skills: Ceremony, Conceal, Craft <Armoring or Battle>, Dodge, Enchant, Maneuver, Ride, Scan, <Scimitar or Sword> Attack, <Shield> Parry, Track, Yanafal Tamils Lore
Duties: Soldier, mercenary, guard, teaching combat skills
Cult Magic: Bladesharp 2/4/6, Coordination 2/4/6, Demoralize, Detect Enemies, Disrupt, Fireblade, Heal 1/2/4, Parry 2/4/6, Protection 2/4/6, Repair 1/2/4, Strength 2/4/6, Vigor 2/4/6
Divine Magic: all common, Create Ghost, *Detect Truth*, Enchant Iron, *Morale, Oath*, Sever Spirit (one use), Shield, Truesword, *Turn Undead*
Associated Cults: Danfive Xaron, Deezola, Irrippi Ontor, Jakaleel, Red Goddess *(Chaos Gift)*, She Who Waits
Miscellaneous: Duke Tamils defeated his master, Humakt to become the Lunar wargod. His cult is similar to that of Humakt, but without any restrictions on resurrection. Initiates may accept a gift and geas if they wish (similar to Humakt's).

DEEZOLA ☉ ⧗ □

Lunar Goddess of Healing

Worshippers: Healers, nobles, poets, doctors, medics, surgeons
Skills: Ceremony, Deezola Lore, First Aid, Orate, Physician
Duties: Healing, assisting in childbirth, tending to the ill, caring for the souls and spirits of Lunar worshippers
Cult Magic: Heal 4/6/8, Protection 2/4/6, Second Sight, Spirit Screen 2/4/6, Vigor 2/4/6
Divine Magic: all common, *Prevent Decay, Protect Location*, Regrow Limb, Resurrect, *Sustain Life*
Associated Cults: Danfive Xaron, Irrippi Ontor, Jakaleel, Red Goddess *(Chaos Gift)*, Seven Mothers, She Who Waits, Yanafal Tamils

IRRIPPI ONTOR ☉ Y △

Lunar God of Knowledge

Worshippers: Scholars, officials, teachers, sages, alchemists, loremasters, scribes
Skills: Ceremony, Evaluate, Irrippi Ontor Lore, Lore <Any>, Read/Write <Language>
Duties: Teaching, providing information, seeking knowledge
Cult Magic: Detect <Any>, Mindspeech 2/4/6
Divine Magic: all common, Analyze Magic, *Clairvoyance, Knowledge*, Mindblast, *Mind-Read, Translate, Truespeak*
Associated Cults: Danfive Xaron, Deezola, Jakaleel, Red Goddess *(Chaos Gift)*, Seven Mothers, She Who Waits, Yanafal Tamils
Miscellaneous: Irrippi Ontor was an outlawed priest of Lhankor Mhy, and their cults are very similar. Initiates must have 90% in a cult skill, but priests need not wear beards.

JAKALEEL ☉ ● ᚱ

Lunar Goddess of Witchcraft

Worshippers: Magicians, witches, spies, assassins
Skills: Ceremony, Conceal, Enchant, Hide, Jakaleel Lore, Magic Lore, Sneak, Summon
Duties: Enchanting, espionage, witchcraft, assassination
Cult Magic: Befuddle, Darkwall, Demoralize, Dispel Magic 2/4/6, Dullblade 2/4/6, Extinguish 1/2/4, Glamour 2/4/6, Fanaticism, Mindspeech 2/4/6, Second Sight, Silence 2/4/6
Divine Magic: all common, Binding Enchantment, Command Lune, Enchant Lead, Enchant Silver, Madness, Summon Lune
Associated Cults: Annilla (Conceal), Danfive Xaron, Deezola, Irrippi Ontor, Red Goddess *(Chaos Gift)*, Seven Mothers, She Who Waits, Yanafal Tamils

THE LUNAR PANTHEON

The Lunar Empire has conquered a number of different lands and nations, including the lands formerly held by two great empires. The policy of the Lunar Empire has been to allow the inhabitants of these lands as much freedom of worship as possible, and the worship of their original gods remains popular in those regions.

In the Western Reaches, the former lands of the Carmanian Empire, worship of some of the gods of the Orlanth and Troll Pantheons remains popular, along with the worship of the Invisible God (see Sorcery for more details).

In the lands of the former Dara Happan Empire, now part of the Heartlands of the Lunar Empire and one of its richest regions, the worship of the Yelm Pantheon dominates. In the hills of Peloria, worship of the Orlanth pantheon remains popular, although the worship of Orlanth is discouraged by the Empire.

Throughout most of the empire, the worship of the Lunar Pantheon dominates. The cult of the Red Goddess is open to only a select few, but other more accessible Lunar cults are worshiped as well. The primary cult of the Lunar Empire's traders and bankers is that of Etyries, a daughter of Issaries that chose to follow the Red Goddess. Hwarin Dalthippa was the general that conquered the south of Peloria for the Lunar Empire. Her feats earned her apotheosis, and her cult is popular among both the soldiers and the crafters of the Empire.

ETYRIES

Lunar Goddess of Trade and Commerce

Worshippers: Traders, merchants, bankers, travellers, messengers
Skills: Bargain, Ceremony, Etyries Lore, Evaluate, Speak <Own Language>, Speak <Other Language>
Duties: Trading, accounting, teaching languages, guiding others, carrying messages
Cult Magic: Countermagic 2/4/6, Extinguish 1/2/4, Parsec 1/2/4, Glue 2/4/6, Ignite, Mobility 2/4/6, Repair 2/4/6
Divine Magic: Command Cult Spirit, Divination, *Exchange Spells,* Initiation, Mindlink, Path Watch, Reflection, Sanctify, Spellteaching, Summon Cult Spirit, Warding, Worship Etyries
Associated Cults: Red Goddess
Miscellaneous: Initiates and priests of Etyries may be sorcerers.

HWARIN DALTHIPPA

The Conquering Daughter

Worshippers: Soldiers, crafters, monitors, engineers
Skills: Ceremony, Craft <Armorer, Battle, Fortification or Substance, Devise, Enchant, Hwarin Dalthippa Lore, Magic Lore, <Weapon> Attack, <Weapon> Parry
Duties: Warfare, guarding, crafting, guarding roads, enchanting, teaching crafts and weapon skills
Cult Magic: Befuddle, Countermagic 2/4/6, Demoralize, Disrupt, Dispel Magic 2/4/6, Heal 1/2/4, Mobility 2/4/6, Protection 2/4/6
Divine Magic: all common, Enchant Iron, Enchant Silver, *Enchant Stone, Form Stone,* Shield
Associated Cults: Red Goddess *(Chaos Gift)*

Some of the other gods of the Lunar pantheon:

Annilla, Goddess of Tides, Secrets and the Blue Moon; Arachne Solara, Goddess of Nature and Fate; Aronius Jaranthir, God of Citizen-Foreigners; Baxos, God of Borders; City Gods; *Crater Makers; Crimson Bat, Steed of the Red Goddess; Gorgorma, the Keeper of Secrets; Great Sister, the Emperor's Sister; Hell Sisters; Hon-eel the Dancer, Goddess of Maize; Iphigios, God of Crafts; Kalikos Icebreaker; Myrandos, God of Roads and Travel; Nysalor, the Illuminator; Red Emperor, Living God of the Empire; Red Goddess, Goddess of the Red Moon;* River Gods; *Teelo Norri, Young Life; Time; White Moon, the Moon of Peace; Yara Aranis, Goddess of the Reaching Moon; Young Elementals*

THE PRAXIAN PANTHEON

The gods of Prax are the survivors of the Great Darkness. Faced by a desolate waste at the Dawning where once lay paradise, the people of Prax turned to their gods to show them how to live in this new land. The god Waha was the son of the Storm Bull, the mightiest of the Praxian gods, and Eiritha, the mother of the Praxian animals. Waha taught the men a new way of life, showing them how to use the secrets of death to safely return the spirits of fellow animals to Eiritha's womb, deep beneath the earth, where Eiritha had hidden to survive, and feed on the bounty provided by their remains. He rescued the daughters of Eiritha from the forces of darkness which had imprisoned them, and through them, the women of the tribes were able to worship Eiritha once again.

The people of Prax are now the animal nomads of Prax, and follow a nomadic herding lifestyle, with men using the powers of death, and women using the powers of life to allow them to survive again on the Plains of Prax. Many of their other gods assist them as well. Foundchild the Hunter aids those that must hunt to survive, the Storm Bull aids them in the constant struggle against chaos, and Daka Fal keeps the dead and living in their proper places, yet allows the animal nomads to call upon the wisdom of their ancestors.

Not all the surviving gods are so friendly. Were it not for the tribe's shaman, Malia's plagues would sweep through the tribe. The Wastes of Prax are haunted by Gagarth and the Wild Hunt, worshiped by criminals and outlaws.

WAHA

God of Prax, Kahn of the Praxian Gods

Worshippers: Warriors, kahns, shaman
Skills: Ceremony, Craft/Butchery, Ride, Summon, Waha Lore, <Weapon> Attack
Spirit Magic: most common are Countermagic, Detect Spirit, Heal 1, Peaceful Cut, Protection, Slow, and Vigor
Divine Magic: *Call Founder*, Command Gnome, Command Spirit of Law, *Cremate Dead,* Extension, *Fix Intelligence,* Initiation, *Release Intelligence,* Sanctify, Shield, Summon Spirit of Law, Worship Waha
Associated Cults: Eiritha *(Speak with Beasts),* Storm Bull (Impede Chaos)
Miscellaneous: Only men may join. A worshipper can never learn more than Heal 1. Shaman may become initiates and priests are always shaman.

EIRITHA

Mother of Herds

Worshippers: Tenders, herders, healers
Skills: Animal Lore, Ceremony, Eiritha Lore, Plant Lore, Understand Herd Beasts, World Lore
Duties: Healing, tending to the sick, tending to the herds, delivering animals, blessing the herds
Cult Magic: Parsec 2/4/6, Heal 2/4/6, Ignite, Slow 2/4/6
Divine Magic: all common, *Bless Animals, Pathway, Peace,* Resurrect (one use), *Speak With Beasts*
Associated Cults: Aldrya *(Accelerate Growth),* Dendara (Heal Body), Ernalda (Command Gnome, Summon Gnome), Storm Bull (Shield), Waha
Miscellaneous: Only women may join. Ignite is free to initiates.

THE STORM BULL

God of Berserks and the Desert Wind, Lord of the Wastes

Worshippers: Warriors, berserks
Skills: Ceremony, Scan, Search, Sense Chaos, Storm Bull Lore, Summon, Track, Understand Herd Beasts, <Weapon> Attack, <Weapon> Parry
Duties: Seeking & killing chaos, leading
Cult Magic: Detect Enemies, Dispel Magic 2/4/6, Fanaticism, Heal 2/4/6, Protection 2/4/6, Strength 4/6/8
Divine Magic: all common, Berserk, Command Sylph, Enchant Iron, *Face Chaos,* Impede Chaos, Summon Sylph
Associated Cults: Chalana Arroy *(Cure Chaos Wound),* Eiritha, Ernalda *(Earthpower),* Orlanth (Shield), Valind (Cloudcall), Waha (Command Spirit of Law), Zorak Zoran (Fear)

FOUNDCHILD THE HUNTER

Provider of food

Worshippers: Hunters, trappers
Skills: Ceremony, Craft/Butchery, Foundchild Lore, <Missile> Attack, Listen, Trap, Track
Duties: Hunting, butchering game, blessing the departed souls of game
Cult Magic: Disrupt, Mobility 2/4/6, Peaceful Cut, Slow 2/4/6, Speedart
Divine Magic: Command Cult Spirit, Command <Game>, Divination, *Draw Beast,* Excommunication, Heal Wound, Initiation, Sanctify, Sureshot, Soul Sight, Summon Cult Spirit, Spellteaching, Worship Foundchild
Miscellaneous: The cult is very similar to that of other Hunter gods, such as Odayla the Hunter or Zong the Hunter. Foundchild hunters are assisted by dogs (associated with the Brother Dog subcult) while Odayla hunters are assisted by shadowcats (associated with the Yinkin cult).

GAGARTH

The Wild Hunter, God of Outlaws

Worshippers: Outlaws, bandits
Skills: Ceremony, Dodge, Gagarth Lore, Ride, Summon, Track, <Weapon> Attack
Cult Magic: Bladesharp 2/4/6, Coordination 2/4/6, Demoralize, Detect Enemies, Disrupt, Fireblade, Heal 1/2/4, Protection 1/2/4, Repair 1/2/4, Strength 1/2/4, Vigor 1/2/4
Divine Magic: Binding Enchantment, Command Whirlvish, *Create Whirlvish,* Extension, Initiation, Sanctify, *Wind Walking,* Worship Gagarth

Some of the other cults worshiped in Prax:

Cannibal Cult; Daka Fal, Speaker to the Dead; Earth Witch; Helpwoman; Horned Man, the First Shaman; Malia, Mistress of Disease; Oakfed, the Wild Fire; Yelmalio, God of the Sun Dome; Zola Fel, God of the River of Cradles

THE PAVIS ARRAY

The god Pavis is the founder of the city of Pavis and the protector of the citizens of Pavis. He built the city with the assistance of his friend Flintnail, now the craft god of Pavis. Pavis established a number of treaties to ensure the existence of his city on the Plains of Prax, including one with Waha and the animal nomads, and another with Zola Fel, God of the River of Cradles, upon with the city of Pavis rests.

Much of the old city now lies in ruins, but the busy frontier town of New Pavis on the outskirts of the ruins is a new focus of trade and commerce. The original settlers of New Pavis, Sartarites, imported the worship of their native gods, and subsequent settlers and visitors have added their own temples. The Lunar Empire occupied Pavis in 1610 S.T., and has since established temples to its own gods and goddesses.

PAVIS

Cod of the City of Pavis

Worshippers: Citizens of Pavis, architects, crafters, healers
Skills: Ceremony, City Lore, Craft <Any>, First Aid, Pavis Lore, Pavis Cult Lore, Rubble Lore
Duties: Crafting, healing, maintenance, guarding the city
Cult Magic: Bladesharp 1/2/4, Demoralize, Detect Enemies, Disruption, Heal 2/4/6, Mindspeech 1/2/4, Mobility 1/2/4, Strength 2/4/6
Divine Magic: *City Harmony,* Command Gnome, Command Salamander, Command Shade, Command Sylph, Command Undine, Divination, Heal Wound, Initiation, Mindlink, Sanctify, Spirit Block, Summon Gnome, Summon Salamander, Summon Shade, Summon Sylph, Summon Undine, Worship Pavis
Associated Cults: Aldrya (HealBody), Flintnail *(Support)*
Miscellaneous: An initiate may be a shaman, sorcerer, or even a priest of another cult, as long as he was born in Pavis or New Pavis, or has become a citizen of Pavis. The cult is typical of that of a major city go, though details may vary, such as the Pavis cult elementals, which Pavis won for his cult's use.

FLINTNAIL

God of Pavis Crafters

Worshippers: Crafters, dwarfs, adventurers
Skills: Ceremony, Craft <Any>, Devise, Flintnail Lore, Rubble Lore, <Weapon> Attack, World Lore
Duties: Craft work, construction, maintaining the city, restoring the former glory of the Rubble
Cult Sorcery: Bind, Bless <Tool or Weapon>, Call Cold, Call Fire, Call Heat, Restore <Stone or Metal>, Form <Stone or Metal>
Divine Magic: *Animate Warrior of Stone,* Command Gnome, *Craft Warrior of Stone,* Enchant Copper, Enchant Iron, Enchant Lead, Enchant Quicksilver, *Enchant Stone,* Extension, Find <Substance>, Initiation, Sanctify, *Shape Metal, Shape Rock, Support,* Summon Gnome, Worship Flintnail
Associated Cults: Pavis
Miscellaneous: Initiates and priests may be sorcerers.

ZOLA FEL

God of the River of Cradles

Worshippers: Fishermen, boatmen, traders, river travellers, river dwellers
Skills: Boat, Ceremony, Devise, Swim, World Lore, Zola Fel Cult Lore
Duties: Boating, protecting the river
Cult Magic: Extinguish 2/4/6, Glue 1/2/4, Mobility 2/4/6, *River Eyes*
Divine Magic: Breathe Air/Water, Command Undine, Divination, Enchant Quicksilver, Excommunicate, Find Enemy, Float, Initiation, Sanctify, Soul Sight, Spellteaching, Summon Naiad, Summon Undine, Worship Zola Fel
Associated Cults: Diros, Pavis
Miscellaneous: The cult is typical of that of a major river god.

BLACK FANG

The Black Fang Brotherhood of Thieves & Assassins

Worshippers: Assassins, criminals, shaman
Skills: Black Fang Lore, Ceremony, Climb, Conceal, Craft <*Poison*>, Evaluate, Hide, Intimidate, Sneak, Trap, <*Concealable Weapon*> Attack
Duties: Assassination, strong-arm work, smuggling
Spirit Magic: any
Divine Magic: Conceal, Divination, *Divination Block,* Initiation, Mindlink, Sanctify, *Shattering,* Spirit Block, Worship Black Fang
Associated Cults: Krarsht, Lanbril
Miscellaneous: Initiates may be shaman, priests are always shaman.

LANBRIL

The Forgotten God, God of Thieves

Worshippers: Thieves, fences, cut-purses
Skills: Act, Bribe, Ceremony, Climb, Conceal, Craft/Disguise, Craft/Feign Death, Craft/Foil Restraints, Craft/Mimic, Craft <*Potion*>, Custom <*Low*>, Devise, Evaluate, Hide, Lanbril Lore, Persuade, Pickpocket, R/W Thieves' Argot, Sneak, Speak Thieves' Argot, Trap, <*Concealable Weapon*> Attack
Duties: Theft, smuggling, crime
Cult Magic: Befuddle, *Conceal,* Coordination 2/4/6, Countermagic 4/6/8, *Face of Lanbril, Forget,* Silence 2/4/6
Divine Magic: all common, *Divination Block*
Associated Cults: Black Fang

Some of the other gods worshiped in New Pavis (the elves and trolls of the Rubble worship the gods of their respective pantheons as well):

Argan Argar, Troll God of Trade; Chalana Arroy, Goddess of Healing; Eiritha, the Herd Mother; Ernalda, the Earth Mother; Etyries, Lunar Goddess of Trade; Humakt, God of Death & War; Irrippi Ontor, Lunar God of Knowledge; Issaries, God of Trade; *Lanbril, God of Thieves;* Lhankor Mhy, God of Knowledge; *Lokarnos, God of Commerce;* Orlanth, the Storm King; Seven Mothers; Storm Bull, God of Berserks; *Teelo Norri, Young Life; Uleria, Goddess of Love;* Waha the Butcher; Yelmalio, Frontier God

YELM PANTHEON

Yelm, the Sun, Harbinger, Warrior, Healer, and Emperor of the World, is the ruler of a elegant and splendid pantheon of gods. In the Golden Age, Yelm, the God Emperor, ruled the world with perfect justice for 100,000 years. The Rebel Gods, led by Orlanth, ended the reign of splendor by murdering Yelm's son and destroying Yelm, plunging the world into darkness. Yelm's power of divine justice was such that even from the Land of the Dead he was able to draw Orlanth and the Rebel Gods to him, to atone for their deeds and ask his forgiveness. Together, they defeated the forces of chaos that had torn the old world apart, and returned triumphant, to the surface world.

The worship of Yelm was once far more widespread. It is now focused in areas such as Dara Happa, Pent and Kralorela, but the sun is recognized and worshiped or respected in almost all the cultures of humanity, and even by some of the Elder Races, particularly the elves.

The cult of Yelmalio, a son of the sun, is one of the few sky gods popular among both the storm worshipping hill barbarians. His worship is popular among the elves, as he came to their defense in the Greater Darkness.

Pole Star is another god loved and fondly remembered by many of the people he aided in the Greater Darkness, for even as he defended the hole in the center of the sky dome from the horrors now infesting the world below, he sent his Star Captains screaming to earth as great bolts of fire and magic to defend those below.

Lodril was a sky god that had exiled himself from the pure heavens by choosing to make his home in the world below. He was always a favorite of the people of the earth, and fought mightily to defend his adopted home and people from the chaos that swept over it in the Greater Darkness. The worship of these gods has survived the changes that swept over the world after the Dawning, and continues to the present day.

YELM

The Sun God & Emperor

Worshippers: High born, nobles, warriors, harpers, archers, rulers
Skills: Bow Attack, Ceremony, Craft/Falconry, First Aid, Ride, Scan, Search, Yelm Lore
Duties: Leadership, dispensing justice, defending worshippers, healing, teaching
Yelm the Youth Cult Magic: Farsee 2/4/6, Light, Lightwall
Cult Magic: Befuddle, Coordination 2/4/6, Detect Enemies, Disruption, Extinguish 1/2/4, Farsee 4/6/8, Firearrow, Fireblade, Glamour 2/4/6, Heal 2/4/6, Ignite, Light, Lightwall, Mindspeech 2/4/6, Mobility 1/2/4, Multimissile 2/4/6, Slow 1/2/4, Speedart
Divine Magic: all common, *Bless Worshippers,* Cloudclear, Command Eagle, Command Hawk, Command Griffin, Command Salamander, Enchant Gold, Enchant Iron, *Fight Disease, Restore Vision,* Resurrect (one use), Shield, *Sunripen,* Sunspear, Sureshot, Truespear, *Truetune*
Associated Cults: Aldrya *(Accelerate Growth),* Chalana Arroy (Restore INT), Dendara (Heal Body), Grain Goddesses (Regrow Limb), Golden Bow *(Pureshot),* Hyalor Horsebreaker (Command Horse), Lodril *(Earthwarm),* Lokarnos *(Hie Wagon),* Molanni *(Decrease Wind),* Oslir *(Control Flood),* Ourania, Yelmalio *(Catseye)*
Miscellaneous: Membership in this cult is hereditary. One must be born into it. Numerous steps in the hierarchy of the cult and its subcults exist.

YELMALIO

Sun God of the Frontier

Worshippers: Templars, soldiers, mercenaries, Sun County citizens
Skills: <Bow, Javelin or Spear> Attack, Ceremony, Enchant, Kuschile Archery, Listen, Scan, Search, Sneak
Duties: Soldiers, mercenaries, guarding the Sun Dome temple, defending the faithful
Cult Magic: Coordination 2/4/6, Detect Gold, Farsee 2/4/6, *Lantern* 4/6/8, Light, Lightwall, Protection 1/2/4, Repair 1/2/4, *Seek Sun Dome Temple*
Divine Magic: all common, Catseye, Enchant Gold, Enchant Iron, Shield, *Sunbright*
Associated Cults: Aldrya (Heal Body), Ernalda (Bless Crops), Vrimak *(Speak to Birds),* Yelm (Sunspear), Yelorna
Miscellaneous: The spells of Bludgeon, Darkwall, Firearrow and Fireblade are forbidden. Initiates must accept a gift and attendant geas (see *Gods of Glorantha).*

POLE STAR

God of Dance & War

Worshippers: Soldiers, dancers, generals
Skills: Ceremony, Craft/Battle, Craft/Choreography, Dance, Dodge, Maneuver, Pole Star Lore, War Lore, <*Weapon*> Attack, <*Weapon*> Parry
Duties: Soldier, general, dancer, choreographer, defending the weak
Cult Magic: Coordination 4/6/8, Farsee 2/4/6, Firearrow, Fireblade, Heal 1/2/4, Mindspeech 4/6/8, Mobility 2/4/6, Light, Lightwall, Shimmer 2/4/6
Divine Magic: all common, *Call Star Captain, Captain Souls,* Enchant Gold, Enchant Iron, Enchant Silver, Shield
Associated Cults: Dayzatar *(Call Shanasse)*

LODRIL

God of Heat & Volcanoes

Worshippers: Peasants, farmers, smiths
Skills: Ceremony, Climb, Craft <Any>, Enchant, Jump, Lodril Lore, <Spear> Attack, Summon
Duties: Craft work, farming, smithing, blessing the earth, defending peasants, fighting oppression
Cult Magic: Disrupt, Endurance 2/4/6, Extinguish 2/4/6, Heal 1/2/4, *Heat Metal* 4/6/8, Ignite
Divine Magic: all common, Command Salamander, *Cremate Dead, Earthwarm,* Enchant Copper, Enchant Gold, Enchant Iron, Enchant Lead, Enchant Tin, *Firespear, Lava Spear, Smouldering Rebellion (one use), Summon Lodril,* Summon Salamander
Associated Cults: Caladra & Aurelion *(Firedwell),* Dendara (Regrow Limb), Gustbran *(Create Bonfire),* Mahome *(Reduce Flame),* Oakfed *(Create Wildfire),* Yelm (Shield)

Some of the other gods of the Yelm pantheon (Dendara's cult resembles Ernalda's):

Chalana Arroy, Goddess of Healing; City Gods; *Daga, God of Drought; Dayzatar, The Pure Light;* Dendara, the Good Earth, Yelm's Wife; Donandar, God of Music & Dance; *Golden Bow, God of Archery; Gorgorma, Keeper of Secrets; Grain Goddesses; Gustbran, God of the Forge; Hyalor Horsebreaker; Lokarnos, God of Wheels, Wagons & Commerce; Lux, King of the Light Spirits; Mahome, Goddess of the Hearth; Molanni, the Calm Air; Nysalor, God of White Light; Oakfed, the Holy Fire;* Oslir, the River God; *Ourania, Queen of Heaven; Uleria, Goddess of Love; Voria, Spring Virgin; Vrimak, God of Hawks; Yelorna, the Star Huntress*

THE TROLL PANTHEON

The gods of Hell and Darkness are also the gods of the trolls. The scorching heat and blinding light emanating from the dead sun god drove the trolls out of their ancestral paradise in the Underworld, and onto the surface world, where they have now made their home, bringing the worship of their gods with them. Kyger Litor is the mother of the trolls, and is their most important deity.

KYGER LITOR

Mother of Trolls

Worshippers: Trolls, troll shaman
Skills: Ceremony, Enchant, Kyger Litor Lore, Read/Write Darktongue, Speak Darktongue, Summon, Troll Lore, <Weapon> Attack, <Weapon> Parry
Duties: Leadership, teaching, tracing lineages, defending trolls, caring for trolls, blessing trolls
Spirit Magic: commonly learn Befuddle, Bludgeon, Countermagic, Darkwall, Demoralize, Disrupt, Dullblade, Extinguish, Heal, *Jumping,* Mindspeech, Protection, Second Sight, Slow, Spirit Screen, but no light or fire magic
Divine Magic: all common, Absorption, *Blinding,* Command Fear Spirit, Command Shade, *Counterchaos, Darksee,* Enchant Lead, Summon Fear Spirit, Summon Shade
Associated Cults: Daka Fal, Subere *(Attack Soul),* Xiola Umbar *(Healing Trance),* Zorak Zoran *(Crush)*
Miscellaneous: Initiates may be shaman, priests are also shaman.

ARGAN ARGAR

God of Surface Darkness, Troll God of Trade

Worshippers: Traders, merchants, civilized trolls
Skills: Argan Argar Lore, Ceremony, Evaluate, Lore <*any non-troll*>, Read/Write Darktongue, Speak <*Language*>, Summon
Duties: Trading, teaching languages, making coinage
Cult Magic: Detect Magic, Glamour 2/4/6, Mindspeech 2/4/6, Protection 2/4/6, Vigor 1/2/4
Divine Magic: all common, Command Shade, *Create Shadow, Cure Iron Burn,* Dark Walk, Enchant Lead, *Safe,* Summon Shade, *Suppress Aether*
Associated Cults: Gorakiki *(Speak with Insects),* Xentha *(Affix Darkness)*

XIOLA UMBAR

Troll Goddess of Compassion, Healing & Solace

Worshippers: Troll healers and midwives
Skills: Ceremony, First Aid, Physician, Plant Lore, Summon, Troll Lore, Xiola Umbar Lore
Duties: Healing, delivering troll children, caring for the ill, defending the weak, protecting trolls
Cult Magic: Countermagic 2/4/6, Darkwall, Heal 4/6/8, Protection 2/4/6, Shimmer 2/4/6, *Solace,* Spirit Screen 1/2/4
Divine Magic: all common, *Attract Attention,* Command Shade, *Couvade, Group Defense, Healing Trance,* Regrow Limb, *Shield of Darkness,* Summon Shade, *Turn Blow*
Associated Cults: Kyger Litor *(Darksee),* Zorak Zoran (Shield)
Miscellaneous: Initiates must learn Heal 4.

ZORAK ZORAN

God of Hate & Vengeance, Troll God of War

Worshippers: Troll warriors and berserks, warriors, berserks
Skills: Ceremony, Climb, Conceal, Enchant, Hide, Jump, Sneak, Summon, Trap, <*Weapon*> Attack, Zorak Zoran Lore
Duties: Warfare, killing foes, exacting vengeance
Cult Magic: Bludgeon 4/6/8, Darkwall, Demoralize, Detect Enemies, Dullblade 2/4/6, Extinguish 2/4/6, Fanaticism, Firearrow, Fireblade, Ignite, Protection 2/4/6
Divine Magic: all common, Berserk, Command Ghost, Command Salamander, Command Shade, Create Ghost, Create Skeleton, Create Zombie, *Crush,* Enchant Lead, Fear, *Seal Wound,* Sever Spirit (one use), Shield, Summon Salamander, Summon Shade
Associated Cults: Kyger Litor *(Darksee),* Storm Bull *(Face Chaos),* Xiola Umbar *(Healing Trance)*

Some other gods worshiped by trolls:

Annilla, Goddess of the Blue Moon; Aranea, Goddess of Spiders; Arkat Kingtroll; Asrelia, Keeper of Wealth; Dehore, God of Darkness Spirits; Gorakiki, Mother of Insects; Himile, God of Cold; Horned Man, the Great Shaman; Jeset the Ferryman; Mee Vorala, Goddess of Fungi; Styx, Goddess of Oaths; Subere, Goddess of the Inner Dark; Xentha, Goddess of Night; Zong the Hunter

THE ELF PANTHEON

The pantheon of the elves is dominated by Aldrya, the mother of the elves. All elves are born into this religion, and with the exception of the rare Rootless Elf, stay in it until they die.

ALDRYA

Goddess of the Woods

Worshippers: Elves, runners, dryads
Skills: Aldrya Lore, Ceremony, Elf Bow Attack, Enchant, Climb, Hide, Plant Lore, Sneak, Summon
Duties: Tending plants, guarding forests
Spirit Magic: Befuddle, Countermagic, Dispel Magic, Extinguish, *Food Song,* Heal, Light, Mindspeech, Mobility, Multimissile, Repair, Second Sight, Shimmer, Silence, Speedart, Spirit Screen, Vigor
Ritual Spirit Magic: Armoring Enchantment, Binding Enchantment, Spell Matrix Enchantment, Strengthening Enchantment, Summon (species)
Wood Lord Divine Magic: *Accelerate Growth, Arrow Trance, Chameleon,* Divination, Enchant Copper, Heal Body, Reflection, Shield, *Silence Sphere,* Worship Aldrya
Shaman Divine Magic: Absorption, *Accelerate Growth, Animate War Tree, Chameleon, Create War Tree,* Divination, Heal Body, *Plant Spy,* Sanctify, *Silence Sphere,* Tanglethicket, Worship Aldrya
Gardener Divine Magic: all common, Wood Lord, and Shaman spells, and Resurrect (one use)
Associated Cults: Chalana Arroy (Regrow Limb), Dendara (Restore INT), Eiritha *(Speak with Beasts),* Ernalda (Command Gnome), Flamal *(Bear Fruit),* Gata *(Gnome-to-Gargoyle),* Yelm *(Sunripen),* Yelmalio *(Catseye),* Yelorna (Detect Silver)
Miscellaneous: Initiates and priests may be shaman. Gardeners must have been a shaman or Wood Lord for 20 years.

Some of the other gods popular amongst the elves:

Babeester Gor, Holy Avenger; *Flamal, Father of Seeds; Gata, Goddess of the Earth; Grain Goddesses, Homed Man, the Great Shaman; Mee Vorala, Goddess of Fungi; Voria, Goddess of Spring;* Yelmalio, Frontier God

THE ARRAY OF CHAOS

The gods of chaos are either the few survivors of the original invasion that took place during the Greater Darkness or gods that were corrupted, voluntarily, or involuntarily, by exposure to the forces of chaos. The Unholy Trio, whose plotting allowed the forces of chaos to enter the world, and plunge it into the Greater Darkness, were warped by the forces they had released. All three, Thed, Mother of Broos; Malia, Mother of Disease; and Ragnaglar, the Mad God are now counted amongst the gods of chaos.

The defeat of the Forces of Chaos at the hands of the Forces of Life, and the Great Compromise has weakened chaos in the world. Nevertheless, it persists, often festering quietly, unnoticed, in the hidden places of the world, or growing as a hidden cancer deep within human society. In a few places, chaos nests such as Dorastor, or the Foulblood Woods, it festers openly, rebounding with extraordinary resilience from attempt after attempt to exterminate it once and for all.

The Lunar Empire is alone among the nations of Genertela in including chaos in its worship, and deeply hated for it. Their position of official acceptance of chaos is essential to their religion's belief in freedom, but even they will not tolerate the excesses to which these cults and their members can go.

The three cults detailed below can all exist within the bounds of human society, if need be. Ogres appear human, and prefer to live within or on the outskirts of human society, feeding on humans, who they consider to be their natural prey. The burrowing horrors of Krarsht have tunneled below much of the surface of Genertela, but the cult's human worshippers tend to its mysterious affairs on the world's surface. Vampires pass as human, or send their human worshippers to gather prey for them. Those that excel in pleasing their vampire masters gain the reward of a hollow, but potentially eternal, existence. An entire kingdom of vampires is said to exist to the north of the Lunar Empire, feeding on its human subjects, and the Lunar Empire itself is rumored to have a legion of vampires training in the mountains.

Two of these cult's gods possess the Hunger Rune (⋈), a common rune among chaos cults which tear at and consume reality.

CACODEMON

God of Anarchy, Murder, & Ogres

Worshippers: Ogres, anarchists, murderers, assassins
Skills: Cacodemon Lore, Ceremony, Enchant, Hide, Track, Trap, <*Weapon*> Attack
Duties: Assassination, spreading disorder, destruction
Divine Magic: Create Ghost, *Detection Blank,* Extension, *False Form,* Mindlink, Sanctify, Spirit Block, *Vomit Acid,* Warding, Worship Cacodemon
Associated Cults: Primal Chaos *(Chaos Feature),* Thed *(Chaos Spawn)*
Miscellaneous: A Fiend appears to initiate new members. If they fail a POW x5 roll, it eats them. Prospective Talons (priests) fail only on a roll of 96-00.

KRARSHT

Chaos Goddess of Hunger & Intrigue

Worshippers: Criminals, fences, middlemen, conspirators, assassins
Skills: Ceremony, Hide, Krarsht Lore, Net Attack, Net Parry, Sneak, *Concealable weapon*> Attack
Duties: Assassination, espionage, organized crime, smuggling
Cult Magic: Befuddle, Silence 2/4/6, True Net 4/6/8
Divine Magic: all common, *Chomping, Sweat Acid, Venom Bite*
Associated Cults: Black Fang (Conceal), Primal Chaos *(Chaos Feature)*

VIVAMORT

God of Vampires

Worshippers: Vampires, those that wish to be vampires, necromancers, vampire's herds
Skills: Ceremony, Conceal, Enchant, Hide, Scan, Sneak, Summon, Swordbiter Parry, Vivamort Lore, <*Weapon*> Attack
Duties: Finding victims, recruiting new members, providing blood and power
Divine Magic: Create Ghost, *Create Ghoul,* Create Skeleton, Create Zombie, Command Shade, Divination, *Ecstatic Communion,* Initiation, Sanctify, Summon Shade, Worship Vivamort
Associated Cults: Malia *(Cause Chills)*
Miscellaneous: Rune Lords and Priests are vampires (see Creatures). Swordbiters are a cult weapon, resembling a mace with a swordbreaking appendage.

Some other gods of chaos and terror:

Arrquong, Harbinger and Gate Keeper of Chaos; Atyar, the Knowledge Thief; Bad Man, the Shaman's Nemesis; Bagog, Mother of Scorpions; Gark the Calm, Chaos God of Eternal Peace and Zombies; Gbaji, the Liberator; Gloomshark, Bluegloom God of Mindless Hunger; Ikadz the Torturer, Krjalk, God of Treason; Malia, Goddess of Disease and Suffering; Nysalor, the Teacher; Pocharngo the Mutator; Primal Chaos, the Chaos Ooze; Ragnaglar, the Mad God; Seseine, Goddess of Submission; Than, God of Headhunting; Thanatar, the Severed God; Thed, Goddess of Rape and Mother of Broos; Tyram, Chaos God of the Skies

OTHER PANTHEONS AND ARRAYS IN GLORANTHA

Regional variations exist in nearly all pantheons and arrays. The further one travels from central Genertela, the more likely that differences exist in the pantheons and arrays described above. Some gods may not be worshiped in certain regions, in others, gods belonging to what are considered other pantheons in central Genertela, or gods not even mentioned above are worshiped. Subcults and associated cults may vary as well, along with the available selection of cult and divine magic.

A number of other pantheons and arrays of gods exist in Glorantha. The ones detailed above are those most popular in central Genertela. Some of the others include the Dwarf Array, the East Isles Array, the Hsunchen Array, the Kralori Pantheon, the Malkioni Array (described the Sorcery chapter), the Merman Pantheon, the Pamalt Pantheon, and the Vormain Pantheon.

In addition to these major pantheons and arrays, many other more moderately sized or small pantheons and religions exist, particularly in those areas not dominated by a major pantheon. Gamemasters should feel free to develop these, as with moderate care these can be made to fit in even regions dominated by one of the major pantheons. Small cults and local spirit cults can fit almost anyplace, and gamemasters should feel free to develop these as they see fit.

CULT MAGIC SPELLS

The majority of cult magic spells are a subset of the common battle magic spells. However, many cults have unique cult magic spells. Some cults teach these unique spells only to initiates, others teach them to lay members and initiates. They are not taught to associated cults—a member of an associated cult would have to become a lay member or initiate (depending on the cult and the cult spell) to learn one. The normal limits to learning cult magic apply. Two sample unique cult magic spells are presented below, and many others can be found in Gods of Glorantha. The format they are presented in is identical to that of battle magic spells, with the addition of a rune showing their runic affiliation.

PARRY ✝

Variable
Touch, Passive

The Parry spell is unique to the cults of Humakt and Yanafal Tarnils. Each cult teaches the spell to its lay members and initiates. A Humakti hero, Yan Starcere, is said to have first popularized the use of this cult spell. When Yanafal Tarnils broke with his former master, Humakt, he took the spell with him, and has passed it on to his cult since his apotheosis.

This spell may be applied to any weapon (or shield). Each point adds *+5%* to the chances of parrying with that weapon, and adds 1 to the weapon's armor points. After the spell expires, the extra armor points vanish, which could cause a heavily-damaged weapon to fall apart.

SLEEP III

3 Points
Ranged, Passive

This spell is a unique spell of the Chalana Arroy cult, and is only taught to its initiate healers, who are sworn never to harm others. Anyone slept by a healer is under the healer's protection, and must not be harmed in any way, though they may be disarmed and captured. The proscription against harming those slept by a healer does not necessarily apply to chaotic foes, however.

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 him or her.

DIVINE MAGIC SPELLS

This section lists and describes in alphabetical order both the common divine spells and divine spells special to one or more religions that are available to members of the religion. Reusable spells are available to initiates and higher ranking cult members, One-use spells are available only to acolytes, priests and rune lords.

Common Divine Magic Spells

Spell	Cost
Dismiss Magic	1 Point
Extension	1 Point
Find Enemy	1 Point
Find <Substance>	1 Point
Heal Wound	1 Point
Mindlink	1 Point
Soul Sight	1 Point
Spirit Block	1 Point

Special Divine Magic Spells

Spell	Cost
Absorption	1 Point
Analyze Magic	1 Point
Berserk	2 Points
Bless Crops	1 Point
Breath Air/Water	2 Points
Conceal	3 Points
Cloudcall	1 Point
Cloudclear	1 Point
Command (Species)	1 Point
Darkwalk	1 Point
Detect Truth	1 Point
Fear	1 Point
Float	1 Point
Great Parry	3 Points
Heal Body	3 Points
Illusory Motion	1 Point
Illusory Odor	1 Point
Illusory Sight	1 Point
Illusory Sound	1 Point
Illusory Substance	1 Point
Illusory Taste	1 Point
Impede Chaos	1 Point
Lightning	1 Point
Madness	2 Points
Mindblast	2 Points
Path Watch	2 Points
Reflection	1 Point
Regrow Limb	2 Points
Restore <Characteristic>	1 Point
Sever Spirit	3 points
Shield	1 Point
Sunspear	3 Points
Sureshot	1 Point
Thunderbolt	3 Points
True <Weapon>	1 Point

Each divine magic spell is presented in the following format:

SPELL NAME **RUNES**

Whether Common, or Special, and if Special, which cults it belongs to. The runes of a Special spell reflect the runic associations of the spell.

Intensity (cost in POW to learn)
Casting Range, Spell Type, Stackable/Nonstackable, Reusable/One-Use

Definition (including area of effect, if any)

ABSORPTION ● □

Aldrya, Asrelia, Chalana Arroy [Zotulla subcult], Dendara, Gorgorma, Kyger Litor, Natea, Subere

1 Point
Ranged, Passive, Stackable, Reusable

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.

Each point of Absorption soaks up any one point of divine magic, or any two points of sorcery or spirit spells. The Absorption spell will not soak up part of a spell. If the incoming spell has more total magic points than can be Absorbed, then it will take effect normally.

The magic points gained this way remain suspended within the caster's aura, usable as he wishes. When the spell expires, or is Dispelled, any magic points in excess of his current POW dissipate.

If the caster has more than one defensive spell up, Absorption is assumed to be the last defense an incoming spell would encounter.

ANALYZE MAGIC ᛉ

Chalana Arroy [from Lhankor Mhy], Eurmal [from Lhankor Mhy], Issaries [from Lhankor Mhy], Irrippi Ontor, Lhankor Mhy, Orlanth [from Lhankor Mhy]

1 Point
Touch, Instant, Stackable, Reusable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. The statement is detailed, and tells how to use the function and what limitations (if any) apply to the use of the function. If more than a single point is cast simultaneously, more than one truth is discovered. If the spells are not cast simultaneously, the same truths may be repeated.

Though the range is touch, it is possible to cast the spell just above the surface of an item, to avoid triggering curses or other magical effects by the caster's touch.

BERSERK

Babeester Gor, Gorgorma, Humakt (one use), Storm Bull, Zorak Zoran

2 Points
Ranged, Passive, Nonstackable, Reusable

This spell sends the recipient into a murderous 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 spell's target are greatly enhanced.

The Berserker's total hit points and hit points per location do not change as a result of this spell, though his player will succeed when attempting any CON roll unless a 96-00 is the result. A Berserker is preserved from fatigue loss, incapacitation, shock, unconsciousness, or the effects of exhaustion. He will suffer all other deleterious effects of a location's loss as described in Damage. All poisons will do only minimal damage to a Berserker. A Berserker will die from the loss of twice their total hit points.

A Berserker doubles his attack percentage, but cannot cast magic, parry, or Dodge. Adventurers affected by the spell may not attempt to shake-off its effects before the normal duration of 15 minutes expires unless extenuating circumstances, as judged by the gamemaster, allow the Berserker to snap out of the battle rage before that. If ruled possible this requires an INT x1 roll by the Berserker's player.

When the spell expires or is dispelled, the Berserker suffers all the effects of any fatigue loss incurred during the spells duration. The player or gamemaster should keep track of the fatigue that the Berserker would lose but for the spell, as a Berserker will not pause to rest, and will thus often fall into the Exhausted or Incapacitated fatigue classes when the spell ends.

If Berserk is cast upon a target under the effects of Fanaticism, this spell takes precedence. They do not combine effects.

BLESS CROPS

Dendara, Ernalda, Grain Goddesses

1 Point
Ranged, Instant, Nonstackable, Reusable

In the Sea Season this spell is cast upon an area of ground equivalent to that which a farmer can plow in a day. It will guarantee a minimum return of an average year's harvest the following fall, barring natural disaster. In Genertela, even with such spells, crop yields are low, due to the magical infertility of the land. A priestess must assist in the casting of the spell, though she need not cast it herself.

BREATHE AIR/WATER

Magasta, Zola Fel

2 Points
Ranged, Passive, Nonstackable, Reusable

Castable on either air-breathers or water-breathers, for the duration of the spell it allows the target to breathe as if it was in its own element while in the other.

CLOUDCALL

Heler, Orlanth, Valind

1 Point
Indeterminate Range, Passive, Stackable, Reusable

This spell brings or makes enough clouds to cover the area of sky that can be seen from the ground by the caster. Such a gathering of clouds may rain. Each point of spell increases the overall cloud density by one percentile.

The effects of Cloudcall vary somewhat depending on climate and season. The gamemaster can add 1 to 4 percentiles to the effect of each point of Cloudcall for optimal climate (such as Wintertop, the Storm Mountains, or Fethlon) or season (Storm Season, Sea Season).

CLOUDCLEAR

Orlanth, Yelm, Yelmalio

1 Point
Indeterminate range, Passive, Stackable, Reusable

For the spell's duration, each point of this spell reduces the cloud density by one percentile. The area of sky that can be seen from the ground by the caster is affected.

The gamemaster can add 1 to 4 percentiles to the effect of each point of Cloudclear for optimal climate (such as doldrums) or season (Fire Season).

COMMAND CULT SPIRIT

Common

1 point
Ranged, Instant, Reusable

This spell is used to convey a single command to a cult spirit. If the cult spirit is unwilling, the caster must succeed in *a* MP vs. POW roll.

Cult spirits vary, but may include the spirits of former cultists, temple spirits, tutelary spirits, wyters, allied spirits, ghosts (Death cults), elementals (Elemental cults), healing spirits (Chalana Arroy and other healing cults), disease spirits (Malia) and even madness spirits (Lunar cults), depending on the cult in question.

It may be stacked with a divine Summon <Species> spell or the divine Spellteaching ritual, where it is generally used to command the cult spell spirit not to resist.

COMMAND <SPECIES>

Argan Argar, Asrelia, Babeester Gor, Chalana Arroy, Dendara, Ernalda, Gagarth, Gorgorma, Grain Goddesses, Hunter, Jakaleel, Kyger Litor, Lodril, Magasta, Malia, Maran Gor, Orlanth, Seven Mothers, Storm Bull, Subere, Ty Kora Tek, Valind, Waha, Xiola Umbar, Yelm, Zorak Zoran

1 Point
Ranged, Passive, Nonstackable, Reusable

While it endures, this spell allows the caster to take over the actions and will of the specified target species. The caster must see (or be able to distinctly sense) the target to cast the spell, and its POW must be overcome by the caster's magic points. If successful then the creature will be in a special form of line-of-sight, telepathic communication with the caster. The caster must form a mental image of the actions that he wishes the creature to perform. Commanding a creature requires concentration of the caster for a full melee action, and the creature will not begin to act until the next melee round.

CONCEAL

Annilla, Black Fang, Jakaleel [from Annilla], Krarsht [from Black Fang], Trickster

3 points
Ranged, Passive, Nonstackable, Reusable

This spell makes the user invisible, which offers some definite advantages. If the character attacks with spell, missile or melee, weapon he becomes visible in the first strike rank of the round in which he attacks or acts and disappears again after the last strike rank of that round unless engaged in melee. In any round that the character disengages from melee, he disappears again at the end of the round of disengagement.

DARK WALK

Argan Argar, Orlanth [Sandals of Darkness subcult]

\ point
Ranged, Passive, Nonstackable, Reusable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within range. Blend-in is total.

If its user attacks from darkness or shadow, the effect is the same as if attacking from a Conceal spell.

DETECT TRUTH

Danfive Xaron, Humakt, Ourania, Yanafal Tamils, Yelm

1 point
Ranged, Passive, Stackable, Reusable

This spell allows the caster to tell if anyone within 5 meters of the spell's target site is consciously lying. If a conscious lie is spoken, and the caster succeeds in a MP vs. POW roll against the speaker, the speaker emits a dark, smoky glow visible only to initiates of the god. The gamemaster should make any necessary MP vs. POW rolls for a player that has cast the spell, so that the die rolls do not give anything away.

DISMISS MAGIC

Common

1 Point
Ranged, Instant, Stackable, Reusable

This spell eliminates magic from the target it is cast at. Each point of Dismiss Magic eliminates two points of battle magic or sorcery, or one point of divine magic. It can partially eliminate a spell. No MP vs. POW roll is required.

When cast against a general target, without specifying any particular target or effect, Dismiss Magic will always first destroy defensive spells, beginning with the most powerful spell. Excess points of Dismiss Magic will go on to destroy other spells on the target, if any, starting with other defensive spells. It can always be cast against a specific spell if the caster can magically discern or otherwise guess the specific spell.

EXTENSION

Common

1 Point
No Range, Passive, Stackable, Reusable

This spell extends the duration of any temporal divine magic spell which has a normal duration of 15 minutes. The Extension spell and the spell to be Extended must be simultaneously cast by one person. This spell and the Illusion spells are the only exceptions to the rule that a spell-caster can only cast one Divine spell per action.

The first point extends the spell to 30 minutes. Each additional point doubles the extension an Extension 2 extends a spell to a 60 minute duration, and so on. Reusable spells that are extended and the Extension used to extend them cannot be regained at a temple until the spell's duration expires.

FEAR

Gorgorma, Magasta, Storm Bull [from Zorak Zoran], Wachaza, Zorak Zoran

1 Point
Ranged, Instant, Nonstackable, Reusable

This spell causes intense, incapacitating fear to well up within the target. To be effective, the caster must overcome the POW of the victim. This spell is ineffective against unconscious victims or against victims lacking INT. The degree of success in overcoming the victim's POW determines the effect of this spell.

Calculate the chance to special, critical, etc. for the caster as if the chance to succeed on the resistance roll was a skill of that percentage, and cross-index the degree of success on the Fear table to find the spell's effect.

Once cast, the effects of Fear cannot be dispelled.

Fear Spell Table

Roll	Result
Critical	Victim dies of fear.
Special	Victim collapses for 15 minutes, and must make a CON x5 roll or die as above.
Success	Victim is Demoralized for 15 minutes, as per the battle magic spell.
Failure	No effect on normal INT creatures. Fixed INT creatures are Demoralized for 15 minutes, as per the battle magic spell.
Fumble	Victim is unaffected.

FIND ENEMY

Common

1 Point
Ranged, Passive, Nonstackable, Reusable

This spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm him, whether or not the lurker can be seen. The caster may also designate another person to receive the spell's protection, in which case both the caster and the target would detect the target's enemies.

Interposing a meter of any solid substance between the caster and an enemy blocks the effects of this spell.

FIND <Substance>

Common

1 Point
Ranged, Passive, Nonstackable, Reusable

This spell informs the caster of the presence of the substance sought. The slight, identifying glow that results can be seen only by the caster. This spell can detect hidden objects made of the substance unless they are beyond one meter of stone, soil, or metal. The caster will be aware of the presence of the object for the duration of the spell.

FLOAT

Dormal, Magasta, River Gods

1 Point
Ranged, Passive, Stackable, Reusable

Each point of this spell lifts 10 SIZ to just below the surface of the water. Heavier objects will not float, though they will sink more slowly than they would if the spell had not been cast. Lighter objects will be raised to bob about halfway out of the water.

GREAT PARRY

Babeester Gor, Orlanth [Shield of Earth subcult]

3 points
Touch, Passive, Nonstackable, Reusable

This spell must be cast upon a shield. It effectively gives the shield an infinite amount of armor points for the spell's duration. However, knockback still affects the holder of the shield.

HEAL BODY

Aldrya, Babeester Gor [from Ernalda], Dendara, Chalana Arroy, Ernalda, Gorgorma [from Dendara], Pamalt [from Chalana Arroy], Triolinia, Yelm [from Dendara], Yelmalio [from Aldrya]

3 Points
Touch, Instant, Nonstackable, Reusable

This spell cures the total damage done to a body, regardless of hit location. The player of the affected character simply erases all damage from total hit points and limb hit points. Heal Body will not, however, regrow or heal a maimed or severed limb.

HEAL WOUND

Common

1 Point
Touch, Instant, Nonstackable, Reusable

This spell repairs damage done to a living creature's hit points. It will work equally well on any living thing, whether complete or incomplete, as long as it has hit points. This includes such things as people, animals, plants, intelligent weapons, or certain otherworld creatures.

The spell converts magic points into hit points. The caster instantly loses a number of MP equal to the points to be

healed. This spell cures the damage in the location being touched as well as damage to general hit points.

ILLUSIONS

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.

An illusion cast directly upon an target moves with the target until its duration expires. A sound illusion cast upon a noisy target will mask contradicting noises, and the same is true with contradicting tastes, smells, sights, etc. An illusion with Illusory Motion can be made to move independently.

Along with the spell Extension, Illusion spells are the only exceptions to the rule that only one Divine magic spell can be cast in a single action. A number of different Illusion spells and even Extension can cast in a single action to achieve a desired effect.

The following table suggests some standards for sense-related illusions. Other Illusion spells exist, but tend to be merely complex combinations of the following spells.

Illusion Intensity Table

Intensity	Odor	Taste	Sound
1	rose	milk	whisper
2	smoke	banana	speech
3	perfume	lemon	shout
4	ammonia	whiskey	thunder

ILLUSORY MOTION ∴

Donandar, Eurmal, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

Within range, this active spell animates illusions and moves them as desired by the caster. Their basic MV is 3. Each additional point of the spell allows the illusion to move 3 MV faster per melee round. No roll is necessary for crude motions. For the purposes of fine manipulation, the basic spell provides the caster with a DEX x3 die roll to accomplish a given task, each additional point of the spell increases the DEX roll by one multiple, making fine manipulation easier. Moving an illusion requires concentration on the caster's part (an Attack action in melee).

ILLUSORY ODOR ∴

Eurmal, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

This spell reproduces a single scent from the caster's memory. Since odor perception is the same for all species, this spell can fool other creatures. Two points or more of this spell forces the player of an adventurer encountering the odor to make a CON x5 roll against the odor. Failure indicates the adventurer is overcome by nausea (treat them as Incapacitated, see Combat) for the duration of the spell (or until it is dispelled). Each additional point of spell reduces the CON roll by one multiple.

ILLUSORY SIGHT ∴

Donandar, Eurmal, Trickster

1 point
Ranged, Passive, Stackable, Reusable

This spell creates a visual illusion which registers upon light sensitive organs. Each point of the spell will cover a volume of SIZ 3. One casting of the spell can completely cover a small child. If one 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 ∴

Donandar, Eurmal, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

The sound created with this spell must be specified as to nature, duration, and intent at the time of casting. Two or more points of the spell will drown out conversations, and may cause temporary deafness, using the guidelines under Illusory Odor.

ILLUSORY SUBSTANCE ∴

Eurmal, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

This spell adds 1 SIZ of the solid matter to an Illusion per point. For purposes of combat each point of SIZ equals 1 hit point and 1 armor point.

An illusion with Substance can do damage. Each point of Substance can do 1D4 points of damage, two points do 2D4 points of damage, three do 3D4 points of damage, etc..

For an illusion with Substance to do damage the target must either walk into the illusion (such as walking into an illusionary fire, over an illusionary pit, or into illusionary thorns), or one point of Motion must be combined with each point of Substance to give the caster the fine manipulation to effectively strike the target on a DEX x3 roll. Such a combined illusion has a base MV of 3. Each point of Motion above the total points of Substance in the illusion adds 3 to its MV. Moving or attacking with such an illusion requires concentration on the part of the caster (an Attack action in melee).

ILLUSORY TASTE ∴

Eurmal, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

This illusion creates a single taste covering about 1 SIZ of material. The taste created must be familiar to the caster, though the target will react to the taste as its experience dictates. If the target of the illusion has no sense of taste, then this spell will have no effect. The illusion can be used to nauseate a target, using the guidelines under illusory Odor.

IMPEDE CHAOS

Storm Bull, Waha [from Storm Bull]

1 Point
Ranged, Passive, Nonstackable, Reusable

This spell adds 5 to any percentile die attack rolls made by a creature of chaos fighting a target protected by the spell. This includes both weapon and natural weapon attack rolls and MP vs. POW resistance rolls to overcome the target with a spell. This makes it more likely for the creature of chaos to fumble in melee, and less likely to critical. Any natural rolls of 01 remain unmodified, (likely resulting in critical hits).

LIGHTNING

Cult of the Spear, Mastakos [from Orlanth], Orlanth [Lightning Boy subcult]

1 Point
Ranged, Instant, Stackable, Reusable

A blast of crackling energy projects from either the hand of or some device of the caster (a spear, wand, sword, etc.) toward the target. Each point of Lightning used will cause 1D6 points of damage to a single hit location if the caster overcomes the targets POW with his own magic points. No armor protects against this damage, but spells which defend against physical attack, such as Protection or Shield, will be effective. The Lightning discharge is very bright and will set afire dry, flammable materials.

MADNESS

Jakaleel, Red Goddess, Seven Mothers

1 Point
Ranged, Instant, Nonstackable, Reusable

If the caster of this spell overcomes the POW of the target with his own MP, 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 Spell Table

Roll	Result
Critical	Catatonia. Victim collapses for 30 - POW days (minimum 1 day) and loses 1D4 INT permanently.
Special	Paranoia. Victim attacks nearest person as if Fanatic (see the battle magic spell Fanaticism) for 15 minutes. If the first target fells, the victim moves on to the next closet target. If no targets are left, the victim becomes catatonic for the remainder of the spell effect, and cannot be awakened.
Success	Victim is Befuddled for 15 minutes, as per the battle magic spell.
Failure	No effect on normal INT creatures. Fixed INT creatures are confused for 15 minutes, as if affected by Befuddle spell that could actually affect a fixed INT creature.
Fumble	Victim is unaffected.

MINDBLAST

Irrippi Ontor, Red Goddess [from Irrippi Ontor], Seven Mothers

2 Points
Ranged, Instant, Nonstackable, Reusable

This spell destroys the INT of the target if the caster overcomes the target's POW. This effect lasts that number of days equal to half of the caster's POW (round up any fraction), and cannot be dispelled. If the caster achieves a special success in overcoming the target's POW then he also does 1D8 points of damage to the target's head.

MINDLINK

Common

1 Point
Ranged, Passive, Stackable, Reusable

Each point of this spell allows mind-to-mind communication between two people. It must be cast upon both people at once. It allows the transmission of conscious thoughts, magic points, and spell knowledge.

Mindlink may be stacked so that several sets of two people are linked together, so that several pairs of people are in dependently linked in pairs, or so that one central person is linked to many people who are not otherwise linked. One point of Mindlink will link two characters. If person A is linked to person B and person C, B and C are not linked.

Any participant in a Mindlink may use the spell knowledge and the magic points of other participants without their consent, though they must willingly consent to being included in the Mindlink in the first place. It is not possible to stack divine spells that have different sources, except in the course of certain exotic rituals, typically used in warfare.

This spell may endanger participants perhaps otherwise safe. INT or morale affecting spells (Mindblast, Befuddle, Demoralize, Stupefy) cast against one member of the Mindlink will attack all those connected by means of a single resistance roll. For example, all MP attacker casts Demoralize at a target with 14 POW. The attacker's player needs to roll 40 or less on D100 for a success, and gets a 37. The target is Demoralized. But the target's friend, who was in Mindlink with the target, with 15 POW, is not Demoralized because his POW was not overcome.

Although the participants in Mindlink share magical energies and conscious thought, they maintain separate identities and retain their respective INT and POW for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. It cannot be used to teach a spell. Adventurers in the link defend against spells with their own POW. Any person can leave the link at any time. Mindlink remains in effect as long as the participants are within range of each other.

PATH WATCH

Etyries, Issaries

2 points
Self, Variable Duration, Nonstackable, Reusable

This spell is used when traveling through dangerous or questionable territory. It must be laid upon a known path or visible road which will be traveled 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 as long as the road lasts and as long as the caster stays awake.

REFLECTION

Aldrya, Etyries, Magasta, Red Goddess, She Who Waits, Seven Mothers, Trickster

1 Point
Ranged, Passive, Stackable, Reusable

This spell reflects spells which fail to overcome the magic points of the protected being. The next strike rank, the reflected spells attack their caster. The magic points of the reflected spell attack are equal to caster's at the time the spell was originally cast. They are compared to the current magic points of the caster (after the spell was cast) in a resistance contest. If the spell overcomes the caster's POW, he or she suffers the spell's effects.

This spell reflects two points of spirit or sorcerous magic, or one point of divine magic per point of Reflection stacked in a single spell. The effects of Reflection do not work at all if the incoming spell is too powerful.

If the caster has more than one defensive spell up, Reflection is assumed to be the first defense an incoming spell would encounter.

REGROW LIMB

Aldrya, Chalana Arroy, Dendara, Deezola, Ernalda, Flamal, Grain Goddess, Issaries [from Chalana Arroy], Lodril, Red Goddess, Seven Mothers, Xiola Umbar

2 Points
Touch, Special Duration, Nonstackable, Reusable

This spell regrows a severed or mangled limb. The gamemaster should roll D10 whenever a limb is lost. The result shows how much (on a scale of 10 to 100%) needs to be regrown at the rate of 10% per game-week if the spell is applied within 10 minutes of damage, lengthening to 10 per game-month thereafter. This spell does not heal damage, so that the regrown arm must first naturally heal or be healed.

RESTORE HEALTH <CHARACTERISTIC>

Chalana Arroy <All>, Dendara <CON, INT>, Ernalda <STR, CON> Lhankor Mhy <INT> [from Chalana Arroy], Orlanth <CON> [from Chalana Arroy], Triolinia <DEX>

1 Point
Touch, Instant, Stackable, One-use

This spell restores characteristic points that have been lost to age, disease, Tapping, or some other source. The spell does not cure any disease that may be present.

Each point of Restore Health restores one point of the specified characteristic. Use of this spell can restore characteristic points only up to the value they were at

immediately prior to their loss.

There is a specific Restore Health spell for STR, CON, SIZ, INT, DEX, and APP. There is no spell for POW or for attributes.

SEVER SPIRIT †

Humakt, Yanafal Tarnils (One-use), Zorak Zoran (One-use)

3 points
Ranged, Instant, Nonstackable, Reusable

This spell cuts the bond between the body and spirit of the target. The caster makes a MP vs. MP roll. If the caster succeeds, the target dies. If the caster fails, the target takes 1D6 damage to his or her general hit points, with effects similar to poison damage.

Humakt is the only god to offer this spell reusably, and the cult takes its responsibility as honorable dealers of death very seriously. Humakt initiates must prove themselves to the cult before they are allowed to learn the spell.

SHIELD †

Aldrya, Babeester Gor, Gorgorma, Humakt, Hwarin Dalthippa, Lodril, Maran Gor [from Babeester Gor], Orlanth, Pole Star, Storm Bull, Wachaza, Waha, Xiola Umbar [from Zorak Zoran], Yanafal Tarnils, Yelm, Yelmalio, Zorak Zoran

1 Point
Ranged, Passive, Stackable, Reusable

This spell protects the target from damage and magic. Each point of Shield gives the target 2 points of magical armor and 2 points of Countermagic. The effects of this spell are cumulative with either Protection or Countermagic. If the spell's target has a battle magic Countermagic up as well, the battle magic Countermagic must be penetrated before the Shield's Countermagic is reached.

To get past a Shield spell, an incoming spell must be at least one point stronger than the Countermagic of the shield. This Countermagic does not dissipate when breached. The spell remains in effect for the full 15 minutes or until it is destroyed with Dispel, Neutralize, or Dismiss Magic.

SOUL SIGHT

Common

1 point
Ranged, Passive, Nonstackable, Reusable

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 active or not. This spell will not reveal if a person is an acolyte, priest or rune lord.

SPIRIT BLOCK

Common

1 Point
Ranged, Passive, Stackable, Reusable

Each point of this spell adds 10 points to the defensive value of the recipient's magic points or other relevant characteristic versus an attacking spirit. It does not alter the recipient's attack chances. If the magic points of the attacking spirit fall below the defensive value of the Spirit Block then it becomes unable to interact with the protected recipient.

This spell was taught by Flesh Man to all those he met in the Greater Darkness.

SUNSPEAR ⊙

Yelm, Yelmalio [from Yelm]

3 Points
Ranged, Instant, Nonstackable, Reusable

This spell works only in direct sunlight. When cast, a shaft of sunfire blasts one caster-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. Every living thing within the circle receives 4D6 points of damage to its general hit points. Only the target's lowest physical armor value (if armor is uneven on locations) will protect against this damage; magical defenses will not.

SURESHOT †

Hunter, Yelm [Saggitus subcult]

1 Point
Ranged, Passive, Nonstackable, Reusable

This spell is cast upon a missile weapon. Unless the adventurer's player rolls a 96-00, the adventurer's missile automatically hits regardless of movement, range (as long as it is within maximum missile range for the weapon), concealment (as long as some portion of the target is exposed), etc. Any chance for a critical, special, or fumble result is based on the adventurer's own missile skill. This spell is compatible with Speedart or Firearrow. It can be combined with Multimissile, but only the real (first) missile is affected.

THUNDERBOLT ϑ

Orlanth

3 Points
Ranged, Instant, Stackable, Reusable

This spell draws a bolt of divine energy from the stormclouds and directs it at a specified target, without needing to overcome the target's POW. The sky must have a cloud cover of at least 51%. Each additional point of spell adds another target that can be affected.

This spell does 3D6 points of damage directly to hit points. Neither armor nor spells that protect against physical damage are effective against this spell, though Countermagic will work.

TRUE <Weapon> †

Humakt (Truesword), Kyger Litor [Karrg subcult] (Truemace), Seven Mothers (Truesword), Yanafal Tarnils (Truesword), Yelm [Hastatus subcult] (Truespear)

1 Point
Ranged, Passive, Nonstackable, Reusable

Cast on a specified melee weapon, this spell doubles the normal damage done by the weapon. Any damage modifier accorded the wielder of the weapon due to exceptional SIZ or STR is not affected. The player of the weapon-wielding adventurer should roll the weapon damage dice twice and total the results.

The spell stacks with Bladesharp or Bludgeon, as appropriate for the weapon, but if a Fireblade is cast on it, it will do the Fireblade damage or the Truesword damage, whichever is greater.

RITUAL DIVINE MAGIC

Rituals and ritual magic play an essential part in nearly all forms of magic, including divine magic. Many common divine rituals exist that do not require the direct use of divine magic, including birthing ceremonies, naming ceremonies, and marriage ceremonies. Ceremony/Divine skill is used instead.

Some important divine rituals, including worship ceremonies and initiation ceremonies, which do require the use of divine magic are described in the following section. The chance to successfully complete the ritual is equal to the caster's divine Ceremony, Enchant or Summon skill, as appropriate to the ritual. The chance for success may be enhanced by the use of ceremonial casting (see Ceremony, in the Skills chapter for more details). If a ritual in which POW is expended is failed, 1 point of POW is lost. If the ritual is fumbled, all the POW that would have been used is lost.

The rituals typically take a number of hours equal to the points of ritual divine magic used or points of POW expended in the ritual, whichever is greater.

Common Ritual Divine Magic

Spell	Points
Armoring Enchantment	Point
Binding Enchantment	Point
Cult Magic Spell Enchantment	Point
Divination	Point
Divine Magic Spell Enchantment	point
Excommunication	point
Initiation	Point
Sanctify	Point
Spellteaching	Point
Summon <Cult Spirit>	Point
Warding	Point
Worship <Deity>	Point

Special Ritual Divine Magic

Spell	Points
Create Ghost	1 Point
Create Skeleton	2 Points
Create Zombie	3 Points
Enchant <Metal>	1 Point
Resurrect	3 Points

ARMORING ENCHANTMENT

Common

1 Point
Ritual (Enchant), Stackable, Reusable

Each point of the spell allows the caster to sacrifice a point of POW. Each point of POW sacrificed in the enchantment increases the armor points of a single object by 1D4. The spell can affect the armor points of a single weapon, a single shield, a piece of armor covering a single hit location, or a single hit location (though the last would involve scarring or tattooing runes on the hit location itself).

Only the single highest enchantment will affect an object. That is to say, if a 1 POW enchantment increased an objects AP by 3, and then a later 2 POW enchantment increased the objects AP by 5, the object would have its AP increased by 5, not by 8.

BINDING ENCHANTMENT

Common

1 Point
Ritual (Enchant), Nonstackable, Reusable

The binding enchantment ritual allows the caster to enchant an object such that a spirit may be bound into it. When the spell is cast, POW is expended. Each point of POW invested in the item allows one to bind a spirit of 3D6 POW. The caster should double this cost if he wishes to be able to release the spirit without breaking the enchantment. This also enchants the object so that it establishes a basic link with any spirit bound into it that allows anyone in contact with the object to communicate with the spirit by forming mental images.

An additional point of POW must be spent if the caster wishes the object enchanted so that it establishes a deeper link with any spirit bound into the item that would allow anyone in contact with the object to draw upon spells in the spirit's INT (should it possess INT and know spells) or draw upon the spirit's MP.

An additional point of POW must be spent if the caster wishes any spirit bound into the item to be able to 'see' outside the object, necessary if you wish a spirit with spells to cast them at anything other than touch range.

CREATE GHOST †

Cacodemon, Gorgorma, Humakt, Yanafal Tarnils, Zorak Zoran

1 Point
Ritual (Enchant), Nonstackable, One-use

The Create Ghost ritual must be performed over the body of a recently slain victim. The ritual tears the soul of the person from the way that the soul naturally follows after death, and causes it to appear at the location of its old body and attack the casting priest in spirit combat. If the spirit's magic points are brought to zero, it is turned into a ghost bound at that place.

CREATE SKELETON †

Vivamort, Zorak Zoran

2 Points
Ritual (Enchant), Nonstackable, Reusable

This spell creates an animated skeletons, as described in the Creatures chapter. When the spell is cast, both magic points and POW must be expended. Each magic point gives the completed skeleton one magic point, not to exceed the POW of the caster. The first point of POW used in the ritual animates a skeleton of up to SIZ 20, giving it the STR and DEX it had in its former life. Every additional 20 points of SIZ require the expenditure of another point of POW.

CREATE ZOMBIE †

Vivamort, Zorak Zoran

3 Points
Ritual (Enchant), Nonstackable, Reusable

This spell creates an animated zombie, as described in the Creatures chapter. When the spell is cast, both magic points and POW must be expended. Each magic point gives the completed zombie one magic point, not to exceed the POW of the caster. The first point of POW used in the ritual animates a zombie of up to SIZ 10, giving it half again the STR and CON it had in its former life, but two-thirds of its former DEX. Every additional 10 points of SIZ require the expenditure of another point of POW

CULT MAGIC SPELL ENCHANTMENT

Common

1 Point
Ritual (Enchant), Stackable, Reusable

Each point of the spell allows the caster to sacrifice a point of POW. Each point of POW sacrificed in the enchantment creates a cult magic matrix of points equal to the POW sacrificed, to a limit of the number of points of the spell known by the caster. The knowledge of however many points of the cult spell that was enchanted into the matrix is lost to the caster.

DIVINATION

Common

1 Point
Ritual (Ceremony), Stackable, Reusable

This Ceremony ritual spell must be used in either a temple of the caster's deity or in a Sanctify spell-blessed area which is undisturbed for the duration of the Divination.

This spell is the primary means by which a deity communicates with his or her worshippers. For each point of the spell cast during the Ceremony, the communicant will receive a message of up to seven words or a brief vision or dream of a message the god wishes to communicate with the caster. The content of the message will generally reflect what actions the god wishes his worshippers to perform, or give them news the god considers important. This information is drawn from the desires and wishes communicated to the god through the prayers of the god's initiates, acolytes, priests and Rune Lords. Unfortunately, the messages of the gods are rarely subject to clear interpretation by even the most skillful diviners.

A divination ritual may instead be used to ask a simple question of the god, receiving in return an answer of up to seven words or a brief vision or dream of the answer. If the question is one of little interest to the god, he or she will simply respond with a message of interest to the god, which will likely have little or nothing to do with the question asked.

The gods are quite limited by Time and

the Great Compromise in what they can see or know.

Most consistently, a god understands the events with which he or she was involved before time—those things that happened to him or her in youth and in ascension to godhood during the time of myth. Such information can be of great use to priest performing rituals or to heroquesters, but will be of little use to most adventurers.

Priests, Rune Lords, and initiates are extensions of the god, and can tell the god many things through prayer. A god will know what has happened to his priests, acolytes and Rune Lords, and, to a much lesser extent, his initiates. He will know if they are alive or dead, and can tell what killed them (or what they thought killed them). The god does not know what a worshipper is thinking and cannot deduce motivations. A god knows facts. A god cannot invade anyone's mind, though he or she will know when a worshipper has lost faith. Other knowledge given to a god by a worshipper must be volunteered through prayer.

Finally, gods have general information about events within their realm or area of worship. An air god will know in a general fashion about events occurring in the air, and an earth goddess likewise will know some things which happen on or in the earth. Specifics or details that do not directly concern the god are not known to a him or her. Even when Yelm the Sun is overhead he would not notice or even care who is in the town square. On the other hand, if one of his temples is under siege, he will notice.

A god is incapable of revealing what he or she does not know, and most gods are severely limited outside their sphere of experience. A god will know nothing of events pertaining to another deity or that deity's worshippers, especially events occurring within 'foreign' (i.e., belonging to other gods) sacred or temple grounds. Imprisoning a god's worshipper within a foreign temple will result in the god losing track of the worshipper. The god will know roughly where the imprisoned worshipper went, but not exactly where he is.

The gamemaster should privately roll D100 whenever a player uses Divination. If the roll is greater than the caster's POW x5, then the caster failed to interpret the message or dream properly and the gamemaster must make up a misleading message. If the roll succeeds the message is generally puzzling, but loosely interpretable.

DIVINE MAGIC
SPELL ENCHANTMENT

Common

1 Point
Ritual (Enchant), Stackable, One-Use

Each point of the spell allows the caster to sacrifice an additional point of POW. Each point of POW sacrificed in the enchantment creates a divine magic spell matrix of points equal to the POW sacrificed, to a limit of the number of points of the spell known by the caster. The use of however many points of the divine spell that was enchanted into the matrix is permanently lost to the caster.

Anyone using the matrix should be treated as if they knew the spell. An acolyte, priest or Rune Lord may recharge a reusable divine spell matrix through prayer, and a point of the matrix will be recharged during a High Holy Day worship ceremony.

ENCHANT <Metal> □†⊙●≈ϕϬ

Aldrya <Copper>, Argan Argar <Lead>, Asrelia <Copper>, Babeester Gor <Copper, Iron>, Danfive Xaron <Iron>, Ernalda <Copper>, Flintnail <Copper, Iron, Lead, Quicksilver>, Gorgorma <Iron>, Humakt <Iron>, Hwarin Dalthippa <Iron, Silver>, Jakaleel <Lead, Silver>, Kyger Litor <Lead>, Lhankor Mhy <lron>, Lodril <Copper, Gold, Iron, Lead, Tin>, Magasta <Quicksilver>, Orlanth <Iron, Silver>, Pole Star <Gold, Iron, Silver>, Red Goddess <Iron, Silver>, Seven Mothers <Iron, Silver>, River Gods <Quicksilver>, Storm Bull <Iron>, Subere <Lead>, Tskanth <Iron>, Ty Kora Tek <Copper>, Uleria <Silver>, Wachaza <Iron, Quicksilver>, Yelm <Gold, Iron>, Yanafal Tarnils <Iron>, Yelmalio <Gold, Iron>, Yelnora <Iron, Silver>, Zorak Zoran <Lead>

1 point
Ritual Enchant, Reusable

When this ritual is performed over the specific Rune metal it is designed for, 10 ENC of metal are enchanted for each point of POW sacrificed by the caster. The object should already be forged, as reforging (or breaking) a piece of enchanted metal destroys the enchantment. A broken piece may be enchanted again once it has been repaired.

Gloranthan metals should not be mistaken for their earthly equivalents. They have different properties and origins. Bronze can be mined directly from the ground, as it originates from the bones of storm deities slain in the God War.

Bronze is rarely enchanted, as it changes little. All enchanted metal weapons can damage creatures normally only affected by magic, such as lycanthropes or wraiths. Unenchanted iron and silver normally have this property, although only unenchanted iron is suitable for most weapons use (if not enchanted, it has the AP and strength of bronze). Unenchanted silver is very soft, and only suitable for use in crushing weapons or sling bullets. Any damage from unenchanted iron weapons that penetrates the armor of elves or trolls is doubled. However, unenchanted iron interferes with the casting of magic. The wearers chance to cast any spell (even a divine spell, which would start at 100%), is reduced by 5% per ENC of unenchanted iron worn or carried.

See the World of Magic chapter for the specific effects of enchanting some common Gloranthan rune metals.

EXCOMMUNICATION

Common

1 Point
Ritual (Ceremony), Stackable, Reusable

This spell can sever the mystical link that an initiate establishes with a god, causing the target of the Excommunication to immediately and irrevocably be severed from the caster's religion. Only the priest who initiated the target into the cult, or a priest of the same cult with the authority to excommunicate, can cast the spell. The exact details of which priests have the power to excommunicate vary from religion to religion. The excommunication ceremony requires an hour to complete.

Excommunication may be performed at any distance from the victim. Once completed, the target is stripped of all status in the religion, forever forfeiting the benefits and the POW he sacrificed to the deity. Excommunication ends all links between the deity and the former communicant. All divine spells learned from the deity are lost permanently, though 1 or 2 point battle magic spells are retained. Any other magical benefits which were gained, such as enchanted items, will also lose their potency if they have divine magics or spirits.

Priests cannot tell if an adventurer is an excommunicant from their religion, even with Soul Sight. They may, of course, recognize the person through sight or reputation.

INITIATION

Common

1 point
Ritual (Ceremony), Nonstackable, Reusable

This ritual is used to establish the special link between an initiate and his deity, or the deeper link that exists between a priest or rune lord and their deity. It is

used on worshippers that wish to enter into a deeper relationship with their deity, meet with the approval of the initiating priest or temple, and qualify for initiate, priest or rune lord status. Some cults only perform the ritual on a holy day of the deity, in which case it is followed or preceded by a Worship ceremony. The ritual can only be performed successfully by a priest.

All prospective initiates, priests or rune lords that participate in the ceremony are affected by the spell. Prospective initiates must also sacrifice a point of POW to establish the mystical link with the deity.

Worshippers that have undergone this ceremony gain the corresponding benefits of their new status, including the ability to learn divine magic and more powerful cult magic. There are some disadvantages as well, as cults expect duties and tithes of their initiates, priests and rune lords.

RESURRECT ⧗

Aldrya (one use), Ancestor Worship (one use), Chalana Arroy, Deezola, Seven Mothers, Yelm (one use)

3 points
Ritual Spell (Ceremony), Nonstackable, Reusable

This Ceremony ritual spell allows an adventurer to be restored to life. First the body must be healed to a level of at least 3 positive hit points. If the body is dead from disease, the disease must be eliminated or the Resurrect will be futile.

This spell summons the deceased spirit to approach its former body. The caster of the spell can then start spirit combat with the deceased. If the initiate or priest succeeds in causing the deceased to lose magic points, then he can force the spirit back into the body and to return to full life. If the caster fails, the soul is lost to death.

Each day after the first that the dead adventurer stays dead permanently reduces his current STR, CON, DEX, and APP characteristics by 1D3 points.

SANCTIFY

Common

1 Point
Ritual (Ceremony), Variable Duration, Stackable, Conditionally Reusable

This spell blesses the volume of a 10-meter-radius sphere. Cast on level ground, one hemisphere will roughly be in the air, and the other within the earth. The boundary of the volume slightly shimmers in bright light. Anyone within any portion of the sphere is considered to be completely within it. The Sanctified sphere is not detectable by trolls' Darksense, touch, or heat detection, though it will detect as magic. If non-initiates, spells, or spirits cross the boundary, the caster is immediately alerted to their presence.

Ceremonies can be performed within a Sanctified area that normally can be performed only in a temple.

Additional points of Sanctify increase the area of protection by half. Thus a 2-point spell protects a 15-meter radius area, a 3-point spell protects a 22.5-meter radius, and so on.

A Sanctified area lasts for as long as its caster does not regain the spell. As soon as the spell is regained, the previously Sanctified area vanishes.

SPELLTEACHING

Common

1 Point
Ritual (Summon), Nonstackable, Reusable

Through the use of this ritual the priest or initiate can summon a cult spirit from which a cult spell can be learned. This ritual must be undertaken within a temple or other holy place, and the recipient of the ritual must be present for the ritual's entire duration. The process of learning a cult battle magic spell is described earlier in this chapter.

SUMMON <CuIt Spirit>

Common

1 Point
Ritual (Summon), Nonstackable, Reusable

This ritual summons a particular type of cult spirit. Spellteaching is a variation of this spell that summons a spirit that only teaches a spell. Large cults often have a wide variety of cult spirits, and thus many varieties of this spell. Small cults tend to have few available cult spirits, if any.

Some common type of cult spirits include allied spirits (summoned by a priest if the god has seen fit to grant one), elementals (if the cult has an elemental rune), messenger spirits, spirits of retribution (will only answer to a priest in authority) and temple spirits (summoned to protect a temple).

Some cults have access to other spirits. For example, Chalana Arroy has cult healing spirits, Jakaleel has cult madness and fear spirits, Kyger Litor has cult fear spirits, Malia has cult disease spirits, the Seven Mothers have cult madness spirits, and Yanafal Tarnils has cult ghosts.

The spell Command Cult Spirit may be used at the end of the summoning ritual to force the spirit to do something it is reluctant to do.

WARDING

Common

1 Point
Ritual (Enchant), Stackable, Conditionally Reusable

This ritual spell creates an area of safety for those inside. It requires four wands exactly 15 centimeters long as props. The wands can be made of any material, and can be so spaced as to enclose a maximum area of up to 81 square meters. The spell extends into the air for 3 meters above the wands, and underground to the depth of the wands. The wands need not be visible to work.

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 Protective Circle (see Sorcery) against outside spirits, and does 1D3 points of damage, ignoring armor, to one hit location of any corporal enemy that crosses the boundary.

Alternatively, the added points of Warding can be used to increase the area protected: each additional point adds another 81 square meters of coverage.

The Warding spell will remain in effect until the wands are removed. Anyone but the caster who attempts to touch the wands will touch off and be affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the wands, dispelling the Ward. The caster cannot regain use of the spell until the stakes are removed (dispelling the Ward), after which use of the spell can be regained by the normal procedures.

WORSHIP (DEITY)

Common

1 Point
Ritual (Ceremony), Nonstackable, Reusable

This Ceremony ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or in a temple on a Holy Day of the god, it will allow the presiding priest a POW gain roll. If held on the High Holy Day, it will allow all priests and initiates present to attempt a POW gain roll.

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aSundAdar 2003

SPIRIT•MAGIC



Spirit magic, also known as battle magic, is the simplest of the approaches to magic in RuneQuest. It involves the forceful alteration of the fabric of reality by a quick mustering of life force to perform a task. Imagine it as a controlled adrenaline rush, directed to the job at hand. For this reason spirit magic spells, while powerful, are of short duration. Although short lived, spirit magic spells are cast quickly, and are easily and quickly learned. They are thus comparatively inexpensive in time, effort, and price, and popular among many peoples and cultures. An adventurer's capability at spirit magic directly corresponds to his or her magical aptitude. Shaman devote themselves to spirit magic, awakening extraordinary inner powers as they do so.

WHO USES SPIRIT MAGIC?

Primitive people use spirit magic almost exclusively. Shamans are people who concentrate on spirit magic. They are most prevalent where the more organized priesthoods and the more sophisticated sorcerers are absent. Spirit magicians can be found in nearly all areas of Glorantha, but are most common in the more primitive areas, such as those inhabited by Hsunchen or nomads.

Many divine magic using cultures use only divine magic and cult magic, while others teach divine magic and spirit magic. Priests of the latter kinds of cults are often shaman as well. Cults that teach only divine and cult magic typically discourage the study of spirit magic, though they rarely prohibit it outright, rather prohibiting their members from learning certain spirit magic spells that are considered unacceptable to the tenets of the religion. A few divine cults actively encourage their members to study spirit magic as well.

Sorcery using cultures generally look down on spirit magic as unsophisticated and beneath notice. Some schools of sorcery ban their members from learning or using spirit magic. In general, spirit magic is held in great disdain, and a member of the upper or middle classes will have nothing to do with it, A peasant, with no time or money to spare for the study of sorcery may be tempted to learn a convenient spirit magic spell or two, but shaman are almost unheard of in sorcerous cultures, so the opportunity is often lacking.

People who know some spirit magic but are not shaman are commonly said to know spirit magic, battle magic, medicine magic, witchcraft or folk magic.

LEARNING SPIRIT MAGIC

To learn spirit magic one must become a student of a shaman. A student is anyone who studies under a shaman to learn a little of his or her magic. The relationship is informal, and does not imply any long-term bond. The requirements to become a student of a shaman vary by whether or not the applicant is a member of the shaman's tribe or cult.

Tribal Applicants

A member of the shaman's tribe or cult can learn a spell by applying to the shaman. A present of suitable generosity must be given, appropriate to the spell desired (see Economics). How quickly the spell is received depends on a number of factors, including the size and rarity of the spell, what the shaman thinks of the applicant, whether the shaman believes the applicant has behaved according to the customs of his community, and how busy the shaman is.

If the gamemaster wishes to abstract this, have the applicant make a POW x5 roll. Success means that the spell will be taught to the applicant within 1D10 days (longer for a large or rare spell, see Acquiring Spells). Failure means that the spell will be taught to the applicant within 1D10 weeks (longer for a large or rare spell). A fumble means that the shaman keeps the gift, but does not teach the applicant the spell. The applicant will have to wait for at least a year to try again.

Applicants Who Are Strangers

A stranger would first have to befriend the shaman, a process that could take weeks, or even seasons, involving spending time in the area ingratiating oneself to the shaman and the shaman's tribe through acts of friendship, kindness, protection and gift giving. The more valuable the acts or gifts given, the greater the chance of befriending the shaman. A traditional gift is worth at least 500 L, or what the shaman perceives a season's worth of the

stranger's income would be, if that is greater.

Once the shaman has been befriended, he is willing to teach spells to the stranger. The stranger must present the shaman with presents of value appropriate to the size and rarity of the spell desired (see Economics), then wait for a period of time, generally 1D10 weeks (longer for a large or rare spell) for the shaman to find time to travel the otherworld to find the appropriate spell. Once a stranger has befriended a shaman and purchased a spell from him or her, future purchases by the familiar outsider are at half the normal rate (see Economics).

Procedure

To learn a spirit magic spell from a shaman, one must defeat in spirit combat the spell spirit that the shaman has summoned or brought back from the spirit world. A spell spirit has 1D6 POW per point of spell. The spirit resists, though the shaman might cast spells to aid the spell seeker. Outsiders pay extra for the service. If the person reduces the spell spirit to 0 MP, the spirit vanishes, and the victor gains the use of the spell. Shamans claim that the spell spirit becomes part of the victor, but there are no obvious signs of the spirit. If the spell spirit wins, it possesses the person. Because it is incapable of operating a body, the possessed individual lies comatose until someone exorcises the spirit. Most shamans exorcise the spirit when this happens. Outsiders would pay extra for this as well.

Restrictions

All students are instructed in the proper and responsible use of spirit magic spells. Malicious use of magic against a member of the shaman's tribe generally results in midnight visitations by the angry shaman's spirit or the sending of malign spirits.

SPELL SPIRITS

Shamans call spell spirits the source of spirit magic, the most common form of magic on Glorantha. They are native creatures of the spirit world, part of the natural flora and fauna of the spirit world, and are the natural prey and resources of many of the spirit world's other inhabitants. The exact origins of spell spirits are not known, but some Lhankor Mhy scholars believe that spell spirits are the byproduct of the use of great power. Each spell spirit is a vessel for a particular spirit magic spell. The size of the spirit corresponds to the power of the spell. The appearance of spell spirits varies according to the spell and the source of the power that created it.

WHAT IS A SHAMAN?

People who commonly use spirit magic are called spirit magic users. The specialist who deeply commits himself to the magic is called a shaman. A shaman has special powers which ordinary mortals cannot hope to match. His extraordinary abilities are gained because he has awakened his fetch, the spirit plane counterpart of himself.

A shaman fully engages himself in spiritual work, surviving on the payments which others make to him. With only himself to rely on, his great responsibility is to tend to the spiritual protection and knowledge of his kinsmen and tribesmen. He is the keeper of ritual and spirit magics, and acts as the enchanter and summoner as well.

BECOMING A SHAMAN

The path of the shaman is not for most adventurers. It is arduous and dangerous, and its rewards are spiritual and communal. Great shamans are, however, among the most powerful of mortals.

To become a shaman, one must first become a shaman's assistant.

Acceptance as an Assistant Shaman

A shaman will normally accept only a member of his tribe or cult as an assistant, or a stranger that has befriended the shaman. Even then, the candidate must meet the shaman's standards, the shaman must be willing to accept a new assistant, and deem that this is a propitious time to do so. If the gamemaster wishes to abstract this, the candidate must succeed in a POW x1 roll.

Duties of an Assistant Shaman

An assistant will live with, work for, and aid his shaman in every way. In return he will be taught the way of the shaman. An assistant's time is not his own; most shamans have only a few assistants and have no room for sluggards, backsliders, or disloyal followers. An assistant must spend 90% of his time with his shaman, performing tasks and duties for the shaman.

In game terms, an assistant shaman spends 4 days a week performing duties for the shaman, 1 day a week practicing shamanic skills, and 1 day a week being trained by the shaman.

Benefits of Becoming an Assistant Shaman

In return for the assistants time, the shaman teaches the assistant the skills of Summon, Ceremony, Enchant, Spirit Combat, Spirit Lore and Spirit Sense. The assistant is also taught spirit magic by the shaman.

The skills of Summon, Ceremony and Enchant are described in the skills section. The skills of Spirit Combat, Spirit Lore and Spirit Sense are described below.

SPIRIT COMBAT (0%) Medium

Where POW and magic points represent a character's life force and raw spiritual strength, skill in Spirit Combat represents a character's ability to focus his or her will and strength in the struggle against a spirit. Spirit Combat skill governs the minimum MP a character will attack and defend with in Spirit Combat, regardless of their current MP. Multiply a character's POW by their Spirit Combat skill to determine what their minimum MP for attack and defense are. Thus, a shaman's assistant with a 14 POW and a 52% Spirit Combat skill would always attack and defend with at least 7 MP. A shaman with a 19 POW and 122% Spirit Combat skill would always attack and defend with 23 MP.

Training in Spirit Combat is available to Assistant Shamans, Shamans and members of certain cults (e.g., Subere). It consists of meditative and focusing exercises, as well as exposure to spirits. In some shamanic traditions, a mundane skill (such as Claw attack for a Basmoli shaman) may be complementary. It is a Magic skill, and cannot be increased by experience.

SPIRIT LORE (0%) Medium

Spirit Lore collects all kinds of knowledge about spirits. Its major uses are identifying spirits and knowing how to avoid or drive away spirits. Shamans can use it to remember what will appease or drive away a kind of spirit. "Kind of spirit" means not only the type of spirit, but also the spirit's kindred, runic associations, and background. There are ghosts of trolls and plant rune healing spirits. Nymphs are linked not only to elements, but also to geography and history. Spirit Lore is a Knowledge skill, and cannot be increased by experience.

SPIRIT SENSE (0%) Medium

The ability to sense discorporate spirits, with or without the use of magic. If used with Second Sight, a successful Spirit Sense roll will sense the presence of a discorporate spirit within range of the Second Sight spell or ability. If used without Second Sight, a special skill roll will sense a discorporate spirit within POW meters of the skill user. Training in Spirit Sense is available only to Assistant Shamans, Shamans and members of certain cults. Intelligent spirits often have the skill as well, and can use it to sense the presence of corporate beings (as can a discorporate shaman). It is a Magic skill, and cannot be increased by experience.

AWAKENING THE FETCH

The fetch is a portion of a person's soul which can be awakened. It can be brought to living consciousness (awakened) through certain trials, rituals, and activities which are very dangerous. Though everyone has a fetch, very few wake them. Once awakened it can never be put to sleep, dispelled or separated from the shaman. It provides a shaman with distinct powers and vulnerabilities.

Acceptance

To become a shaman, the assistant must awaken his fetch. When his master feels the assistant is ready, he shows him how to awaken his fetch. The assistant must have served the shaman for at least a year, often longer. Some shaman may not teach their assistants the ritual until they feel they have at least a reasonable chance of survival, others may not care. A few shaman may not teach their apprentices to awaken their fetch until they are dying and feel they need a successor. In general, the assistant should have Ceremony, Summon and Spirit Combat skills of at least 50% to have a reasonable chance of survival.

The Ritual

To awaken his fetch and become a shaman, the assistant must perform the ritual at a holy place that lets him enter into a mystical quest, fasting and praying to awaken the powers within him. He remains on his quest for 1D6+1 days. At its conclusion the Horned Man, the First Shaman, will appear: he will tell the assistant that it is time to go, and will escort him along the path to shamanhood. Along the path the quester performs a special ceremony which always includes three stages. This journey may be played out by the gamemaster, or abstracted.

The Sacrifice

A number of points of POW are sacrificed to the future fetch. These points are permanently taken from the current POW of the quester, and a corresponding number of magic points are also deducted. At least 1 point of POW must be sacrificed. If the quester safely completes his or her journey then the POW sacrificed will be the beginning POW of the fetch. If the quester fails, these points are lost for good.

Waking the Fetch

A successful spirit Summon skill roll must be made. This can be augmented by Ceremony. If the roll is successful, then the fetch is awakened into consciousness. Its POW is the POW sacrificed to it. If the roll is a failure, the sacrificed POW is lost and no fetch awakens.

The Fight with the Bad Man

Spirit combat with the Bad Man occurs at the journey's end. The Bad Man will not attack the Horned Man, nor will the Horned Man defend the new shaman. To survive, the quester must survive the encounter with the Bad Man. Defensive magic has no effect on the Bad Man. This encounter may be roleplayed by the gamemaster, or abstracted as a roll of against the average of the quester's Spirit Combat skill and POW x5. Questers that failed to wake their fetch must succeed in a critical roll to survive. Failure means possession and the final death. Otherwise, success means that the quester survives the attack of the Bad Man, and the journey ends. If the quester failed to wake their fetch, but was fortunate enough to survive the attack of the Bad Man, they may try again, though any POW sacrificed to the fetch is lost. A quester that survives with a wakened fetch is now a shaman.

The Fetch

The fetch serves as a source of power for the shaman. The shaman can draw upon the fetches magic points to fuel his or her spells and rituals. A fetch reduced to zero magic points does not die or disappear. The fetch also allows a shaman access to abilities that grow in power with the power of the fetch.

The fetch of shaman that is not discorporate can be seen by Second Sight or other magical means, and is visible from the spirit world. Its form reflects the shaman's true nature. As such, the viewer's background can influ-

ence what he or she sees. An observer with Second Sight on the mundane world examining a Praxian snake shaman, in Prax traditionally a subtle and wise totem, will see a subtle and wise thing overlaying the human form of the shaman. Depending on the observer's own cultural background, this might be an owl, a snake, or perhaps and older and wiser man. A spirit observing the shaman from the spirit world will see the true form of the fetch, in this case a snake. The true form of a fetch is often an animal of some sort, but may be some other mythical representation influenced primarily by the shaman's culture and background, and to a lesser extent, his or her personality.

The New Shaman

A new shaman will typically stay with his master for a period of at least a year, as his old master teaches him the skills and abilities unique to shaman. The new shaman must still dedicate 90% of his time to his master, but in return is taught not only the skills of an assistant shaman, but the special abilities and skills available only to shaman.

Shamanic Skills

A number of skills exist that are traditionally taught only to shaman by shaman. Some spirits can teach them as well, though they are often the spirits of former shaman. A shaman wishing to study these skills under a shaman he did not know would have to befriend that shaman first, using the same procedures as a stranger trying to befriend a shaman to be taught spirit magic, and would have to recompense the teacher for his time, either with his own time, or by appropriately valued presents.

SPIRIT DANCE (0%) Medium

This skill can be learned only by shaman that can Discorporate (see Shamanic Abilities) or a spirit. It governs one's ability to move as a discorporate spirit, and can be used to avoid, dodge, evade, or hide from other discorporate spirits. As a general rule, a successful Spirit Dance roll will allow a shaman to escape from a spirit that can't move any faster than the shaman. If the spirit can move twice as fast as the shaman, the roll is at half skill, if the spirit can move thrice as fast as the shaman, the roll is at one third skill, etc. Only one escape attempt can be made in a given encounter.

If the shaman chooses to hide instead, match the spirit's Spirit Sense skill against the shaman's Spirit Dance skill in a contest of skills. If a spirit has no Spirit Sense ability listed, approximate its level of skill as POW x3.

The skill can also be used to successfully pass through difficult or turbulent 'terrain' on the spirit plane. It is a Magic skill, and cannot be increased by experience.

SPIRIT SPEECH (0%) Medium

Spirit Speech is the ability to communicate with discorporate spirits. This ability is taught by certain cults (e.g. Issaries) and spirits as well. One can use any Communication skills on a discorporate spirit at the lesser of Spirit Speech or the Communication skill. Using Communication skills other than Speak Language requires that the spirit and the speaker share a common language. It is a Magic skill, and cannot be increased by experience.

SPIRIT TRAVEL (0%) Medium

This skill can be learned only by a shaman that can Discorporate (see Shamanic Abilities) or a spirit. It governs a shaman's ability to Discorporate (see Shamanic Abilities), and governs a discorporate shaman or spirits ability to navigate through the spirit world and track down spirits (see Finding Spirits). It is a Magic skill, and cannot be increased by experience.

SHAMANIC TRADITIONS

A wide variety of shamanic traditions exist. Some are major traditions, with thousands of followers, others minor, with dozens of followers. A few might consist of a single shaman and his or her assistants. A few examples follow, in the format below:

NAME OF TRADITION **RUNIC AFFILIATIONS**

Common Titles of Shaman

Followers: *Those that belong to the tradition.*
Duties: *Duties specially appropriate to the tradition.*
Favored Spells: *Spirit magic favored by the tradition.*
Forbidden Spells: *Forbidden spirit magic.*
Favored Abilities: *Shamanic abilities favored by the tradition.*
Forbidden Abilities: *Forbidden shamanic abilities.*
Taboos: *The taboos of the tradition.*

Taboos

Many shamanic traditions have specific taboos which their shaman obey. A shaman with an animal totem might have to protect that animal, or not allow harm to come to it needlessly. Shaman of many Praxian traditions are forbidden to engage in physical combat. Aldrya or Flamal shaman must use Food Song before picking a plant. Other taboos may involve performing a certain action every day, or at certain times in the year.

If a shaman breaks a tradition's taboo, he loses the special abilities governed by that taboo (typically, all the abilities he has been taught by that tradition) until he can make the appropriate restitution. A shaman with an animal totem might have to save the life of one of his totem's animals to make restitution, or return to life the animal he has slain. For a taboo where one has to perform an action every day, missing the action might just meant that the ability is not available that day, and can be regained the next day by performing the action again.

If a shaman has learned abilities from more than one tradition, he must follow both tradition's taboos.

When generating a shaman, players and gamemasters are encouraged to come up with a few distinctive taboos that are practiced by that shaman's tradition. These add color and serve to distinguish shaman from each other.

THE KOLATING

The Wind Shaman

Followers: Wind or breath shaman and their assistants
Duties: Dealing with spirits and sylphs, teaching spells, watching over the mountains
Favored Spells: Coordination, Disrupt, Dispel Magic, Mindspeech, Mobility, Strength
Forbidden Spells: None
Favored Abilities: Discorporation, Air Affinity, Mobility Affinity, Spirit Trapping, Second Sight, Magic Attack
Forbidden Abilities: None
Taboos: Always challenge other shaman to duels of magic. Live only where the winds are free (not in cities or towns). Never sleep in the same place twice.

THE DAKA FAL

The Speakers to the Dead

Followers: Ancestor worshipping shaman and their assistants
Duties: Speaking to the ancestors, dealing with spirits, teaching spells, watching over their family
Favored Spells: Detect Enemies, Dispel Magic, Heal, Spirit Screen
Forbidden Spells: None
Favored Abilities: Man Affinity, Discorporation, Second Sight, Spirit Affinity, Possession
Forbidden Abilities: None
Taboos: Obey the ancestors. Never dishonor an ancestor. Never bind or possess a relative without permission.
Miscellaneous: Likely to be initiates of an ancestor worship cult. This is an example of a simple version of ancestor worship, such as can be found in primitive cultures, or the disaffected among the nomads of Prax. Many different traditions of ancestor worship exist.

THE PRAXIANS

The Shaman of Prax

Followers: Independent or tribal Praxian shaman and their assistants
Duties: Teaching spells, dealing with spirits, watching over the tribe, teaching wisdom
Favored Spells: Countermagic, Detect Spirit, Peaceful Cut, Protection, Spirit Screen
Forbidden Spells: None
Favored Abilities: Discorporation, Second Sight, Mind Expansion, Magic Attack, Spirit Mastery, Spirit Affinity
Forbidden Abilities: Self Resurrection
Taboos: Cannot fight with weapons, only magic. May not allow one of their tribe's animals to suffer needlessly.
Miscellaneous: Male shaman are likely to be at least initiates of Waha.

THE BASMOLI

The Lion Shaman

Followers: Basmoli shaman and their assistants.
Duties: Warfare, fighting spirits, teaching spells and skills, watching over the tribe
Favored Spells: Demoralize, Disruption, Fanaticism, Ironhand, Protection, Spirit Screen
Forbidden Spells: None
Favored Abilities: Beast Affinity, Spirit Mastery, Magic Attack, Discorporation, Second Sight, Self Resurrection, Death Affinity
Forbidden Abilities: None
Taboos: Always fight to the death. May not allow a lion or tribe member to suffer needlessly.
Miscellaneous: Assistants are at least initiates, while shaman are also priests of Basmol, the Lion God. This is an example of a Hsunchen tradition, which vary depending on the ancestral animal that founded the tradition. It exists in Prax.

THE BLACK FANG

The Shaman of the Black Fang Brotherhood

Followers: Black Fang cult shaman and their assistants
Duties: Teaching spells, teaching skills, dealing with spirits, assassination
Favored Spells: Bladesharp, Bludgeon, Countermagic, Darkwall, Detect Enemies, Disrupt, Spirit Screen
Forbidden Spells: None
Favored Abilities: Second Sight, Discorporation, Possession, *Conceal Fetch*, Darkness Affinity, Death Affinity, Spirit Affinity
Forbidden Abilities: Fire or Truth Affinity
Taboos: May not reveal cult membership to outsiders. Must obey the orders of his or her superiors.
Miscellaneous: A small tradition, centered around the city of Pavis. Members are also at least initiates of Black Fang.

THE KYGER LITOR

The Shaman of the Trolls

Followers: troll shaman and their assistants
Duties: Dealing with darkness spirits, fighting hostile spirits, speaking to the ancestors, teaching spells and skills, watching over the community
Favored Spells: Bludgeon, Countermagic, Darkwall, Demoralize, Dullblade, Extinguish, Protection, Spirit Screen
Forbidden Spells: Firearrow, Fireblade, Ignite, Light
Favored Abilities: Darkness Affinity, Second Sight, Discorporation, Spirit Mastery, Man Affinity, Spirit Affinity
Forbidden Abilities: Fire Affinity
Taboos: Never deal with a non-darkness spirit. Must defend and protect your descendants. Honor the ancestresses.
Miscellaneous: At least initiates of Kyger Litor.

ALDRYA

The Shaman of the Elves

Followers: Elf shaman and their assistants
Duties: Dealing with plant spirits, fighting hostile spirits, protecting the forests, teaching spells and skills, guiding the community
Favored Spells: Befuddle, Extinguish, *Food Song*, Heal, Mindspeech, Silence, Speedart
Forbidden Spells: Bludgeon, Darkwall, Firearrow, Fireblade, Ignite, Peaceful Cut
Favored Abilities: Plant Affinity, Second Sight, Discorporation, Magic Defense, Spirit Mastery, Mind Expansion, Man Affinity
Forbidden Abilities: Darkness Affinity
Taboos: Never deal with non-plant spirits. Never kill a plant without casting Food Song first. Never allow harm to come to plants needlessly. Must defend the forests.
Miscellaneous: Typically at least initiates of Aldrya.

THE SCHOOL OF RED MASKS

The Shaman of the Red Moon

Followers: Human, ogre, and broo moon or chaos shaman and their assistants
Duties: Dealing with spirits and lunes, teaching spells, spreading the influence of the moon
Favored Spells: Befuddle, Countermagic, Glamour, Shimmer
Forbidden Spells: None
Favored Abilities: Discorporation, Possession, Moon Affinity, Chaos Affinity, Self Resurrection, Spirit Trapping, Magic Defense, Second Sight
Forbidden Abilities: Law Affinity
Taboos: Never learn an affinity other than Chaos or Moon Affinity without learning the opposed affinity as well. Never know a spirit magic spell that has an opposite without learning the opposite as well (Darkwall/Lightwall, Ignite/Extinguish, etc.).
Miscellaneous: Shamanic abilities are cyclical. On Dark/Dying Moon days, all abilities function as if tertiary abilities. On Crescent days, only primary abilities function as if secondary abilities, other abilities function as if tertiary abilities. On Half Moon days, abilities function normally. On Full Moon days, add 1 level to all abilities (Level 1 abilities become Level 2 abilities, Level 2 abilities become Level 3 abilities, etc.).

SHAMANIC ABILITIES

Once a shaman's fetch is awakened, the shaman can acquire special abilities, which are unique to shaman. These abilities include powers such as Discorporation, Second Sense, Spirit Trapping, Spirit Mastery, Possession, Mind Expansion, Magic Attack, Magic Defense, Self Resurrection and Spirit Affinity.

Different cultures and different shamanic traditions will favor different abilities, and this list is by no means complete. Some abilities are taught only to favored students, or by only a few powerful shaman. A number of abilities may have attendant vulnerabilities.

Acquiring Shamanic Abilities

A teacher, be it another shaman that already has the ability, or a knowledgeable spirit, must first show the shaman how to use the ability, a process that takes a week. To do so, the shaman or spirit must possess the student for that period of time, and show them what to do from the inside. A shaman that cannot Discorporate and Possess the student cannot teach their abilities. There are some shamanic traditions that never learn these abilities—each new generation of shaman are taught their other abilities by a spirit, in some cases the spirit of a dead shaman of that tradition.

Learning a shamanic ability from a shaman that one is a stranger to is difficult. These are often the greatest secrets of a shaman's tradition. Some abilities may never be taught outside of the shaman's tribe, others may be. If the shaman is befriended (as per the procedure for a stranger trying to befriend a shaman to be taught spirit magic), the shaman may agree to teach an ability, although he will have to be convinced that the student is worthy to be taught, and appropriately recompensed. If the gamemaster wishes to abstract this, the aspiring student must succeed in a POW x1 roll, and offer presents worth at least 1,000 L to the teacher. Of course, the student must also trust the teacher sufficiently to allow him to possess the student for a week.

Selecting Abilities

A shaman will typically learn one ability that he will specialize in, two others he will be good at, and three others he will not as be good as the others at. As the shaman's fetch grows, so does his or her competence with these abilities.

It is not normally possible to learn more than those six abilities: one primary, two secondary, and three tertiary. Some gamemasters may wish to allow an exotic tradition which teaches six secondary abilities, or nine tertiary abilities, but this should be the exception, not the rule.

In game terms, the shaman should select one primary ability, two secondary abilities, and three tertiary abilities. If the player wishes, he or she can leave one or more abilities unlearned, in the hopes of learning something later that their master did not know or representing an ability their master was not willing to teach them immediately. It is also possible, though unusual, to forget an ability and learn a new on in its place. The shaman's level with each ability is determined by the size of his or her fetch:

Shamanic Abilities Tables

	Ability		
	Primary	Secondary	Tertiary
# of Abilities	1	2	3

	Ability		
Fetch POW	**Primary**	**Secondary**	**Tertiary**
01-10	1	1	1
11-20	2	1	1
21-30	3	2	1
31-40	4	2	2
41-50	5	3	2
etc.	**Level of ability**		

Abilities

SECOND SENSE

With this ability a shaman can see the auras of living things, as if using the Second Sight spell. No expenditure of magic points is required, only concentration. The range is 50 meters per level, and each level acts as a 2 intensity spirit magic spell for the purposes of penetrating defensive magic. Higher levels might be able to see more detail, or gain clues as to the true nature of the spirit the shaman is inspecting.

Level 1	50 meter range Second Sight, 2 intensity.
Level 2	100 meter range Second Sight, 4 intensity.
Level 3	150 meter range Second Sight, 6 intensity.
Level 4	200 meter range Second Sight, 8 intensity.
Level 5	250 meter range Second Sight, 10 intensity.
etc.	

DISCORPORATION

Allows the shaman to cause a portion of his or her spirit to temporarily leave his or her body and enter the spirit plane. What appears to be a dead body is left behind. The body does not breathe, is not susceptible to possession, and comes back to life when the shaman returns to it. To discorporate, a shaman must spend at least a magic point, and succeed in a Spirit Travel roll. If successful, the shaman's spirit enters the spirit plane for one hour. Every additional magic point spent during the ceremony increases the time that the shaman can remain discorporate by an hour. The shaman will return to his or her body when the time is up, or if an earlier return is desired, upon expending a magic point and succeeding in a Spirit Travel roll.

The discorporation process cannot be Dispelled. While discorporate, a fraction of the shaman's power remains to guard the body from possession. Some shaman, particularly powerful ones, may also leave a friendly or commanded spirit to guard their body for additional insurance, others may hide themselves before discorporating, or have assistants hide them afterwards.

A discorporate shaman can engage a spirit that has possessed someone in spirit combat. If the shaman wins, he can drive the spirit away, freeing the body of possession.

When discorporate, the shaman cannot use any magic points stored in items, or draw upon the power or spells of any spirits bound into items. He or she can only draw upon his or her fetch's magic points to fuel spells, or the power or spells of any spirits bound into his or her fetch. If the discorporate shaman wishes to interact with creatures on the mundane plane, as shaman often do if they wish to engage in spirit combat, either to attack a mundane creature, or drive out a possessing spirit, he or she must use the Visibility spirit magic spell. A discorporate shaman will have a distinctive spirit form (see The Fetch). For example, a snake shaman will appear as a snake in the spirit world, and visible as such to mundane creatures when using a Visibility spell.

When a shaman first learns this ability, he gains 1D6 + Magic Bonus percentiles in Spirit Travel skill. The skill may be trained or researched normally after that point.

The time to discorporate or incorporate, if attempting to return early, varies depending on the level of the ability. If the Spirit Travel roll fails, the time and MP must be spent again, and another roll made, until the shaman finally succeeds:

Level 1 1 hour
Level 2 15 minutes
Level 3 1 full turn
Level 4 1 turn
Level 5 1 melee round
etc.

POSSESSION

This ability allows a discorporate shaman to possess a creature that he or she has defeated in spirit combat. If the form of the creature is familiar (say a human possessing a human), the shaman can use his or her skills at half their normal percentage in the new form. With an unfamiliar form, or in the case of skills unique to that form (say a human shaman trying to use a troll's Darksense), the shaman can use the skills of that creature at only the base chance for the creature. Needless to say, this ability is of no use to a shaman that cannot discorporate. Once inside a body, the shaman is no longer discorporate, and must discorporate to leave the body. If the possessed body dies while the shaman is inside it, he is immediately returned to his own body, and suffers 1D6 general HP damage from the shock. The level of the ability governs the variety of creatures a shaman can possess:

Level 1 1 species (e.g. humans)
Level 2 2 species or 1 group (e.g. canines)
Level 3 3 species or 2 groups
Level 4 4 species or 2 groups
Level 5 5 species or 3 groups
etc.

MIND EXPANSION

A shaman gains use of increased INT for the purposes of remembering spirit magic spells. This is an extension of the shaman's INT, and does not affect his or her reasoning powers or natural intelligence.

Level 1 INT x2
Level 2 INT x3
Level 3 INT x4
Level 4 INT x5
Level 5 INT x6
etc.

SPIRIT TRAPPING

The shaman can trap spirits within his or her fetch. These spirits can act as familiars, allies, and friends who aid the shaman's magical tasks. Each level allows the shaman to trap one spirit. A trapped spirit may not have more magic points than the shaman's fetch. If the fetch's magic points drop below that of the trapped spirit (say from use by the shaman to power spells), the spirit(s) will depart. A spirit so trapped should be treated as one bound into a binding enchantment of the appropriate size. The shaman can draw magic points from such a spirit, cast spells known by the spirit, or release the spirit at will. The trapped spirit cannot act in any way (including casting spells).

Level 1 1 spirit
Level 2 2 spirits
Level 3 3 spirits
Level 4 4 spirits
Level 5 5 spirits
etc.

MAGIC ATTACK

This ability enhances a shaman's offensive spell casting. The shaman gains a bonus to his or her MP for the purposes of overcoming a foe's POW when casting a spell,

Level 1 +1 to offensive MP with spells
Level 2 +2 to offensive MP with spells
Level 3 +3 to offensive MP with spells
Level 4 +4 to offensive MP with spells
Level 5 +5 to offensive MP with spells
etc.

MAGIC DEFENSE

This ability enhances a shaman's defense against spells. The shaman gains a bonus to his or her POW for me purposes of defending against hostile spells.

Level 1 +2 to defensive POW against spells
Level 2 +4 to defensive POW against spells
Level 3 +6 to defensive POW against spells
Level 4 +8 to defensive POW against spells
Level 5 +10 to defensive POW against spells
etc.

SPIRIT MASTERY

The shaman is particularly adept at fighting spirits. Whenever attacking a discorporate spirit in spirit combat (whether or not the shaman is discorporate), add the following to the damage done by the shaman in spirit combat and the shaman's defensive MP against spirits in spirit

combat. The ability does not help a discorporate shaman attacking corporate beings.

Level 1	+1 to damage done in spirit combat and +2 to MP for defending in spirit combat
Level 2	+1 to damage done in spirit combat and +4 to MP for defending in spirit combat
Level 3	+2 to damage done in spirit combat and +6 to MP for defending in spirit combat
Level 4	+2 to damage done in spirit combat and +8 to MP for defending in spirit combat
Level 5	+3 to damage done in spirit combat and +10 to MP for defending in spirit combat
etc.	

SELF RESURRECTION

The shaman can heal him or herself and return from the dead by expending his or her life force. The process costs 1 POW and takes a variable amount of time, after which the shaman's body is healed to 1 HP, and the shaman's body and spirit rejoined, restoring the shaman to life, assuming it was not utterly destroyed.

Level 1	1 season (8 weeks)
Level 2	1 week
Level 3	1 day
Level 4	1 hour
Level 5	1 full turn
etc.	

SPIRIT AFFINITY

This ability reflects a particular affinity for magic and spirits tied to a certain rune, which influences how easily the shaman can deal with them. A shaman with affinity for a rune can learn divine magic of cults tied to that rune if he joins the cult. There may be other effects as well, both spiritual and mundane.

The most direct benefit is a reduction in the time it takes the shaman to summon or find spirits associated with those runes when discorporate.

Level 1	1/2 time
Level 2	1/3 time
Level 3	1/4 time
Level 4	1/5 time
Level 5	1/6 time
etc.	

Some runes, and the spirits and magic they are most closely associated with:

Air

Spell spirits *(Bladesharp, Dispel Magic, Shimmer, Speedart, Strength),* Spirits of Air *(Sylphs),* Air cult divine magic

Beast

Spell Spirits *(Detect Enemies, Fanaticism, Farsee, Ironhand, Strength, Summon <Animal Spirit>),* Animal Spirits, Beast cult divine magic

Chaos

Spell Spirits *(Warped spirit magic spells),* Spirits of Chaos, Chaos cult divine magic

Darkness

Spell Spirits *(Bludgeon, Countermagic, Darkwall, Demoralize, Dullblade, Extinguish, Protection),* Spirits of Darkness *(Shades),* Darkness cult divine magic

Death

Spell Spirits *(Bladesharp, Demoralize, Disrupt),* Spirits of Death *(Wraiths),* Death cult divine magic

Disorder

Spell Spirits *(Disrupt),* Spirits of Disorder, Disorder cult divine magic

Earth

Spell Spirits *(Heal, Ironhand, Second Sight, Vigor),* Spirits of Earth *(Gnomes, Copper Spirits, etc.),* Earth cult divine magic

Fertility

Spell Spirits *(Healing, Light),* Spirits of Fertility *(Healing Spirits),* Fertility cult divine magic

Fire/Sky

Spell Spirits *(Farsee, Fire Arrow, Fireblade, Ignite, Light, Lightwall),* Spirits of Fire *(Salamanders),* Fire/Sky cult divine magic

Harmony

Spell Spirits *(Glamour, Mindspeech, Shimmer),* Spirits of Harmony, Harmony cult divine magic

Illusion

Spell Spirits *(Befuddle, Glamour, Light),* Spirits of Illusion, Illusion cult divine magic

Law

Spell Spirits *(Repair),* Spirits of Law, Law cult divine magic

Magic

Spell Spirits *(All),* Magic cult divine magic

Man

Spell Spirits *(Coordination, Glamour, Summon <Man Spirit>),* Spirits of Man *(Ghosts),* Man cult divine magic

Mastery

Spell Spirits *(Control <Species>),* Spirits of Mastery, Mastery cult divine magic

Moon

Spell Spirits *(Befuddle, Coordination, Countermagic, Glamour),* Lunar Spirits *(Lunes or Selenes),* Lunar cult divine magic

Movement

Spell Spirits *(Coordination, Mobility),* Spirits of Motion, Movement cult divine magic

Plant

Spell Spirits (Heal, Food Song, Mindspeech, Summon <Plant Spirit>, Vigor), Plant Spirits, Plant cult divine magic

Spirit

Spell Spirits *(Second Sight, Spirit Screen, Summon <Spirit>, Visibility),* Horned Man worship, Spirit cult divine magic

Stasis

Spell Spirits *(Slow),* Spirits of Stasis, Stasis cult divine magic

Truth

Spell Spirits *(Detect <Any>),* Spirits of Truth, Truth cult divine magic

Water

Spell Spirits *(Coordination, Demoralize, Extinguish, Strength),* Spirits of Water *(Undines),* Water cult divine magic

Disadvantages of Affinities

Elemental runes are opposed to each other—a shaman that has affinity for any elemental rune (Air, Darkness, Earth, Fire, Moon or Water) uses the modifier as a multiplier instead of a divisor (x2 instead of 1/2, x3 instead of 1/3, etc.) when searching for spell spirits or elemental spirits associated with any other elemental rune.

Some of the other runes are opposed to each other as well, notably Law and Chaos, Disorder and Harmony, Illusion and Truth, Fertility and Death, Movement and Stasis. A shaman that has affinity for such a rune uses the modifier as a multiplier instead of a divisor (see above) when searching for spell spirits or other spirits associated with the opposed rune.

The Spirit and Magic runes are special cases: A shaman with affinity for the Magic rune has great affinity for spell spirits, uses the modifier as a multiplier instead of a divisor (see above) when searching for any other sort of spirit. A shaman with affinity for the Spirit rune has the ability to worship spirits in the style of the Horned Man cult on his or her own. It normally requires a large number of worshippers sacrificing 1 MP each to worship in such a manner, but a shaman with affinity for the Spirit rune can sacrifice 1 POW, then a number of magic points. The number of magic points sacrificed is the percent chance of a successful worship ceremony. Higher levels of affinity reduce the number of magic points required appropriately (multiply magic points sacrificed by level). Additional worshippers can each donate 1 MP as per the normal procedure. A disadvantage is that affinity for the Spirit rune, particularly at higher levels, makes corporate beings react badly to you. As a result, many such shamans are shunned, and live the life of solitary hermits.

Other runes may have similar mundane effects, but generally at a much lesser level, or the effects are more specific. A very high level affinity for the Harmony rune might make a shaman seem very easy to get along with. They will generally affect the appearance of the shaman's fetch as well.

It is possible for a shaman to have more than one affinity, but affinities for opposed runes, or directly opposed elements (Air and Moon, Darkness and Fire, Earth and Water) are only found among shaman that worship chaos in one form or another, such as shaman of Thed, or shaman of the School of Red Masks.

FINDING SPIRITS

When discorporate, shaman often hunt spirits. They hunt, trap, and consume spell spirits to gain spirit magic; capture spirits or elementals to bind them; or seek spirits with knowledge to consult with. Shaman use the perception granted them by their fetch and their Spirit Travel skill to instinctively seek out and find the specific spirits they are looking for. The rarer the spirit they seek, the longer their quest.

Spirit World Search Table

Base Time	Spell Spirit	Elemental	Other Spirit
1 day	Intensity 1	1 cu. m	1D6 POW
2 days	Intensity 2	2 cu. m	2D6 POW
4 days	Intensity 3	3 cu. m	3D6 POW
8 days	Intensity 4	4 cu. m	4D6 POW
16 days	Intensity 5	5 cu. m	5D6 POW
32 days	Intensity 6	6 cu. m	6D6 POW
64 days	Intensity 7	7 cu. m	7D6 POW
128 days	Intensity 8	8 cu. m	8D6 POW
256 days	Intensity 9	9 cu. m	9D6 POW
512 days	Intensity 10	10 cu. m	10D6 POW
etc.			

Search Time

The base time listed by the Spirit World Search Table assumes that the shaman spends 10 hours a day searching while discorporate, and is modified by a shaman's spirit affinity ability (see above) and two other factors:

Degree of Success on a Spirit Travel Roll

Critical	1/4 base time, or a rare or unique spirit (particularly a spell spirit) is found after the spending base time (spell spirits may or may not be useful, at the gamemasters option)
Special	1/2 base time
Success	Base time
Failure	1 x base time
Fumble	No spirit found after spending 2 x base time.

Rarity of Spirit

Common	Base Time
Uncommon	2 x base time
Rare	4 x base time

Uncommon spells include ritual spirit magic spells and uncommon Control or Detect spells.

Rare spells include uncommon spirit magic ritual spells and minor spell variants (e.g. Frostblade).

Resolving the Search

Once the shaman has found the spirit he or she is seeking for, there are a number of things he or she can try to do, depending on the type of spirit the shaman has found.

If a spell spirit, the shaman can attempt to consume the spirit, or if he has the ability of Spirit Trapping, can capture the spirit within his or her fetch, if it will fit, and return with it for another's consumption or to bind into a spirit magic spell matrix. No spirit combat roll is necessary if the spirit's MP are equal to or below twice the shaman's MP, as the time to find the spirit includes the time required to stalk and capture it.

If it is a non-sentient spirit the shaman can attack it and force it to reveal its true name for later summoning, or if he has the ability of Spirit Trapping, can capture it within his or her fetch, if it will fit, and return with it for binding into a matrix. Again, no additional spirit combat roll is required if the spirit's MP are equal to or below twice the shaman's MP.

If the spirit is sentient, and the shaman knows Spirit Speech, he can also try talking to it, or bargaining with it. A sentient spirit is to clever to be automatically trapped or forced to reveal its true name, and if the shaman wishes to do so, he must reduce the spirit to 0 MP in spirit combat. This should be resolved by the normal spirit combat procedures. Skill in Spirit Combat and the Spirit Mastery ability will greatly assist a shaman in this. If the current MP of the shaman are ever 5 greater than the spirit, spirit combat can be abstracted by a simple percentile die roll. On a roll of 1-95, the spirit was reduced to 0 MP and forced to reveal its true name or captured within the fetch (if the shaman has the ability to Spirit Trap and room exists). On a roll of 96-00, the spirit got away.

Summoning spirits

Summoning spirits requires that the shaman knows the true name of the spirit being summoned (see above).

For more information on summoning, see the Summon <Species> ritual magic spell in the Ritual Spirit Magic section that follows.

SPIRIT MAGIC SPELLS

Descriptions of and mechanics for casting spirit magic spells can be found under battle magic, in the World of Magic chapter.

A wide variety of spirit magic spells exist. Shaman can find rare and unusual spirit magic spells. This is one of the distinguishing features of shaman, as an experienced shaman is very likely to know at least one rare or unique spirit magic spell that players may not have previously encountered, or even heard of. This is one of the reasons shamans are often figures of mystery.

On occasion, a shaman may find a spirit magic spell that is a simple variation on a battle magic spell, such as Frostarrow instead of Firearrow, or Detect Life instead of Detect Enemies. Such spells are rare, but can be found by a shaman that spends the time to search for them. Many odd and useless rare and unique spells exist as well.

Far less common are the useful unique spells sometimes possessed by shaman. A few of these resemble a unique cult magic spell of a specific cult, such as Jumping, River Eyes or Parry, but are generally weaker (a unique spirit magic Parry spell might only add 1 AP per intensity to a parrying weapon, while a unique spirit magic Jumping spell might allow the target to leap 2 meters per intensity). Others unique spirit magic spells do not correspond to any common battle magic or unique cult spells.

As a rule of thumb, a typical tribal shaman comes across one such useful unique spirit magic spell every 10 years. As a result, shamans will almost never part with such spells. The most likely way a non-shaman would have it is in a spirit magic spell matrix (which would likely have a user restriction, of course).

In game terms, a player shaman that criticals a Spirit Travel roll while searching for a spell spirit has a slight (gamemaster determined) chance to come across a useful unique spell. In some cases, a magical site or place on the spirit plane may allow a shaman to find a particular unique spell spirit. Such sites, particularly those that yield a useful unique spirit magic spell, are among the greatest secrets of a shaman or a shamanic tradition.

RITUAL SPIRIT MAGIC

Rituals and ritual magic play an essential part in the traditions of spirit magic. Many common spirit magic rituals exist that do not require the direct use of spirit magic, including birthing ceremonies, naming ceremonies, and marriage ceremonies. Ceremony/Spirit skill is used instead.

Some spirit magic rituals, including spirit binding enchantments and summoning rituals, which do require the use of spirit magic are described below. The chance to successfully complete the ritual is equal to the caster's spirit Ceremony, Enchant or Summon skill, as appropriate to the ritual. The chance for success may be enhanced by the use of ceremonial casting (see Ceremony, in the Skills chapter for more details). If a ritual spell in which POW is expended fails, 1 point of POW is lost. If an 00 is rolled, all the POW that would have been used is lost.

The rituals typically take a number of hours equal to the points of ritual spirit magic spell used or the points of POW expended in the ritual, whichever is greater.

Some common ritual spirit magic spells are described below, in the same format as were battle magic spells except that Ritual (Ceremony) represents a Ceremony ritual, Ritual (Enchant) represents an Enchant ritual and Ritual (Summon) represents a Summon ritual.

ARMORING ENCHANTMENT

Armoring Enchantment, Stoneskin, Strongskin

1 Point
Ritual (Enchant)

Each point of permanent POW expended in this ritual adds 1D3 AP to a single hit location of the target, who may or may not be the caster. It may be cast again and again, further armoring the same location on the target, or armoring another location. Most humans start with 0 AP in all locations.

BLESS

Bless, Charm, Luck Spell

Variable
Ritual (Ceremony)

A ritual of blessing that is typically used at birthings, funerals, other important occasions. The gamemaster should adjudicate what effect, if any, the blessing had. In general, the greater the intensity of the spell cast and the longer the ritual performed, the more tangible the effect.

CURSE

Curse, Evil Eye, Hex, Sending

Variable
Ritual (Ceremony)

A common ritual of cursing used against foes or hated enemies. The gamemaster should adjudicate what effect, if any, the blessing had. In general, the greater the intensity of the spell cast and the longer the ritual performed, the more tangible the effect.

DIVINING <VARIOUS>

Divining, Bonecasting, Pathfinding

1 point
Ritual (Ceremony)

Various divination spells, of limited effectiveness. Some rely on visions, others on casting bones, dowsing rods, or other divination tools. One can expend additional MP or POW in a divination ritual. The gamemaster should adjudicate what effect, if any, the divination had. In general, longer rituals, those where more MP spent, or rituals where POW is expended are more likely to have results. The roll to succeed should be made by the gamemaster. In general, these divination rituals are unreliable, and should not be overused.

Some common forms of spirit magic divination include Augury (divination through natural signs and portents), Bone Casting (divination through the casting of bones), Dowsing (divination through the use of dowsing rods or pointing sticks), Necromancy (divination through ghosts), Stick Casting (divination through the casting of reeds or sticks) and Visionquesting (divination through visions).

SPELL ENCHANTMENT

Spell Enchantment, Spell Spirit Trap Enchantment, Spirit Magic Spell Matrix Enchantment

Variable
Ritual (Enchant)

Each point of POW expended in this ritual, up to a maximum equal to the intensity of the ritual spell, creates a spirit magic spell matrix of intensity equal to the points of POW expended. The spell must be one known to the caster, and however many points of the spell are placed in to the matrix are lost to the caster. It is not possible to create a non-variable matrix with intensity greater than the spell's intensity, nor is it possible to create a matrix for a variable spell with an intensity greater than the intensity of the spell known by the caster.

SPIRIT TRAP

Spirit Trap, Spirit Holder, Spirit Binding Enchantment, Slave Spirit Enchantment, Magic Spirit Enchantment

Variable
Ritual (Enchant)

Each intensity of this spell allows the caster to spend a point of POW in creating a spirit trapping enchantment.

Each point of POW expended in this ritual creates a spirit trapping enchantment that can hold 3D6 POW of spirit. Twice as much POW must be used if the caster wishes to be able to release the spirit without breaking the enchantment.

If a point of POW is expended using this ritual on an item with a spirit bound into it, or an item meant to bind a spirit into, it establishes a link allowing anyone touching the item to draw upon spells in the INT (if any) of a spirit bound into the item and draw upon the MP of a spirit bound into the item.

If a point of POW is expended using this ritual on an item with a spirit bound into it, or an item meant to bind a spirit into, it alters the item to allow any spirit bound into it to 'see' outside the item. This is necessary if you wish a spirit with spells trapped in the enchanted item to be able to cast them at anything other than touch range.

STRENGTHENING ENCHANTMENT

Strengthening Enchantment, Living Heart

2 points
Ritual (Enchant)

Draws upon the spirits of the caster and the spell's target to strengthen the target's body. Costs the caster and the target 1 point of POW each (or 2 points of POW if the caster is also the target), and permanently adds 1D3 to the target's general hit points or 1D6 to a specific hit location of the target. It may be cast again and again, further strengthening its target.

SUMMON <OTHERWORLD SPECIES>

Summon, Call, Invoke

1 point
Ritual (Summon)

These ritual spells allow the caster to summon a member of specific group of otherworld creatures whose true name is known to the caster. Many shaman have the true names of various spirits passed on to them by their masters.

The caster expends a number of MP in a ritual that takes 1 hour per MP spent. If at the end of that time the Summon/Spirit roll is successful, the summoned

otherworld creature appears at the point of the summons. A successfully summoned creature will be stunned for a minimum of one round (two rounds on a special success, three rounds on a critical success), after which it will recover and be able to act normally (fleeing or attacking as it sees fit) if it succeeds in a MP x3 roll, made at the beginning of each subsequent round. While stunned it takes no actions, and defends against spells (and spirit combat) as if it had 0 MP. Thus, it may be forced into a binding enchantment while it is stunned if the caster possesses the appropriate Control <Spirit> spell.

If the roll failed or the creature had more MP than were expended in the ritual, the creature does not appear, and any MP spent are lost.

On a fumble, 90% of the time a random otherworld creature appears. The creature that appears is not stunned, and will fight or flee as it per its natural inclination (see Creatures). The remaining 10% of the time a much more powerful otherworld creature, related to the one the caster attempted to summon, appears. It too is not stunned. Just as there are powerful lords and kings on the mundane world, so are there equivalently more powerful lords and kings for otherworld creatures. Such beings can choose to pass to the mundane plane when a summoner shows them the way by trying to summon one of their subjects. The statistics given for discorporate creatures and elementals in the Creatures chapter covers roughly 80% of the creatures' population. There are spirits with POWs of 35, 50, and 100, though not many. There are also colossal elementals and some very unpleasant wraiths and demons.

The spells of Summon Elemental, Summon Ghost, and Summon Spirit are all common. Others exist, such as Summon Demon, Summon Disease Spirit, Summon Healing Spirit, Summon Nymph, and Summon Wraith, but are less common.

UNIQUE SPIRIT MAGIC

A few examples of the useful unique spells some shaman know follow. They are in the same format as battle magic spells, except that they lack common names, since they are so rare.

BANISH

4 points
Ranged, Instant

Works only on discorporate spirits or spirits that have possessed someone. The spirit must be Visible or the caster must sense the spirit before he or she can Banish it. If the caster overcomes the spirit's POW with his or her MP, the Banished spirit must leave the area. If it was Visible, it becomes non-visible. If it was tied to the area, as a ghost is, it will eventually return, but not for at least 5 minutes. Otherwise, it remains on the spirit plane.

A caster on the spirit plane can Banish the spirit of a mundane plane creature, such as a discorporate shaman. This sends the shaman back to his or her body.

Even if the Banishment fails the spirit react to the caster with hostility. If the spell does fail, the spirit will usually attack.

Some things help or hurt a Banishment. If the spirit is in its native medium (plant spirit in forest, darkness spirit in darkness), add 5 to its POW to resist Banishment. If the shaman is in a place of strength (tribal holy place, axis mundi), add 5 to his MP for purposes of Banishing. Commotion bothers some spirits using Visibility or Second Sight, also adding 5 to the shaman's MP.

DRAW

2 points
Ranged, Passive

If the caster overcomes the POW of a hostile spirit, the spirit must first attack the caster in spirit combat, before attacking any others in the area.

The spell does not work on spirits in binding objects or bound to an area, spirits embodied in creatures, spirits that are not hostile or do not wish to attack anyone in the area and spirits unable to start spirit combat.

The spirit must continue to fight the caster in spirit combat until the shaman defeats it, the spirit defeats the shaman, the spell expires, or someone dispels the spell.

DEFEAT SPIRIT

Variable
Touch, Passive

This spell enhances one's ability to defeat spirits one is fighting. Each point of the spell adds 10 percentiles to the target's Spirit Combat skill.

PARALYZE

4 points
Ranged, Active

This spell will paralyze its target for a melee round if the caster overcomes the target's POW with his or her MP. The target cannot move or act in any way that requires physical movement (no spells other than divine spells could be cast, and no attacks or defenses except in spirit combat). The caster must succeed in a roll of current MP vs. the target's POW at the beginning of each subsequent round (prior to movement) to keep the target paralyzed. If a roll fails, the spell is broken, and its former victim is free to act normally.

TORPOR

3 points
Ranged, Passive

This spell makes its target drowsy if its caster overcomes overcomes the target's POW with his or her MP. This will cause the spell's target to lose a combat action for the duration of the spell (thus the target could only move up to his MV and take a single action, or move up to twice his MV and take no actions). A target that is already sleepy or tired (fatigue status Tired or below) will fall asleep for the duration of the spell, though loud noises, shaking, being hit by a hostile spell (which will be resisted), being attacked by a spirit, or taking damage from a blow will wake them.

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aSundAdar 2003

•SORCERY•

Sorcery is a complex system of magic based on skill and the manipulation of magical laws. The sorcerer effects changes on the world through the direct application of his or her skill, willpower, and the manipulation of sorcery spells. Spell skills, manipulation skills, and lore skills are all parts of sorcery. An adventurer's capability at sorcery directly corresponds to the amount of time he or she has spent studying its skills. Those who wish to devote themselves to the art become sorcerer's apprentices, devoting themselves to the study of sorcery spells and manipulations, hoping to garner the skill and reputation needed to become an adept or a magus.

WHO USES SORCERY?

Only civilized cultures have the degree of literacy and leisure time needed to study and pass along the skills of sorcery. In Glorantha, the great civilizations of western and eastern Genertela practice sorcery, as do the civilized regions of central Genertela (the Lunar Empire and the Holy Country) and the coastal civilizations of Pamaltela. Sorcerers rarely live among barbarians, nomads or primitives. It is often dangerous for them to do so, given the bad light in which most other Gloranthan cultures see sorcerers, due to the ancient depredations of the Jrusteli sorcerers known as the God Learners.

LEARNING SORCERY

Low Magic

The most common form of sorcery is Low Magic. The spells of Low Magic are the simplest and easiest form of sorcery. These spells are also known as cantrips. In regions where sorcery is the dominant form of magic, almost everyone learns some Low Magic. Most also learn the skills of Intensity and Ceremony. Someone who knows only Low Magic is commonly called a student or novice.

If a foreigner or stranger wants to learn low magic, he or she needs to find a sorcerer willing to teach it and make a traditional gift worth at least 100 L. If the gamemaster wishes to quickly abstract finding a willing teacher, a character who spends a season searching in a civilized culture succeeds on a roll of POW x5 (or a year and a POW x1 roll in a primitive, nomadic, or barbarian culture).

High Magic

The study of High Magic is typically restricted to the upper classes of sorcery using cultures, though in theory, anyone can study High Magic spells. They are more powerful and harder to master than Low Magic spells.

Manipulations

Manipulations are skills used to alter the effects of sorcery spells. Intensity is the most common manipulation learned, and is typically studied by those that known Low and High Magic. Only those of apprentice rank and above may learn manipulation skills other than Intensity. Nearly all forms and schools of sorcery teach their apprentices the manipulations of Intensity, Range and Duration. Other manipulations exist, such as Maintain, Multispell, Ease, Speed, and Combine, but they are rarer. Some are unique to a single school of sorcery, and some rare even within such a school.

Apprentices

To become an apprentice, an applicant must have a Magic Skill Category Modifier of at least +10 percent. This is the minimum level of magical aptitude required to learn advanced manipulation skills. Most schools or masters require Read Own Language at 30% or better. There may be other requirements as well.

The applicant must find a sorcerer interested in taking on an apprentice, and convince the sorcerer to take him or her on as a student. The gamemaster can abstract this as a POW x3 roll made once a year if searching in a civilized culture. Sorcerers in a primitive, nomad or barbarian culture will rarely stay there long enough to take on apprentices. If accepted, the applicant must donate a point of POW in an apprentice bonding ritual to the master or the master's familiar to establish the bond that initiates him or her as a sorcerer. An apprenticeship traditionally lasts at least 7 years.

Adepts

An apprentice who has completed an apprenticeship is an adept, although some cultures have different terms.

SORCERY MECHANICS

The Basic Spell

A basic, unmanipulated sorcery spell has Intensity 1, a duration of 10 minutes, and a 25 meter range. It costs 1 MP to cast. Slight variations may exist from spell to spell.

Sorcery Spells

Skill in a sorcery spell determines two things. First, it is the percentage chance of successfully casting a spell. Second, it sets the maximum limit to which the basic structure of the spell can be manipulated. The maximum levels of Intensity, Duration or Range that can be added to a spell are the sorcery spell skill divided by ten. If using Ceremony, the Ceremony bonus is added to the skill before dividing by ten.

Example

Someone with 4% skill in a spell cannot manipulate the spell, and can only cast the basic spell. With 15% skill in a spell, the sorcerer can add up to two levels of Intensity, Duration or Range to the spell (1.5 rounded to the nearest whole number, as always). Someone with 92% skill in a spell that uses Ceremony to add 10% to their spell skill casts the spell at an effective skill of 102%, and can add up to ten levels of Intensity, Duration or Range to the spell.

Cost in Magic Points (MP)

A basic (unmanipulated) sorcery spell costs 1 MP. Each level of Intensity, Range or Duration added to the spell costs an additional MP.

Casting Time In Strike Ranks (SR)

A sorcery spell is cast in melee at the sorcerer's DEX SR +1 SR per MP used.

A spell that takes more than 10 SR to cast takes 1 melee round for every 10 SR, and goes off in the next melee round at the SR remaining.

Chance to Cast

The success or failure of a sorcery spell is determined by a roll against the sorcerer's spell skill, rolled at the SR the spell is cast. Ceremony/Sorcery may further enhance the caster's spell skill, and thus chance to cast the spell. A successful spell has its normal effect. A spell roll that is a special success has a normal effect but costs only half as many MP as it normally would have. A spell that critically succeeds has its normal effect but costs only 1 MP. A failed spell does not take effect, but only costs the caster 1 MP. A fumbled spell normally has no effect, and costs the caster the MP it would have normally cost to cast successfully. Note that a sorcerer's level of skill in his or her manipulations has no effect on the chance to cast a spell. They only determine how what kind of manipulations and how much of them a sorcerer can apply to a spell.

In addition, at the gamemaster's option, a fumbled High Magic spell may have an minor additional side effect, or may take actually take effect, but in a skewed or unusual fashion. For example, a fumbled Invoke Fire spell may leave the caster's hair and robes smoking. A fumbled Palsy spell might affect both caster and target, and so on. Fumbled Low Magic spells simply do not function.

Manipulations

Manipulation skills allow a sorcerer to alter the basic qualities of a spell, such as altering its Intensity, range or duration, or to otherwise alter the casting of a spell.

Skill in a sorcery manipulation sets the maximum level of that manipulation that the sorcerer can use. The manipulation skill divided by ten is the maximum level of that manipulation which the sorcerer can add to any spell. If the limit due to skill in the spell is lower (see above), that limit applies instead.

No additional skill roll is required to manipulate a spell. The chance to cast the spell is based on spell skill, not skill in any manipulations used. Ceremony has no effect on spell manipulation skills.

INTENSITY

The most basic manipulation skill, studied by almost all users of sorcery, is Intensity, which allows the caster to increase the strength of a sorcery spell. The final Intensity of the spell is equal to the total levels of Intensity used. Thus, a spell with 6 levels of Intensity added has a Intensity of 7 (base Intensity of 1). The exact effect of increasing a spell's Intensity varies with the spell.

The maximum level of Intensity that can be added to a spell is equal to the caster's Intensity skill divided by ten, or the caster's spell skill divided by ten, whichever is lower. Each level of Intensity added to a spell costs 1 MP.

Intensity is a medium Magic skill with a base of 0%.

Advanced Manipulations

More advanced manipulations can only be studied and used by sorcerers, that is, adventurers with a minimum Magic Category Skills Modifier of +10 that have entered or completed an apprenticeship. These manipulations normally have a linear effect, that is, each point adds the same additional effect as the previous one. However, if a point of POW is spent at the same time the manipulation is used, a more dramatic effect occurs, the exact nature of which varies with the manipulation.

Common Advanced Manipulations

The two common advanced manipulations are Duration and Range. Both are hard Magic skills with a base of 0%. Along with Intensity, they form the basic manipulations of sorcery, known to nearly all schools of sorcery. The maximum total levels of Intensity, Duration or Range that can be added to a spell to manipulate it is equal to the caster's spell skill divided by ten.

DURATION

This manipulation skill allows the caster to increase the duration of a sorcery spell. Each level of Duration added

to a spell adds 10 minutes to its duration. In the case of spells with a base duration greater than 10 minutes, that amount of time is added for each level of Duration added instead. Thus, a spell with 3 levels of Duration added has a duration of 40 minutes (assuming its base duration is 10 minutes). The manipulation has no effect on Instant spells.

The maximum level of Duration that can be added to a spell is equal to the caster's Duration skill divided by ten, or the caster's spell skill divided by ten, whichever is lower. Each level of Duration added to a spell costs 1 MP.

If 1 POW is spent at the same time, the base duration increases by a factor of 10, and each level of Duration doubles the spell's duration (see table below).

Duration Table

Levels of Duration Used	Duration (Minutes)	Duration if 1 POW spent (Minutes)	(Hours)	(Days)
None	10	100	1.67	0.07
1	20	200	3.33	0.14
2	30	400	6.67	0.28
3	40	800	13.33	0.56
4	50	1600	26.67	1.11
5	60	3200	53.33	2.22
6	70	6400	106.67	4.44
7	80	12800	213.33	8.89
8	90	25600	426.67	17.78
9	100	51200	853.33	35.56
10	110	102400	1706.67	71.11
etc.				

RANGE

This manipulation skill allows the caster to increase the range of a sorcery spell. Each level of Range added to a spell increases its range by 25 meters. Thus, a spell with 2 levels of Range added has a range of 75 meters. The manipulation has no effect on Touch range spells.

The maximum level of Range that can be added to a spell is equal to the caster's Range skill divided by ten, or the caster's spell skill divided by ten, whichever is lower. Each level of Range added to a spell costs 1 MP.

If 1 POW is spent at the same time, the base range increases by a factor of 10, and each level of Range doubles the spell's duration (see table below).

Range Table

Levels of Range Used	Range (Meters)	Range if 1 POW spent (Meters)	(Kilometers)
None	25	250	0.25
1	50	500	0.5
2	75	1000	1
3	100	2000	2
4	125	4000	4
5	150	8000	8
6	175	16000	16
7	200	32000	32
8	225	64000	64
9	250	128000	128
10	275	256000	256
etc.			

Other Advanced Manipulations

Somewhat less common are the advanced manipulations of Combine, Ease, Hold, Maintain, Multispell and Speed. All are hard Magic skills with a base of 0%. Not all schools teach them. There is no limit to the number and amount of these manipulations can be used to manipulate a spell other than the caster's skill in the manipulation divided by ten.

COMBINE

This manipulation skill allows the caster to combine two or more sorcery spells into a single spell. This manipulation is an exception to the rule that one does not normally roll against manipulation skills to cast a spell, as the chance to cast the combined spell is equal to the lowest of the spell skills used. Each spell can be manipulated separately by other manipulation skills, but the Combined spell cannot have more total levels of Intensity, Range or Duration than the caster's Combine skill divided by 10. The MP cost of the combined spell is simply calculated by adding the MP cost of each spell together. The casting time is equal to the caster's DEX SR plus the total cost in MP in SR. Manipulations such as Ease or Speed will affect only one of the combined spells (the caster chooses which), reducing the overall MP cost or SR of the combined spell. If used to combine attack spells, only a single MP vs. POW roll is made to see if the combined spell overcame its target.

Typical uses are to cast a number of spells at a single foe, or to combine two or more spells to achieve an unusual effect, such as multiple illusions, or projecting more than once sense at once, or shielding a spell against detection by casting a Resist Magic as part of the spell.

If 1 POW is spent at the same time, each component spell gains twice the lowest Intensity, Range and Duration of the component spells cast (retaining its own Intensity, Range or Duration if this is greater).

EASE

This manipulation skill allows the caster to cast a sorcery spell for half the MP it would have normally taken by spending twice the time (in SR) he normally would have. The caster cannot manipulate a spell in this manner that has had more total levels of Intensity, Range and Duration than the caster's Ease skill divided by ten.

If 1 POW is spent at the same time, the spell costs 0 MP and is cast at the normal SR for the spell, regardless of the amount of manipulation used or the MP it would have normally cost.

HOLD

This manipulation skill allows the caster to hold a single sorcery spell ready to cast. The spell cannot have more total levels of manipulation added to it than the caster's Hold skill divided by ten. The spell costs the same number of MP it would have normally, but takes twice as long as normal to cast (in SR). Instead of triggering at that point, it is held instead, ready to be released. Treat the concentration required at this point as if the caster were

concentrating on an active spell. When released, the spell goes off at the caster's DEX SR, regardless of the amount of manipulation or MP used to cast the spell. A spell remains held only as long as the sorcerer maintains his or her concentration. A held spell is lost if the sorcerer fails a concentration roll, is knocked unconscious or dies. It may not be dispelled, however.

If 1 POW is spent at the same time, the held spell gains an independent existence, remaining hung for use indefinitely, freeing the caster to hold another spell. Any number of spells may be hung in this manner, each costing an additional point of POW. A spell hung in this manner is only lost if the caster dies, and may not be dispelled. However, once the a spell hung in this manner is triggered, it is gone forever.

MAINTAIN

This manipulation skill allows the caster to indefinitely maintain a single spell cast on himself or another with no more Intensity and Range added to it than the casters Maintain skill divided by ten. The spell costs the same number of MP it would have normally, but takes twice as long as normal to cast (in SR). In addition, it must be fed the number of MP it cost every additional full day it is maintained. If the caster is suddenly knocked unconscious or dies, any maintained spells cease to exist. The manipulation has no effect on Instant spells.

If 1 POW is spent at the same time the maintained spell is granted a partially independent existence. Such spells are more difficult to dispel (double their Intensity for the purpose of resisting dispelling), and only cease to exist if the caster dies. They no longer need normal maintenance, freeing the caster to maintain another spell.

Any number of spells may be independently maintained in this manner, each costing an additional point of POW. However, the independently maintained spell must still draw upon a source of MP to last for more than a day. The spell's caster is normally the source of these MP, but they are automatically drawn from the caster's personal MP, effectively reducing the caster's daily MP recovery rate by the MP it took to cast the spell. If this provides insufficient MP to power the spell (or spells), they begin to reduce the caster's MP. If the caster does not wish for his MP to drop below his POW, he cannot maintain independent spells costing more MP than he has POW. In any case, he cannot maintain independent spells costing MP equal to or greater than twice his POW (as this would reduce his MP to 0).

MULTISPELL

This manipulation skill allows the caster to affect multiple targets with a single spell. The spell can be manipulated separately by other manipulation skills, and the MP cost is simply calculated by adding the MP cost of each spell together. The casting time is DEX SR plus the MP expended in SR. One cannot cast more spells than the caster's Multispell skill divided by ten (thus one must know Multispell to at least 15% for it to be useful), nor can any spell have a higher level of manipulation than the caster's Multispell skill divided by 10.

It is typically used to cast a number of spells at a group of foes. If backing to penetrate defenses, the MP used to back must be spread out among the different spells cast.

If 1 POW is spent at the same time, each component spell gains twice the lowest Intensity, Range and Duration of the component spells cast (retaining its own Intensity, Range or Duration if this is greater).

SPEED

This manipulation skill allows the caster cast a spell in half the time (in SR) it would have normally taken by spending twice the MP he normally would have. The caster cannot manipulate a spell in this manner that has more total levels of Intensity, Range and Duration than the caster's Speed skill divided by ten.

If 1 POW is spent at the same time, the spell only costs the number of MP it would have normally, but goes off on the caster's DEX SR, regardless of the amount of manipulation or number of MP used with the spell.

Example

A sorcerer with 16 DEX, Neutralize Magic 75%, Intensity 64%, Duration 38%, and Range 51% has a 75% chance to cast Neutralize Magic and can add up to 8 levels of Intensity, Duration or Range to the spell (7.5 rounded to the nearest whole number). His manipulation skills limit him to adding up to 6 levels of Intensity (6.4 rounded to the nearest whole number), 4 levels of Duration (3.8 rounded), or 5 levels of Range (5.1 rounded). The chance to successfully cast the spell is 75%, regardless of the amount or type of manipulation used.

A typical Neutralize Magic spell cast with the full manipulation available to the sorcerer might have 6 levels of Intensity and 2 levels of Range added. The spell would have a 75% chance of being cast, have Intensity 7 and a 75 meter range, and cost 9 MP. It would take 11 SR to cast (2 + 9), so it would go off on SR 1 of the following melee round. If the sorcerer knew Speed at 85%, he could opt to expend 18 MP but have the spell go off at SR 6. Conversely, if the sorcerer knew Ease at 85%, he could opt to expend only 5 MP, but have the spell go off in 22 SR (on SR 2 of the third melee round).

SCHOOLS OF SORCERY

A common body of Low and High Magic exists, but most sorcerers on Glorantha belong to a school of sorcery (also known as colleges). Each school has its own philosophy of sorcerous practice, which governs the spells its members may learn. All but the smallest schools teach the common Low and High Magic spells. Schools teach the spells from their own lexicons (the college's spell list) to any qualified student. Local laws, customs, or prejudices may make for exceptions.

All schools have unique sorcery spells which no other school has. Each school forbids the teaching of these spells to sorcerers from other schools. It is considered treason and apostasy to teach a unique sorcery spell from one college to a sorcerer of another, or to an unqualified person. Anyone caught doing this suffers the most powerful curses available to the offended college, and can never again learn anything from that College, even if he or she survives. Most schools forbid or restrict certain spells which they consider antithetical to the philosophy of the school.

Unaligned sorcerers exist outside the schools of sorcery, but they are less common. They do not know any of the unique spells specific to the schools, but have no other restrictions as to what they can or cannot learn. Thus, many know unusual spells as well as common ones. No two unaligned sorcerers are alike, unless they are master and apprentice or apprentices of the same master.

Members or former members of a school find the magic of most other schools one level of difficulty harder to learn. Thus, a medium spell becomes a hard one. Since one normally cannot learn spells from another school, this rule only applies in rare cases, such as someone discovering a document with a spell from another school—which would take some time to translate and decipher in any case. This increased difficulty is because each school uses its own unique set of gestures, voice, mindset, and so on. It is very difficult for one trained in the ways of a certain school to learn from another. Style variations apply to unaligned sorcerers as well, though they often have less difficulty with the styles of other unaligned sorcerers than with the styles of schools.

Schools of sorcery typically belong to sects. A sect may well have more than one school of sorcery. Some sects have saints (described later), others do not. Some of the major sects of Glorantha are described below, along with some of the schools of sorcery that can be found in central Genertela.

Schools are described in the following format:

NAME OF SCHOOL **Associations**

Members: *Membership.*
Duties: *Duties specially appropriate to the school.*
Low Magic: *What Low Magic is taught.*
High Magic: *What High Magic is taught.*
Ritual Magic: *What ritual Low and High Magic is taught.*
Manipulations: *What sorcery manipulations are taught.*
Forbidden Magic: *What sorcery is forbidden, if any.*
Saints: *Saints worshipped, if any.*

The Atheists

A few atheistic sorcery using cultures exist, scattered about Glorantha. They may acknowledge the existence of gods, but generally see these as anthropomorphizations of natural forces or powerful spirits or mortals that have gained great powers. The Brithini, Vadeli and the Mostali are the best known of these. Their members are immortal, as long as they stay within their own societies rigid caste structures. The Brithini were the first sorcerers, and their sorcerers are among the most famous magicians of the world. The Vadeli are the Brithini's ancient foes. Both use the Tap spell freely. The Mostali are one of the Elder Races of Glorantha, the dwarfs, and follow the complex laws of the World Machine.

Others include the inhabitants of God Forgot (who have Brithini ancestry, but an inventiveness that led them beyond the rigidity of Brithini culture) and the inhabitants of Maslo, in Pamaltela.

Atheistic schools of sorcery typically use no other form of magic, and have no saints.

GOD FORGOT △

Members: God Forgot sorcerers and apprentices
Duties: Performing tasks for and supporting one's teacher, serving the community
Low Magic: All common except Solace
High Magic: All common
Ritual Magic: All common except Worship Invisible God
Manipulations: Intensity, Combine, Duration, Ease, Maintain, Multispell, Range, Speed
Forbidden Magic: None
Saints: None

THIRD EYE BLUE ⊙

Members: Third Eye Blue family metal smiths
Duties: Crafting iron and metals, armoring, smithing
Low Magic: Bind, Bless <Tool>, Call Cold, Call Heat, Detect <Metal>, Remove Fire, Restore <Metal>
High Magic: Animate <Metal>, Mystic Vision, Show <Metal>
Ritual Magic: Blessing, Curse, Enchant <Metal>, Fend Blow, Form <Metal>, *Stabilize Heat, Stabilize Weapon*
Manipulations: Intensity, Combine, Duration, Maintain
Forbidden Magic: None
Saints: None
Miscellaneous: A sorcerous family cult, members must normally be born into it. A rarely used adoption ritual for outsiders exists. The cult's founder is said by some to have stolen magic from the dwarfs. They came to central Genertela with the Carmanians, and remain friendly with the Carmanian School of Sorcery.

The Eastern Sects

The east of Genertela is home to a number of civilizations, three of which use sorcery. One of these, the Kralori Empire, is among the greatest and most advanced civilizations on Glorantha. The East Isles, also known as the Ten Thousand Isles of Wonder, are home to countless schools of sorcery. Finally, a number of schools of sorcery exist among the Vormain, who worship a pantheon of elegant though deadly deities that each practice a different form of color magic.

The eastern magical traditions are distinct from most others in that they use both sorcery and divine magic, in many cases using sorcery in lieu of cult magic.

A much wider variety of Low Magic is available in the Eastern traditions than in most Western traditions, and some of the spells taught as Low Magic in the Eastern traditions would be considered High Magic in Western traditions.

The Malkioni

The Malkioni follow the Invisible God. To the Malkioni, the Invisible God is the supreme god, who first revealed himself as the creator of the universe. Malkion is the eternal prophet, to whom the second revelation of the Invisible God was made. The prophet Malkion taught people to use the resources of the world to obtain liberation from their troubles and achieve Solace, an attitude of inner peace or mystical ambiance. The third revelation of the Invisible God was through Saint Hrestol, who received and taught the method whereby each individual could seek Joy and attain oneness with the Invisible God by attaining the eternal paradise called Solace in Glory.

The Malkioni are born into one of the four castes established by Malkion: Farmer, Knight, Wizard and Lord. They live by the Laws of Malkion, which include a law usually taken to be a proscription against Tapping.

Malkioni magic is sorcery, and their priests are called "wizards". Malkioni call magicians that do not follow the Laws of Malkion "sorcerers", and consider them misguided or evil. Malkioni wizards traditionally wear white robes or robes with white emblems to indicate that they follow the Laws of Malkion. Traditional Malkioni may not worship any god besides the Invisible God, and may never become shamans. A few Malkioni sects acknowledge and accept the worship of other gods, but Malkion and the Invisible God are acclaimed as preeminent. The Malkioni have many saints, although their patronage is often restricted to members of certain castes.

The Malkioni are restricted to the western half of Genertela as well as Enkloso and Vralos in Pamaltela. The Hrestoli control Loskalm while the Rokari rule Tanisor and Sentanos. Other sects are minor in extent, and include the Borists, the Galvosti and the Sedalpists. The Carmanians and the Arkati are considered to be fallen Malkioni by the other sects.

The Arkati

The Arkati, also known as the Stygians, do not believe that Arkat fell. They say that after leaving Malkionism, he climbed to higher secrets which he taught his followers. The Arkati combine the worship of ordinary deities with the Invisible God. The exact importance of the Invisible God and saints besides Arkat and Paslac, who are preeminent, varies greatly from locale to locale, each claiming to alone retain Arkat's true faith. In some places, Arkati worship Orlanth, Kyger Litor, or other gods as saints. In other places, Stygians see the Invisible God as first among equal gods. In a few areas, they treat the Invisible God as inferior to the region's dominant deity.

The Arkati exist primarily in Ralios, but can be found in other places as well, including the Holy Country and Black Horse County in central Genertela. A number of troll sorcerers belong to this sect. A large number of different schools of sorcery exist among the Stygians, each typically limited to a specific locale. All are very secretive, but rumor states that each has many unique spells.

THE TRADER PRINCES

Members: Western Trader Princes
Duties: Trade, commerce, gathering information
Low Magic: Bind, Bless <Tool>, Bless <Weapon>, Blessing, Detect <Magic, Malice, Substance, Increase <DEX, MV>, Restore <Substance>, Treat Wounds
High Magic: Castback, Cast Confusion, Cast Desire, Mystic Vision, Neutralize Magic, Protective Circle, Regenerate, Regain Life, Resist Spell, *See Rune Magic*, Show <Magic, Malice, Substance, Telekinesis, Telepathy, Teleport, Travel Through Air
Ritual Magic: All common
Manipulations: Intensity, Combine, Duration, Multispell, Range, Speed
Forbidden Magic: Tap
Saints: Arkat, Issaries, Paslac
Miscellaneous: Secretly an Arkati school. It's members worship Issaries as well as the Invisible God and Arkat, and may become initiates and priests of the Issaries cult, but use sorcery instead of cult magic.

BLACK ARKAT

Members: Arkati
Duties: Working for the school, spying
Low Magic: Bless <Weapon>, Call Cold, Call Shadow, Damage Resistance, Detect Malice, Increase <STR, CON, Vigor>, Treat Wounds
High Magic: Animate Darkness, *Boost Shade*, Boost Damage, Cast Courage, Cast Fear, Conceal <Any>, Decrease <Any>, Dominate Shade, Illusion of <Darksense, Sight, Sound>, Invoke Dark, Palsy, Project <Darksense, Hearing, Sight>, Mystic Vision, Neutralize Magic, Protective Circle, Resist <Bleeding, Death, Spell>, *See Rune Magic*, Smother, Telepathy
Ritual Magic: Curse, all common except Homing Circle, Open Seas, and Solace
Manipulations: Intensity, Combine, Duration, Maintain, Range, Speed
Forbidden Magic: Tap
Saints: Black Arkat
Miscellaneous: One of the many different secret Arkati schools. A similar school, that of Dark Arkat, exists among the trolls (who have a number of Arkati schools as well).

Lunar Sorcery

The Lunar schools of sorcery are the descendants of the Carmanian School, once ancient foes of the Lunar empire, now Lunar allies. Other influences can be traced to the Lunar Magic of the Red Goddess and the powerful sorcerers of the City of 10,000 Magicians.

The Carmanian School of sorcery was founded by the descendants of the army of Syranthir Forefront, a Loskalmi general that led his forces in an epic journey across Genertela, to their new lands in northwestern Peloria. Syranthir Forefront was an ally of Arkat's Dark Empire who was driven out of Loskalm in the early eight century S.T. by the forces of the Jrusteli led Silver Alliance. The empire he founded, which came to be known as the Carmanian Empire, survived until 1241 S.T., when it fell to the forces of the Lunar Empire.

The Carmanians have a Malkioni feudal culture, but a different religious emphasis. Worship is directed to dualistic gods of light and darkness, over which the Invisible God presides. These were originally gods native to the Carmanians or the region they settled in, such as Humakt, Zorak Zoran, Orlanth and Ernalda. Their worship has mostly been replaced by the worship of state sponsored Lunar gods such as Yanafal Tarnils, Irrippi Ontor and Etyries, who encompass both light and dark aspects.

The best known of the Lunar schools of sorcery are the Lunar Colleges of Magic. These include the Full Moon School, the Full Half School, the Empty Half School, the Crescent Come School, the Crescent Go School, the Dark Moon School and the Dying Moon School. They are closely associated with some of the Lunar cults, particularly that of the Red Goddess. Many of the Initiates of the Red Goddess are drawn from the Lunar Colleges of Magic. Unusually, the phase of the moon affects their manipulations.

The Carmanian School is based in the Western Reaches of the Lunar Empire, the former lands of the Carmanian Empire, but members of the school and its descendants can be found throughout the Lunar Empire, particularly in the service of the empire's legions and nobility.

THE CARMANIAN SCHOOL

Members: Carmanian middle and upper class, Carmanian sorcerers
Duties: Performing tasks for and supporting one's magus (teacher)
Low Magic: All common except Bless <any tool but Plow, Hammer and Whetstone>, Detect <Species>, Enhance <Hearing, Touch, Taste>, Restore <any but Bronze, Iron or Stone>
High Magic: Weapon of <Element>, all common except Cast Desire, Project <Sense>, Shapechange, Show <Species>, Travel and Tap
Ritual Magic: All common except Open Seas
Manipulations: Intensity, Duration, Maintain, Multispell, Range, Speed
Forbidden Magic: Tap
Saints: Arkat, Talor
Miscellaneous: Members are allowed to worship gods as well, and many are also lay members or initiates of the Seven Mothers or Etyries as well. Many no longer learn Solace, trusting to Lunar resurrection instead.

DARK MOON ☋ ●

Members: Lunar magicians
Duties: Warfare, espionage
Battle Magic: Darkwall, Demoralize, Dullblade, Extinguish, Second Sight, Silence
Low Magic: Call Cold, Call Shadow, Damage Resistance, Increase <CON, Vigor>, Treat Wounds
High Magic: Animate Darkness, Cast Fear, Conceal <Any>, Decrease <CON, Vigor, MV>, Dominate Shade, Illusion of <Sight, Sound>, Invoke Dark, Palsy, Project <Hearing, Sight>, Mystic Vision, Neutralize Magic, Protective Circle, Smother, Telepathy
Ritual Magic: Apprentice Bonding, Binding Enchantment, Curse, Enchant <Lead, Silver>, Enchant <Low Magic, High Magic, Form <Lead, Silver>, Summon <Otherworld Being>
Manipulations: Intensity, Duration, Maintain, Multispell, Range
Forbidden Magic: None
Saints: None
Miscellaneous: One of the Lunar schools of sorcery. Members learn battle magic from the associated Lunar cult of Jakaleel the Witch. Advanced members join the cult of the Red Goddess. On Dark/Dying Moon days, none of their manipulations other than Intensity function. On Crescent days, only a single manipulation besides Intensity can be used on a spell. On Half Moon days, their abilities function normally. On Full Moon days, all manipulations used add 1 level to their effect (this can exceed the normal limits imposed by skill levels).

DYING MOON ☋ †

Members: Lunar magicians, necromancers
Duties: Warfare, espionage
Battle Magic: Demoralize, Detect Enemies, Disrupt, Slow
Low Magic: Call Cold, Damage Resistance, Increase <STR, CON>, Treat Wounds
High Magic: Animate Dead, Boost Damage, Cast Fear, Decrease <Any>, Mystic Vision, Neutralize Magic, Palsy, Remove Life, Resist <Any>, Smother, Telepathy
Ritual Magic: Apprentice Bonding, Curse, Armoring Enchantment, Binding Enchantment, Enchant Iron, Form Iron
Manipulations: Intensity, Duration, Multispell, Range, Speed
Forbidden Magic: None
Saints: None
Miscellaneous: One of the Lunar schools of sorcery. Members learn battle magic from the associated Lunar cult of Danfive Xaron. Advanced members join the cult of the Red Goddess. Sorcery is cyclical, as with the Dark Moon school.

SAINTS

Nearly all of the sects of Malkioni and their descendant sects acknowledge saints. Saints are mortal men and women that attained spiritual perfection, and can now grant those that pray to them special gifts.

A saint's follower can learn to establish a special relationship with the saint, gaining the saint as a patron, which allows him or her to call upon the power of the saint in a certain way, commonly known as a Saint's Blessing. In many Malkioni cultures only members of certain castes may acquire a particular saint as a patron, though members of any caste can become followers of the saint. It is possible to follow more than one saint, or have more than one patron saint.

The secret prayers for acquiring a saint as a patron are only taught to devout followers of the saint, in a process which takes a full week and requires the sacrifice of at least one point of POW. A variable amount of total POW must be sacrificed to each saint to acquire him or her as a patron, but the POW may be sacrificed over a period of time after learning the secret prayers. When the full amount of POW required has been sacrificed to the saint, the supplicant has acquired the saint as a patron, and may call upon his or her patron to invoke their particular blessing.

Invoking a Saint's Blessing

At will, a supplicant can call on a patron saint and receive their blessing. Each time this is done, the supplicant loses a point of POW. A supplicant with more than one patron saint may call upon any or all of them at the same time.

In game terms, calling upon a saint's blessing requires taking a Miscellaneous Action in combat, and the blessing automatically takes effect on SR 1 of the round it is called upon. A saint's blessing cannot be dispelled in any way, nor is it affected by unenchanted iron.

SAINT ARKAT

Arkat was once the most perfect knight in the world. Before his coming, Gbaji the Deceiver covered the world with a magical pall, befogging the lives, minds, and souls of all that lived. Arkat the Liberator freed those under the sway of the evil Deceiver's falsehoods.

Everybody knows Arkat left the Malkioni way. In his fanaticism to overcome the Deceiver, he forgot the ways of the Creator and fell into alliances with false gods. The story of Arkat is the great moral legend of the West. If Arkat, once the most perfect knight of the world, could fall, lesser men must strive vigilantly to maintain their virtue. Despite his tragic fall, Arkat still saved the world, and many of his devotees worship him for this. Others think that Arkat never fell, but ascended to higher truths.

In most Malkioni cultures only Knights and Lords can acquire Arkat as a patron, but anyone that joins one of the many Arkati secret societies can acquire Arkat as a patron.

ARKAT'S BLESSING—when Arkat is invoked, the clothing and skin of all Illuminated beings (see *Dorastor)* within 100 meters of the devotee turns translucent white. This effect lasts until the next sunrise, and includes the devotee himself, if he is Illuminated. It costs 8 POW to gain Arkat as a patron saint.

SAINT PASLAC

He was one of the last emperors of Arkat's Dark Empire. He held off the God Learners and their allies for a generation until martyred by treachery.

PASLAC'S BLESSING—when Paslac is invoked, the armor points of a chosen piece of metal, which can be a tool, a weapon, or a piece of armor, are doubled when the item is touched by the devotee. Paslac can be called upon again to transfer the blessing to another piece of metal, but only one piece at a time can be affected. Paslac's Blessing costs 5 POW.

In most Malkioni cultures only Farmers, Knights and Lords can acquire Saint Paslac as a patron.

SAINT TALOR

When Arkat turned to the forces of dark ness in his lust for vengeance, his Lightbringer rescuers felt betrayed and re-entered their quest to seek a hero to defeat evil Gbaji. They returned with Talor, the Laughing Warrior, who brought light where Arkat brought darkness.

Talor cleaned northern Peloria of its curses and marched into Dorastor at the same time as Arkat's horde of trolls. Arkat's and Talor's armies met, witnessed Gbaji's destruction, and made great celebration.

In most Malkioni cultures only Knights and Lords can acquire Saint Talor as a patron.

TALOR'S BLESSING—Talor may only be invoked just before or during a battle. His invocation causes his devotee to experience great joy while fighting. For the duration of the battle, the devotee is immune to fatigue loss, incapacitation, shock, unconsciousness, or the effects of exhaustion. He fails any other CON rolls only on a roll of 96-00. In addition, all the devotee's attack skills are increased to half again their normal levels. It takes 6 POW to gain Talor as one's patron saint.

SORCERY SPELLS

An Active, Temporal or Transient sorcery spell has a base duration of 10 minutes, unless otherwise stated. An Instant sorcery spell has no duration.

A Ranged sorcery spell has a base range of 25 meters, unless otherwise stated. A Touch sorcery spell has no range.

The spells are presented in the following format:

SPELL NAME

Range, Duration, whether Active, and difficulty (if other than Easy for Low Magic and Medium for High Magic).

Definition.

Common Low Magic Spells

All Low Magic spells are easy Reasoning skills with a base of 0%.

Low Magic Spell	Difficulty
Bind	Easy
Bless <Tool>	Easy
Bless <Weapon>	Easy
Call Cold	Easy
Call Flame	Easy
Call Heat	Easy
Call Light	Easy
Call Shadow	Easy
Detect <Various>	Easy
Enhance <Sense>	Easy
Increase <Various>	Easy
Remove Fire	Easy
Resist Damage	Easy
Treat Wounds	Easy

BIND

Ranged, Temporal

Joins two objects already in contact together with a STR of 5. Each additional Intensity adds another 5 STR to the spell. Once someone or something overcomes the spell's STR, it is broken. The spell cannot affect living tissue or living vegetable matter.

BLESS <Tool>

Touch, Temporal

Makes a specific tool (or set of tools) more effective for the duration of the spell. Each level of Intensity adds 5% to a craft skill that uses the blessed tool or tools. Long jobs take many castings of the spell or long duration. The spell has no effect on a different tool or set of tools. Thus, Bless Plow has no effect on a scythe.

The spell does not increase the knowledge of the tool user in any way, it simply makes the tool's use more effective. Bless Quill lets you write better in the sense of better-formed letters, not in the sense of better choice of words.

The spell affects a tool or set of tools with an ENC of 6 or less. It takes twice as many Intensities to affect a tool or set of tools with an ENC from 6 to 12, three times as many to affect a tool or set of tools with an ENC from 12 to 18, and so on.

BLESS <Weapon>

Touch, Temporal

Makes a specific weapon 5% more effective for the duration of the spell. Each additional Intensity adds another 5%. The spell adds to both the wielder's attack and parry percentage with that weapon. The spell has no effect on a different weapon. Thus, Bless Spear has no effect on a broadsword.

The spell affects a weapon with an ENC of 6 or less. It takes twice as many Intensities to affect a weapon with an ENC from 6 to 12, three times as many to affect a weapon with an ENC from 12 to 18, and so on.

CALL COLD

Ranged, Instant

If cast on up to 1 ENC (1 liter) of material, the spell causes it to become cold. This works particularly well on water or metal objects, but cannot effectively cool most other materials. It takes about five minutes for the substance to reach its final temperature. The temperature of water or metal drops by 10° C per Intensity. Thus, 3 Intensities will cause 1 liter of water at room temperature to turn into ice. A chilled metal object worn or held for a full round will do 1 point of damage per 10° below 0° C (at SR 10). Twice the Intensity will affect up to 2 ENC of material, thrice the Intensity will affect up to 3 ENC of material, and so on.

CALL FLAME

Ranged, Instant

Ignites material that is flammable. The base spell lights a candle, clothing, hair, fur, a torch or a lantern, a 2 Intensity spell lights charcoal or a wet torch, a 3 Intensity spell lights heavy cloth, a 4 Intensity spell lights wet cloth or green wood, a 5 Intensity spell lights wet heavy cloth, and so on. The ignition occurs at a single small point. Higher intensities simply increase the ability to light less flammable material, not the size of the point.

The caster needs to overcome the target's MP to ignite something that is part of a living creature or closely touching it (the gamemaster makes the call here; but, for example, igniting clothing would take a MP v. POW roll).

CALL HEAT

Touch, Temporal

Causes one ENC of substance to heat up. Metal will become more malleable. It takes about five minutes for the substance to become red hot. Each Intensity of the spell creates 1D6 intensity of heat at its hottest. Use the Fire and Heat table in the Natural World chapter to determine how much heat is needed for a particular substance. Thus, a 7 Intensity Call Heat cast on bronze would bring it to its very softest for hammering and smithing, while an 8 Intensity spell would simply melt it. If a spirit is in the object, the caster must overcome its MP. Twice the Intensity will affect up to 2 ENC of material, thrice the Intensity will affect up to 3 ENC of material, and so on.

CALL LIGHT

Touch, Temporal

When cast on a physical object, this spell lights everything within a 10 meter radius of it with a radiance good enough to read by. Each additional Intensity adds to the brightness of the light. Five Intensities are equal to a bright day and 10 Intensities are equal to the brightest time of a clear day in midsummer in the desert. If cast directly on a target's eyes (a MP vs. POW roll must succeed) each Intensity reduces all of the target's visual skills (including attack, parry and dodge) by 5%.

CALL SHADOW

Touch, Temporal

When cast on a physical object, this spell casts a faint shadow on everything within a 10 meter radius of it. Each additional Intensity deepens the darkness of the shadow. Five Intensities create a shadow even in full sunlight and 10 Intensities make a shadow equal to a moonless night. Each Intensity adds 5% to the Hide skill of anyone within the shadow (though the shadow itself may appear out of place unless carefully placed). It also subtracts 5% from the visual perception skills of anyone trying to look into or through the shadow (whether from the inside or outside). If cast directly on a target's eyes (a MP vs. POW roll must succeed), each Intensity reduces all of the target's visual skills (including attack, parry and dodge) by 5%.

DETECT <Life, Magic, Malice, Species, Substance>

Ranged, Active

If the caster concentrates, he or she sees a glow around each target specific to the

spell that is within spell range.

Detect Malice shows a slight glow around any being which means to harm the caster. No one else can see this glow.

The spell penetrates 1/2 meter of dense substance (such as earth, wood, or metal) per point of Intensity.

ENHANCE <Sense>

Ranged, Active

If the target of the spell concentrates, the specific sense that the spell affects, such as sight, hearing, or smell, becomes more effective.

Each level of Intensity adds 5% to a specific skill associated with that sense. Enhance Sight enhances Search skill, each of the other spells increases a specific skill associated with that sense (such as Listen, Scent, Feel, and Taste). In addition, multiply the effective range at which the sense functions by the Intensity plus one. For example, a character with an Intensity 3 Enhance Sight can see 3 + 1 = 4 times as far as normal. The spells for zero-range senses such as touch or taste increase the effective sensitivity of the sense instead.

INCREASE <STR, CON, DEX, APP, MV, Vigor>

Touch, Temporal or Transient

This spell adds 2 points per Intensity to the appropriate characteristic (STR, CON, DEX, APP), to a limit of double the current characteristic. Such increases do not affect experience or research rolls.

Increase Move adds 1 per point of Intensity to MV.

Increase Vigor restores one level of short term fatigue for every Intensity of the spell. Increase Vigor is Transient — if cast before the exertion takes place, it triggers as the target loses short term fatigue levels. The spell loses a point of Intensity as it restores one level of short term fatigue.

REMOVE FIRE

Ranged, Instant

This spell puts out fires and flames. The base spell puts out a candle, torch or lantern, a 2 Intensity spell puts out a small campfire, a 3 Intensity spell a bonfire, and so on (see the Fire and Heat table in the Natural World).

RESIST DAMAGE

Ranged, Temporal

This spell will protect only the body of the target (not possessions on his or her person). The total damage done to a protected creature or object must overcome the Intensity of the spell using the resistance table. If the damage overcomes the resistance of the spell then the full force of the damage will affect the target. If the target is wearing armor, the damage is first absorbed by the armor (unless, of course, a critical blow that ignored armor was struck). The remaining damage (if any) is then matched against the Resist Damage spell. If the damage does not overcome the Resist Damage spell then the blow will do no damage to the target but may knock him or her down (see Knockback in Combat).

The Resist Damage spell will protect the target for its full duration. If it is combined with protective spells such as divine spell Shield or the battle magic spell Protection, the damage is first absorbed by the other protective spells and any armor worn by the target. The remaining damage (if any) is then matched against the Resist Damage spell.

RESTORE <Substance>

Touch, Instant

Repairs 1 point of damage per Intensity. A shattered or severely damaged item also needs a successful Craft *<appropriate Substance>* roll to make it functional again. If the caster fails the Craft roll, the amount by which the roll is missed shows how badly put together the object is.

TREAT WOUNDS

Touch, Transient

Each level of Intensity adds 5% to the target's First Aid skill, and adds 1 point per Intensity to the damage healed by the first successful attempt to treat damage using First Aid, after which the spell dissipates. Simply using First Aid to stop wounds from bleeding (but not treat damage), will not make the spell dissipate. The spell does not allow one to do things that cannot normally be done with First Aid, such as restore severed limbs or restore general HP damage.

Thus, with a 4 Intensity Treat Wounds spell, the target adds 20% to his or her First Aid skill, and after successfully treating a wound for damage (each attempt requires 10 rounds of treatment), will add 4 to the damage healed, healing 1D3 + 4 points of damage on a normal First Aid success.

COMMON HIGH MAGIC SPELLS

High Magic spells are medium Reasoning skills, unless otherwise stated (a few are hard Reasoning skills).

High Magic Spell	Difficulty
Animate <Various>	Hard
Boost Damage	Medium
Boost Range	Medium
Castback	Medium
Cast <Various>	Medium
Conceal <Spell>	Hard
Conceal <Various>	Medium
Conceal Soul	Hard
Decrease <Various>	Medium
Dominate <Species>	Hard
Fly	Hard
Illusion of <Sense>	Hard
Invoke <Element>	Hard
Palsy	Medium
Project <Sense>	Hard
Mystic Vision	Medium
Neutralize Magic	Medium
Protective Circle	Hard
Regenerate	Hard
Regain Life	Hard
Remove Life	Hard
Resist <Various>	Medium
Shapechange	Hard
Show <Various>	Hard
Skin of Life	Hard
Smother	Hard
Tap <Characteristic>	Hard
Teleport	Hard
Telekinesis	Hard

ANIMATE <Dead, Element, Substance>

Ranged, Active
Hard

While the caster concentrates, he can animate 3 SIZ per Intensity of a solid substance, or 1 cubic meter per Intensity of a non-solid element (fire, water, darkness, air). A sufficient quantity of the material must be present for the spell to have its full effect. The animated thing has a base MV of 1. This can be increased when the spell is first cast, with each level of Intensity used for this purpose adding 1 to its MV. The animated object has a chance to do any action equal to the caster's DEX x 3 or appropriate skill (such as Weapon Attack, Weapon Parry, Climb, Dodge or Jump), whichever is greater.

An animated corpse or skeleton gains 3 STR per Intensity of Animate Dead and has a damage bonus appropriate to its STR and SIZ. It can use a weapon, or fight unarmed. A unarmed animated skeleton or corpse does 1D3 base damage.

An animated solid substance (such as earth or stone) does damage equal to 1D2 per 3 SIZ if it lands a blow. Unless the object was previously crafted with

sufficient detail to allow for it (i.e. a statue), it cannot wield a weapon or perform tasks that require fine manipulation.

Animated air, water or darkness causes 1D4 points of knockback only damage per cubic meter (see Knockback in the Combat chapter).

Animated fire causes 1 point of fire damage (general HP damage) per cubic meter if it lands a blow.

The animated substance returns to its original form when the spell expires, or if it takes enough physical damage to disrupt it. As a rule of thumb, an animated solid substance or skeleton has HP equal to the Intensity of the spell and AP equal to half the Intensity of the spell for the purposes of disrupting it, while an animated non-solid substance or corpse has HP equal to twice the Intensity of the spell for the purpose of disrupting it.

BOOST DAMAGE

Ranged, Temporal

Affects any tool or anything that can be used as a weapon (such as a fist or sword). Each level of Intensity adds 1 point to the damage that weapon does when it strikes. Simply touching someone or something with the object does not cause damage.

The base spell affects a weapon of up to 6 ENC. The caster can use additional levels of Intensity to affect bulkier weapons at the rate of one level of Intensity per 6 additional ENC.

BOOST RANGE

Ranged, Temporal

Increases the normal and maximum range of a missile or thrown weapon it is cast upon by 10% per point of Intensity. With a missile weapon or atlatl, the range of any missiles fired from the weapon is affected for the duration of the spell. The spell has no effect on a missile or thrown weapon's point blank range.

The base spell affects a weapon of up to 6 ENC. The caster can use additional levels of Intensity to affect bulkier weapons at the rate of one level of Intensity per 6 additional ENC.

CASTBACK

Ranged, Temporal

This spell affects any offensive spell which has an Intensity equal to or fewer than the Castback spell (double the Intensity of divine spells for this purpose). If affected, the attacking spell will boomerang back at its caster if it fails to overcome the POW of the person protected by Castback. The caster must then try to overcome his own POW with his current MP in a resistance roll. If both the caster and the target are protected by Castback or Reflection, then the spell may bounce back and forth several times before affecting either the caster or the target. If the incoming spell has an Intensity greater than that of the Castback, it eliminates the Castback spell.

CAST CONFUSION

Ranged, Temporal

When cast upon a target with normal INT, every time they attempt to use a skill or cast a spell there is a 10% chance per Intensity of spell that they forget what they know of the skill or spell. If a skill has a base chance of greater than 0%, it can be used at its base chance of success (base plus bonus) only.

If the target of the spell succeeds in an INT x1 roll when he or she is first affected by the spell, he or she realizes that they have been affected by the spell, and can attempt to dispel or otherwise magically counter the effects of the spell.

CAST COURAGE

Ranged, Temporal

If a target with normal INT is overcome by the the spell, any defensive actions the target attempts in combat cost twice as many actions. Thus, All Out Defense is not possible, and a Defend Only action will not allow the target to take any other actions (or move in the Post Melee Move phase). In addition, each point of Intensity reduces the target's MV by 1 for the purpose of attempting to move away from a foe (it has no effect should they stand their ground or move towards a foe).

If the target of the spell succeeds in an INT x 1 roll when first affected by the spell, he or she realizes that the spell is in effect, and can attempt to dispel or otherwise magically counter the effects of the spell.

Each Intensity of Cast Fear cancels one Intensity of Cast Courage.

CAST DESIRE

Ranged, Temporal

This spell must overcome the POW of its victim. It causes its victim to either see another creature of the caster's choice as sexually attractive, or makes an object of the caster's choice appear more attractive to the victim. Both victim and creature must be within range of the spell. Each Intensity of the spell adds 1 to the creature or object's effective APP for the duration of the spell (the gamemaster must determine a value for an objects APP in this case).

If the victim subsequently fails a roll of his or her POW vs. the effective APP of the creature, the creature can seduce him or her. Of course, a victim is seduced more easily by someone he or she would be attracted to without the spell, and it is very hard to make the victim go to bed with someone who would ordinarily be repulsive to that person.

If the victim subsequently fails a roll of his or her POW vs. the effective APP of an object, the victim will wish to desperately possess the item. Gamemasters should feel free to tell the player's whatever they think will make their character desire the object (that it appears to be a lost family heirloom, is grossly undervalued, is secretly magical, etc.)

If the victim of the spell succeeds in an INT xl roll when first affected by the spell, he or she realizes that a spell is in effect, and can attempt to dispel or otherwise magically counter the effects of the spell.

CAST FEAR

Ranged, Temporal

If a target with normal INT is overcome by the the spell, any attack actions the target attempts in combat cost twice as many actions. Thus, All Out Attack is not possible, and an Attack Only action will not allow the target to take any other actions (or move in the Post Melee Move phase). In addition, each point of Intensity reduces the target's MV by 1 for the purpose of attempting to move towards a foe (it has no effect should they stand their ground or move away from all foes).

If the target of the spell succeeds in an INT x 1 roll when first affected by the spell, he or she realizes that the spell is in effect, and can attempt to dispel or otherwise magically counter the effects of the spell.

Each Intensity of Cast Courage cancels one Intensity of Cast Fear.

CONCEAL <Life, Magic, Malice, Species, Substance>

Touch, Temporal
Hard

Each level of Intensity of this spell blocks one Intensity of the Detect or Show spell it is specific for, without alerting the caster of the detection spell that his spell has been blocked. In other words, an Intensity 3 Detect Malice spell (or a spirit magic Detect Enemies or Divine Find Enemies) will not detect an enemy who is shielded by an Intensity 3 Conceal Malice spell.

CONCEAL <Object, Self, Sound>

Touch, Temporal

Each level of Intensity of these spells adds 15% to the appropriate skill they are specific for. Conceal Object adds to Conceal skill for hiding the object or person it is cast on, Conceal Self adds to the target's Hide skill, and Conceal Sound adds to the target's Sneak skill.

CONCEAL SOUL

Touch, Temporal
Hard

This spell decreases its target's apparent POW and MP by 2 points per level of Intensity (to a minimum of 0). If the target appears to have 0 MP, spirits will generally ignore him or her. If the target appears to have 0 POW, spells such as Second Sight will ignore the target.

DECREASE <STR, CON, DEX, APP, MV, Vigor>

Ranged, Temporal
(Instant for Decrease Vigor)

This spell temporarily subtracts 2 points per Intensity from the appropriate characteristic (STR, CON, DEX, APP). Decrease MV subtracts 1 MV per Intensity from the target. A target with a MV of 0 or less cannot move (though they can freely spin or turn in place). Decrease Vigor is Instant, and causes the target to lose 1 level of fatigue for every two Intensities of the spell used (for every 10 points or fraction thereof over 20 SIZ, reduce the effective Intensity of Decrease Vigor by one).

DOMINATE <Species>

Ranged, Temporal
(Active if using mental link to command)
Hard

This spell is used to gain command over a specific species of creature. The creature may have fixed, normal or no INT. The spell must overcome the POW of its target and have an Intensity equal to at least half the target's POW (round up) to be effective.

A successful Dominate spell forces the creature to obey the commands of the caster for the duration of the spell. These may be spoken, or the caster may take advantage of the mental link formed by the spell to communicate a mental image of the actions he or she wishes the creature to perform. A full melee round (2 actions) is required to mentally form and communicate the desired image. The mental link has line of sight range. A dominated creature will continue to perform commanded actions once out of range of hearing or the mental link, but new commands may not be issued.

A Dominate <Species> spell that is successfully cast on a possessed creature or shaman has no effect on the possessing spirit or the shaman's fetch. A shaman's fetch will take over for the shaman (the gamemaster may wish to run the shaman as a non-player character for the duration of the spell). Likewise, a Dominate <Species> spell that is successfully cast on any creature with multiple personalities will dominate but one of the personalities, leaving other free to act.
A Dominate <Spirit> spell successfully cast on a possessing spirit (assuming some unusual form of magic is used to perceive it) will dominate the possessing spirit, leaving the creature free to act normally.

The spells of Dominate Elemental, Dominate Ghost, Dominate <Mundane Animal>, Dominate Spirit and Dominate Wraith are common. Others dominate spells exist, such as Dominate Basilisk or Dominate Human, but are uncommon.

FLY

Touch, Active (for target)
Hard

While the target concentrates this spell moves 3 SIZ of the target per Intensity through the air (or water) with a base MV of 2. Additional levels of Intensity can be used to increase the movement rate, adding 2 MV per point of Intensity used for this purpose.

ILLUSIONOF<Sense>

Ranged, Temporal
(Active to move or attack)
Hard

This is are the spells of casting illusions. Each of these spells affects a specific sense. These may be human (sight, touch, taste, hearing, and smell) or nonhuman senses (Darksense, Earthsense, and Elfsense).

When a sorcerer creates an illusion he is fabricating a temporary bit of reality. Even if the illusion is detected for what it is or is disbelieved, the illusion remains in effect nonetheless. If it is a touch illusion it can be deadly, regardless of whether you know it is an illusion or not.

An illusion cast directly upon a target moves with the target until its duration expires, and cannot be move independently of its target. An illusion not cast upon a specific target cannot move unless additional Intensity was spent to allow it to move. Causing an illusion to move or attack requires concentration (an Attack action in combat).

The intensity of an illusion will determine the strength of the illusion. A listing of some sample illusory tastes, odors, etc. has been included with notes on each type of illusion.

Odor Illusions
Odor illusions will reproduce a single odor from the caster's memory. Odor is the same for all species and it can be used to fool any creature.

An offensive odor illusion with 4 or more Intensity can be used to force anyone it is directly cast upon to make a CON x5 roll. Failure indicates the victim is overcome by nausea (treat them as Incapacitated, see Combat) until the roll, made at the beginning of each subsequent round, finally succeeds. Every two points of Intensity beyond 4 decreases the CON roll by one multiple. Once the CON roll is made, the victim no longer suffers the effects of that particular odor, though the offensive odor will linger on until the spell expires or it is dismissed.

Additional Intensities can be used to make an Illusory Odor not directly cast at a specific target move when the caster concentrates. Each Intensity used for the purpose gives the illusion a MV of 2.

Sample Odor Intensities

1	water after a rainfall
3	a rose
4	frying onions (CON x5)
6	ammonia (CON x4)
8	fresh skunk oil (CON x3)
10	putrescence (CON x2)

etc.

Taste Illusions
Taste illusions cause an area of 1 SIZ to assume a taste familiar to the caster.

An offensive taste illusion with 4 or more Intensity can be used to force its target to make a CON x5 roll, using the same guidelines as odor illusions.

Additional Intensities can be used to make an Illusory Taste not directly cast at a specific target move when the caster concentrates. Each Intensity used for the purpose gives the illusion a MV of 2.

Sample Taste Intensities

1	clean river water
3	bland gruel
4	orange peel (CON x5)
6	lemon concentrate (CON x4)
8	coffee bitters (CON x3)
10	acid (CON x2)

Sight Illusions
Sight illusions register upon light-sensitive organs. Each level of intensity covers an area of 2 SIZ.

A sight illusion can be used to obscure the vision of its target, as per the rules for fighting in darkness (see Combat).

Additional Intensities can be used to make an Illusory Sight not directly cast at a specific target move when the caster concentrates. Each Intensity used for the purpose gives the illusion a MV of 2.

Sound Illusions

Sound illusions must be specified as to nature and the intent of the caster. A single intensity Sound illusion creates a soft noise as loud as the rustle of a leaf on paper.

A sound illusion with 4 or more Intensity can be used to force a target to make a CON x5 roll or be deafened for a number of minutes equal to the Intensity of the spell. Every two points of Intensity beyond 4 decreases the CON roll by one multiple. Each such attempt requires concentration (an Attack action in melee) on the part of the caster.

Additional Intensities can be used to make an Illusory Sound not directly cast at a specific target move when the caster concentrates. Each Intensity used for the purpose gives the illusion a MV of 2.

Sample Sound Intensities

1	a leaf on paper
2	whisper
4	conversation (CON x5)
6	close shout (CON x4)
8	a screaming crowd (CON x3)
10	volcanic eruption (CON x2)

Touch Illusions

Touch illusions manifest as invisible solid force with a SIZ of 1. A touch illusion can do 1D2 damage per Intensity if directly cast upon a target or if the target walks into it. Armor will protect the target from this damage. A particular touch illusion will only cause damage to the same target once.

Additional Intensities can be used to make an Illusory Motion not directly cast at a specific target move when the caster concentrates. Each Intensity used for the purpose gives the illusion a MV of 2. If a sorcerer wishes to attack with a mobile touch illusion, he has his DEX x1 chance of succeeding. If the spell's caster can see the illusion (with Mystic Vision or by Multispelling it with a sight illusion), the chance of success increases to DEX x3. Moving such an illusion or using it to attack requires concentration (1 Attack action in melee) on the part of the caster.

Sample Touch Intensities

1	a slap in the face (1D2 damage)
2	a fist in the jaw (2D2 damage)
3	a sharp knife (3D2 damage)
4	a jab in the belly (4D2 damage)
5	a kick in the groin (5D2 damage)

INVOKE <Element>

Ranged, Instant/Temporal
Hard

Creates a magical blast of the specific element. If the spell's caster overcomes the target's POW with his or her MP, this causes 1 HP of damage per Intensity to a random hit location of the target. The common forms of this spell include Fire, Air, Water, Earth, Dark, and Light. Less common forms, such as lightning or a moonbeam, exist as well.

PALSY

Ranged, Temporal

Strikes at a random hit location. If the caster succeeds in a MP vs. POW roll, and the spell has an Intensity of at least half the current HP in the location (round up), the target cannot use the location, suffering the same result as if the location had taken damage equal to its HP, even though no actual damage occurs.

PROJECT<Sense>

Ranged, Temporal
(Active if moving or sensing)
Hard

Lets the caster project the specified sense out to the maximum range of the spell. If the caster moves out of the maximum range, the spell ends. The caster can move the viewpoint with a MV of 1. Each additional level of Intensity adds 1 MV. The spell cannot penetrate more than 1 meter of dense substance (not necessarily contiguous) per Intensity (movement slows by 1 MV for every meter of dense substance, until it reaches 0). The viewpoint is immaterial — one can detect it magically and dispel it, but other magical spells or physical attacks have no effect on it. When focusing on the projected sense, the caster cannot make normal use of the sense. For example, a sorcerer using Project Sight cannot see what is in front of his body, only what is in front of the projected viewpoint. Project Touch only causes the caster to lose the sense of touch from his or her hands.

MYSTIC VISION

Ranged, Temporal
(Active if moving or sensing)

This spell augments the target's visual ability. The target can see magic, with greater detail at higher levels of Intensity. The basic spell gives only a rough idea as to the strength of the magic, or whether the target is looking at a magical creature or an undead. At 5 intensities, the target begins to see something of the basic purpose of the magic, and at 10 Intensities, the target sees something of the true nature of the magic. Lore skills, such as Magic Lore, or Sorcery Lore, can greatly enhance one's ability to understand the magic (see skills).

Each meter of dense substance blocks 1 Intensity of Mystic Vision.

NEUTRALIZE MAGIC

Ranged, Instant

The sorcerer must pit the intensity of this spell vs. the Intensity of the spell to be neutralized on the resistance table. If the attack of the Neutralize spell is successful then the magic spell that was attacked is eliminated. If the resistance roll was failed, then the Neutralize Magic spell has no effect.

When cast against a target without specifying any particular effect or target, the Neutralize Magic will always first destroy defensive spells, 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 spell.

PROTECTIVE CIRCLE

Touch, Temporal
Hard

This spell creates a magically protected area which covers an area equal to the square of the spell's Intensity in cubic meters. If the spell is cast upon the ground it cannot be moved. If cast on a wagon bed, it will move as the wagon bed moves, etc.

All physical creatures must overcome the Intensity of the spell with their STR (on the resistance table) to enter the area protected by the spell. Each attempt to enter the protected area requires a Miscellaneous Action in combat on the part of the creature.

Missiles passing through the boundaries of the circle must match their maximum possible damage against the Intensity of spell to enter. If the missile is aimed at a target with a Resist Damage spell up, add the Intensity of the Resist Damage spell to the Intensity of the Protective Circle to determine if the missile can penetrate to affect the target. Those within the area of the spell can fire missiles out of the area or pass out of the area without resistance.

All spells passing into the circle must overcome the Intensity of the Protective Circle before they can strike at those within. If the spell is aimed at a target with a Resist Magic spell up, add the Intensity of the Resist Magic spell to the

Intensity of the Protective Circle to determine if the spell can penetrate to affect the target. Those within the circle can cast spells within or out of the circle freely.

All disembodied spirits must overcome twice the Intensity of the spell with their POW to enter the area protected by the spell. In general, only extremely hostile spirits will attempt to enter an area so protected, and only the most obsessed spirits will attempt to do so more than once. Spirits can leave the area protected by the spell without hindrance.

REGENERATE

Touch, Temporal (base duration 1 hour)
Hard

The base spell allows the caster to re-attach a newly severed organ (if cast within 10 melee rounds of the severance). The spell will otherwise cause a maimed or severed organ to regrow at 1 % per week per Intensity (if this was not done so already, roll 1D100 to determine the percentage of the limb that was maimed or severed). In addition, the target's natural healing rate (see the Natural World) will increase by 1 point per Intensity. Note that the spell needs to be recast often unless the duration is greatly extended.

REGAINLIFE

Touch, Instant
Hard

Each Intensity heals 1 of location hit point damage or1/10HP of general HP damage (rounding up, as always).

An Intensity 5 Regain Life spell can instead be used to re-attach a severed limb if cast within 10 melee rounds of the severance. The caster must also succeed in a First Aid roll. This does not heal any damage, simply re-attaches the severed organ, which will require further healing.

REMOVELIFE

Ranged, Instant
Hard

Each Intensity of the spell does 1 point of general hit point damage to a target that is overcome by the spell.

RESIST BLEEDING

Touch, Transient

Each Intensity keeps a single wound from bleeding. Wounds treated with First Aid or a healing magic do not resume bleeding once the spell duration expires. One can cast the spell before or after the wounds occur. Every wound the spell keeps from bleeding reduces the spell's Intensity by one.

RESIST DEATH

Touch, Temporal

The target of the spell does not die after taking twice his or her total HP. Each Intensity lets the target go 2 HP beyond twice his or her HP before dying (though the target is still unconscious if having taken their HP or greater in damage. For example, a character with 11 HP, who normally dies after taking 22 HP of damage, only dies after taking 28 or more HP of damage if he or she has a 3 Intensity Resist Death spell cast on him or her.

In addition, the spell adds its Intensity to the target's MP for the purposes of resisting death magic (Remove Life, Disruption, and Sever Spirit are all examples of death magic).

RESIST DISEASE

Touch, Transient

Each Intensity gives *+5%* to the character's next roll to resist the effects of a disease, after which the spell dissipates.

RESISTMAGIC

Ranged, Passive

This spell will protect a target (not possessions on his or her person). Any spells cast upon a person or thing protected by Resist Magic must overcome the spell's Intensity using the resistance table. Use Intensity of the attacking spell (double for divine spells) as the active force. If the attacking spell overcomes the Resist Magic spell then it will penetrate and may affect the target. If the attacking spell fails to overcome the Resist Magic spell then it will have no effect. The Resist Magic spell will remain in effect until its duration expires.

RESIST POISON

Touch, Temporal

Each Intensity of the spell negates 3 HP of poison damage. The spell decreases by one Intensity for every 3 HP of poison damage so negated. The spell has no effect on poison damage suffered before casting the spell. One can cast it before exposure to the poison, or after exposure but before the damage has occurred.

SHAPECHANGE <Species> TO <Species>

Ranged, Temporal
Hard

The spell must have a an Intensity of at least 1 for every 3 points of SIZ of the target, and must succeed in a Intensity vs. MP roll if the target is unwilling. For example, to affect an unwilling SIZ 13 target takes a minimum 5 Intensity spell (that overcomes the target's MP with its Intensity). If it succeeds, the spell causes the target to take on the form of the new species. The target's SIZ remains constant, regardless of the new form. The exact appearance of the new form can be varied slightly by the caster, so Shapechange Human to Human could be used to disguise a human.

SHOW <Life, Magic, Malice, Species, Substance>

Ranged, Active
Hard

These spells act like their equivalent Detects, except that when the caster concentrates targets within range of the spell visibly glow with a soft light visible to all (including the targets), and that each point of Intensity allows the spell to penetrate 1 meter of a hard substance and take effect.

SKIN OF LIFE

Touch, Temporal
Hard

For its duration, this spell protects the target from the effects of asphyxiation due to air deprivation, whether from drowning, smoke inhalation, or the results of the Smother spell. The target of the spell must try to breath normally for the spell merely provides oxygen, the lungs must still receive it. A target with up to 3 SIZ per level of Intensity will be protected. This spell has no effect on choking due to a strong arm about the neck, a garrotte, or food stuck in the throat, etc.

SMOTHER

Ranged, Transient
Hard

This spell causes a victim it overcomes to suffer asphyxiation damage. The spell lasts a number of melee rounds equal to its Intensity (losing 1 Intensity a round), and causes 1D3 points of general HP damage each round it is in effect.

If the spell's victim takes some time during the course of a melee round to fight for their breath (spends a Miscellaneous Action to breathe), they suffer only 1D3-1 points of general HP damage that round. If the spell's victim does nothing but fight for their breath in a round (spending two Miscellaneous Actions to breathe), they suffer only 1D3-2 points of general HP damage that round.

The spell may be dispelled before it has run its course. One Intensity of Skin of Life destroys one Intensity of Smother, and vice versa.

TAP <STR, CON, SIZ, INT, POW, DEX, APP>

Touch, Temporal
Hard

Each Intensity permanently drains a point of the specified attribute and adds it to the caster's attribute for the duration of the spell. Since temporary POW is MP, each point of POW drained adds 1 MP to the caster for the duration of the spell. As per the normal stacking rules, only the highest Intensity spell will have effect — a Tap STR 7 and a Tap STR 5 add only 7 STR to the caster, while destroying 12 STR of its victim. Tap <Characteristic> has no other limits and will continue to add to a characteristic that Increase <Characteristic> has increased, even beyond the normal limits of Increase <Characteristic>.

TELEPORT

Ranged, Instant
Hard

Each level of Intensity teleports 3 SIZ that the caster touches (or him or herself) to a point that the caster can see within range of the spell or to a specific previously enchanted area anywhere within range of the spell (see the ritual spell Homing Circle). If the caster has several areas within range, he or she can choose the one to which to teleport.

TELEPATHY

Ranged, Temporal

This spell allows mind-to-mind communication between the caster and a target, or between two targets chosen by the caster. Each additional point of Intensity allows the caster to include an additional person to be communicated with. It does not create an open link between all communicants.

TELEKINESIS

Ranged, Active
Hard

While the caster concentrates, this spell will move 2 SIZ of a target per Intensity with a base MV of 1. Every 6 ENC count as 1 SIZ for this purpose. Additional levels of Intensity can be used to increase the movement rate, adding 1 MV per point of Intensity used for this purpose. If used to grab an item out of someone's resisting grasp, each Intensity beyond that required to lift and move the object provides 3 STR to use in a STR vs. STR roll.

RITUAL SORCERY

The chance to successfully complete a sorcerous ritual is equal to the caster's skill in a particular ritual. The skills of sorcerous Ceremony, Enchant, and Summon are complementary to sorcerous rituals of that particular type, enhancing the chance for success. The chance for success may be further enhanced by the use of ceremonial casting (see Ceremony, in the Skills chapter for more details). If a ritual in which POW is expended is failed, 1 point of POW is lost. If the ritual is fumbled, all the POW that would have been used is lost.

The rituals typically take a minimum of 10 minutes if only MP were expended, or if POW is expended, a number of hours equal to points of POW expended.

COMMON RITUAL LOW MAGIC

These sorcerous rituals are easy Reasoning skills with a base of 0%, unless otherwise stated. All are Ceremonies, for which Ceremony/Sorcery is a complementary skill.

Low Ritual	Difficulty	Type
Banishment	Easy	Ceremony
Blessing	Easy	Ceremony
Cursing	Easy	Ceremony
Open Seas	Easy	Ceremony
Solace	Easy	Ceremony

BANISHMENT (FUNERAL RITUAL)

Ritual (Ceremony)

A funeral ritual common to nearly all sorcerous cultures, it ensures that the soul of the departed finds its proper rest, and does not return to haunt its burial site or those that buried it. It takes a minimum of 10 minutes and the expenditure of 1 MP from each of the ritual's participants to perform.

Among the Malkioni, it ensures that the ghost of a Malkioni that did not enter the Malkioni paradise of Solace in Glory is banished from the lands it once lived in

BLESSING

Ritual (Ceremony)

A common ritual of blessing that is typically used at weddings, funerals, tournaments, or other important occasions. The spell can take anywhere from 10 minutes to several days, or longer, to cast, depending on the occasion. A variable number of MP are expended by the ritual's participants at the time. The gamemaster should adjudicate what effect, if any, the blessing had. In general, longer rituals, with more participants and more MP spent, may have a more tangible effect.

BLESSING

Ritual (Ceremony)

A ritual similar to Blessing, but less common. It is used to send curses against one's foes. It otherwise functions the same way.

OPEN SEAS

Ritual (Ceremony)

This spell takes 10 minutes and 1 MP to perform. It must be cast each time the ship weighs anchor or casts off. If the spell fails, then the instant the ship leaves sight of land, the Closing reaffirms itself and brings catastrophe to the vessel.

. This ritual was developed and spread among the sea-faring people of Glorantha by Dormal the Sailor. All open-seas sailors everywhere in Glorantha know this ritual, or a variant of it, or have an expert on their ship who knows it. Otherwise, sea travel would be impossible.

SOLACE

Ritual (Ceremony)

This ritual spell is common to nearly all sects of the Malkioni, part of the New Rites introduced by Prince Hrestol in the year 2 S.T. The Galvosti are one of the few Malkioni sects that do not use it. In those Malkioni cultures where it is common, it has a base of 30%, with further training readily available from the sect's schools of sorcery. It cannot be learned by non-Malkioni.

The spell can be automatically cast as the caster dies. If successfully cast, the caster enters the paradise of Solace in Glory, becoming one with the Invisible God. The caster cannot be resurrected, reincarnated, turned into a ghost, or summoned from the dead by a shaman, nor does his spirit linger by the dead body. If the spell fails, none of the above effects apply, though the Banishment ritual performed at Malkioni funerals will generally prevent a ghost from lingering.

Common Ritual High Magic

These sorcerous rituals are medium Reasoning skills, with a base of 0%, unless otherwise stated.

High Ritual	Difficulty	Type
Apprentice	Medium	Enchantment
Armoring	Medium	Enchantment
Binding	Medium	Enchantment
Familiar	Medium	Enchantment
Divination	Medium	Ceremony
Enchant	Medium	Enchantment
Form/Set	Medium	Enchantment
Worship	Medium	Ceremony

APPRENTICE BONDING

Ritual (Ceremony)

Through this ritual the master establishes a special link with each of his or her apprentices. This bond is necessary so that the master can instruct the apprentice in the deeper secrets of sorcery.

Establishing this bond requires the apprentice to expend 1 point of current POW during an hour long ceremony overseen by the master. When completed, the master will always know the approximate distance and direction of the apprentice, and can issue a gentle call for the apprentice to return to him. The master will not be able to read the student's mind, use his magic points, or influence his actions in any way. This spell is not like Mindlink.

Failing to roll under the caster's skill in Apprentice Bonding simply means that the ritual failed, and must be repeated again. No POW is lost by the prospective apprentice if the ritual failed. A sorcerer can have as many apprentices as he or she can handle.

ARMORING ENCHANTMENT

Ritual (Enchant)

Each point of POW expended in this ritual increases the armor points of a single object by 1D4. The chance to succeed is based on the caster's Armoring Enchantment skill, but the effects of the ritual are otherwise identical to the Ritual Divine Magic spell of the same name.

BINDING ENCHANTMENT

Ritual (Enchant)

This ritual allows its caster to expend POW to create an object capable of binding a spirit. The chance to succeed is based on the caster's Binding Enchantment skill, but the effects of the ritual are otherwise identical to the Ritual Divine Magic spell of the same name.

<Create,Awaken> FAMILIAR

Ritual (Enchant)

These rituals are used by their casters to awaken or create a familiar. Not all schools of sorcery create or awaken familiars, and even within a school of sorcery that does, may sorcerers may choose not to do so. Still, they are not uncommon, particularly among sorcerers at the adept or magus levels.

Awakening a familiar involves finding an incomplete creature, typically a mundane animal, and performing an Awaken Familiar ritual. In the course of the ritual, the sorcerer expends 1 POW, plus 1 point of POW for each incomplete or missing characteristic the creature has. The creature gains a roll for that characteristic equal to that of the species the caster belongs to. Thus, if a human sorcerer wished to make a cat into a familiar, he would have to expend 2 points of POW (the cat lacks only normal INT). The cat gains a normal INT of 2D6+6, and the sorcerer gains a familiar. A golem, which would start as a statue with only one characteristic, SIZ, would require the expenditure of 7 POW. An awakened familiar retains much of its original personality. A familiar cat would have a feline personality, a golem would have little, if any, personality. Among the various schools of sorcery, awakened familiars are popular in the East Isles, among some Kralori schools, among some Stygian schools, among some Dormal sorcerers, and among many independent sorcerers.

Creating a familiar involves awakening only INT and POW within an object or item with the Create Familiar ritual. The exact object used generally depends on the sorcerer's school. Many Western schools of sorcery favor wands, staffs, pentacles, cups and swords. Many Kralori schools of sorcery favor mandala. Some Dormal sorcerers use their ships as familiars. Independent sorcerers may use a wide variety of objects. This form of the spell requires an expenditure of 3 POW, after which the object gains a roll for INT and POW equal to that of the species the caster belongs to. A human sorcerer creating a familiar out of a wand would end up with a wand with a INT of 2D6+6 and a POW of 3D6.

The sorcerer and familiar are in a permanent mental link, with a 10 kilometer range. The sorcerer can thus draw upon the familiar's MP as long as it is within 10 kilometers. He can also be affected by mind or emotion affecting spells that strike the familiar, and vice versa (see Mindlink). The sorcerer has a perpetual awareness of his familiar's approximate distance and direction beyond the 10 kilometer range, and can issue a mental command for the familiar to return to him (assuming it is capable of doing so).

A familiar confers two other benefits when it is within 10 kilometers of the sorcerer. Both are the result of the increased emotional control and power of concentration a familiar grants.

The first, and primary, benefit is that a familiar enhances the sorcerer's ability to cast and manipulate sorcery spells. The familiar's POW is added to all the sorcery spell and manipulation skills the sorcerer knows (not those at 0% base).

The second benefit is an increase in the sorcerer's powers of concentration. The familiar's INT as a percentage is added to any concentration rolls the sorcerer must make.

A common side effect of the sorcerer's mental link with the familiar is that the actions of an awakened familiar may reflect something of the sorcerer's true mental state, while a sorcerer with a created familiar may take on some of its aspects at all times. Thus, in a tense situation, a sorcerer with a monkey familiar may stay calm and focused, while the monkey screams and jumps. An irritated sorcerer with a cat familiar may appear unperturbed, while the cat arches its back and hisses. A sorcerer with a created familiar sword may appear sharper and more focused than before, one with a wand or staff more austere, and one with a mandala more complex.

It is possible, though unusual, to teach an awakened familiar sorcery spells. This will only work if the familiars form is close enough to that of the sorcerer, and can make the same gestures and speak the intonations the sorcerer normally uses. In this case, it is simply treated as any student of sorcery would be, including the requirement of having a Magic Skill Category Modifier of +10 or greater to learn advanced manipulations (in this case it is already considered to be in an apprentice bond with the sorcerer).

A sorcerer may normally have only one familiar at a time. He can create or awaken another if it dies or is destroyed (though a familiar's death or destruction may well cause the sorcerer some temporary trauma). If the sorcerer wishes, he can release a familiar from his service, and then create or awaken another. The mental link between them is broken, but the old familiar retains its enhanced statistics. If the sorcerer dies, his current familiar and any familiars he may have released from his service begin to lose their added characteristics at a rate of 1 point per week from each added characteristic. If the sorcerer is resurrected somehow, the loss ceases, and his familiar is once again his, unless it degenerated to the point that it is no longer a complete creature.

DIVINATION <Various>

Ritual (Ceremony)

Various divination ceremonies, of limited effectiveness. Some rely on saints, others rely on natural laws or divination tools. One can expend either MP or POW in a divination ritual. The gamemaster should adjudicate what effect, if any, the divination had. In general, longer rituals, those where more MP spent, or rituals where POW is expended are more likely to have

results. The roll to succeed should be made by the gamemaster. If appealing to a saint, a vision may provide the diviner with clues, otherwise whatever mechanism the diviner employs may provide the diviner with clues. In general, these divination rituals are unreliable, and should not be overused.

Some common forms of sorcerous divination include Astrology (divination through the stars and heavenly bodies), Augury (divination through natural signs and portents), Chartamancy (divination through cards), Geomancy (divination through the earth), Hagiomancy (divination through the saints), Necromancy (divination through the bodies or spirits of the dead), Nephomancy (divination through air and clouds), Oneiromancy (divination through dreams), and Pyromancy (divination through fire).

ENCHANT HIGH MAGIC

Ritual (Enchant)

This ritual is used to create a sorcery matrix that enhances a specific High Magic spell that the caster knows. Each point of POW expended in the ritual creates a sorcery matrix that adds 10% to a specific High Magic spell skill (5% if the spell is Hard). One cannot create a matrix that adds more to a High Magic spell skill than the skill one has in that spell.

If the individual using the matrix does not know the spell at all, it allows him to cast it at a percentage equal to the bonus given by the matrix, and the base spell may be learned from the matrix to 1D6 plus reasoning skill category bonus after 50 hours of study (100 hours if a Hard spell).

ENCHANT HOMING CIRCLE

Ritual(Enchant)

This ritual creates an area to which one can teleport to using the Teleport spell, even if the area is out of the caster's sight. The area must still be within the caster's spell range. Each point of POW expended in the ritual creates a 1 meter diameter circle, large enough for 21 SIZ. Each additional point of POW used increases the capacity of the circle by 21 SIZ.

ENCHANT LOW MAGIC

Ritual (Enchant)

This ritual is used to create a sorcery matrix that enhances a specific Low Magic spell that the caster knows. Each point of POW expended in the ritual creates a sorcery matrix that adds 20% to a specific Low Magic spell skill. One cannot create a matrix that adds more to a Low Magic spell skill than the skill one has in that spell. Thus, a sorcerer with Call Light 73% cannot create more than a +60% Call Light Matrix (costing him or her 3 POW).

If the individual using the matrix does not know the spell at all, it allows him to cast it at a percentage equal to the bonus given by the matrix, and the base spell may be learned from the matrix to 1D6 plus reasoning skill category bonus after 25 hours of study.

ENCHANT <Metal>

Ritual (Enchant)

Each point of POW expended in this ritual allows a sorcerer to enchant up to 10 ENC of the metal the ritual is specific for. The chance to succeed is based on the caster's Enchant <Metal> skill, but the effects of the ritual are otherwise identical to the Ritual Divine Magic spell of the same name. Enchant Iron, Enchant Lead and Enchant Quicksilver are common amongst sorcerers, other Enchant <Metal> spells are uncommon or unknown.

FORM/SET <Substance>

Ritual (Enchant)

This ritual allows magically enhances the crafting of any one object of the appropriate substance.

In its simplest form, the ritual requires the expenditure of 1 MP per hour the Crafter works. If the ritual is successful, the crafting of the object is blessed. The item produced is one of the better examples of the Crafter's work. Any fumbles rolled by the Crafter become simple failures.

If the caster also expends a point of POW, the crafting of the item is at least a normal success. A normal success becomes a special success, a special success becomes a critical success, and a critical success is even further enhanced, producing a one of a kind masterpiece.

SUMMON <Otherworld Species>

Ritual (Summon)

These ritual summoning spells allow the caster to summon a member of specific group of otherworld creatures whose true name is known to the caster. The various sorcery schools often keep records containing the true names of otherworld creatures. Summon/Sorcery is a complementary skill.

The mechanics of the spell are otherwise identical to those of Summon <Otherworld Creature (see Spirit Magic). Sorcerers of course will use Dominate <Species> to control a stunned spirit (or attempt to control an unstunned one).

The spells of Summon Elemental, Summon Ghost, Summon Spirit and Summon Wraith are all common amongst sorcerers. Others exist, such as Summon Demon, but are uncommon.

WORSHIP INVISIBLE GOD

Ritual (Ceremony)

This spell allows the user to lead a formal worship service to the Invisible God or any of his saints. All participants in the ritual receive spiritual assurance that the magic points donated to their deity were acceptable to him.

•GAMEMASTERING•

The role of the gamemaster is that of storyteller, arbiter and guide. The material presented in this chapter is, in turn, a guide for the gamemaster. It covers creating adventures, running a campaign, developing plots and storylines, running non-player characters, and how to ensure that a game becomes an enjoyable experience for all of its participants. Gamemasters should find the information in this chapter and the two that follow particularly useful, but above all, they will develop their own style of gamemastering with experience. The main point of the game is for players and gamemasters to have fun, so above all, relax and enjoy.

This chapter will include tips on gamemastering, creating Gloranthan adventures, creating realistic settings, plots, running non-player characters, and developing a campaign.

This will the final part completed, as it will draw upon all the other chapters to serve as a guideline and introduction to gamemastering, and incorporate comments and suggestions from the final playtest of the product. Much of this section is written already, but we want to use the final playtest comments to serve as a guide to produce a chapter which clearly outlines the rules and process of running a game for a prospective gamemaster.

•CREATURES•

The world of Glorantha is home to many races and creatures, some magical, some mundane. The sentient races range from the ancient greater Elder Races of dragonewts, dwarves, elves and trolls, to the lesser Elder Races, such as broos, wind children and morokanth, to the relative newcomers, humans. Its creatures range from the mundane to the magical, from the beasts of the wild to the horrors of chaos. This chapter details some of the Elder Races and creatures found on the northern continent of Glorantha, Genertela. It is primarily meant as reference material for the gamemaster, although players running scholarly, well traveled or nonhuman adventurers may wish to read sections of this chapter.

COMPLETE AND INCOMPLETE CREATURES

Humans and other intelligent beings are called *complete.* Complete creatures have all seven of the characteristics (STR, CON, SIZ, INT, POW, DEX, and APP). If a being lacks one or more of these characteristics, it is called *incomplete.* For example, a ghost has only INT and POW, and is incomplete. The spirit plane is completely inhabited by incomplete creatures.

Some spirits, like elementals or nymphs, can create temporary bodies when manifesting in the Inner World. These temporary bodies have all the physical characteristics. Nevertheless, these spirits are incomplete creatures. Only beings with permanent physical characteristics are complete.

FIXED INT AND NORMAL INT

Intelligent, sentient beings are said to have *normal INT.* This includes humans, elves, trolls, centaurs and other intelligent races. Animals and other non-sentient creatures have *fixed INT.* Generally, when creating a creature with fixed INT, no die roll is involved.

For instance, all dogs have an INT of 5 and all cows have an INT of 4. All dogs do not have exactly equal intelligence, but for the purposes of RuneQuest, all dogs are considered smarter than all cows. Creatures with fixed INT are considered to be incomplete creatures, lacking free will.

A ghoul, with an INT of 2D6, is sentient, even if it has an INT of 3 and is less "intelligent" than a dog. Only sentient creatures (possessing free INT) can learn Knowledge, Reasoning, Magic, and Communication skills, or most forms of magic.

LACKING AND GAINING CHARACTERISTICS

Many beings lack one or more of the characteristics. This section describes the effect of lacking a characteristic, or the effects of gaining a characteristic on a creature that normally lacks it.

In general, if a creature lacks a characteristic it is invulnerable to attacks directed against that characteristic. For instance, a ghost, lacking CON, is invulnerable to the fearshock attack of a shade.

If a creature lacking a characteristic gains it, it generally loses its invulnerabilities, but gains the abilities governed by that characteristic, including the appropriate Attributes and the ability to learn skills dependent on that characteristic.

Lacking STR

Creatures lacking STR neither affect nor are affected by physical objects or forces. They cannot move or lift any corporeal thing. They never tire and ignore Fatigue rolls.

Lacking CON

Creatures lacking CON are immune to disease and poison. Its Hit Points are based only on its SIZ. It is immune to Fatigue and never makes a Fatigue Roll.

Lacking SIZ

Creatures lacking SIZ are bodiless or *discorporate.* They cannot touch or move physical objects. Some such creatures can initiate spirit combat. If it has CON, its Hit Points are equal to its CON. Otherwise it has no Hit Points and is unaffected by physical damage.

Such an entity, by gaining SIZ, becomes corporate. It can no longer initiate spirit combat. If it has CON, its hit points become the average of its SIZ and CON.

Lacking INT
Fixed INT is explained above. Creatures with no INT at all are not truly alive. Creatures with a fixed or no INT cannot learn Communication, Knowledge, Magic, or Reasoning skills.

Lacking POW
A creature lacking POW will always have a Magic Point score provided. Such creatures defend against spells and magical attacks using their MP instead of their POW. Creatures lacking POW do not regenerate expended magic points. Many such creatures have special abilities that allow them to gain additional magic points, like the draining touch of the vampire. Others do not have this ability, and must hoard their magic points. Creatures lacking POW are soulless.

Lacking DEX
Creatures which lack DEX have a strike rank on which they always attack. For instance, wraiths always attack on SR 1. Treat them as having a DEX of 20 for tie-breaks. Such creatures may only use their natural attacks and may not learn Agility or Manipulation skills.

Lacking APP
All beings have APP, although it may not be listed. APP is not listed for most incomplete creatures (nymphs are one exception). If the gamemaster wishes, he or she can assign or roll an APP for such creatures.

Non-human races have a method for generating APP listed. Races with APP less than 3D6 are considered ugly to most other races, and those with APP higher than 3D6 are thought to be striking, beautiful, or fascinating. As a rule of thumb, subtract 10 from APP when a character interacts with a member of another species, unless the two species have the same standard of beauty (i.e. mermen and humans find each other attractive).

CREATURES AS ADVENTURERS
Player characters (PCs) are not always human beings. If the gamemaster agrees, any creature in Glorantha can be a PC. An important point to remember is that it's easier to play a human character, simply because the player is human, and knows a tremendous amount about how humans act, and what humans can do. Playing the role of an elf or giant requires much more effort and study from the player.

Incomplete creatures are not suitable for PCs. Lacking freewill and acting solely on instinct, they would become boring to play very quickly. In general, it's a bad idea to play a creature with an INT below that of humans.

The gamemaster may not allow the playing of characters that are too powerful for his or her game. For instance, a Ruler dragonewt is so potent that its presence would make normal humans seem (and be) superfluous. Also, the gamemaster may forbid playing a member of a race which doesn't fit the campaign. A troll would be a poor choice for a game which has a lot to do with elves.

Information has been given for roleplaying members of three nonhuman species: dark trolls (including the Great Troll subspecies), brown elves, and morokanth. Information on many other races can be found in *Elder Secrets of Glorantha, Creatures of Glorantha,* and *Trollpak.*

CREATURE DESCRIPTIONS
Two formats are used for creature descriptions. Beasts are relatively ordinary animals very much like their Earth counterparts. We have assumed that the reader already knows what a "bear" or "horse" looks like and something about their habits, so their descriptions are very brief. If you want more information, any library can provide you with many sources. Some of the Beasts are larger than those found on Earth, but a Giant Beetle still looks and acts like a beetle. The numerical information on all Beasts has been combined into tables for convenience in reference, and to save space.

Creatures not found on Earth are described in greater detail. First we list its common name and the Brithini taxonomic designation of that species. After that is a brief description of the creature's appearance and habits. Then we supply the information needed to generate one: the die rolls for its characteristics, and average figures for the characteristics and attributes.

Most of these are explained in Creating an Adventurer and in Abbreviations in Game Mechanics. HL is 1/3 HP, and is provided for use by gamemasters that do not want to trouble with looking up the exact HL value for a given location. AP is typically natural armor, tough skin like that of a rhinoceros, or the magical toughness of the basilisk. Many of the listed creatures might also wear actual armor, which would add to the number shown. HT informs you which hit location table to use for this creature. Hit location tables are the last section of this chapter.

The next section is a table, describing the creature's attacks. Each attack description begins with the weapon used (which can be a natural weapon such as a bite), then the strike rank that attack will take place in for an average creature (this will vary depending on DEX and SIZ of the individual attacker). Next, the attack skill percentage for that weapon, then the damage done. The attack skill given is the *base chance,* and experienced creatures will be much more skillful. Again, the damage is calculated for an average creature and will vary depending on SIZ and STR. The last two numbers for each attack are the parry percentage skill, and parry armor points, if any.

In some cases typical skill levels for important skills are listed. These are *minimum* skill levels—an experienced creature will have much higher skill levels.

After the attack summary are notes on any special attacks or abilities the creature might have.

ELDER RACES

Glorantha is far, far older than human cultures. Many other peoples remember well the day the newcomer race, the people who called themselves "men" first arose. Humans call these folk the Elder Races. The best known of the elder races are the elves, trolls, dwarfs, and dragonewts. There are many, many others, including morokanth, griffins, mermen, goblins, jelmre, and slarges. More information on the Elder races is available in *Elder Secrets of Glorantha* and *Trollpak.*

One reason that the major Elder Races have been losing territory to humans is that they detest each other, and are constantly at war. Trolls, elves, and dwarfs have grudges against each other which began before Time, and have troubled all three races throughout history.

Broos are Elder Races, but because of their corruption they are discussed in the "Chaos" section of this chapter.

This section gives enough information to use Dark Trolls, Morokanth and Brown Elves as player characters.

Trolls

Trolls claim to be the oldest intelligent race. Their natural dwelling is in Hell, but when Yelm, the Sun God was slain and entered Hell, his light and heat drove them to the surface world, where they still live. They prefer to live in caves, and if forced to live elsewhere make ramshackle huts out of whatever garbage and debris happens to be available. In modern Glorantha trolls have largely been forced into the parts of the world that humans don't want — wastelands, terrain too rocky to graze sheep, swamps, and so on.

They are famous for their appetites — it is said that trolls will eat anything. They certainly eat things that humans cannot or will not, such as weeks-old rotting carrion, wood, and leather. It is said that trolls can eat rocks, dirt, and air. Trolls are also infamous for eating the bodies of other trolls, elves, and dwarfs.

Trolls have a sense that humans lack, useful for creatures native to the Darkness. They have a sonar-like sense similar to that of bats, letting them detect objects without using their eyes, known as Darksense.

The troll species has been warped by a great curse. When Osentalka was created by the Broken Council, this light god cursed the darkness-men, making their women infertile. Over half of troll births now bring forth, not healthy dark trolls but hideous deformed trollkin. Trollkin are inferior to true trolls in every way, and are almost always slaves from the day of their birth to their early death. However, because trollkin are born in litters, sometimes over half the population of a troll community will be trollkin.

A Troll Hero of the Second Age, Cragspider the Fire Witch, tried and failed to break the Curse of Kin. Her partial success allowed some Dark Troll women to give birth to Great Trolls, who are larger, stronger, and less intelligent than Dark Trolls. Trolls are almost always warriors.

TROLL, DARK

Styganthropus uzko

Dark trolls are larger than humans, standing over 2 meters tall and weighing 130 kg or more. They have snouted faces with prominent tusks. Troll's posture is not what humans expect: their natural pose is semi-crouching. Their skin is dark gray, sometimes mottled.

Statistics below are for a male Dark Troll. Females have SIZ of 3D6+12, but are rarely seen outside the caves. Males come forth frequently to hunt.

Characteristics		Average	Attributes	Average
STR	3D6+6	17	DB	2
CON	3D6	11	HP	15
SIZ	3D6+8	19	HL	5
INT	2D6+6	13	MV	6
POW	3D6	11	Melee SR	4
DEX	3D6	11	DEX SR	3

1 AP — Dodge 14 — HT I

Weapon	SR	A%	Damage	P%	AP
Mace	6	30	1D6 + DB	25	8
Sling	3	30	1D6	NA	NA
2H Maul	5	25	2D8 + DB	20	10

Armor—*Dark troll skin is equivalent to 1 point armor. Trolls will wear any armor* they *can get if expecting trouble.*

Skills—see *professions table. Trolls have Darksense Scan and Darksense Search at a base chance of 30, and Visual Scan and Visual Search at a base chance of 15. Darksense Scan and Search are Medium skills for trolls.*

Magic—*dark trolls are capable of using any magic. Almost every living full troll (not* the *despised trollkin) is an initiate of Kyger Litor.*

GREAT TROLL

S. uzko var uzdo

Great Trolls are all male, generally sterile.

Characteristics		*Average*	Attributes	Average
STR	4D6+12	26	DB	+6
CON	2D6+12	19	HP	23
SIZ	4D6+12	26	HL	8
INT	2D6+2	9	MV	7
POW	3D6	11	Melee SR	3
DEX	3D6	11	DEX SR	3

3 AP — Dodge 16 — HT I

Weapon	*SR*	*A%*	*Damage*	*P%*	AP
Hvy. Mace	5	35	1D8 + DB	25	4
Lg. Shield	6	20	1D6 + DB	25	NA
2H Maul	4	30	2D8 + DB	20	10

Armor—*Great Troll skin is equivalent to 3 point armor. Since only rich tribes can afford to raise Great Trolls, they usually wear at least Chainmail armor.*

Skills—*as Dark Trolls*

Magic—*Great Trolls ore usually taught at least one Battle Magic spell by their owners.*

TROLLKIN

S. uzko var enlo

Trollkin are disdained by Dark Trolls, both because of their weakness and because they are a constant reminder of the defeat of the trolls by Nysalor. They are used as laborers, servants, sword fodder, and also food by their healthy brothers and sisters. Trollkin are Demoralized (as if by the battle magic spell) if in full sunlight.

Characteristics		Average	Attributes	Average
STR	2D6+3	10	DB	-1
CON	3D6	11	HP	10
SIZ	1D6+6	10	HL	3
INT	2D6+3	10	MV	5
POW	2D6	7	Melee SR	5
DEX	3D6+3	13-14	DEX SR	3

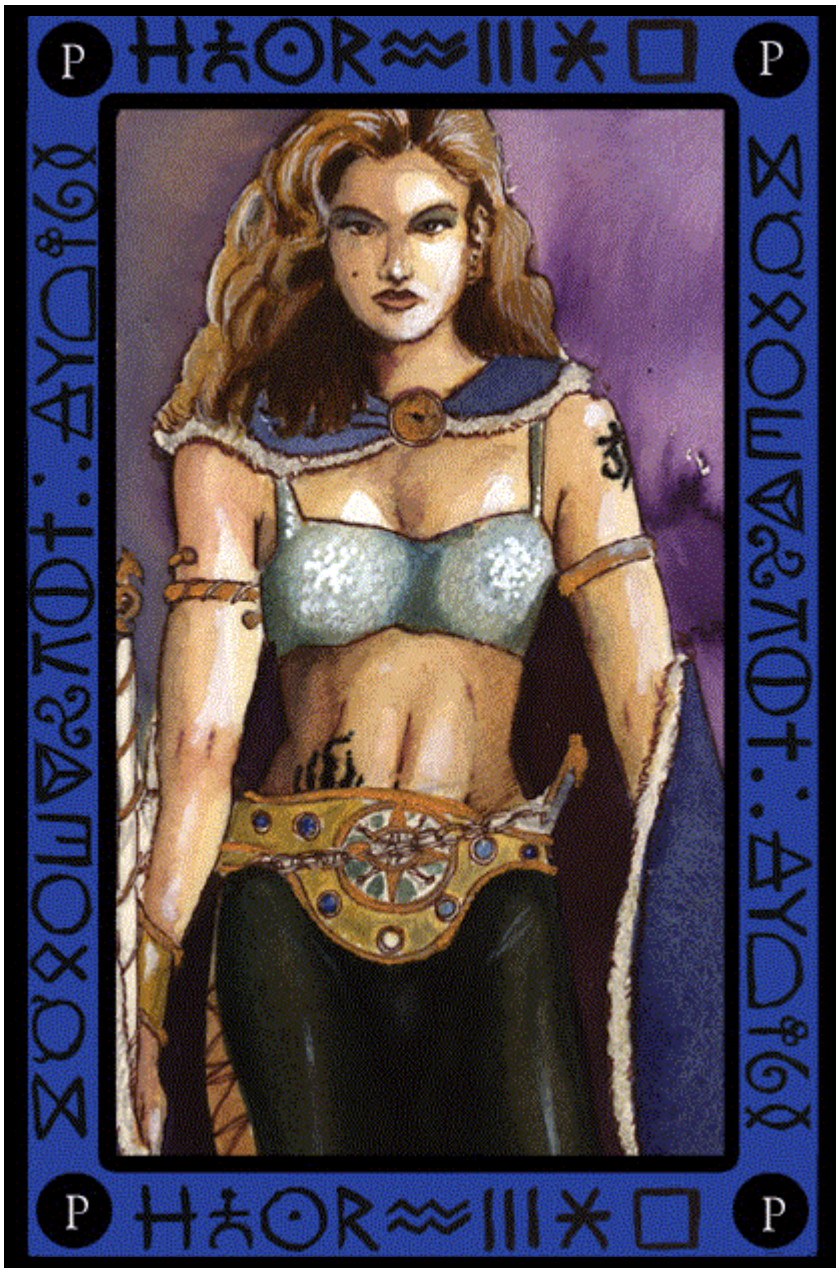
1 AP — Dodge 19 — HT I

Weapon	*SR*	*A%*	*Damage*	*P%*	AP
Club	7	30	1D4 + DB	25	4
1H Spear	7	25	1D6 + DB	25	6
Sm. Shield	7	15	1D4 + DB	30	8
Sling	3	30	1D6	NA	NA

Skills—*as Dark Trolls, except that their Darksense skills have a base chance of 15 and their visual Scan and Search have base chances of 30.*

Magic—*specially favored or trained trollkin may know a Battle Magic spell or two, selected by their master. Heal and Speedart are common.*

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aSundAdar 2003

TROLL WARRIOR		Trained	Skilled	Expert	Master
Maneuver	1	30%	45%	60%	75%
Scan/Darksense	1	45%	60%	75%	90%
<Weapon> Attack	1	45%	60%	75%	90%
<Weapon> Parry	1	45%	60%	75%	90%
<*Weapon*> Attack	1/2	30%	45%	60%	75%
Rank		1	2	3	4
Wealth		1	2	3	4
Magic		1	2	3	4

7-1/2 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Berserk					
<Weapon> Attack	2	60%	75%	90%	100%
Guard					
Conceal	1	45%	60%	75%	90%
Dodge	1	30%	45%	60%	75%
First Aid	1/2	45%	60%	75%	90%
Search/Darksense	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
<Weapon> Attack	1	45%	60%	75%	90%
<Weapon> Parry	1	45%	60%	75%	90%
Hunter					
Animal Lore	1/2	30%	45%	60%	75%
Craft/Butchery	1/2	45%	60%	75%	90%
Hide	1	45%	60%	75%	90%
Scan/Visual	1	30%	45%	60%	75%
Sneak	1	45%	60%	75%	90%
Throw	1/2	45%	60%	75%	90%
Track	1	45%	60%	75%	90%
Trap	1/2	45%	60%	75%	90%
Merchant					
Bargain	1	45%	60%	75%	90%
Custom <Any>	1[v]	45%	60%	75%	90%
Craft/Bolg	1/2	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Human Lore	1/2	30%	45%	60%	75%
Orate	1	45%	60%	75%	90%
Ride <Insect>	1/2	30%	45%	60%	75%
R/W Darktongue	1	45%	60%	75%	90%
Speak <Language>	1[v]	45%	60%	75%	90%
Speak Tradetalk	1/2	45%	60%	75%	90%
Noble					
Custom/Troll	1	60%	75%	90%	100%
Orate	1	45%	60%	75%	90%
Speak Darktongue	1	60%	75%	90%	100%
Troll Lore	1	45%	60%	75%	90%
Other					
Climb	1/2	45%	60%	75%	90%
Custom/Troll	1	60%	75%	90%	100%
jump	1/2	45%	60%	75%	90%
Sing/Troll	1/2	45%	60%	75%	90%
Taste	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

TROLL TENDER		Trained	Skilled	Expert	Master
<*Weapon*> Attack	1	45%	60%	75%	90%
<*Weapon*> Parry	1	45%	60%	75%	90%
Rank		1	2	3	4
Wealth		1	2	3	4
Magic		1	2	3	4

10 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Crafter					
Craft <Substance>	1	45%	60%	75%	90%
Craft <*Potion*>	1	45%	60%	75%	90%
Devise	1	30%	45%	60%	75%
Evaluate	1/2	30%	45%	60%	75%
R/W Darktongue	1/2	30%	45%	60%	75%
<Substance> Lore	1/2	45%	60%	75%	90%
Touch	2	45%	60%	75%	90%
Farmer					
Craft/Farming	1	45%	60%	75%	90%
Fungus Lore	1	45%	60%	75%	90%
Mineral Lore	1	45%	60%	75%	90%
Fisher					
Boat	1	45%	60%	75%	90%
Craft/Fishing	1	45%	60%	75%	90%
Fishing Lore	1/2	45%	60%	75%	90%
Swim	1	45%	60%	75%	90%
Insectherd					
Craft/Butchery	1/2	45%	60%	75%	90%
Craft/Insect Care	1	45%	60%	75%	90%
First Aid	1/2	45%	60%	75%	90%
Fungus Lore	1/2	30%	45%	60%	75%
Insect Lore	1	45%	60%	75%	90%
Ride <Insect>	1	45%	60%	75%	90%
Scan/Darksense	1/2	30%	45%	60%	75%
Search/Darksense	1/2	30%	45%	60%	75%
Nurse					
Craft/Medicine	1	45%	60%	75%	90%
Craft/Midwife	1	45%	60%	75%	90%
First Aid	1	60%	75%	90%	100%
Orate	1	45%	60%	75%	90%
Persuade	1/2	30%	45%	60%	75%
Physician	2	45%	60%	75%	90%
Scan/Darksense	1	45%	60%	75%	90%
Speak Darktongue	1	60%	75%	90%	100%
Touch	2	45%	60%	75%	90%
Troll Lore	1	45%	60%	75%	90%
Other					
Climb	1/2	45%	60%	75%	90%
Custom/Troll	1	60%	75%	90%	100%
Jump	1/2	45%	60%	75%	90%
Sing/Troll	1/2	45%	60%	75%	90%
Taste	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%
If uses sorcery:					
Spell <Low Sorcery>	1/2	45%	60%	75%	90%

TROLL MAGICIAN		Trained	Skilled	Expert	Master
Ceremony	1	45%	60%	75%	90%
Troll Lore	1	45%	60%	75%	90%
<Weapon> Attack	1/2	30%	45%	60%	75%
<Weapon> Parry	1/2	30%	45%	60%	75%
Rank		1	2	3	4
Wealth		1	2	3	4
Magic		2	3	4	5

7 choices

Optional Skills	Cost	Trained	Skilled	Expert	Master
Musician					
Dance/Troll	1	45%	60%	75%	90%
Play <Instrument>	1[v]	45%	60%	75%	90%
Priestess					
<Cult> Lore	1/2	45%	60%	75%	90%
Custom/Troll	1	60%	75%	90%	100%
Lore <Any>	1[v]	45%	60%	75%	90%
Orate	1	45%	60%	75%	90%
R/W Darktongue	1	45%	60%	75%	90%
Speak Darktongue	1	60%	75%	90%	100%
Speak <Language>	1[v]	45%	60%	75%	90%
Summon	2	45%	60%	75%	90%
Shaman					
Enchant	2	45%	60%	75%	90%
First Aid	1/2	45%	60%	75%	90%
Physician	1	30%	45%	60%	75%
Spirit Combat	1	45%	60%	75%	90%
Spirit Dance	1	45%	60%	75%	90%
Spirit Lore	1	45%	60%	75%	90%
Spirit Sense	1	45%	60%	75%	90%
Spirit Travel	1	45%	60%	75%	90%
Summon	2	45%	60%	75%	90%
Smith					
Craft <Metal>	1	45%	60%	75%	90%
Enchant	2	45%	60%	75%	90%
<*Metal*> Lore	1/2	45%	60%	75%	90%
Sorcerer					
Craft <Substance>	1/2	30%	45%	60%	75%
Enchant	2	45%	60%	75%	90%
Lore <Any>	1[v]	45%	60%	75%	90%
Manipulation <Any>	1[v]	45%	60%	75%	90%
R/W Darktongue	1	45%	60%	75%	90%
R/W <Language>	1[v]	45%	60%	75%	90%
Spell <Low Sorcery>	1/2	45%	60%	75%	90%
Spell <High Sorcery>	1[v]	45%	60%	75%	90%
Sorcery Lore	1	45%	60%	75%	90%
Other					
Sing/Troll	1/2	45%	60%	75%	90%
Taste	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[v]	45%	60%	75%	90%

ELF

Dendro sapiens

Elves are the children of the tree-goddess Aldrya and Old Man, the people of the forest. They resemble humans, but are shorter and slighter, in general resembling local trees. Some even have leaves instead of hair. Their skin is greenish, and their eyes have no pupils or whites, and vary extensively in color, including striking violets and pale greens. Elves exist to guard their forests from intrusion. The types of elf are each related to a type of forest. Green elves live in and tend evergreen woods, yellow elves in jungles, and so on. The elves described here are brown elves, who dwell in the temperate forests of central Genertela and are associated with such trees as oaks, rowans, and alders.

Elves have an ability called Elfsense (or Lifesense), which lets them know the health and vitality of any living creature by touching it. For this reason, elf healers are in great demand.

The statistics given are for both male and female elves.

Characteristics		*Average*	Attributes	*Average*
STR	2D6+2	9	DB	-1
CON	3D6	11	HP	10
SIZ	2D4+4	9	HL	3
INT	3D6+6	17	MV	5
POW	2D6+6	13	Melee SR	5
DEX	3D6+3	15	DEX SR	3
APP	3D6	11		

0 AP Dodge 36 HT I

Weapon	SR	A%	*Damage*	P%	AP
Elf Bow	3	30	1D8	31	8
1H Spear	7	30	1D6 + DB	26	8

Armor—*may wear natural armors of leaves, bark, or leather or* copper armor, *generally ranging from 1 to 4 AP* of protection.

Skills—see professions *table.*

Magic—*almost all elves are initiates of the the Aldrya cult Some* of them *also belong to friendly religions such as Flamal, Yelmalio, or Yelm. Some elves become shamans. Elf sorcerers are unknown.*

ELF		*Trained*	*Skilled*	Expert	Master
Climb	1/2	60%	75%	90%	100%
Dodge	1	30%	45%	60%	75%
Hide	1/2	45%	60%	75%	90%
Sneak	1/2	45%	60%	75%	90%
Bow Attack	1	45%	60%	75%	90%
Rank		1	2	3	4
Wealth		1	2	3	4
Magic		1	2	3	4

8-1/2 choices

Optional Skills	*Cost*	Trained	*Skilled*	Expert	Master
Noble					
Custom/Elf	1	60%	75%	90%	100%
Elf Lore	1	45%	60%	75%	90%
Orate	1	45%	60%	75%	90%
Persuade	1	45%	60%	75%	90%
Speak Aldryami	1	60%	75%	90%	100%
Speak <*Language*>	1/2[V]	30%	45%	60%	75%
Speak Tradetalk	1/2	45%	60%	75%	90%
Shaman					
Ceremony	1	45%	60%	75%	90%
Enchant	2	45%	60%	75%	90%
Lore <Any>	1[V]	45%	60%	75%	90%
Spirit Combat	1	45%	60%	75%	90%
Spirit Dance	1	45%	60%	75%	90%
Spirit Lore	1	45%	60%	75%	90%
Spirit Sense	1	45%	60%	75%	90%
Spirit Travel	1	45%	60%	75%	90%
Summon	2	45%	60%	75%	90%
Tender					
Conceal	1	45%	60%	75%	90%
Craft/Plant Care	1	45%	60%	75%	90%
Craft <Substance>	1	45%	60%	75%	90%
First Aid	1/2	45%	60%	75%	90%
Physician	2	45%	60%	75%	90%
Plant Lore	1	60%	75%	90%	100%
Mineral Lore	1	45%	60%	75%	90%
<Substance> Lore	1/2	45%	60%	75%	90%
Warrior					
Conceal	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
<Weapon> Attack	1	45%	60%	75%	90%
<Weapon> Parry	1	45%	60%	75%	90%
Other					
Cult Skills	1[V]	45%	60%	75%	90%
Custom/Aldryami	1	60%	75%	90%	100%
Elfsense	1	45%	60%	75%	90%
R/W Aldryami	1	45%	60%	75%	90%

DWARF

Lithanthropus mostali

In the time before the world was broken, many wonders were made by Mostal, the Maker. He made many wonders, including the Cosmic Mountain. To help him at his work, he made several races to be his servants, and these races were called Mostali. After the elves killed Mostal, the surviving Mostali made another race to help them fix the world. In order to make the new race quickly, they made them small. These were the dwarfs. Humans believe that the other races of Mostali are extinct, or nearly so, and only the dwarfs remain.

Dwarfs look much like humans, except for their size. They are both stronger and tougher than humans, though. They have a special sense known as Earthsense, which lets them move and work in total darkness underground. They are unusually sensitive to other creatures' body heat, and can sense air currents made when another moves. Earthsense lets them fight at close (10 meters or less) range without penalties in darkness, but cannot be used for normal Scan and Search outside that range. Earthsense Scan and Search are Medium skills for dwarfs.

Dwarfs are the great inventors of Glorantha. Like Mostal, they have made servant races to help them repair the World Machine. These range from giant creatures of living stone (the Jolanti) to timid, fragile tiny creatures called Nilmergs. They also make weapons and tools better than anything humans have made since the God Learners were destroyed. Most feared are their terrible Thundersticks and Disorder Kegs. For information on special dwarven weapons and creatures, see *Elder Secrets* and the *Gloranthan Bestiary.*

Dwarfs are immortal, unless they betray the Way of Mostal. Therefore, many dwarfs will have skills over 200%. Experienced dwarfs may have skills in the thousands, but such rarely interact with humans.

Characteristics		*Average*	*Attributes*	*Average*
STR	4D6	14	DB	0
CON	1D6+12	16	HP	11
SIZ	2D6	7	HL	4
INT	2D6+6	13	MV	4
POW	3D6	11	Melee SR	6
DEX	3D6	11	DEX SR	3

0 AP Dodge 20 HT I

Weapon	SR	A%	Damage	P%	AP
Hammer	8	30	1D8 + DB	30	8
Crossbow	3*	30	1D10	31	8
Md. Shield	8	20	1D4	35	10

Armor—*dwarfs* encountered in the outside world ore *typically heavily* armored, wearing *scale, Chainmail* or *plate armor. Their warrior class, the Iron Dwarfs are rarely encountered, but are deadly opponents, with superlative combat skills, iron armor and weapons, often equipped with exotic dwarf technology such as thundersticks or Disorder kegs.*

Skills—as *humans, but add* Earthsense/Scan and Earthsense/Search with a base chance for success *of 30, and Visual/Scan and Visual/Search at a base chance of 5. Dwarfs are restricted to one profession only.*

Magic—dwarfs use sorcery *appropriate to their tasks.*

DRAGONEWT

Draco sapiens

Dragonewts say that they are the oldest living creatures, existing before even animals. They hatch from the eggs laid by immature dragons, and over ages of development can become true dragons.

A dragonewt is born from an egg, and lives out its life. If it does not stray from the Dragon Path, when it dies it is reborn from its egg, to live out another life. Its physical form changes with each birth, reflecting its spiritual progress. When it finally achieves true mastery, a dragonewt is born from its egg as a True Dragon and flies off to wherever dragons go.

The mind of the dragonewt is not understandable to humans. Their actions and philosophies defy logic. Sometimes they act like humans, sometimes like statues or clockwork machines, and sometimes like characters in an odd, repetitive play. It is impossible for even the greatest scholar of their ways to predict their actions.

In a group of dragonewts, there will usually be one who is assigned to human contact. This individual will learn human languages and customs and try (often failing) to act as humans expect. Some have been surgically altered to speak human words.

Dragonewts advance through stages in their long lives. As they do, the bright colors and patterns of their scales may change, and they change in size and in the thickness of their natural scale armor. They are first born as Scout or Crested dragonewts. After long progression they are reborn as Warrior dragonewts. When a Warrior has progressed sufficiently, it is reborn as a Noble or Tailed Priest. In the fullness of time a Noble is reborn as a Ruler Dragonewt, which spends most of its time in deep meditation, preparing for the day when it will become a True Dragon. Ruler Dragonewts, also known as "Inhuman Kings", are too powerful for ordinary gaming and are not discussed here. For human purposes, dragonewts are sexless, as even a Ruler dragonewt is only a very immature dragon.

The center of dragonewt culture in Glorantha is the Dragon's Eye in Dragon Pass. They are also found in Kralorela, the city of Old Pavis in Prax, and in Ralios, as well as the island of Teleos.

Dragonewts use a form of magic different from any known to most people, Dragon Magic. This is different, philosophically and culturally, from Battle, Divine, or Sorcery magic. When a dragonewt chooses to use a dragon magic effect, it simply happens on SR 1 of that round. No die roll or expenditure of magic points is required. However, using Dragon Magic slows the spiritual development of a dragonewt, so most are reluctant to use it, even preferring to die rather than work Dragon Magic. They are more likely to use magic when they are on an important mission. It is said that the humans of Kralorela can also work Dragon Magic.

Dragonewt Weapons

Dragonewts use weapons different from those of any other Gloranthan race. Treat the Samarin and Chokin as throwing knives, the Klanth as a bastard sword, the Garni as a Main Gauche, and the Utuma as a shortsword, except for variations as given here.

SCOUT DRAGONEWT

Crested dragonewt

Scout dragonewts are small and short-tailed. They are vegetarians, eating leaves and fruit. Older dragonewts train it as a slinger, hunting small animals for its betters. They serves as skirmishers, scouts, and slaves for their elders.

With spiritual development, the tail lengthens and the body enlarges. Most dramatically, more advanced Scouts have longer heads with larger crests and a well-developed beak with strong teeth. After enough time as a Scout, the dragonewt emerges from its egg as a Warrior.

Characteristics		Average	Attributes	Average
STR	2D6	7	DB	-2
CON	3D6	11	HP	9
SIZ	2D6	7	HL	3
INT	4D6	14	MV	9
POW	2D6	7	Melee SR	5
DEX	2D6+9	16	DEX SR	2

1 AP — Dodge 36 — HT I

Weapon	SR	A%	Damage	P%	AP
Samarin	2	30	1D4 + DB/2	NA	NA
Chokin	2	30	1D6 + DB/2	NA	NA
Sling	2	30	1D6	NA	NA
Utuma	7	30	1D6 + DB	35	8

Skills—*Hide 25, Sneak 25, Conceal 25*

Magic—scout dragonewts are the only (non-outcast) dragonewts to use *ordinary magic. However,* they cannot become warriors *until they forget all of their non-dragon magic, so older and more developed ones are less likely to know any magic.*

WARRIOR DRAGONEWT

Beaked dragonewt

Warrior dragonewts have a maximum POW of 21. They take up the klanth and replace the sling with an enormous bow of bone, and often ride a giant birdlike creature known as a demi-bird.

Characteristics		Average	Attributes	Average
STR	2D6+12	19	DB	3
CON	3D6+12	17	HP	18
SIZ	2D6+12	19	HL	6
INT	4D6	14	MV	6
POW	12-14	13	Melee SR	4
DEX	2D6+3	10	DEX SR	3

6 AP — Dodge 70 — HT I

Weapon	SR	A%	Damage	P%	AP
Klanth	6	60	1D8+DB	50	12
Longbow	3	60	1D10	10	6
Samarin	3	90	1D4+DB/2	NA	NA
Chokin	3	90	1D6+ DB/2	NA	NA
RH Utuma	7	30	1D6+ DB	50	8
Utuma	7	90	1D6+ DB	80	8

Skills—Hide 75, Sneak 75, *Conceal 75, Ridel Demi-bird 75*

Magic—*common dragon magic effects for Warrior dragonewts include Dragon Strength, which increases the dragonewt's STR by 50%, firebreath, letting it breathe fire up to a range equal to its POW in meters, and doing 1D10 damage, or Sprout Wings, in which the the dragonewt grows large dragon wings letting it fly with a speed equal three times its MV. If a dragonewt grows wings, use HT III.*

NOBLE DRAGONEWT

Tailed priest

Noble dragonewts usually do not ride demi-birds. Their weapons are almost always of enchanted dragonbone, and they may wear dragonbone armor.

Characteristics		Average	Attributes	Average
STR	2D6+6	13	DB	1
CON	3D6+6	17	HP	15
SIZ	2D6+6	13	HL	5
INT	4D6	14	MV	5
POW	18-20	19	Melee SR	5
DEX	2D6+6	10	DEX SR	3

6 AP — Dodge 90 — HT II

Weapon	SR	A%	Damage	P%	AP
Klanth	7	90	ID8 + DB	90	12
Klanth	8	50	ID8 + DB	60	12
Longbow	3	90	1D10	20	6
Samarin	3	100	ID4 + DB/2	NA	NA
Chokin	3	100	ID6 + DB/2	NA	NA

Skills—*Hide 90, Sneak 90, Conceal 90*

Magic—*common dragon magic effects for Nobles include all the effects used by warriors and Soul Blast, in which the dragonewt engages in a MP vs. POW contest with the target on the Resistance Table. If the attacker wins, the victim loses* 2D6 *MP. If the victim drops to zero MP, it becomes unconscious.*

MOROCANTH

Morocanthus anthropophagus

In the Great Darkness, Waha, son of the Storm Bull, came to save the people of Genert's Garden, changed by chaos into the Wastes. Because there was not enough food for all, he transformed some of the peoples into mindless animals capable of eating the meager plants of the Wastes. The remaining intelligent race would then eat these animals to survive. To decide which peoples would become plant-eaters, Waha's Contest was held. Humans contested against each other type of animal, and in each contest won. Thus humans now herd llamas, bison, sables, and the other herd beasts of Prax. However, in the contest with the morocanth, the humans lost. Humans claim the morocanth cheated in their contest. Morocanth claim that the humans cheated in all the other contests. However, it is indisputable that the morocanth today drive herds of humans across the plains. Though grudgingly, the morocanth are accepted as one of the five Great Tribes of Prax.

Morocanth are physically similar to tapirs. They are naturally nocturnal and have better night vision than humans, although they do not have special senses for darkness. They have an excellent sense of smell. The God Learners wrote that morocanth are tied to the Darkness Rune.

The other tribes of Prax mostly ride their herd beasts, but morocanth are much too large for the strength of the herd men. Instead, they train herd men to perform simple tasks, perform manipulations morocanth claws are poorly suited for, and to fight alongside (or in front of) the morocanth with crude weapons. Morokanth traders are fairly common in the area of Prax and Pavis. Their slavers, who hunt and capture humans, are feared and despised by the nomads of Prax, in part for their willingness to reduce intractable slaves to a herd man with their Waha spells, but do good business with the Lunar conquerors of Prax.

A herd man resembles a normal human (see Creating an Adventurer), except that they have a fixed INT of 8, and can easily digest the sparse vegetation of the Wastes. They use crude weapons, such as clubs, maces or thrown rocks. They learn only the skills they are trained in by their masters. Morokanth priests often awaken a herd man to serve as an ally.

Morocanth do not have hands as useful as those of humans, and do not handle tools well. They are limited in certain skills. Their Manipulation skills may never rise higher than their DEX x5%, plus their Manipulation category modifier. This limit also applies to all weapons skills except natural weapons. Most weapons must be specially adapted to be used by morocanth. To compensate, they have developed a skill like the Martial Arts of Kralorela and Peloria. Morocanthi Martial Arts is useless to humans, and human Martial Arts is useless for morocanth. Like human Martial Arts, morocanth martial arts doubles the damage of its natural weapon attack (claw). Morocanth are incapable of using thrown or missile weapons, including thrown rocks — their shoulders and arms are not capable of the proper motions.

Morocanth normally move on three or four legs (MV = $^{SIZ+DEX}/_{6}$). They can balance on their hind legs to use both hands, but if they do their MV is reduced to 1/3 normal. For this reason morocanth rarely use shields or two-handed weapons.

Characteristics	Average	Attributes	Average
STR 3D6+6	17	DB	2
CON 3D6	11	HP	14
SIZ 3D6+6	17	HL	5
INT 2D6+6	13	MV	6
POW 3D6	11	Melee SR	5
DEX 2D4+3	8	DEX SR	4

3 AP Dodge 15 HT II

Weapon	SR	A%	Damage	P%	AP
Claw	7	35	1D4 + DB	25	3
1H Spear	6	20	1D6 + DB	10	8
1H Mace	6	30	1D8 + DB	15	8

Skills—*base Jump 30, Swim 40, Track 50, Hide 25, Sneak 25. See Professions for developing more experienced Morokanth*

Magic—*morocanth worship the same Praxian gods as the human tribes. May belong to the cults of Waha, Foundchild (hunter), or Storm Bull. Women worship Eiritha the Herd Mother. A sizeable minority follow the Horned Man and become shamans.*

MOROCANTH		Trainee	Skilled	Expert	Master
Hide	1/2	30%	45%	60%	75%
Sneak	1/2	30%	45%	60%	75%
<*Weapon*> Attack	1	45%	60%	75%	90%
<Weapon> Parry	1	45%	60%	75%	90%
<*Weapon*> Attack	1/2	30%	45%	60%	75%
Rank		1	2	3	4
Wealth		1	2	3	4
Magic		1	2	3	4

8-1/2 choices

Optional Skills	*Cost*	*Trained*	*Skilled*	Expert	Master
Herder					
Craft/Butchery	1/2	45%	60%	75%	90%
Craft/Herding	1	45%	60%	75%	90%
First Aid	1/2	45%	60%	75%	90%
Herd Man Lore	1/2	45%	60%	75%	90%
Search	1	45%	60%	75%	90%
Track	1/2	60%	75%	90%	100%
Slaver					
Conceal	1	45%	60%	75%	90%
Craft/Restraints	1	45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Listen	1	45%	60%	75%	90%
Trap	1/2	45%	60%	75%	90%
Track	1/2	60%	75%	90%	100%
Trader					
Bargain	1[V]	45%	60%	75%	90%
Custom <Any>		45%	60%	75%	90%
Evaluate	1	45%	60%	75%	90%
Human Lore	1/2	30%	45%	60%	75%
Orate	1	45%	60%	75%	90%
Persuade	1	45%	60%	75%	90%
R/W <*Language*>	1	45%	60%	75%	90%
Speak <*Language*>	1	45%	60%	75%	90%
Speak Praxian	1	60%	75%	90%	100%
Speak Tradetalk	1/2	45%	60%	75%	90%
Warrior					
Conceal	1	45%	60%	75%	90%
Dodge	2	45%	60%	75%	90%
first Aid	1/2	45%	60%	75%	90%
Martial Arts	2	45%	60%	75%	90%
Scan	1	45%	60%	75%	90%
Track	1/2	60%	75%	90%	100%
<Weapon> Attack	1	45%	60%	75%	90%
<*Weapon*> Parry	1	45%	60%	75%	90%
Other					
Custom/Praxian	1	60%	75%	90%	100%
jump	1/2	45%	60%	75%	90%
Swim	1	45%	60%	75%	90%
If an initiate:					
Cult Skills	1[V]	45%	60%	75%	90%

MAGICAL CREATURES

BASILISK

Viperigallo necatrix

Basilisks are terrifying artificial reptiles, the creations of magicians. Small and covered with grey or green scales, they have four legs and the red "crown" of a rooster. Two bat's wings and twisted black feathers complete its bizarre appearance. Its head is also like a cock's, with the forked tongue of a serpent.

The mere glare of a basilisk is deadly. In combat, it glances at one being each round. If the basilisk overcomes the target in a MP vs. POW struggle, its opponent dies. This costs the basilisk no MP, and it may also attack and defend physically in the same round. The glance penetrates defenses against magic as if it were a divine spell with a variable number of points. On the average, this is equal to the basilisk's POW divided by 3.

Characteristics		Average	Attributes	Average
STR	2D3	4	DB	-3
CON	3D6	11	HP	7
SIZ	1D4	4	HL	2
INT	4	4	MV	3
POW	1D6+6	10	Melee SR	6
DEX	2D6+6	13	DEX SR	3

2 AP — Dodge 30 — HT IV

Weapon	SR	A%	Damage	P%	AP
Glance	1	Auto	Death	NA	NA
Peck	9	100	1D4 + ven.	NA	NA

If the peck penetrates *any armor and damages the foe, venom is injected with POT equal* to *the basilisk's CON. The venom is very fast-acting, and takes effect one melee round after the victim is bitten. Thus, if an adventurer is bitten on strike rank 9, he would be affected on strike rank 9 of the next melee round. Pit* the venom's POT *against the victim's CON on the resistance table. If* the venom wins, the *victim dies. If it fails to overcome the victim's CON, the victim still takes general hit point damage equal to the venom's POT.*

DRAGON, DREAM

Draco pyrifer

Dragons may be the oldest creatures in Glorantha. Some legends speak of the gods, on first coming into existence, meeting dragons already old and wise. Many myths exist of gods combatting dragons, or learning from them. These powerful creatures of fabled age and power are called "True Dragons". Most people are very glad that the True Dragons sleep for centuries at a time and are rarely active. Interaction with True Dragons is far beyond the abilities and desires of mere adventurers.

Just as humans do, Dragons dream in their long sleep. The power of the dragons is so great that even their dreams are immensely powerful by human standards, and can greatly warp and change the world. Scholars know these manifestations as "Dream Dragons", but to most humans they're simply "dragons".

Some Lhankor Mhy scholars speculate that dragons use their dreams as humans do, to play out and contemplate their repressed desires and fantasies. Certainly Dream Dragons vary as much as a man's dreams do, from night to night. Dream Dragons are very diverse. Some are legless ("Serpentine Dragons"). Some have hands much like human hands. Their colors span the rainbow.

The numbers given here are only representative—some Dream Dragons are far beyond these limits.

Characteristics		*Average*	Attributes	Average
STR	4-20D6	41	DB	12
CON	STR/2	20	HP	30
SIZ	4-20D6	41	HL	10
INT	4D6	14	MV	5/15F
POW	4D6	14	Melee SR	4
DEX	3D6	11	DEX SR	3

1D6+3 AP — HT II, IV or VII

Weapon	SR	A%	Damage	P%	AP
Bite	4	100	1D8 + DB	NA	NA
Claw	4	100	1D10 + DB	NA	NA
Breath	4	100	Varies	NA	NA

To *randomly determine SIZ and STR, roll 2D8, add two to the total, then roll that number of* D6.

Magic—Dream Dragons *can know any form of magic humans use, plus others that apparently exist only in the dreams of True Dragons. Or, they might not know any magic at all. If they know any human form of magic, they will typically be masters of it In addition, dream dragons can have special ability, such as injecting venom of POT equal to their POW with a bite, or breathing flame doing damage equal to their DB, or breathing a cloud of poisonous gas that causes those within it* to *suffocate as if in smoke. They have also shown such strange abilities as immunity to all spirit attacks or the ability to pass through walls.*

GARGOYLE

Gargolus laputicus cornutum

Gargoyles are strange creatures, looking much like animated stone statues. When resting, in fact, they are very hard to tell from a statue. When active they are both fast and deadly. Different varieties live in different terrain types (forest, hills, etc.). The variety described here, the Lesser Horned Gargoyle, is a common variety.

Gargoyles are hideously ugly to human eyes.

Characteristics		Average	*Attributes*	Average
STR	1-6D6+12	24	DB	5
CON	3D6	11	HP	12
SIZ	1-6D6	12	HL	4
INT	1D6	4	MV	7/15F
POW	3D6	10	Melee SR	6
DEX	3D6	13	DEX SR	3

6 AP — Dodge 30 — HT III

Weapon	SR	A%	Damage	P%	AP
Claw	9	45	1D4 + DB	30	3
Javelin	3	30	1D8 + DB/2	30	6

To generate *a random gargoyle, roll 1D6, then roll that number of D6 for* the *gargoyle's STR and SIZ*

Gargoyles often use All Out Attacks, especially against lightly-armed opponents, and trust to their rocky skin for protection.

GRIFFIN

Gryphus gryphus

Griffins are sentient flying carnivores with the body of a lion and the head, foreclaws, and wings of a giant eagle. They live in dry areas, deserts and mountainsides, and love horseflesh.

Griffins are found in family groups of up to a dozen members. Their nests are usually in caves or dug into the sides of mountains. They hunt by stooping from the sky, grabbing an animal, and flying away with it while tearing at it with their claws and beak.

Characteristics		Average	Attributes	Average
STR	10D6	35	DB	2
CON	3D6+12	23	HP	29
SIZ	10D6	35	HL	10
INT	2D6+6	13	MV	10/20F
POW	3D6	11	Melee SR	1
DEX	3D6+12	23	DEX SR	1

5 AP — Dodge 45 — HT IV

Weapon	SR	A%	*Damage*	*P%*	AP
Beak	4	70	1D6+ DB	NA	NA
Claw	4	75	1D4+ DB	NA	NA

Magic*—a griffin typically knows its INT in battle magic spells. Many are sun worshippers, initiates of one or more cults of the Yelm pantheon.*

SKELETON

Animated skeletons are not true Undead. They are the creations of powerful magicians, either worshippers of death gods like Zorak Zoran or sorcerers. Skeletons are incomplete creatures, lacking CON, INT, and POW.

Each hit location of a skeleton has 1 AP (or AP equal to the skeleton's damage bonus, whichever is greater), but no hit points. If a blow penetrates the armor protection for a location, that location is shattered. It can be repaired, either with spells like Repair or by using Devise (and some glue and splints). Breaking a skele-

ton does not remove the enchantment—if repaired it becomes animated again. Many magicians put their skeletons in suits of armor to improve their durability.

A skeleton cannot be Incapacitated, rendered Unconscious, or killed. It continues to fight until hacked to bits. It is immune to fatigue. If the abdomen is destroyed, both legs become useless. Destroying the chest causes the skeleton to fragment. Destroying the head of a skeleton removes its function—it no longer "knows" its orders and becomes motionless.

Thrusting or stabbing weapons cannot damage a skeleton, unless they score an impale or critical hit. A skeleton moves as fast as it did in life, but cannot swim or fly (even if it could while alive).

A skeleton's chance to hit or parry with any weapon, and its dodge, are always its DEX x5. Skeletons have no skill category modifiers.

The skeleton below is that of a human. Legend speaks of an Allosaurus skeleton commanded by trolls ....

Characteristics		Average	Attributes	Average
STR	3D6	11	DB	0
SIZ	2D6+6	13	Melee SR	6
DEX	3D6	11	DEX SR	3
MP	3D6	11	MV	5

1 AP (special) Dodge 55 HTI

Weapon	SR	A%	Damage	P%	AP
Sword	7	55	1D8 + DB	55	8

Skeletons may wield any weapon and wear any armor supplied by the owner.

VAMPIRE

Vampires are the nobility of the undead. They are usually human in origin, though any carnivorous or omnivorous species can give rise to a vampire. A vampire appears pale and clammy, and casts no shadow or reflection.

A vampire has twice its former STR and CON, and is no longer susceptible to age or disease. It can see in the dark. It must feed on the blood of sentient beings to sustain itself. It loses one level of fatigue for each night it does not feed. A vampire also loses 1D6 MP a night, just to keep its body running. It must drain MP from others with its touch to regain lost MP, as it has no POW. If it is ever reduced to 0 MP, it lapses into a coma, from which it will not recover without assistance.

A vampire can change at will into mist. In combat, this occurs on the vampire's DEX SR + 3. The items and clothing (and armor) a vampire was buried in will turn into mist along with it, other items willbe left behind. While in mist form, a vampire regenerates 1 HP of damage a round, and is immune to most physical and magical attacks. Damage that would normally kill or cause a vampire to become unconscious simply causes it to assume mist form, where it regenerates. A vampire that is knocked unconscious by a head or chest blow collapses on the ground and cannot turn into mist. It can then be killed (by having a stake driven through its heart and having its head cut off). Most vampires can take on the form of a wolf or bat as well.

Vivamort was the first vampire, and betrayed his trust to release Death into the world. He was cursed for this by Yelm and many of the other gods. As a result, most of the elements can injure vampires.

A vampire cannot regenerate from fire damage, or from damage taken in the daylight. A vampire cannot use its gaze, drain magic points or change into mist or any other form during daylight as well.

Immersion in running water will destroy a vampire. A vampire cannot cross holy water, and contact with holy water will do 1D6 damage to a vampire, from which it cannot regenerate.

A vampire loses 3D6 MP for each day it does not sleep on its grave dirt.

Finally, the Death rune, which Vivamort revealed, has special powers against vampires. A Death rune of any sort can be used (an Attack action in melee) to cause 1D3 points of non regenerable damage to the vampire if the Death rune wielder concentrates and overcomes the vampire's MP with his own. An initiate of a Death rune cult will automatically overcome the vampire, regardless of the vampire's MP.

Characteristics		Average	Attributes	Average
STR	3D6x2	22	DB	2
CON	3D6x2	22	HP	18
SIZ	2D6+6	13	HL	6
INT	2D6+6	13	MV	5
MP	2D6+6	13	Melee SR	5
DEX	3D6	11	DEX SR	3
APP	3D6	11		

0 AP Dodge 75 HT I

Weapon	SR	A%	Damage	P%	AP
Touch	7	75	1D3 + DB[1]	35	3
Bite	6	50	1D3 + DB/2[2]	NA	NA
Gaze	1	Auto	Enthrall[3]	NA	NA

[1] *A* vampire's touch *can drain MP. If the touch attack hits, match* the vamp/re's *MP against* the victim's POW *If the vampire wins, the victim loses 1D4 MP (these are added to* the *vampire's MP). The touch need not penetrate armor for* the effect to occur.

[2] *A vampire's bite also drains blood. If the bite penetrates armor,* the vamp/re *will stay attached, reducing the* victim's *Fatigue Class by one per round. Once the victim's Fatigue Level reaches Incapacitate, the vampire permanently drains a point of STR instead.*

[3] *A vampire's gaze can be used as an attack to Enthrall a victim. An alert victim that attempts to avoid the vampire's gaze succeeds on a POW x5 roll. If the vampire's gaze is met, and the vampire overcome's the victim's POW with his MP,* the victim stands or *slouches helplessly, unable to react to the outside world. This effect wears off after a full* turn. Countermagic or other protective *spells have no effect on a vampire's gaze.*

Skills*—nearly any, often at high levels of competency, particularly with older vampires. Vampires can and do use weapons as well as* attack *unarmed.*

Magic—since vampire's *lack POW, the cannot use battle magic, or sacrifice for divine magic in* the *normal manner. They can and do use sorcery. Vivamort vampires can steal divine magic from others, and may thus have a variety of one use divine magic spells at* their command.

ZOMBIE

Zombies are corpses animated by magic. They cannot speak, but can labor, fight or guard an area for their master.

Their attack skills and DEX based skills are equal to their DEX x5, while their chance to parry is half that. Zombies never dodge.

Zombies cannot die, become unconscious, or be incapacitated, only hacked apart. Hacking a location apart requires doing damage to it equal to 3 times the hit points in that location. Destroying the abdomen in this manner renders both legs useless, destroying the chest paralyzes all the limbs, leaving the zombie to thrash helplessly, and destroying the head deactivates a zombie. Damage locations must be repaired, as with a skeleton.

Impaling weapons do only half damage to zombies. Arrows and quarrels do a maximum of 1 point of damage, unless they impale (special), in which case they do a maximum of 2 points of damage.

The zombie below is that of a human. Troll zombies are common as well, as the cult of Zorak Zoran raises them.

Characteristics		Average	Attributes	Average
STR	3D6x1.5	16	DB	2
STR	3D6x1.5	16	HP	15
SIZ	2D6+6	13	HL	5
DEX	3D6x2/3	7	DEX SR	4
MP	3D6	11	Melee SR	7
			MV	4

0 AP HTI

Weapon	SR	A%	Damage	P%	AP
Maul	9	55	1D8 + DB	55	8

Zombies may *wield any weapon and wear any armor supplied by the owner.*

SPIRITS

Spirits are the mental and spiritual components of living creatures. Physical creatures are generally thought to be a spirit which inhabits a physical body, although the Brithini of the West disagree. Shamans and shamanistic religions often claim that all things have some kind of spirit, even rocks and streams and forest groves. This section discusses those spirits which do not have a permanent body. Such spirits may or may not be able to become Visible and initiate spirit contact.

The natural home of spirits is the Spirit Plane, or some part of the God Plane. Described here are spirits which are either normally found in the Inner World, or which are often summoned there. Shamans can encounter such beings on the Spirit Plane. Spirits vary enormously, and the statistics given here are only a guide.

Spirits can be roughly divided by which characteristics they possess. Some spirits, such as madness spirits, have only POW. Others, such as animal and plant spirits, have POW and fixed INT. Finally, spirits of humans and other intelligent races (including ghosts) and such horrors as wraiths have POW and free INT.

Demon

People call any fearful being from the Other Worlds a "demon". Humans call Darkness spirits "Demon", although they are holy beings to trolls. Usually a demon is something called or summoned from another plane. Some magicians specialize in calling and binding demons. The Red Emperor of the Lunar Empire is famous for being able to both summon at will, and dismiss, demons of the Three-Horn family.

Some beings that might be called demons would be wraiths controlled by a magician, elemental powers with INT and spells, and many others. Almost all sane Gloranthans agree that it is greatly evil to summon Chaos spirits, but some magicians do this.

Demon summoning is not a subject covered in this rulebook.

Elementals

Elementals are spirits descended from the primal elements, or created by a god of an element. They are a type of spirit, which can manifest when in the Inner World by creating a body from the element it is kin to. The five most common types of elemental in Glorantha are gnomes, salamanders, shades, sylphs, and undines, which embody earth, fire, darkness, air, and water.

Elementals are incomplete creatures—even embodied, they lack CON, INT and DEX. Their SIZ is given in cubic meters, rather than points. If a point value is needed, use the elemental's hit points. Without INT, elementals are incapable of independent action. Unless commanded magically, they will simply do what is natural for their element: salamanders will burn flammable objects, undines will flow to the lowest possible spot, gnomes slump into a formless pile, shades flee from light, and sylphs move around in circular or spiral patterns.

To summon an elemental, the magician needs enough of the proper element to create the creature's body. For example, to summon a 1 cubic meter undine would require at least a large tub of water, whereas to summon a 10 cubic meter salamander would require a huge bonfire. Extra quantities of the element do not make the elemental bigger, and if there is not enough of the element present, the summoning fails.

All elementals can be damaged by ordinary physical weapons. Even something as featureless-looking as a flame has a deep, complex structure within it which can be disrupted and destroyed by a blade or club. They have only one hit location, and no armor. When the elemental is reduced to zero hit points, its body reverts to a nonliving state and its spirit returns to the other world, from which it can be summoned again.

Even if an elemental is holding, or completely surrounding, a character, an attack roll must still succeed to damage it.

GNOME

Gnomes are earth-spirits, children of Gata. They must be summoned into dirt or soil, rather than solid rock, and cannot travel through unbroken stone or concrete, although they are at home in rocky soils. A gnome appears to be a disturbance in the soil like the waves made by an earthquake. A moving gnome leaves a trail of turned and disturbed earth behind it. They cannot leave the ground.

Gnomes can open pits in the earth, dig tunnels, and search for buried objects. They can hold the soil in a shape, thus supporting tunnel roofs or resisting digging. Gnomes are perhaps the most useful of the elementals in ordinary life, being especially good at turning the soil for agriculture, uprooting tree trunks, and other such tasks. In war a gnome could undermine fortifications, or dig them.

A gnome can carry an object of SIZ equal to the elemental's STR through the ground at a speed equal to its MV of 1. There is no air underground — a person or animal being carried must suffocate unless some air-supplying magic is used.

A gnome can attack up to 10 SIZ per cubic meter of its volume. It can attack as many foes per round as it wishes, as long as their total SIZ is under the limit (and they are within range).

A gnome attacks by opening a pit beneath the foe or foes. If it engulfs SIZ equal to 10 times its own SIZ in cubic meters, it engulfs the foes legs. If the foes total only 3 times its SIZ, it engulfs their chest and abdomen locations as well. If the foes total only twice the elemental's SIZ, their heads are within the pit as well. In this case, they begin to suffocate in addition to the damage discussed below.

As soon as the victim or victims fall in, the gnome closes up the pit. If the soil is rocky or contains pebbles, the elemental can harm the foe by closing the pit forcefully — this attack doesn't work in soft loam or sand. The gnome does damage equal to its $^{STR}/_{10}$ in dice, plus its damage bonus to each engulfed location of the victim (use STR x 2 to calculate its DB, rather than STR + SIZ) . Roll once and apply that damage to all locations. Armor protects against this attack. This attack can only be made once per engulfed victim—once the pit is closed, the gnome cannot reopen and reclose it.

The gnome's attack pit opens at DEX 20 on SR 1, and closes at DEX 20 on SR 10 of the same round. STR vs. STR fights occur in the DEX SR of the character trying to escape.

The engulfed victim is held in place by the gnome in any case, and can only escape by defeating the elemental in a STR vs. STR contest on the Resistance Table. Note that if the victim's arms are pinned, it cannot attack the gnome physically, or cast battle magic or sorcery.

Gnomes hove the following statistics per meter of SIZ: 1D6+6 of STR, 1D6 of POW, and 2D6+6 HP. All gnomes have a MV of 1, regardless of SIZ.

Three Cubic Meter Gnome

Statistics		Average	Attributes	Average
STR	3D6+18	29	DB	7
SIZ	3 cu. m	3 m^3	MV	1
POW	3D6	11		
HP	6D6+18	39	HT 0	

Its attack does 1D6 + *7* damage.

SALAMANDER

Salamanders are fragments of the primal Fire, children of Aether. They must be summoned into an existing fire, but once summoned can move freely through the Air without fuel. However, Water or Earth can douse them, just as it can ordinary flame. A salamander appears as a blazing lizardlike creature made of flame.

A salamander's touch will ignite any

flammable material. Salamanders can, given time, melt metals. They can consume ordinary fires (but not magical ones). The living flame appears to suck up the lesser one, taking 1D6 damage for each cubic meter of ordinary fire consumed.

Salamanders all have a Move score of 6. They move at the same speed along the ground, or in the Air.

In combat against material foes, a salamander engulfs them in its fiery body. A salamander can attack foes with a total SIZ equal to or less than 10 times the salamander's SIZ in cubic meters. Thus a three cubic meter salamander can attack one 30 SIZ great troll, or three SIZ 10 elves.

In SR 10 (DEX 20) of each round in which a creature is engulfed in flame roll 3D6 and match it against the creature's best armor (that is, the AP of the best armored location on the creature) on the resistance table. If the damage from the 3D6 overcomes the armor, the victim takes all the rolled damage to his general hit points immediately. If the armor wins, the victim takes half of the rolled damage. If the victim is too big too engulf, use only 1D6. Damage bonus does not modify this attack.

Salamanders have the following statistics per cubic meter of SIZ: 1D6 STR, 1D6 POW, and 2D6 hit points. All salamanders have a MV of 6, regardless of SIZ..

Three Cubic Meter Salamander

Statistics		Average	Attributes	Average
STR	3D6	11	DB	0
SIZ	3 cu. m	3 m^3	MV	6
POW	3D6	11		
HP	6D6	21	HT 0	

Its attack does 3D6 damage.

SHADE

Shades are spirits of darkness, the offspring of Subere and Dehore. They must be summoned into unrelieved darkness, in which not even the glimmer of a faint star can be seen. Once formed, they appear as formless blobs of darkness which can move about, even in daylight. Only light stronger than that of the Sun can even be seen through a shade. They are freezing cold as well.

Shades can put out fires and douse small lights, such as lanterns and candles. Anyone wholly within a shade is both blind and deaf, and the icy temperatures of a shade blunt the sense of smell. Shades block not only vision, but troll Darksense and dwarf Earthsense as well. This is the nature of a shade, and the shade cannot refuse to block senses.

Shades can attack anyone they partially engulf with Fearshock once per full turn (see the Shade Fearshock Table). Match the shade's magic points against the victim's CON on the resistance table. Unconscious beings, or those with no INT score, are immune to Fearshock.

Fearshock attacks happen on SR 1 (at DEX 20) of the round that the shade touches the victim. If the victim is already engulfed, the attack also occurs in SR 1.

Also, shades are intensely cold. For each cubic meter of its volume, a shade can completely swallow up 10 SIZ of victims. Each round a being is engulfed by a shade, it takes 1 point of freezing damage to a random location. Neither armor, nor protective winter clothing, nor magical protections against weapons damage protect against this supernatural cold. Spells that protect against cold or darkness specifically, or natural armor which is fat under the skin, may protect against it at the gamemaster's discretion.

Cold damage occurs in SR 10 (DEX 20) of each round the creature is engulfed.

Shades may combine both Fearshock and cold attacks in the same round, and may attack as many victims as their SIZ lets them engulf.

For each cubic meter of SIZ, a shade has 1D6 STR, 1D6 POW, and 1D6 hit points. Shades MV is always 12. They can either move along the ground or fly.

Three Cubic Meter Shade

Statistics		Average	Attributes	Average
STR	3D6	11	DB	0
SIZ	3 cu. m	3 m^3	MV	12
POW	3D6	11		
HP	3D6	11	HT 0	

It attacks with Fearshock and I point of cold damage.

Shade Fearshock Table

Critical Success—victim instantly dies

Special Success—victim must roll CON x 5% or less, or die. Surviving victims collapse and are Incapacitated for 20-CON melee rounds, minimum one round. The victim is not entitled to roll vs. his CON to fight on heroically.

Normal Success—victim is demoralized (as if by the Battle Magic spell). The effect lasts for 20-CON melee rounds, minimum one round.

Failure—no effect on beings with normal INT. Fixed INT creatures are demoralized as above.

Fumble—victim is unaffected.

SYLPH

Sylphs are the active forces of the Air, also known as the children of Kolat, one of Orlanth's family. They are the little brothers of the Winds. A sylph looks like a small whirlwind, storm cloud, or dust devil. Their volume is not fixed, and their SIZ score mainly is used to determine their damage.

Sylphs can carry objects or people with total SIZ up to the sylph's STR. It can cause a breeze or gust of wind, but only in a very small area. This is a very useful ability for the motivation of sailing ships.

Sylphs attack physical beings by picking them up and dropping them. As above, they can lift total SIZ equal to or less than their STR. The victims are lifted and dropped 2 meters for every cubic meter of the sylph's SIZ. Falling damage is usually 1D6 per 3 meters fallen. See "The Natural World" for more information on falling damage. Damage bonus does not add to this attack.

It is normally impossible to dodge or parry a sylph's lifting attack. A victim can attempt to resist being lifted, pitting his STR against the sylph's on the resistance table. Instead, he may try to attack the sylph and destroy it. Sylph's lifting and dropping attacks take place on SR 10 of a round.

for each cubic meter of their SIZ, sylphs have 2D6 STR, 1D6 POW, and 1D6 hit points. Sylphs always have a MV of 20.

Three Cubic Meter Sylph

Statistics		Average	Attributes	Average
STR	6D6	21	DB	4
SIZ	3 cu. m	3 m^3	MV	20
POW	3D6	11		
HP	3D6	11	HT 0	

It drops its foes 6 m, doing 2D6 of falling damage (see the Natural World).

UNDINE

Undines are shreds of Zaramaka, tiny pieces of the water's vitality. In water, they are nearly undetectable to a land creature's senses, looking like a ripple or current. If ordered onto land, they flow over it like blobs of quicksilver.

An undine can be summoned into salt or fresh water, or into any liquid that is largely water, such as wine, beer, milk, or urine. They can purify the water they animate, removing particles or liquids that do not merge with water, such as oil. They cannot remove substances that dissolve, like salt, or liquids that mix with water, such as vinegar or alcohol.

Undines can carry objects (including people) through the water. It can carry SIZ points up to its own STR. If directed to, it will hold part of the object out of the water (allowing living creatures to breathe air). Undines can also push boats and ships through the water.

An undine attacks on land by engulfing foes and forcing itself into their lungs. Use the normal drowning rules, but start the victim at CON x3 rolls. Undine drowning causes 1D8 damage.

Underwater, an undine can smash foes against the bottom. The damage taken (for a rocky but smooth bottom) is 1D6 per cubic meter of undine. This should be

modified by the gamemaster to reflect the nature of the bottom, i.e. sand would do less damage, sharp coral more. Victims can resist being smashed by rolling their STR vs. the undine's on the Resistance Table. If the undine attacks multiple victims, it must divide its STR among them.

Undines can suffocate water-breathing creatures, by preventing the normal circulation of water past their gills. This works as above for air breathers, but the CON rolls start at CON x 10.

Undines must always engulf their foes before attacking them. An undine can engulf 10 SIZ points of foe per 1 cubic meter of its SIZ. All undine attack forms take place on SR 10 of the melee round. An undine cannot suffocate and smash in the same round.

For each cubic meter *of SIZ, an undine has 2D6 STR, 1*D6 POW, *and 1D6+6 hit points. An undine's MV is 12 in water, and 4 when flowing across the ground.*

Three Cubic Meter Undine

Statistics		*Average*	Attributes	Average
STR	6D6	21	DB	4
SIZ	3 cu. m	3 m^3	MV	4/12[W]
POW	3D6	11		
HP	3D6+18	29	HT 0	

Its attack causes asphyxiation.

GHOSTS

Ghosts are the spirits of the dead, trapped in the world of the living. They can be created either when an evil magician binds the soul of a victim using enchantment, or if their death was so traumatic that they are trapped in its area and cannot move on to their proper afterlife. They are always either bound into enchantments, or trapped in a particular place. Ghosts have only INT and POW.

Ghosts can become visible at will and attack in spirit combat. If they reduce their foe to zero magic points they will possess its body. Ghosts created by tragic deaths often cause the new body to commit suicide or attack their friends. Ghosts possessing a body often retain the skills they had in life—see Possession in "Spirit Magic". Even possessing a body, ghosts cannot leave an area if they are trapped in it.

Characteristics		Average	Attributes	Average
INT	2D6+6	13	MV	14
POW	4D6	14	(equal to POW)	

This is a human ghost. Elf ghosts would have INT 3D6+6, and ghosts of other creatures would match what they had in life.

***Skills**—ghosts retain most of the Communication, Knowledge, Reasoning and Magic skills they had in life. They gain Spirit Sense and Spirit Speech (at POW x3 or better).*

***Magic**—*ghosts have whatever magic they had *in life. The* most *terrifying of such* spirits *would be shamans who have refused to move on to the Other Side, and would have a fetch.*

MADNESS SPIRITS

The God Learners thought that madness spirits were created from the energies released by intelligent beings feeling great passions. The most powerful may come from the passions of the gods. Madness spirits attack without becoming visible, and the victim must roll INT x1 or less to notice the spirit's attack. He may roll once per madness attack. If the victim notices the attack, he may fight back in spirit combat and attempt to reduce the magic points of the madness spirit.

The madness spirit does not attack in normal spirit combat. Instead, it uses its magic points to attack against the victim's POW on the Resistance Table. If it scores a special success, it immediately possesses the victim covertly. Possessed victims are dominated by the passion that the spirit incarnates, until the possessing spirit is exorcised.

A typical madness spirit has a POW of 3D6. Two common madness spirits are described below.

Fear—those possessed by fear spirits are *Demoralized* (see the Battle Magic spell) until it is exorcised.

Rage—if possessed by a rage spirit, a person is always *Fanatical* (see the Battle Magic spell) until it is exorcised. In stress situations, and always at least once per day, the spirit matches its magic points against the victim's POW on the Resistance Table. If the spirit wins, the victim becomes Berserk (see the Divine Magic spell). Worshippers of Zorak Zoran and Storm Bull find this attractive, and often deliberately invite rage spirits to possess them.

Nymph

Nymphs are the spirits of places, or natural features. They can create and inhabit female bodies at will. They are incapable of initiating spirit combat, and can only cast magic when embodied. If a nymph is reduced to zero hit points while embodied, it is forced to the spirit plane. However, unless the place or thing it personifies is destroyed, it will eventually generate a new body.

There are as many types of nymph as there are types of natural feature. Three of the commonest will be described here: dryads, who personify forests; naiads, who personify streams and ponds, and oreads, who personify hills.

Nymphs vary tremendously in power and personality. Some are friendly to humans, others malignant. Most nymphs ignore humans. Very powerful nymphs are sometimes worshipped as goddesses.

DRYAD

Dryads are the spirits of the forest, daughters of the goddess Aldrya. In a way not understood by humans, dryads are the spirits of certain trees. The dryad seems to step out of "her" tree when she forms her body, and when the tree dies, the dryad moves on to the Other Side.

Dryads and elves work together in cooperation for the defense and prosperity of their forest. Many elf males mate with dryads. Dryads often distrust and dislike humans, who they think of as loggers ("tree murderers") and burners. Like elves, they fear and hate trolls and dwarfs.

Dryads cannot leave their grove of trees. If forced to, their body will dissolve and the spirit will reenter its tree.

Characteristics		Average	Attributes	Average
STR	2D6	7	DB	-1
CON	3D6	11	HP	11
SIZ	2D6+3	10	HL	4
INT	3D6+3	14	MV	5
POW	2D6+16	23	Melee SR	5
DEX	4D6	14	DEX SR	3
APP	2D6+12	19		

0 AP Dodge 30 HT I

Dryads do not fight with weapons, if forced into combat, they use magic.

***Magic**—all dryads are automatically members of the Aldrya cult They generally know their full INT worth of Battle Magic, including Heal and Second Sight They may also know Divine Magic.*

NAIAD

Naiads are water spirits, descended from Zaramaka the First Ocean. Naiads inhabit almost any kind of natural water, from tiny ponds to great rivers. Their power is usually related to the size of the water they inhabit. The spirit of a tiny rivulet is likely to be much weaker than the spirit of a large lake.

Naiads forming their body seem to condense from a mist over the surface of their water. For every 10 meters a naiad travels from her water, she loses 1 magic point. They only regain magic points when immersed in their water.

Some naiads are friendly to humans, others hostile. Often flowing stream and open water nymphs will be friendlier than stagnant water or swamp nymphs.

Characteristics		Average	Attributes	Average
STR	4D6	14	DB	-1
CON	3D6	11	HP	10
SIZ	2D6+2	9	HL	3
INT	3D6+6	17	MV	5
POW	2D6+18	25	Melee SR	5
DEX	4D6	14	DEX SR	3
APP	2D6+12	19		

0 AP Dodge 90 HT I

Weapon	SR	A%	Damage	P%	AP
Whip	3	40	1D4 + DB/2	30	8

A naiad's whip is actually a jet of water, and cannot entangle.

***Magic**—usually have full INT worth of spirit magic, often including Healing, Extinguish, Shimmer. They may have water powers equivalent to Divine Magic from water-related religions, especially if they are associated with a river cult.*

Naiads may transform themselves into undines at will. Their SIZ would then be 1 cubic meter per magic point expended. There must be enough water available for this transformation. If the undine is destroyed, the naiad is dispersed as if her normal body had been reduced to zero hit points.

OREADS

Oreads are mountain spirits, related to the Earth gods. A nymph may be coupled to a particular valley, meadow, or hill. They lose one magic point for each 20 meters they travel away from their site, and can only regenerate magic points within it.

Characteristics	Average	Attributes	Average
STR 2D6	7	DB	-1
CON 3D6	11	HP	10
SIZ 2D6+2	9	HL	3
INT 3D6+3	14	MV	5
POW 2D6+16	23	Melee SR	4
DEX 3D6+6	17	DEX SR	2
APP 2D6+10	17		

0 AP Dodge 45 HTI

Weapon	SR	A%	Damage	P%	AP
Brawl	7	40	1D3 + DB	30	3

***Skills**—Climb 90, Jump 90, Conceal 90, Hide 90*

***Magic**—Oreads have spirit magic equal to their INT. They may have powers similar to Earth or mountain related Divine Magic.*

SPELL SPIRIT

Spell Spirits have only INT and POW. Their INT is fixed, and is always just enough to know one Battle Magic spell. The Jrusteli believed that spell spirits were created when the powerful beings of the God Time used magic.

Spell spirits cannot initiate spirit combat unless Commanded or Controlled and ordered to. If a spell spirit is reduced to zero magic points in spirit combat, the knowledge of its spell is passed from it to the one who defeated it (subject to INT limitation). Shaman's claim that the victor consumes the spell spirit. If the spell spirit defeats another in spirit combat, it possesses the opponent. Since spell spirits are incapable of action, the body then becomes comatose, remaining immobile until the spirit is exorcised.

Shaman hunt the spell spirits that reside on the Spirit Plane. The larger or more unusual the spell spirit, the longer it takes to find it (see Spirit Magic for details).

Divine religions have ritualized the spell-learning process, making it less dangerous to learn cult spells (see Spellteaching in Divine Magic).

Legend speaks of spell spirits that know unusual spells, or divine magic or sorcery spells, but reliable reports of them are rare.

A spell spirit's INT is fixed, and equal to the size of the spell it knows. It has 1D6 POW per point of spell, and a MV equal to its POW.

WRAITH

A wraith is a type of undead ghost. Wraiths form when someone's emotions at death are overwhelming hatred and frustration, and are created by certain evil magicians. They hate all living things. They look like rotted, skeletal spirits, and those in their presence often feel chilled or smell putrid odors. They are found in the Spirit Plane, and also in ruins, abandoned buildings, and similar spots. Like ghosts, they are often bound to the site of their deaths.

Wraiths can only be damaged by magic. If a sword with Damage Boosting 4 or Bladesharp 4 strikes a wraith, it will suffer 4 points of damage. Fireblades would do 3D6 to wraiths. Trues Weapon spells damage wraiths normally. If a wraith is reduced to zero hit points or magic points, it destroyed forever.

Wraiths are completely immune to emotion-affecting magic such as Demoralize, Cast Confusion, and Fear.

There are three types of wraith. One attacks against STR, one against CON, and the last against INT. A wraith matches its current magic points against the target's characteristic by touching him with its spectral hand. If it overcomes the foes STR, CON, or INT with its magic points, the target takes 1D6 hit points of damage to the location struck, ignoring armor or magical damage resistance. Spirit Block or Spirit Screen add to the affected characteristic to help resist this attack.

If the wraith is attacking a helpless target (sleeping, unconscious, or incapacitated) then the wraith can choose to reduce the victim's STR, INT, or CON by 1D6 points instead of doing hit point damage. Each characteristic point lost by the victim raises the wraith's magic points by 1.

A wraith's attacks always take place at DEX 20 on SR 1.

Characteristics	Average	Attributes	Average
INT 2D6+6	13	MV	14
MP 4D6	14	(equal to MP)	
CON 6D10	33	HP	33
		(equal to CON)	
			HL 0

CREATURES

Most animals will not attack outright unless attack trained or provoked. Some are territorial, and will attack to defend their territory. In combat, animals with Dodge skill will typically Attack and Defend, while those lacking Dodge skill will All Out Attack or Attack Only.

Riding Beasts

Creature	STR	CON	SIZ	INT	POW	DEX	MV	AP	HP	HL	HT	DB	Attack	SR	A%	Damage
Bison	3D6+30	3D6+9	3D6+30	4	3D6	2D6	16	4	30	10	11	12	Butt	7	50	2D4+DB/2
Bos praxus	41	20	41	4	11	7							Charge	7	50	2D4 + DB
These resemble the North American bison, and travel in great herds numbering up to 10,000 animals. They are found in Prax, the Wastes, and Pent. A bison can only trample a fallen target.													Trample	7	75	4D4 + I
Demi-bird	4D6+18	2D6+6	4D6+12	3	3D6	3D6+6	15	3	20	7	1	7	Peck	5	45	1D8+DB/2
Aepyornts draconis	32	13	26	3	11	17							Kick	5	45	1D6+ DB
Feathered, beaked bird like creatures with solid bones and vestigial arms. They are the mounts of the dragonewts.																
High Llama	3D6+24	2D6+9	3D6+30	4	3D6	3D6	16	3	27	9	11	11	Kick	6	60	1D6 + DB
Alticomelus *llama*	35	16	41	4	11								Rear & Plunge	6	30	2D6 + DB
The alticamelus looks much like across between a giraffe and a camel. They travel the Wastes and Prax in small herds. High llamas are so tall that their riders roll 1D10+10 when striking at other kinds of mounted foes. They can only use melee weapons of SR 0 or 1 (or missiles) when attacking footmen (and vice versa).																
Horse	4D6+18	3D6	4D6+I8	4	3D6	2D6+6	15	1	21	7	11	8	Bite	6	45	1D6
Equus caballus	32	11	32	4	11	13							Kick	6	30	1D6+ DB
This represents a typical horse or zebra. A wide variety exist. Warhorses are attack trained, and have higher levels of attack skills. A horse can only trample a fallen target.													Rear& Plunge	6	15	2D4 + DB
													Trample	6	75	4D4 + DB
Impala	1D6+12	3D6	1D6+I2	4	3D6	2D6+6	10	0	13	4	11	2	Butt	7	30	1D6+DB
Aepyceros *gigans*	16	11	16	4	11	13							Kick	7	30	1D4+ DB
Impala are small antelopes, mounts of a tribe of pygmies in Prax. They travel in herds of 20-100. They can leap up to their MV score in a single bound, and kick while running away. They typically have skills of Dodge 50, Jump 90, and Smell 50.																
Mule	3D6+18	3D6	2D6+18	4	3D6	2D6+6	10	1	18	6	11	6	Bite	6	40	1D4
Hybridus issaries	29	11	25	4	11	13							Kick	6	30	1D6+DB
Mules are the pack animals of the Issaries trader cult. The Lunar Etyries cult uses burros, which are similar, but have SIZ 3D6+12 and CON 2D6+6																
Rhinoceros	5D6+18	3D6+16	5D6+24	4	3D6	2D6+I	11	6	34	11	11	11	Butt	6	60	2D6+DB/2
Rhino praxus	36	27	42	4	11	8							Charge	6	60	2D6 + DB
Rhinos are solitary creatures that wander Prax and the Wastes. They are the mounts of the Rhino Riders of Prax. Rhinos are very nearsighted, but have a keen sense of smell. They are very irritable and likely to charge anything unusual that comes near them.																
Sable Antelope	3D6+12	2D6+6	4D6+12	4	3D6	3D6	12	2	20	7	11	3	Butt	6	45	1D6+DB/2
Hippotragus niger	23	13	26	4	11	11							Charge	6	45	1D6+ DB
The Sable wander the plains of Prax, the Wastes and Hungry Plateau of Peloria in herds of 100-500.													Kick	6	45	1D4 +DB

Domestic Beasts

Creature	STR	CON	SIZ	INT	POW	DEX	MV	AP	HP	HL	HT	DB	Attack	SR	A%	Damage
Beetle. Ham	1D6	2D6	1D6	2	1D6+2	3D6	3	/	6	F2	60	6	-2	Bite	9	25	1D3
Carabus	4	7	4	2	6	11										
Large flying herbivorous beetles the size of a ham. They are raised in flocks by trolls. Some are trained as watch beetles or awakened as allies.																
Cattle	4D6+24	2D6+9	4D6+24	4	2D6	2D6	15	3	27	9	11	11	Charge	7	35	*2D4*+ DB
Bostourus	38	16	38	4	7	7							Trample	7	75	4D4 + DB
A typical bull. Cows have 1D6 less STR and SIZ. Bulls are more prone to attack They can only trample a fallen foe.																
Dog, Hunting	2D6	3D6	2D4	5	1D6+6	2D6+6	6	0	8	3	11	-2	Bite	9	35	1D6+ DB
Conis *familiaris*	7	11	5	5	10	13										
A typical domestic or wild dog. Wild dogs hunt in packs. A wide variety exist Skills include Dodge 35% and Track 75%.																
Dog, Fighting	3D6	2D6+6	2D6	5	3D6	2D6+6	7	1	10	3	11	-1	Bite	9	50	1D8+ DB
Canis	11	13	7	5	11	13										
A typical fighting dog or small war dog. A typical one has Dodge 50%. For a large war dog, use the statistics for a wolf.																
Hawk	1D3	2D4	1D2	3	2D6	3D6+18	1/15F	0	4	4	0	-4	Claw	6	50	1D2
Vrimakus	2	5	2	3	7	29							Bite	6	35	1D3
Predacious birds, often trained for hunting or used as Fire/Sky cult allies. They can typically Dodge at 100% and Scan at 90%. Also eagles, falcons, etc.																

Wild Beasts

Creature	STR	CON	SIZ	INT	POW	DEX	MV	AP	HP	HL	HT	DB	Attack	SR	A%	Damage
Allosaur	6D6+32	4D6+2I	4D6+32	3	2D6+6	2D6+9	21	8	41	14	V	15	Bite	5	50	2D6 + DB
Allosaurus	53	35	46	3	13	16							Kick	5	60	1D6+ DB
Vicious predators, they are not averse to hunting and eating creatures as small as humans. If prey is abundant, they may hunt in pairs or packs.																
Ant, Giant	4D6	3D6+6	2D6	2	1D6+4	2D6+6	7	4	12	4	VI	0	Bite	9	40	1D10+ DB
Formicdae	14	17	7	2	8	13							Spray Acid	3	40	2D6 acid
A wide variety exist. Some species have specialized warriors. A species will generally either spray acid or sting, not both.													or Sting	9	40	1D6+ DB +
They live in colonies, guarding one or more (depending on the species) queen ants. Some species possess a group mind—individually unintelligent, the colony as a whole is intelligent—generally the larger the colony, the more intelligent the group mind.																1D6 poison
Bear	3D6+15	2D6+6	3D6+15	5	3D6	3D6	12	3	19	6	11	6	Bite	6	30	1D8 +DB/2
Ursus arctos	26	13	26	5		11			11				Claw	6	45	1D6+ DB
Bears are solitary creatures. They typically prey on deer, cattle or sheep. Males are more aggressive than females, except for females defending their young.																
Beetle, Giant	2D6+12	3D6+6	3D6+6	2	1D6+6	2D6+6	10	6	17	6	VI	3	Bite	7	50	1D10+ DB
Carabus	19	17	17	2	10	13										
Typical of a large predatory beetle, or of one of the guard beetles trained by trolls to act as guards. A typical giant beetle has Scan 50 and Track 30.																
Brontosaur	4D10+40	2D10+30	4D10+50	3	1D6+8	1D6	15	12	56	19	V	22	Tail Lash	8	60	ID6 +DB/2
Apotosourus	62	41	72	3	12	4							Trample	8	75	4D6 + DB
Unaggressive giant herbivores. They graze on forests, and often wallow in lakes and rivers. They can trample anything with SIZ less than 1/3 the brontosaur's SIZ																
Cliff Toad	12D6	6D6	12D6	2	3D6	3D6	9	6	32	11	11	12	Tongue	3	45	1D6+DB/2
Megabufo hippovorax	42	21	42	2	11	11							Swallow	3	80	1 acid
Gigantic amphibious predators that will just as happily swallow a horse as its rider. They are grey and rough looking, blending in well													Kick	6	30	1D6 + DB
with rocks and cliffs (Hide in Rocks 90). The specimen described is a large one (STR and SIZ varies from 2 to 12 D6, with AP equal to half the toad's DB. Their tongues have a range of 1 m per D6 of SIZ, and are sticky. It will attempt to swallow anything hit by its tongue (it can swallow up to its SIZ). If it fails to swallow a victim it keeps trying (while out. the tongue can be attacked, with HP as a limb). Swallowed victims are immobilized, and can only use divine magic, divine intervention, or hope for rescue as they dissolved. Cliff toads kick opponents too large or too dangerous to swallow.																
Crocodile	4D6+12	3D6+8	4D6+12	3	3D6	2D6	6/11[5]	5	22	7	11	6	Bite	7	50	1D8+ DB
Crocodylus porosus	26	19	26	3	11	7							Tail Lash	7	30	1D6+DB
Swamp and river dwelling predators. A number inhabit the River of Cradles in Prax. Much larger ones exist, with up to twice the STR, SIZ, CON and AP.																
Insect Swarm													Swarm	IO	Auto.	Stings
An insect swarm will deliver I to IO dice (D6s) of stings every round to each victim it envelops. The number of dice depends on the swarm's ferocity and size. Armor or medium clothing subtracts 1 from each die rolled, heavy clothing subtracts 2 from each die rolled, improvised muffling subtracts 3 from each die rolled, beekeeping gear subtracts 4 from each die rolled, and protective spells subtract I from each die rolled for every 3 AP they grant (this adds to clothing/armor protection). Keep track of the total number of stings received by each victim, and 1D6 hours after the last sting was received, divide the total number of stings received by a number ranging from 20 (bees or yellowjackets) to 5 (bulldog ants). This final number yields the POT of the poison attack that is then matched against the victim's CON (see Poisons in the Natural World for more details).																
Rat Pack							6/3[s]	01	1	0	NA		Pack Attack	10	30	1D3
This represents a pack of 2D6 rats. In general, killing I or 2 members of a pack (each with I HP) will drive the pack away. A single rat pack poses little hazard to an adventurer. However, a number of packs attacking at once can pose a serious hazard.																
Rock Lizard	2D6+6	2D6+6	4D6	2	2D6	2D6+3	8	3	14	5	V	1	Claw	8	40	1D6 + DB
Megosourus *vanium*	13	13	14	2	7	IO							Bite	8	40	1D8 + DB
Slow, stupid predators and scavengers, found in hills, caves and ruins. They bask in groups each morning. It attacks with claws until one hits, then bites as well.																
Rubble Runner	1D6	3D6	1D4	4	1D6+6	2D6+6	5	2	7	2	11	-3	Bite	9	30	1D6
Pavicursorrudi	4	11	3	4	10	13							Afterbite	3	Auto	1D6
An armored hybrid of rat, shark and armadillo. Rubble Runners are always hungry, and run in packs. They inhabit caves and ruins. If they bite successfully, they continue to hold on, doing damage each round on their DEX SR. Roll for each new attack, but only a critical or fumble will affect damage done. Dodge 30.																
Shadowcat	2D6	2D6+6	1D6	5	2D6+12	3D6+12	9	0	9	3	11	-2	Claw	8	50	1D6 + DB
Alynx	7	13	4	5	19	23							Bite	8	40	1D6+DB/2
Dark colored felines native to the mountains of Dragon Pass. They are sacred to the Orlanthi, who often use them as											Rip	8	80	2D6 + DB		
awakened allies. They rip only after landing two claw hits. Typical skills include Dodge 75 and Stealth 100.																
Snake. Constrictor	3D6+24	3D6+18	3D6+18	3	2D6+6	2D6+6	5/6[5]	2	29	10	VII	8	Bite	6	60	1D3+DB/2
Python *Gor*	35	29	29	3	13	13							Constrict	6	45	1D6 + DB
Typical of the snakes sacred to the Earth cults. Even larger ones exists. The one described here is 7 meters long.													Constriction	3	Auto	1D6 + DB
A constriction attack will automatically do damage to the victim's chest. Once a constriction attack lands, it will do damage each subsequent round at the snake's DEX SR. Only chest armor protects, and the victim beings to asphyxiate (see the Natural World). The victim can try to match STR vs. STR (an Attack action) to remove the snake. A typical constrictor's skills include Climb 90, Dodge 60. and Stealth 75. Some Earth cult snakes may be sentient with INT 2D6+6. Such snakes may know cult and divine magic and other skills as well, including language skills (at least Earthtongue).																
Wolf	2D6+6	3D6	2D6+3	5	3D6	2D6+10	9	2	11	4	11	0	Bite	7	30	1D8 +DB/2
Canis lupus	13	11	10	5	11	17										
Wolves inhabit forests and mountains, typically hunting in packs ranging from 10 to 40 members. They do not attack humans unless starving or provoked. Dodge 45 and Track 75.																

CHAOS

When the Unholy Trio performed their mad ritual, they broke the nature of Glorantha, admitting seeping chaos which corrupts both the objects and the structure of the cosmos. Chaos threats include obvious oozing, destroying monsters like gorp, and more subtle beings which corrupt society, like Krarsht. Hardest for humans to understand are those which corrupt the philosophies, laws, and principles that make up the universe — beings like Wakboth and Gbaji. This section describes creatures whose nature is obviously chaotic, but chaos is both more subtle and more all-embracing than they might indicate.

Chaos-linked creatures are, as one might expect, very diverse and different from each other. Some, such as broos, are so imbued with the chaos taint that their very existence violates the Law, and they may have abilities that are not only odd for broos, but impossible or ludicrous. It is the nature of chaos to break down the barriers between opposites, including "possible" and "impossible". If a creature's description says that it has "chaos features", roll on the "Chaotic Features for Chaotic Creatures" table, or invent your own. Some creatures, although linked to chaos, do not ordinarily have chaos features.

Chaos represents the destruction of the world. Almost every race and civilization that is not chaotic agrees that chaos is the ultimate evil.

BROO

Capricephalus chaos

Broos resemble satyrs, having humanlike bodies with the heads of animals. However, their heads are those of many different animals, including deer, antelope, and goats. They are usually horned. Broos are foul chaos hybrids, universally destructive and rapacious. They worship disease and rape gods, build nothing but ruin much, and are perhaps the most hated race in Glorantha.

At least 90% of broos are male, but they can father children on almost any animal. Broos are a mongrel race. Broos are immune to all diseases and poisons, and there is a 50% chance that a broo is carrying an infectious disease on its person and possessions. Their greatest pleasures are torture and rape. A common broo trick is to foul money or jewelry with their secretions, then leave it where others will find it and become infected.

There are two broo "cultures". Broos which are born and develop in isolation from other broos are called "feral" broos. These creatures may not speak any language, and will know no magic. They will have only the crudest of tools and weapons. Broos which are raised in a band of other broos will have language skills and will likely know some magic. More detail is available in *Elder Secrets.*

Characteristics	*Average*	Attributes	Average
STR 2D6+6	13	DB	1
CON 1D6+12	16	HP	16
SIZ 1D6+12	16	HL	5
INT 2D6+6	13	MV	6
POW 3D6	11	Melee SR	4
DEX 3D6	11	DEX SR	3
APP 2D6	7		

0/3 (Head) AP — Dodge 20 — HT I

Weapon	SR	*A%*	Damage	P%	AP
Headbutt	7	45	1D4 + DB	NA	NA
1H Spear	6	30	1D6 + DB	25	6
Club	6	40	1D8 + DB	25	8
Md. Shield	7	15	1D4+ DB	30	IO

Magic—*wild broos know* no *magic. Feral broos may be shamans, and/or worship chaos gods such as Malia and Thed.*

A broo has a chaos feature on a roll of POW x 3% or *less.*

DRAGONSNAIL

Ampullaria polyceps

Descendants of ordinary pond snails, these mutated animals are now enormous in size and can eat almost anything, although they prefer animal flesh. They are found in marshes, swamps, and watery areas. They were created when the Devil was pinned beneath the Block in Prax, and the area was flooded. They are sometimes called parts of the Devil for this reason, and are still commonest in and around Prax. Dragonsnails may have more than one head.

Characteristics	*Average*	*Attributes*	*Average*
STR 4D6+12	26	DB	6
CON 4D6	14	HP	20
SIZ 4D6+12	26	HL	7
INT 2	2	MV	2
POW 3D6	11	Melee SR	4
DEX 2D6	7	DEX SR	4

4/8 (Head/Shell) AP — HT VIII

Weapon	SR	A%	Damage	*P%*	AP
Bite	7	40	1D6 + DB	NA	NA

If a dragonsnail has more than one head, all bite simultaneously. If it encounters something that scores it (such as *large fires) the dragonsnail can pull itself completely within its shell and protect its whole body.*

***Magic**—a random dragonsnail has 1D3 chaos features.*

GHOUL

Ghouls are undead creatures resembling rotting corpses. They are usually naked, although if enslaved by sorcerers they may have armor taken from their victims' remains, or even weapons.

Ghouls are incomplete creatures. Soulless, they lack POW. They are created when a type of deformed spirit possesses a fresh corpse.

The Sun exerts a purifying force, opposing the very existence of the Undead. Each dawning, a ghoul must use one magic point to resist the Sun's influence or be destroyed. Also, for each hour spent exposed to sunlight, a ghoul must use a magic point or be destroyed.

Ghouls regain magic points by consuming corpses—each 3 SIZ of dead body they eat gives them one magic point. Only the corpses of complete creatures (having normal INT) can satisfy the perverted hunger of the ghoul.

The howl of a ghoul is that of a soul tormented in Hell. When a ghoul howls, match its magic points against the INT of each foe that hears. If a victim is overcome, he becomes Demoralized (see the Battle Magic spell) until the howling ends. If he is not overcome, and the howling continues, he must resist again on the next round. Any creature resisting five successive howls becomes immune for one week. If several ghouls howl, use only the magic points of the ghoul with the highest number. Ghoul howling takes effect at the beginning of SR 1 on any melee round in which they howl. Countermagic, Shield, and similar magic do not protect against a ghoul's howl.

A ghoul's fangs inject a venom with POT equal to the ghoul's CON. If the bite attack penetrates armor and damages the foe, roll the POT of the venom against the victim's CON. If the POT overcomes the CON, the full POT is injected, otherwise only 1D3 points are injected. When the POT of the venom equals or exceeds the victim's CON, the victim is paralyzed and will remain paralyzed until cured by an antidote. The victim may live for several days this way, but each full day of paralysis he loses one point of current CON. When CON reaches zero he dies.

If not paralyzed, the victim purges 1 point of ghoul venom from his system per day.

Characteristics	*Average*	Attributes	Average
STR 4D6	14	DB	1
CON 3D6	11	HP	12
SIZ 2D6+6	13	HL	4
INT 2D6+6	13	MV	6
MP 2D6+6	13	Melee SR	5
DEX 3D6	11	DEX SR	3

0 AP — Dodge 30 — HT I

Weapon	SR	A%	Damage	P%	AP
Claw	7	30	1D6 + DB	25	3
Bite	8	30	1D6 + DB/2 + venom	NA	NA
Howl	1	Auto	Demoralize	NA	NA

Magic—*howling costs a ghoul one magic point per round. Ghouls are capable of learning sorcery. Ghouls have a POW x 1 chance of possessing a chaos feature.*

GORP

Chaos amorphous

Gorp are shapeless blobs of corrosive ooze, foul smelling and vile. They look like spreading puddles of rotted tissue, but they remain somewhat cohesive and can move upward. They live either in water or on land. Some philosophers have described gorp as "chaos elementals".

Gorp can only be damaged by fire or magic. Weapons pass through the gorp, taking damage from the acid but not harming the creature. Acid and poison have no effect on gorp. Non-fiery weapons enhancing magic like Truesword or Bladesharp do not harm gorp. Disrupt, Lightning, and similar spells are effective. Salamanders can destroy gorp. If a Fireblade is used, the weapon will do its full damage to the gorp, but will itself be dissolved by the acid unless protected.

Gorp attack by moving beside a target during the Move phase. In SR 1, unless the victim makes a Dodge or Jump roll, he or she is enveloped in the acidic mass of the gorp. If the victim remains able to move, he may try a second Dodge or Jump roll to escape the gorp next time he or she has a chance to move.

Typical gorp have 8 point acid. Armor protects against this damage, but is itself eaten away at 8 points/melee round. Magical protections against damage generally work against gorp acid.

Characteristics	Average	Attributes	Average
STR 0	0	DB	NA
CON 3D6	11	HP	16
SIZ 6D6	21	HL	16
INT 1	1	MV	1
POW 3D6	13	Melee SR	NA
DEX 0	0	DEX SR	NA

0 AP HT 0

Weapon	SR	A%	Damage	P%	AP
Envelop	1	Auto	8 point acid	NA	NA

Magic—there is *a POW x 1 chance that a* random *gorp has a chaos feature.*

JACK O'BEAR

joannursus paralysis

These bizarre, twisted creatures are the result of chaos melding plant and animal forms. They look like huge bears with bloated orange pumpkins for heads. They are most commonly found in mountainous, rocky environments. Although odd-looking, they are deadly carnivores.

Each melee round, at SR 1, the jack o'bear can match its MP against the POW of a foe on the Resistance Table. This is a free action on the jack o' bear's part, so it can make other attacks as well. If the target is overcome, it is harmonized—frozen motionless in place until the jack o'bear is killed, or the magical effect is dispelled. The harmonizing ability acts like a 1 point Divine Magic spell when penetrating defensive magic, or being dispelled. Using this power does not cost the jack o'bear any magic points, although it can be boosted with magic points to penetrate defensive spells. A single jack o'bear can harmonize a number of live victims up to half its POW. It cannot voluntarily release them.

Thankfully, jack o'bears usually are solitary hunters. Like bears, they only come together to breed.

Characteristics	Average	Attributes	Average
STR 3D6+6	17	DB	2
CON 2D6+6	13	HP	15
STR 3D6+6	17	HL	5
INT 2D6	7	MV	5
POW 4D6	14	Melee SR	4
DEX 3D6	11	DEX SR	3

3 AP Dodge 15 HT I

Weapon	SR	A%	Damage	P%	AP
Claw	7	30	1D4 + DB	25	3
Harmonize	1	Auto	Paralysis	NA	NA

Magic—*chaos harmonizing ability as above. If someone were to teach it, a jack o'bear could learn other magic.*

There is a 5% chance that a jack o'bear has a chaos feature in addition to its harmonizing power.

WALKTAPUS

Malapsyche hybridus

This exceedingly chaotic race have humanlike bodies, but in the place of a head have what appear to be a large, entire octopus. They can attack with all eight tentacles simultaneously, using the human arms for balance. They can attack up to four foes simultaneously, in addition to emitting a cloud of poisonous gas.

Walktapi also have the chaotic ability to regenerate damage. Their wounds close, and parts severed from their bodies eventually creep back together and fuse. Not even burning the creature will permanently destroy it, although this will slow its regeneration by a factor of 10. Only powerful magic, or complete destruction such as being dissolved in acid, can permanently kill a walktapus.

The walktapus regenerates at only one hit point per full turn. If a walktapus is "killed" in combat and hacked to pieces, it will not be able to move again for hours.

Walktapi are amphibious, and do not like dry climates. They are solitary carnivores.

Characteristics	Average	Attributes	Average
STR 2D6+18	25	DB	5
CON 2D6+9	16	HP	21
SIZ 2D6+18	25	HL	7
INT 2	2	MV	7
POW 3D6	11	Melee SR	3
DEX 3D6	11	DEX SR	3

4 AP Dodge 30 HT see below

Weapon	SR	A%	Damage	P%	AP
Tentacle (8)	6	45	1D6 + DB	NA	NA
Constrict	1	Auto	1D6 + DB	NA	NA
Gas Cloud	1	Auto	Poison	NA	NA

Each round, the walktapus attacks with up to four tentacles per target simultaneously, doing damage equal to 1D6 plus the creature's damage bonus. If two or more tentacles strike the same victim, they will hang on and squeeze it each round, doing constriction damage. Armor protection only works until it is penetrated once, at which point it is broken through or ripped off

The gas cloud has a POT equal to the *walktapus' CON. All those within its 3 meter radius must hold their breaths (see "Suffocation" in "The Natural World"). If the gas is inhaled, immediately match* the POT of the gas *against the victim's CON. If the poison succeeds, the victim takes damage equal to the full POT of* the *poison. If it is resisted, only half damage is taken. Each round that more gas is breathed, the victim must resist again.*

Magic—regeneration and *poison gas. It is rare for walktapi to have* other chaos *features.*

Walktapus Hit Location Table

Area	D20 roll	HL
R Leg	1-2	.33
L Leg	3-4	.33
Abdomen	5	.33
Chest	6	.4
R Arm	7-8	.25
L Arm	9-10	.25
Tentacle 1	11	.25
Tentacle 2	12	.25
Tentacle 3	13	.25
Tentacle 4	14	.25
Tentacle 5	15	.25
Tentacle 6	16	.25
Tentacle 7	17	.25
Tentacle 8	18	.25
Head	19-20	.40

Chaotic Features for Chaotic Creatures

For each chaos feature that a creature has, roll percentile dice and select one from this table. This reflects only a sample of the infinite variety of chaos—change the table, substitute your own, or make up new features whenever you are inspired.

01-03	+1D6 POW
04-05	+2D6 POW
06	+3D6 POW
07-08	+2D6 DEX
09	+4D6 DEX
10-11	+2D6 STR
12	+4D6 STR
13-14	+2D6 CON
15	+4D6 CON
16-17	+2D6 SIZ
18	+4D6 SIZ
19-20	Spits acid of 2D10 POT 1D6 times per day with 6 meter range
23-24	Highly flammable: if ignited, burns all within 3 meter radius
25-27	Appearance confusing — subtract 20% from all foes' attack chances
28-29	Appearance very confusing — subtract 30% from all foes' attack chances
30	Appearance extremely confusing — subtract 40% from all foes' attack chances
31-32	Poison touch: 2D10 potency, must penetrate armor to work
33-35	+6 point skin armor
36-37	+9 point skin armor
38-39	+12 point skin armor
40-42	absorbs spells up to 2 magic points, adding magic points absorbed to its own
43-44	absorbs spells up to 4 magic points. adding magic points absorbed to its own
45	absorbs spells up to 2D6 magic points, adding magic points absorbed to its own
46-48	Reflects spells up to 2 magic points back at caster, without harm to self
49-50	Reflects spells up to 4 magic points back at caster, without harm to self
51	Reflects spells up to 2D6 magic points back at caster, without harm to self
52-54	When killed, its spirit attacks the one who killed it in spirit combat. If it wins, it will possess him.
55-56	+2D10 MV.
57-58	Explodes on death, doing CON/3 in D6 of damage to all within 3 meters — armor protects
59-65	Regenerates 2D6-5 hit points per round (minimum 1) in each hit location, until dead
66-67	Screams in agony whenever it moves
68-69	Valuable gem (worth 1D6 x 1000 Lunars) visible on body. Could also be teeth or horns of a precious metal, or golden fleece, or the equivalent
70	Valuable gem (or equivalent as above) hidden within its body. Could be an internal organ of gold, for instance
71-72	Overpowering stench: make CON x 5% roll or lose consciousness
73-74	Hideous: make POW x 5% roll or be Demoralized as if by the spell
75-76	Automatically Befuddles one opponent per round (as if by Battle Magic) at SR 1, in addition to its other attacks. It still must overcome the POW of the opponent
77-86	Functional extra limb or body part
87-88	Double the power of the creature's "normal" chaos ability. A gorp would have sixteen point acid, a ghoul's howl last two rounds, etc.
89-90	Missiles aimed at the creature return and attack the one who fired them, with the same attack chance that it has
91-92	Capable of leaping up to its DEX in meters
93-94	Hypnotic appearance: roll INT x 5% or stand spellbound until dead, or it is no longer in your field of view
95	Appears to be a harmless terrain feature until engaged in melee
96-100	Gamemaster's choice, or roll twice

Remember, chaos features are not usually an invisible power. If a creature has 9 point skin armor, it's skin will look like an armadillo's, or have bronze spikes passing through it, or be like a turtle's shell. Chaos features are usually not pleasant to have.

HIT LOCATIONS

The section that follows gives hit location tables for the most commonly used body shapes. Each consists of three columns. The first column names the distinct hit locations of the creature. The second column gives a series of numbers. Whenever a creature is hit, roll a D20 and compare to this column to see which part of the creature's body was hit. The last column (HL) shows what fraction of the creature's total hit points that hit location has. If the location is damaged, remove that number of hit points from the location's hit points, and from its general hit points. See Combat for the effects of damage.

These tables, because they are so general, are not perfect. For instance, a cliff toad and a horse use the same table, but clearly it is easier to hit a cliff toad's head and not its forelimbs, compared to a horse. If the gamemaster feels that this level of realism is required, he or she should feel free to adjust these tables to reflect the actual shapes of the creatures.

Each table is identified by a Roman numeral.

0. One Location Only

Corp, small animals

Treat the entire animal as one hit location with hit points equal to the animal's general hit points.

I. Humanoids

Men, trolls, *elves, dwarfs, broos*

Area	D20 roll	HL
R. Leg	1-3	.33
L. Leg	4-6	33
Abdomen	7-10	.33
Chest	11-12	.40
R. Arm	13-15	.25
L. Arm	16-18	.25
Head	19-20	.33

II. Four legged animals

Dogs, *cattle, horses, lions*

Area	D20 roll	HL
RH Leg	1-2	.25
LH Leg	3-4	.25
Hind Quarter	5-7	.40
Fore Quarter	8-10	.40
RF Leg	11-13	.25
LF Leg	14-16	.25
Head	17-20	.33

III. Winged humanoids

Dragonewt or *human using Grow Wings spell, angel, demon*

Area	D20 roll	HL
R. Leg	1-3	.33
L Leg	4-6	.33
Abdomen	7-9	.33
Chest	10	.40
R. Wing	11-12	.25
L. Wing	13-14	.25
R. Arm	15-16	.25
L. Arm	17-18	.25
Head	19-20	.33

IV. Four legged winged animals

Griffins, dream dragons

Area	D20 roll	HL
RH Leg	1-2	.25
LH Leg	3-4	.25
Hind Quarter	5-7	.40
Fore Quarter	8-10	.40
R Wing	11-12	.25
L Wing	13-14	.25
RF Leg	15-16	.25
LF Leg	17-18	.25
Head	19-20	.33

V. Four legged animals with large tails

Brontosaur, crocodile

Area	D20 roll	HL
Tail	1-2	.33
RH Leg	3-4	.33
LH Leg	5-6	.33
Hind Quarter	5-7	.40
Fore Quarter	8-10	.40
RF Leg	11-13	.33
LF Leg	14-16	.33
Head	17-20	.33

VI. Six legged animals

Giant *beetle, giant ant*

Area	D20 roll	HL
RH Leg	1-2	.16
LH Leg	3-4	.16
RC Leg	5-6	.16
LC Leg	7-8	.16
Abdomen	5-9	.40
Thorax	10-13	.40
RF Leg	14	.16
LF Leg	15	.16
Head	16-20	.40

VII. Giant Serpents

Python, snakes

Area	D20 roll	HL
Tail	1-6	.33
Body	7-14	.40
Head	15-20	.33

VII. Giant Snails

Snails, dragonsnails

One headed dragonsnail

Area	D20 roll	HL
Shell	1-8	.5
Body	9-14	.4
Head	15-20	.4

Two Headed Dragonsnail

Area	D20 roll	HL
Shell	1-7	.5
Body	8-12	.4
R Head	13-16	.4
L Head	17-20	.4

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THE•WORLD•OF•GLORANTHA

This chapter further details the world and mysteries of Glorantha. The information contained within this chapter is not information most Genertelan adventurers would be aware of. It is included as reference material for gamemasters. Players that wish to run particularly well learned or far traveled Genertelan adventurers or are running adventurers from another part of Glorantha should read the appropriate sections of this chapter. Glorantha provides gamemasters with a fully realized setting to tell their stories. It frees gamemasters to concentrate on their story and interaction with their players, and provide players with a world in which to become a person from another place and time. Enjoy.

THE SIX WORLDS

The world of Glorantha contains many planes. A plane is a level, portion, or dimension of the total reality. Each plane is discreet, with well-defined borders. Creatures live on the various planes, but rarely travel from one plane to another. Mythologies speak of many planes, but six are recognized by nearly all myths. Planes other than the mundane are collectively called the otherworld or the invisible world. A creature on one plane ordinarily cannot interact with a creature on another, however spirits, ghosts or demons occasionally enter the Inner World from the Spirit World, shamans enter the Spirit World, and priests can enter the God Plane in the course of their rituals. The Outer World, the Upper World and the Underworld are collectively known as the Hero Plane, and only the greatest of heroes can hope to survive their dangers.

The God Plane

This is the home of the gods, an unchanging land of myth and legend. It resembles the Mundane plane, but it is in every way more dangerous and extraordinary, whether in beauty, in horror, or in love, and it is ruled by different laws. On this plane can be found every god and goddess who performed immortal deeds, doing the deeds that made them famous. Within this world of extremes lie the heavens and hells of the cults, where priests and initiates go after death. Here too lie the great pools of creative material from which were made the primal oceans, ancient mountain and first skies of the mundane world. The Elementals were spawned by these pools as well.

The God Plane cannot be reached physically. Mortal worshippers reach it temporarily during Holy Day and Sacred Time ceremonies, and permanently upon death. Secret cult rituals and heroquesting can be used by the most skilled of mortals to enter the God Plane.

The Outer World

The Outer World consists of those places a brave and foolhardy mortal explorer might reach, but which are not home to mankind. Little is known about these lands, as few have the power to dare venture into these lands, and most of those do not return.

Around the lands of men flows Sramak's River, a vast current which circles the worlds of men in a counterclockwise direction. Islands and other lands lie upon it, and within it live the gods of the sea.

To the north lie the frozen lands of Valind's Winter Wastes, within which lies the Palace of the Winter Gods, and beyond which are said to lie the Mountains of the Sky, the final barrier beyond which the world ends.

To the east lies Vithela and the Land of Dawn, where lies the Gate of Dawn, which springs open every dawn to release Yelm's fiery chariot. Around the gate are said to live the immortal Vithelans, whose skins are gold and whose voices are pure song.

To the west lies Luathela, the Land of Dusk, where lies the Gate of Dusk, which Yelm enters every nightfall. The dreams that plague poets and madmen are said to come from here. Around the gate dwell the immortal Luatha, violet skinned demigods who destroy mortals foolish enough to dare enter their lands.

To the south lies the Sea of Fire, where the water burns. Its heat has turned the south of Pamaltela, whose southern shores the Sea of Fire laps on, into a fiery desert uninhabitable by humans.

The Upper World

Above the sky dome lies a vast land of music, light and purity where the Sky People live. It is a land that only heroes dare to enter. Many wondrous creatures live here among the villages of the Sky People, and many magical

places exist, such as the Burning Prison, or the Forest of A Hundred Lights.

The entrances to the sky world are the holes in the sky ground known as stars to mortals. They are well defended by the Sky People, who detest the pollution strangers unwittingly bring into their world.

The Underworld

Beneath the surface of the world lies the Underworld, or the Lower World. Inhuman denizens inhabit the Underworld, many hostile to mortals. Other than trolls, only the most powerful mortals dare to enter the Underworld. It is the realm of darkness and the creatures of darkness. Various races make their home here, many plotting the downfall of the creatures of light and life.

The spirits of the dead are drawn to the Underworld through the Spirit Plane within a week of their deaths, traveling along the Path of Silence through the Land of Burnt Blood until they reach Judgment Hall on the God Plane, and from there are sent to their respective heavens or hells in the God Plane.

The Underworld can be reached by the living by traveling to the edge of the earth and following the hidden trails downwards, or by descending through any of several deep holes, such as the Hell Crack, or Magasta's Pool, which drains into the River Styx in the underworld. Some cults have rituals which send their members to secret places of power within the underworld.

The Spirit World

The Spirit World touches upon every point of the Inner World, but the two planes are normally invisible to each other. At its frontiers, it appears as an additional layer on reality, a dreamlike place where forms come and go. Further in is a shapeless, dreamlike place where threatening things seem to materialize out of the ether and mist. This is the place of disembodied spirits, where the spirits of the dead go and where nature's spirits sleep in winter. In its depths are said to lie primeval domains which border the God Plane.

The Spirit World is contiguous with (but invisible to) every point of the Inner World, and those that have the ability to discorporate, such as most shaman, can freely enter the spirit world and move through its dreamlike reaches.

The Inner World

The Inner World, or the Mundane Plane, is the realm inhabited by mortals. It is diverse in its inhabitants and lands, home to thousands of peoples, lands, cultures and religions. It includes the northern continent of Genertela, the southern continent of Pamaltela, and the myriad islands and oceans in between.

RuneQuest adventurers live and adventure in the Inner World and normally have little or no contact with other planes. A priest's, shaman's, or sorcerer's life borders on the invisible world. The rest of this chapter deals with the Inner World, where most play will take place.

GEOGRAPHY AND WEATHER

Genertela, the northern continent

This continent is temperate in climate; its winds generally blow west to east, and often from the north during Dark Season (winter). The continent is 5000 km long and 1700 km wide. It is described in greater detail in the Introduction chapter.

Pamaltela, the southern continent

This continent is about 6700km long and 3300km wide. Winds blow east to west, and occasionally from the hot south. Pamaltela is tropical in climate.

North lie the central seas. East lies the hot Togaro Sea, eldest of the great waters. South past the Nargan Desert lies a land and a sea of unending fire impossible for mortals to approach. West past the lands of men rolls the chill Western Sea, which has no bounds.

This continent also was ravaged by chaos, but recovered better than the northlands because Pamalt, the ruling god of the continent, survived. Relative peace and plenty continue in the land, so that even humans live a lush pastoral life. Many Elder Races are still powerful here—dwarfs, innumerable elves, and a variety of isolated and obscure creatures. Human cities dot the northern coasts.

The Central Seas

Sramak's River, the elder ocean, swirls endlessly around the world. Its branches are the oceans and seas of Glorantha. The oceans of Glorantha center on the Homeward Ocean. At its center is the tremendous whirlpool called Magasta's Pool, whose bottom is in the underworld. Down this place rush all the waters of the world.

Most of the oceans and seas have great Doom Currents. These currents move in from Sramak's River towards and around Magasta's Pool in a counter-clockwise direction, the same direction Sramak's River flows. The Doom Currents normally run deep, but when they rise to the surface they sweep anything caught in them along, to eventually flow down Magasta's Pool, thus their name.

From the northwest comes the Banthe Sea, which is frigid. A current continues southward, to become the Brown Sea, which splits into other lesser seas. The Neliomi current rips great icebergs from Valind's Glacier and sends them south. The main Banthe current enters the homeward swirl of Magasta's Pool.

From the southeast comes the warm-watered Togaro Sea, also called the Sea of Terror. Its main current enters into the whirlpool of the Homeward Ocean. The eastern Sshorg current runs northward, warming the lands it washes, and runs into the Eastern Ocean.

The islands of the Central Seas are pleasant places to live. Most are temperate, often tropical in nature. The seas and oceans are inhabited by mermen, sea trolls, and sea creatures of all types.

MAJOR LAND REGIONS

Genertela, the northern continent

Dragon Pass (Central Genertela)—a strategic land, the crossroads of the continent. It is the prehistoric mating and nesting ground for dragons, and the sacred homeland of the dragonewts. Many acts of the gods occurred here, making this region very powerful and special.

Fronela (West Genertela)—a cold temperate land, Fronela is dominated by the great Janube river, which cuts it from the Sweet Sea in the east to the Neliomi sea in the west. In the north are pine forests shared by barbarians and elves. The western lowlands are ruled by the kingdom of Loskalm. The southern highlands, and most of the valley of the Janube, hold many different people.

Valind's Glacier (North Genertela)—endless ice covering sea and land. Only ice demons live here.

Kralorela (East Genertela)—here live the Dragon Kings, and here ancient, forbidden magic is used. Kralorela is rich, fertile, and boasts many great cities. In the hills huddle primitive subject peoples. To the north lies the autonomous and peculiar Kingdom of Ignorance.

Maniria (South Genertela)—the southern coasts are warmed by sea currents, and are subtropical. Inland roll rich forest lands where humans war with elves. Eastward glimmers the enchanted Holy Country, where many different folk live in harmony.

North Pent (North Genertela)—this bleak tundra is wracked by violent storms, buried by snow from the north, or flooded by warm rain from the south. Ice trolls, desperate horse and cattle nomads, and refugees from the Kingdom of Ignorance live here.

Peloria (Central Genertela)—this wide grassland is ruled by the Lunar Empire. The land is temperate, and since the ascension of the Red Goddess has had increasingly mild winters. It is drained by the mighty Oslir river, whose head is in Dragon Pass and whose mouth is in the White Sea.

Pent (Central Genertela)—the wild Pent nomads, who ride horses and who herd cattle, sheep, and goats, live on this fair plateau. Winters are severe; their summers usually are rich and peaceful.

Prax (Central Genertela)—the animal nomads of Prax, who ride the beasts they herd, live on the Plains of Prax, which was once their ancestral paradise. It is now an uninviting expanse of barren plains, unbearably hot in the summer, and unpleasantly cold in the winter.

Ralios (Genertela)—the twin kingdoms of Tanisor and Sentanos rule the lowlands, but the highlands have been wild since the Dawning. This is a fine temperate area with few severe winters and many pleasant summers.

Seshnela (West Genertela)—this wild land is full of exotic creatures like centaurs, satyrs, and dragonewts. Here also live the immortal Luatha, who destroyed ancient Seshnela, and whose tall raiders still sally forth from their stronghold.

Trowjang (East Genertela)—the southeast corner of the continent is subtropic throughout, warmed by southern sea currents. It is quite wild, even in Teshnos whose rivers are well populated by Yelm-worshiping tribes. Primitive natives inhabit the interior, warring with the elder races. Fishers and pirates populate the coasts.

Wastes (South Genertela)—these are the deadlands of the god, Genert, who was killed by chaos in the Gods Age. Ferocious storms rage over it, leaving only the hardiest of life. There, protected by those terrible storms, live the animal nomads, who worship Waha the Butcher and believe Prax to be their Holy Land.

Pamaltela, the southern continent

Dinal (East Pamaltela)—called the Peaceful Woods by elves. The Council of Seventeen rules it, and many Yellow elves consider it to be their heaven on earth.

Elamle (North Pamaltela)—a region ruled by the Novarooplia tribe of Yellow elves. They tax and take tribute from the human cities which dot their coast, and are friendly with those humans whom they know.

Enkloso (West Pamaltela)—a temperate land, where snow-sometimes comes creeping from down the mountains and frost rasps inland with the Brown Sea fogs. The people here are Green elves, with a long and proud history. The many humans in the lowlands and along the shore have Genertelan cultures.

Fonrit (North Pamaltela)—a region semitropical in climate and life. Its poor are all blue-skinned; as slaves, they are among the worst-treated in the world. The overlords, the Confederates of Fonrit, rule a hodgepodge of conquered duchies, satraps, principalities, and theocracies, and make common cause only against invading elves. The northern state of Kareeshtu is a great naval power.

Hornilio (West Pamaltela)—here are only marshes and swamps, so low and level that tides wash far inland and the rivers flood far to sea. Huge monsters from earlier ages inhabit this place. All is dominated by the Red elves of cruel Queen Karan Ilargor, legendary ruler who led in the Gods War.

Jolar (Central Pamaltela)—nomadic Agimori and other peoples roam these wide grasslands, herding cattle and hunting. The Kresh invasion from the east prompted the organization of the Arbennan kingdom, a confederation of tribes.

Kimos (North Pamaltela)—humans live on this peninsula, maintaining an ancient war so old that no one recalls its origins. Their foes are called Gorgers, and both sides worship the volcano god. "War-torn Kimos, ragged land of fire."

Kothar (East Pamaltela)—the Kresh nomads, who ride upon wagons of colossal size, originally came from here. With cities on wheels, they rumble about exacting food as tribute and granting access to their temples and other facilities.

Laskal (North Pamaltela)—tropical forests cover this land. Yellow elves of many tribes, with no central rule, live here. Many tribes of humans wander among the woods, paying token tribute to the elves as fellow creatures of the wild.

Mari (Central Pamaltela)—these lands are broken by hot, harsh mountains. The northern side is humid, tangled with encroaching jungle; the southern side is dry and rutted with canyons. Only violent raiders, savages, and monsters live here.

Mirelos (North Pamaltela)—the Gaskallian empire, ruled by ancients of the Yellow elves, holds sway here. Few other intelligent creatures, including humans, lead free lives in Mirelos. The land is dense rain forest, with rivers famous for their richness.

Nargan Desert (South Pamaltela)—a dry and lifeless place, a playground for fire spirits and their great lord, Father Pamalt, and his chosen immortals called the Agitorani. No mortals tread this realm. To the south, live flames dance upon sand and stone.

Onlaks (North Pamaltela)—rain forests cover Onlaks, ruled by the Gargualia tribe of Yellow elves. Human cities line the coasts; their peoples hate the elves and war with them.

Palarkri (East Pamaltela)—a highland pierced by five great stands of jagged mountains. Among the peaks live the exotic in human Jelmre, who trade with the elves in the north, and the Empire of Kresh in the south.

Porlaso (West Pamaltela)—also called the Island of Swamps. Some people claim Porlaso soon will sink beneath the tides, though it has survived for centuries. This island is full of terrible dinosaurs and angry Red Elves.

Slon (West Pamaltela)—a race of dwarfs inhabit this temperate land. They also rule many human cities, whose inhabitants pretend to be dwarfs. The dwarfs treat the back country aboriginal peoples of Slon as animals.

Sozganjio (East Pamaltela)—also known as the Endless Marsh. This is a steaming marsh inhabited by dinosaurs and Red Elves. So vast is this area that here three savage kings, each a descendant of the same hero, claim huge empires, yet none ever has heard of the other two.

Tarien (West Pamaltela)—a wide grassland with relatively few humans, but sometimes thick with lizard men and their great beasts.

Tarmo (West Pamaltela)—a high and rugged wilderness, with a spine of mountains whose great peaks are icy all year. Mostly nightriders, frights, and gigantic man-eating trolls inhabit this land.

Vralos (West Pamaltela)—several city-states thrive here, dominated by the merchant king, the Patriarch of Nikodros. The poor speak a Genertelan dialect and are notably paler than the rulers, but there is much mixed blood here.

Zamokil (East Pamaltela)—a wide grassland inhabited by Agimori in the north, and by blue-skinned folk who are famous for their endurance and songs. Many now are ruled by the Kresh, who entered from the north many generations ago.

The Islands of the Central Seas

East Isles (Sshorg Sea)—often referred to by their ancient name, the Ten Thousand Islands of Wonder. Many nations and tribes inhabit this region; all claim to be subjects of the Emperor of Vithela, who is otherwise unknown. The natives also claim to know all the islands, but outsiders have never seen more than the westernmost (which are fabulous enough). Famous among them are Golden Mokato, once capital of a sea empire; and Haragala, a modern naval power.

Jrustela (West Homeward Ocean)—once a single land, partially-sunken Jrustela is now a smaller archipelago. Its residents are mostly elder-races, grown strong without men. Dawn Age natives, the Timinit insect-people, are numerous. There are some cities with recent human immigrants. Several haunted ruins of the dead and accursed God Learners linger here.

Kareeshtu Isles (Dashomo Sea)—a chain of islands just off the coast of Fonrit. They are part of the Empire of Golden Kareeshtu, the most powerful and oldest surviving of the nations of Fonrit.

Kumanku Islands (Dashomo Sea)—an island cluster off the coast of Fonrit which had lost contact with the mainland due to the Closing. Since the Opening, its people have been struggling to maintain the traditions that have developed there the island's centuries of isolation. The major island, which holds most of the population, is Tenenku. The next largest island, M'gokokchun has a large timinit (insect-man) population, as well as a few humans.

Last Chance (Magasta's Pool)—a tiny, triangular island just off the rim of Magasta's pool, the last chance for a ship caught by a Doom Current to land before being swept down Magasta's Pool. The wrecks of ships dot its coasts, it is inhabited by generations of shipwrecked mariners.

Loral (Loral Sea)—a large, tropical island in the Loral Sea, inhabited by strange creatures and bizarre monsters.

Old Trade (Sea of Brithos)—a fragment of the wondrous lost isle of Brithos, left behind when Brithos vanished at the time of the Closing. It lies hidden in the shifting fogs of the Sea of Brithos. Some think there may be a way to travel from Old Trade to where Brithos is now, but no such method has yet been found.

Teleos (East Homeward Ocean)—southerners who used small boats to follow the Barankoom current settled this island. For centuries Teleos was called the Pirate Kingdom, until destroyed by the God Learners.

Three Step Isles (Mournsea)—a barren chain of islands with a substantial human population. The inhabitants are the Wolf Pirates, their dependents, and the settlers that have arrived there since.

Vadeli Isles (Sea of Brithos)—the homeland of the Vadeli. Ancient enemies of the Brithini, they were nearly exterminated by the Brithini before the Closing. Since the disappearance of the Isle of Brithos and the Opening of the seas, the Vadeli have once again began to expand through the world. They are atheistic sorcerers, as are the Brithini. The Vadeli are a sea faring race, with a brown-skinned merchant and sailor caste, and a red-skinned warrior caste.

Vormain (Kahar's Sea of Fog)—an ancient seat of empire and naval powers, this is a complex land of intricate customs, ferocious warriors, and exotic magics.

Ygg's Isles (Neolimi Sea)—a cold and desolate chain of small islands inhabited by humans and a small population of elves. The humans, called Yggites, worship Ygg, God of the Winter Storm and Nelarrina, a goddess of the Neleomi Sea.

TIME IN GLORANTHA

There are a few constants to almost all time measurement schemes used in Glorantha. A day is the time needed for the sun to cross the sky from east to west. A night is the time needed for the sun to cross the underworld from west to east. A year is 294 days and nights long.

The Theyalan system of Dragon Pass is the most common time-measurement system used in the world. It is called Solar Time (ST) and measures time in years from the Dawning. In the Theyalan system, seven days and nights make up one week, eight weeks (56 days) make up one Season. Five Seasons, Water, Earth, Fire, Dark, and Storm, plus a 14-day and night interval called Sacred Time, or 42 weeks, make up one year. A Theyalan day and night are split into 24 hours.

The Lunar Empire (Genertela) measures time from the moment their Red Goddess was born (during Sacred Time, 1220 ST). They also use a larger measure of time called the Wane, which is 54 years long, but otherwise use Theyalan Seasons, weeks and hours.

The Western culture (Genertela, many coastal cities in Pamaltela) use Theyalan Seasons and weeks, but divide the day into 16 hours and the night into 16 hours. Water clocks and time candles are typically used to keep track of the hour of day. A day and night thus lasts *32* Western hours or 24 Theyalan hours.

The Kralori culture (Genertela) persists in using six months of 7 weeks each. Each week is seven days long. The months are The month of Silence, The month of Secrets, The month of Being, The month of Experience, The month of Thought, and the Month of Spirit. Each week of each month has it own unique title. The weeks of the Month of Secrets, for example, are The week of Erudite Obfuscation, The week of Concealed Truths, The week of Privy Trust, The week of Inner Knowledge, The week of Constrained Discretion, The week of Esoteric Reality, and The week of Lurking Ambuscade. The days of the week are simply numbered 1 to 7. The parts of the day are divided into task times, whose names and intervals vary by profession. Five to seven parts are typical. Night is feared, and nights are divided into seven parts: *theft time, murder time, curse time, cannibal time, monster time, torture time, and spark-in-the-sky time.* Thieves, assassins, witches and torturers generally work only during their part of the night. This method is widely popular throughout the eastern lands of Kralorela and the Eastern Isles, including Vormain.

Most Pamaltelans (with the exception of many coastal cities, which use the Western system) divide each year into four seasons and Holy Week. Each season consists of 72 days (12 weeks with 6 days each). The seasons are called Spring, Summer, Autumn and Winter. The twelve weeks of each season are simply numbered 1 to 12. Each names of the six days of the week are Ga, Gata, Empress, Pamalt, Witch, and Six. The extra six days of the year, called Holy Week, resembles the Sacred Time of the Theyalan calendar.

Timeline

The following timeline summarizes and expands upon the information provided in the various history sections of this book, assigning dates to specific events.

S.T. Event

0 Universal—the Dawning.

0 Dragon Pass—the Theyalan World Council of Friends sends forth missionaries

0 Seshnela—as Brithini colonies are beset by hostile Hsunchen, Prince Hrestol discovers new revelations of the Invisible God,

2 Seshnela—Prince Hrestol establishes New Malkionism.

80 Peloria—the sun worshipping horse nomads reject the overtures of the World Council of Friends.

150 Seshnela—end of the Serpent Kings dynasty.

180 Dragon Pass—World Council of Friends is dissolved and replaced by the Second Council.

200 Dorastor—Second Council moves from Dragon Pass to Dorastor.

200 Seshnela—the True Hrestol Way, Hrestoli revisionists, take over the Malkioni church and outlaw all Tapping and pagan worship of the Serpent Kings.

230 Peloria—the sun worshipping horse nomads are crushed by the forces of the Second Council at the Battle of Argentium Thri'ile. Praxian nomads fighting for the Second Council receive Pelorian land grants.

245 Peloria—Dara Happan Tripolis declares its independence from the Second Council.

365 Dorastor—soon after the Second Council begins its project to create a perfect god, troll, dragonewt and human members from Dragon Pass resign in protest. The Second Council become the Broken Council.

370 Dorastor—Dara Happan Tripolis joins the Broken Council.

374 Universal—the Sunstop.

374 Dorastor—Osentalka, The Perfect One is born. He is soon called Nysalor, the Bright One.

380 Dragon Pass—forces of Nysalor's Bright Empire conquer Dragon Pass. The dragonewts are enslaved, and the trolls are cursed by Nysalor with the Curse of Kin.

400 Seshnela—Arkat begins preaching against Gbaji, The Deceiver.

410 Tanisor—an army from Seshnela led by Arkat defeats the Vampire King of Tanisor.

440 Slontos—an army led by Arkat liberates Slontos from the rule of the Bright Empire.

440 Dragon Pass—Arkats forces liberate Dragon Pass from the rule of the Bright Empire.

450 Peloria—an army from Dragon Pass, aided by Pentan nomads, invades Dara Happa.

450 Dorastor—final battle between Arkat and Nysalor in Dorastor. Nysalor is destroyed and Dorastor is left a sleeping ruin.

475 Enkloso—the last of the Lascerdans are exterminated by elves.

500 Jrustela—the Seven Explorers found the first God Learner study group.

500 Fonrit—Garamgordos the Cruel enters Fonrit from Laskal and discovers the native blue skinned Veldang.

525 Ralios—Arkat apotheosized, leaving behind the Stygian Alliance and what becomes called Arkat's Dark Empire by its foes.

573 Dragon Pass—opening of the dragon way.

575 Dragon Pass—Vistikos Left-Eye establishes the first Waltzing and Hunting Bands.

578 Dragon Pass—EWF established.

580 Vralos—Western colonization of the coast of Pamaltela begins.

600 Vralos—Jrusteli colonists and God Learners arrive in Pamaltela.

610 Errinoru jungle—Lynelsian Council of Elders gives birth to the elf Errinoru.

632 Seshnela—Nralar the Old dies after 114 years of rule, civil War breaks out in Seshnela. Barbarians eventually take over Seshnela and Slontos.

650 Jrustela—Jrusteli Confederation formed by the thirteen free colonies of the island.

654 Vralos—the forests of Vralos are extensively burned by God Learners to suppress an elf revolt.

662 Errinoru Jungle—Errinoru's rule supersedes the Council of Elders,

690 Errinoru Jungle—Errinoru completes the pacification of all Aldryami in Pamaltela except for Dinal.

700 Errinoru jungle—Errinoru elves seize Ironseed from dwarfs.

710 Jolar—Errinoru overcomes Doraddi chieftains. Jungle spreads across the plains.

718 Central Seas—Waertagi domination of the seas destroyed by the Jrusteli and their God Learners at the Battle of Tanian's Victory.

725 Loskalm—Loskalm conquered by the Jrusteli after the defeat of Syranthir Forefront, who migrates to Peloria.

732 Dragon Pass—Great Trolls first seen near Cliffhome.

734 Seshnela—Jrusteli retake Seshnela and Slontos.

734 Errinoru Jungle—Errinoru's Fleet sets forth.

737 Magasta's Pool—Errinoru sails his personal ship down Magasta's Pool.

740 Seshnela—Jrusteli Confederation and the Return to Rightness movement defeat the Stygian Alliance and destroy the Cult of Arkat

751 Universal—Errinoru's Star appears.

751 Central Seas—Errinoru's ship lands in the Maslo Sea.

760 Errinoru Jungle—Errinoru departs for the jungles of Dinal, leaving behind the House of Errinoru. He is not seen again.

768 Kralorela—God Learner adventurers seize the throne of Kralorela.

789 Jrustela—the Middle Sea Empire, also known as the Jrusteli Empire, is created. King Svagad of Seshnela is named emperor.

813 Jrustela—warnings concerning the ecology of the spirit plane published by the God Learner Valastos With Seven Pens. They are ignored.

818 Slontos—the Seven Hurricane Years begin.

823 Brithos—the Jrusteli, led by Emperor Miglos, attempt to invade the Isle of Brithos. The Brithini kill the emperor and destroy his navy.

842 Shadowlands—war between the EWF and the Jrusteli breaks out when the Jrusteli invade the Shadowlands, by then part of the EWF.

849 Shadowlands—God Learners affect the Goddess Switch.

850 Prax—Pavis completes the city of Pavis.

860 Prax/Pavis—Pavis' apotheosis occurs.

875 Dragon Pass—EWF at its peak, controlling territory in Pent, Peloria, Ralios, Fronela and Prax.

901 Vralos—False God's Revolt destroys the God Learner University of Yoranday.

917 Seshnela—Windless Typhoon strikes.

920 Brithos—the Closing begins to radiate outward from Brithos.

922 Fronela—the Closing reaches Fronela.

925 Ralios—Ice Summer occurs.

930 Jrustela—the Closing begins to sweep over Jrustela, causing great destruction.

930 Slontos—the Closing reaches Slontos.

932 Vralos—Great Shipwreck occurs.

935 Shadowlands—the Closing reaches Mirrorsea Bay.

940 Jrustela—the Closing finishes sweeping over Jrustela, leaving much of Jrustela covered by the sea.

942 Kareeshtu—the Closing reaches Kareeshtu.

943 Kareeshtu—Pillars of Water appear in Kareeshtu Straits.

944 Kareeshtu—invasion of water foes onto the land.

950 Enkloso—God Learner scholars 'prove' that the Enkloso elves are extinct

954 Kralorela—the Closing reaches Kralorela.

954 Vralos—Waertagi ships destroy the last of the Jrusteli coastal cities.

955 Vralos—the Closing reaches Vralos.

955 Teleos—the Closing reaches Teleos.

956 Central Seas—the Closing reaches the Marthio Sea.

960 Vormain—the Closing reaches Vormain, much to their delight

975 Errinoru Jungle—a mysterious plague of insects destroy the House of Errinoru.

1020 Enkloso—Lord of the World's Knowledge, leader of the God Learners of Enkloso and Vralos, is defeated by a combined elf and human army.

1042 Dragon Pass—leadership of the EWF is exterminated overnight The empire is thrown down by its former dragonewt allies.

1049 Seshnela—Old Seshnela is sunk by the Luatha, leaving behind the Seshnelan Isles.

1050 Jrustela—the rest of Jrustela sinks beneath the waves as the Closing finishes washing over it. Jrustela becomes the Jrusteli Isles.

1050 Slontos—Slontos sinks beneath the waves.

1051 Kralorela—Kralorela struck by the Dragon's Awakening Shudder, which begins to sink the Suam Chow. Kralori citizens rebel against their God Learner overlords.

1120 Dragon Pass—the Dragonkill War exterminates the True Golden Horde. No humans remain in Dragon Pass. Ironhoof the centaur becomes King of Dragon Pass.

1120 Kralorela—War in Heaven raises dragons to honor the recognition of Godunya, the True Emperor.

1124 Kralorela—Emperor Godunya takes the throne.

1129 Vralos—Wordless Prophet establishes the Cult of Silence.

1200 Kothar—the first Kresh wagon trains appear in Worofey.

1202 Fonrit—Pure Doctrine Freedomists return and found Ketele.

1207 Kareeshtu—Women's Revolt.

1218 Dragon Pass—Ironhoof's apotheosis occurs.

1220 Peloria—the ritual of the Seven Mothers is completed and the Red Goddess is born in Rinliddi, Peloria.

1228 Peloria—the Red Goddess sets off on her GoddessQuest.

1230 Dragon Pass—Dragonewts and elves unite to destroy warring troll factions.

1232 Peloria—the Red Goddess returns from her GoddessQuest, begins her final conquests.

1237 Prax/Pavis—a troll army invades Pavis, sealing the walls behind them after they enter.

1237 Vralos—Elassi the Stifler begins the Wars of Silence.

1240 Fonrit—Fonrit is conquered by the forces of Silence, and becomes the Land of Silence.

1242 Carmania—the Carmanian Empire is conquered by the Red Goddess.

1247 Peloria—the Red Goddess is apotheosized and the Red Moon ascends into the sky.

1250 Dragon Pass—the Grazer tribe is established.

1250 Prax—the Pure Horse People are exterminated at the battle of Alavan Argay.

1288 Peloria—the Lunar Empire conquers the last stronghold of the Dara Happan Empire.

1290 Fonrit—Sarro City becomes dominant in Afadjann and seizes the Land of Silence.

1291 Fonrit—the Clamorers rise to resist both the Cult of Silence and the Afadjanni.

1300 Fonrit—rise of the Renewed (tsanyano) movement in Afadjann.

1313 Shadowlands—Belnitar the Stranger swims ashore, begins his war against the Only Old One for control of the Shadowlands.

1313 Vralos—the Clamorer prophet Little Morishdo destroys the last stronghold of the Cult of Silence, in Emanus.

1315 Dragon Pass—the first settlers from Heortland brave the cursed land of Dragon Pass, founding the Colymar tribe.

1318 Holy Country—Belnitar becomes the Pharaoh, and renames the Shadowlands as the Holy Country.

1319 Fonrit—Yranian Leapers from Faladje conquer Afadjann.

1320 Fonrit—Yranian Leapers fight Kareeshtu for the next five years.

1321 Vralos—Yranian Leapers begin to invade, fighting continues over the next ten years.

1325 Dragon Pass—the First Wave of settlers from the Heortland enter Dragon Pass. The habitability of the Pass and presence of Ironhoof and the Grazers becomes widely known in the Holy Country.

1330 Dragon Pass—refugees fleeing the conquests of the Lunar Empire to the north led by Arim the Pauper enter Dragon Pass and settle there. The Kingdom of Tarsh is founded by Arim.

1331 Fonrit and Vralos—Yranian Leapers disappear as a significant force. The Afadjanii take their place.

1340 Fonrit—the first of the Season Wars between the humans of Vralos and Afadjanni occupiers of Vralos begins, sponsored by the elves.

1340 Dragon Pass—the Second Wave of settlers from the Holy Country enters Dragon Pass.

1347 Peloria—Hwarin Dalthippa, the Conquering Daughter, conquers the remaining south Pelorian tribes. Their lands are added to the Lunar Empire as Provinces.

1362 Peloria—Lunar forces in Holay suffer defeat at the hands of the Kingdom of Tarsh and the Twins, at the Battle of Falling Hills. The remaining free clans of Holay join the Kingdom of Tarsh.

1375 Peloria—Pent nomads, led by Sheng Seleris, devastate and overrun most of the Lunar Empire, now in a wane. Sheng Seleris begins his epic campaign against the Red Emperor.

1380 Dragon Pass—fighting between human settlers and beastmen.

1388 Fronela—Lunar settlers begin to colonize what later become known as the Arrolian Properties.

1397 Peloria—Yara Aranis, a nomad killing demon, the Second Inspiration of the Moonson, is released. The nomads no longer grow in strength.

1411 Kothar—the Mother of the Wheel founds the Kresh Empire.

1412 Seshnela—Bailifes made King of Seshnela.

1420 Prax—the Poljoni, led by Derik, enter Prax. They defeat the animal nomads in battle after battle, finally winning a grudging acceptance as a bastard or outlaw tribe, the Pol Joni.

1443 Fronela—barbarians invade Loskalm. Prince Snodal flees to the realm of the Altinae.

1448 Dragon Pass/Tarsh—Tarsh King Orios dies without heir, and civil war breaks out in the Kingdom of Tarsh.

1450 Fronela—Arrolian Properties of the Lunar Empire fall to the barbarians.

1455 Dragon Pass/Tarsh—the Illaro dynasty is founded by Illaro Blacktooth in Tarsh, restoring order to the Kingdom of Tarsh.

1455 Ralios—King Ulianus III of Seshnela conquers most of Safelster.

1460 Dragon Pass—the Telmori enter Dragon Pass, start skirmishing with the tribes there.

1460 Peloria—Red Emperor overcomes Sheng Seleris. The surviving nomads flee to Pent

1470 Dragon Pass—Sartar comes to Dragon Pass.

1476 Dragon Pass—Sartar founds Wilm's Church (Wilmskirk).

1477 Dragon Pass/Tarsh—The Telmori kill Tarsh King Tastanim.

1478 Vralos—Tortica throws out the Afadjanni occupiers. End of Afadjanni domination of Vralos.

1480 Dragon Pass—Sartar makes peace with the Telmori, and they settle near Prax.

1483 Fronela—Prince Snodal returns to Loskalm and defeats the barbarian invaders.

1486 Dragon Pass—Sartar founds Swenston.

1490 Dragon Pass—Sartar makes peace with the Pol Joni.

1490 Dragon Pass/Tarsh—Hon-eel the Artess comes to Tarsh and woos the king. After he disappears, Tarsh falls to the Lunar Empire, and her son by him becomes the first of the Lunar Kings of Tarsh, founding the Governor King dynasty.

1492 Dragon Pass—Sartar erects the walls of Boldhome on Day 88 and founds the Kingdom of Sartar.

1494 Dragon Pass/Sartar—Sartar marries the Feathered Horse Queen and becomes King of Sartar and Dragon Pass.

1499 Fronela—the Syndic's Ban begins, isolating the West. Prince Snodal and his companions vanish. His son Sight becomes king of the now isolated Kingdom of Loskalm.

1506 Peloria—a new nomad invasion ends in the Night of Horrors, where Lunar and nomad forces slaughter each other and Hon-eel is killed. Disastrous for both sides. The surviving nomads retreat into Pent.

1511 Seshnela—the Most Grand Tournament of History is given by King Vikard, marking the height of knightly ceremony and the end of Seshnela's occupation of Ralios.

1518 Fonrit—the ruler of Hombori Tondo becomes First Jann of Afadjann by mastering the power of the god Darleester the Noose.

1520 Dragon Pass/Sartar—Sartar's apotheosis occurs.

1520 Dragon Pass/Sartar—Saronil becomes King of Sartar.

1538 Dragon Pass/Tarsh—Palashee Longaxe leads a confederation of Tarsh rebels against the Governor Kings and drives the Lunars out of Tarsh

1550 Genertela—Dragonewt's Dream begins, lasting 5 years. No human has any idea what these mysterious events mean.

1550 Prax/Pavis—Duke Dorasar of Sartar founds the town of New Pavis on the outskirts of the old city, now called the Rubble.

1550 Jolar—Kresh wagons reach Jolar.

1555 Dragon Pass/Tarsh—Palashee Longaxe is killed in battle, and the Lunar Governor Kings retake Tarsh. The surviving rebels flee south to settle around Wintertop, becoming the Tarsh Exiles.

1559 Fronela—King Siglat the Good, son of Snodal, dies.

1565 Dragon Pass/Sartar—King Jarolar of Sartar is killed at the Battle of Dwarf Ford, while aiding the Aldachuri against a combined Lunar and Tarshite invasion. The Lunar Iron Maidens regiment is shattered, but at great cost to the Sartarites. Prince Jarosar becomes King of Sartar.

1569 Dragon Pass/Sartar—King Jarosar of Sartar is killed by Lunar spirits, Tarkalor becomes King of Sartar.

1575 Dragon Pass/Sartar and the Grazelands—Tarkalor marries the Feathered Horse Queen and becomes King of Sartar and Dragon Pass.

1579 Dragon Pass/Tarsh—King Phargentes dies. His son Moriades becomes King of Tarsh.

1580 Holy Country—Dormal the Sailor sets sail from the City of Wonders, beginning the Opening of the Seas. He visits Handra and the Three Step Isles before returning, then sets off again, putting in at Handra before setting out again.

1580 Central Seas/Alatan—bad weather forces Dormal to put in at Alatan. Jobar, king of Alatan, tries to kill Dormal, but is killed instead.

1581 Pasos and Nolos—Dormal puts in.

1581 Seshnela—Dormal sails through the Seshnelan Isles.

1581 Red Vadeli Islands—Dormal visits.

1582 Dragon Pass—Lunar forces march against the last city of of the Tarsh Exiles', Bagnot. They are met by Sartarite and Grazelander forces come to the Tarsh Exiles aid at the Battle of Grizzly Peak. Both King Tarkalor and the Feathered Horse Queen are killed as the Lunar magicians and armies sweep the field. Kostajor Wolf Champion bears Prince Terasin to safety. Bagnot falls to the Lunar forces a month later and its inhabitants are put to the sword. Prince Terasin becomes King of Sartar.

1582 Seshnela—Dormal travels through the Seshnelan Isles, wizards fail to detain him at Laufol

1582 Holy Country—Alatan fleet destroys Holy Country fleet

1582 Fronela—Dormal visits, possibly shattering the Syndic's Ban, defeats the Loskalmi fleet (sheltered in a bay during the Closing) and befriends the King of Loskalm.

1583 Central Seas/Ygg's Isle—Dormal visits, sets off for Luathela.

1584 Central Seas/Jrusteli Isles—Vadeli fleet puts in, claiming to be messengers of the god Dormal sent to rule the inhabitants and save them from the sins of their ancestors.

1584 Central Seas—Vadeli ships start suppressing all ships trying to reach the Jrusteli Isles.

1585 Central Seas/Alatan—Pasos fleet attacks and sacks the island, Alatan fleet flees to the West. A Holy Country fleet destroys the remnants of the Alatan fleet with merman help.

1585 Vralos—Vadeli fleet puts in and establishes stranglehold on shipping and commerce.

1586 Holy Country—exploration fleet sets off for Teshnos.

1586 Teshnos—Holy Country exploration fleet establishes the port of Dosakayo in Teshnos, explores Fethlon.

1587 Kralorela—Holy Country exploration fleet sails into Kralori waters, is destroyed by the inland Kralori fleet.

1588 Enkloso—Garzanz established as a Vadeli stronghold.

1588 Holy Country—maimed survivors of Holy Country exploration fleet return from Kralorela.

1588 Central Seas/East Isles—Kralori trading ships arrive.

1588 Maslo—Vadeli fleet encounters Maslo fleet, naval war between the Vadeli and the Maslans begins.

1588 Teshnos—Kralori trading ships arrive.

1589 Kralorela—East Isles trading ships arrive.

1589 Central Seas/Vormain—Kralori trading ships arrive.

1592 Central Seas/Jrusteli Isles—other foreigners foment rebellion against the Vadeli and drive them out

1594 Fonrit—Maslo fleet defeats Vadeli fleet at the Battle of Oenriko, suffering great losses in the process, ending Vadeli domination of the Pamaltelan coast

1594 Fronela—First Rathori awake, liberated from the Syndic's Ban, through which they slept.

1595 Central Seas/Teleos—Haralgan (East Isles) trading ships arrive - they use their own prayers, not Dormal's.

1595 Central Seas/Teleos—Kralori trading ship arrive.

1598 Central Seas/Teleos—Maslo trading ships arrive. The Opening is complete.

1600 Dragon Pass/Sartar—King Terasin is killed by Lunar magic. Prince Salinarg becomes King of Sartar.

1602 Dragon Pass/Sartar—Runegate, Boldhome and the Kingdom of Sartar fall to the Lunar Empire. King Salinarg of Sartar is killed. Euglyptus the Fat becomes Lunar Governor of Sartar. The heirs of Sartar are killed or flee, hunted by Lunar agents and spirits.

1605 Holy Country/Shadowlands—the Holy Country destroys invading forces of the Lunar Empire at the Battle of Building Wall. A small branch of the invading forces lay siege to Karse, but are driven off,

1605 Central Seas/Three Step Island—the Wolf Pirates land and establish a major base of operations.

1606 Holy Country/Islands—major Wolf Pirate raid.

1606 Dragon Pass/Sartar—priests of Orlanth agitate for violent expulsion of the Lunar missionaries amongst the tribes.

1606 Dragon Pass/Sartar—Telmori annihilate the core of the Maboder tribe.

1607 Dragon Pass/Sartar—Jomes Hostralos leads Lunar forces to victory over Telmori, killing the companion wolf of Kostajor Wolf Champion, King of the Telmori. He is known as General Jomes Wulf afterwards.

1608 Prax—the Lunar Army invades Prax, but their forces are driven from oasis to oasis by the nomads before they make peace and retreat.

1609 Holy Country/Esrolia—Ditali tribesmen, encouraged by Lunar agents, invade Esrolia, looting and pillaging before they retreat.

1609 Dragon Pass/Sartar—both Lunars and Sartarites raid the Stinking Forest, seeking to mete out reprisals for recent Tusk Rider raids.

1610 Ditali—Holy Country army attempting reprisals is driven off.

1610 Dragon Pass/Sartar—Euglyptus imposes harsher laws and taxes on the Sartarites. Only friendly tribes are exempted.

1610 Prax—the Lunar Army, seeking a route to the sea, renters Prax ana defeats the nomads at the battle of Moonbroth, then moves on to conquer the ancient city of Pavis, which surrenders to them.

1610 Dragon Pass/Tarsh—King Moriades of Tarsh dies, his son Pharandros becomes King of Tarsh.

1611 Ditali—Second Holy Country army raid on the Ditali lands succeeds.

1611 Dragon Pass/Sartar—Righteous Wind rebellion rises among the tribes, but is destroyed that winter by Harvar Ironfist, who becomes prince of Aldachur.

1612 Fronela—the Kingdom of War is revealed, and begins its conquests.

1612 Prax—the port of Corflu is established by the Lunar Empire at the south of Prax

1613 Dragon Pass/Sartar—Starbrow's rebellion occurs. A Lunar army is destroyed by the rebels. Euglyptus the Fat is terminated, and a new Lunar Governor-General of Sartar, Fazzur Wideread, is installed. The rebel forces are defeated at the Battle of Orlanth the Loser. Peace is made, and the ducks are scapegoated. A distant heir to the throne, Temertain, is installed as King of Sartar. He becomes known as the Pretender.

1613 Fonrit—a new Jann comes to power in Hombori Tondo.

1613 Kothar—first mass burning of Kresh wagons in Zamokil.

1614 Holy Country/Esrolia—Graymane's first raid on the Holy Country. Forces led by the Solanthi warlord plunder the border cities of the Holy Country.

1615 Dragon Pass/Sartar—a squabble between the Lunars and the Grazers leads to Grazer raids on Lunar occupied Sartar.

1615 Dragon Pass/Grazelands—a massive Lunar invasion force fails to come to grips with the Grazers, who harass, evade and frustrate their foes with Ironhoof's aid.

1615 Jolar—Ivi Kange founds the Arbennan Confederation to combat the Kresh wagon-people.

1616 Holy Country—the Pharaoh vanishes.

1616 Mournful Sea and Holy Country Islands—Holy Country fleet defeated by a Wolf Pirate fleet, which goes on to loot the Islands.

1616 Ditali—a large Holy Country army is ambushed and defeated by a combined Ditali/Solanthi army. The disaster is called the Lion King's Feast.

1618 Holy Country/Esrolia—Graymane's second 'Great' raid pushes deep into the Holy Country, the raiders gathering much plunder before retreating.

1618 Central Seas—Terthinus, the merman Voice of the Deep declares himself ruler of everything in and on the Dashomo Sea, affecting travel and trade between Jrustela, Enkloso, Vralos and Fonrit

1618 Enkloso, Orik, Vralos, Fonrit—Terthinus demands tribute from the coastal cities. The first to resist, Flaurine, is destroyed by the sea. The others, including the cities of Fonrit, quickly agree.

1619 Holy Country/Heortland—Heortland is invaded by the Lunar Empire. Whitewall is besieged, and Smithstone and Karse are seized by the Lunars, as is much of north Heortland. In the winter Hendrikiland raiders skirmish with the Lunars.

1620 Holy Country/Heortland—an assault on Whitewall by the Crimson Bat is repelled. The commander of the siege, Jorkandros Blinder, is replaced by Tatius the Bright, who defeats the main Hendrikiland army and accepts their surrender, taking Heortland for the Lunars. Whitewall and a few other pockets of resistance continue to hold out.

1621 Holy Country/Esrolia—Fazzur Wideread's invasion of Esrolia is disrupted by political maneuvering and diversion of his troops by the Emperor to Whitewall. He sends some specialists to aid Queen Hendira of the Red Earth Alliance, who wishes to establish a Lunar temple in Nochet. The specialists assist her, and construction of a Lunar temple begins in Nochet, despite the protests of many locals.

1621 Prax—a giant's cradle comes down river. Argrath and allies prevent the Lunars getting hold of it.

1621 Holy Country/Heortland—Whitewall falls to the Lunar Empire.

1621 Lunar Empire—Extra Full Moon Year begins in the Lunar Empire on Day 39 of Dark Season, celebrating the fall of Whitewall and Orlanth.

1621 Dragon Pass and the Holy Country—King Broyan and others that escaped from Whitewall unscathed appear at Bullflood and other places. Lunar assassins sent after them fail.

1621 Dragon Pass/Sartar—Fazzur is relieved of his command and governorship in Sacred Time.

1622 Dragon Pass/Sartar—Tatius becomes Governor-General of Sartar.

1622 Teshnos—Wolf Pirates raid Teshnos.

1622 Dragon Pass/Sartar—Tatius starts building the Temple of the Reaching Moon.

1622 Holy Country/Heortland—Tatius sends Lunar troops to trouble Broyan in Hendrikiland and releases chaos monsters from the Chaos Woods. King Broyan ambushes and destroys the Lunar troops sent to bother him, Hendrikiland rises in rebellion, which is eventually quelled by the Lunar army.

1622 Holy Country/Islands—Wolf Pirates raid from Three Step Isles.

1622 Holy Country/Esrolia—the Red Earth Alliance is thrown out of Nochet and a number of other Esrolian cities. The not yet completed Lunar temple in Nochet is destroyed.

1622 Holy Country/Esrolia—the lands of the Red Earth Alliance are raided, and a number of Lunar temples there destroyed. The Red Earth Alliance raises an army and burns a Old Earth Alliance city in retaliation but is driven off. Tatius sends the Grazeland Horse Army to help the Red Earth Alliance.

1623 Holy Country/Esrolia—King Broyan's outlaw army drives the Grazeland Horse Army out of Esrolia.

1623 Holy Country/Esrolia—Red Earth Alliance cities besieged, with its leaders trapped at Necropolis. Tatius sends Lunar troops to aid the Red Earth Alliance - when they are refused landing at Nochet, they besiege Nochet, trapping much of the Old Earth Alliance inside.

1624 Three Step Isles—Harrek returns with Argrath and his Wolf Pirate ships.

1624 Holy Country/Esrolia—Argrath and his companions ally with King Broyan. Broyan asks Harrek for help as well. The Warm Earth Alliance, supported by the Wolf Pirates, Harrek, Argrath, King Broyan and western barbarians march to meet the Lunars besieging Nochet - the armies meet instead at the Battle of Pennel, and even with the desertion of the western barbarians, the Lunar forces are defeated. Orlanth is freed.

1624 Holy Country/Esrolia—Victorious Warm Earth and Old Earth Alliance troops invade the Red Earth Alliance lands, destroying the Red Earth Alliance.

1624 Holy Country/Esrolia—Harrek and the Wolf Pirates spend their loot from the battles in Nochet, then sack the City of Wonders that winter—it disappears from the world forever.

1624 Holy Country/Heortland—King Broyan returns to Hendrikiland, remaining Lunar sympathizers flee.

1624 Prax/Corflu—Argrath returns, and with the White Bull Brothers and some others, takes Corflu.

1624 Dragon Pass/Sartar—That winter, Humakti kill King Temertain, the Pretender.

1625 Prax/Pavis—Lunar sorcerers perform ritual against the nomads.

1625 Prax—Argrath makes peace among the nomad tribes, raises a huge nomad army and Jaldon Toothmaker and marches on Lunar occupied Pavis. Pavis falls, with the nomads killing all Lunars they find, then sacking New Pavis. The residents of New Pavis flee to the Rubble. The nomad army eventually leaves Pavis to ride against Sartar, but is met by a Lunar demon and destroyed.

1625 Holy Country/Heortland—As King Broyan and an army march against Sartar, they are met by a demon that kills Broyan and destroys his army.

1625 Dragon Pass/Grazelands—Grazers rebel against the Lunars, sending tax collectors back with dirt and raiding Tarsh.

1625 Dragon Pass/Sartar—Temple of the Reaching Moon dedication proceedings are interrupted by Orlanthi and a dragon—Tatius, Scarlet Enerian, Blackmoor, and many Lunar troops and friends die. Sartar rebels, with the Lunars in Boldhome killed and Lunar plantations burned.

1625 Dragon Pass/Sartar—King Pharandros of Tarsh sends an army led by Fazzur Wideread into Sartar, to deal with the Grazeland and Sartar rebels. The army takes Aldachur, then moves toward Boldhome, but is met by a Sartarite army led by Kallyr Starbrow. The two armies clash, but the Tarsh army withdraws when Pharandros attempts to assassinate Fazzur's supporters at home and Fazzur rushes back to help them.

1625 Prax—Argrath consolidates forces in Prax, and restores order to Pavis once the nomads have left





Thus Concludes the RQ:IV Playtest.
We Hope you've enjoyed the ride....



