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Who's Who

Among Gloranthan Gods and Goddesses

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Acos (AE-koes)

Eastern and Yelm pantheons - Celestial Court god of law

God of Law and Upholder of the
Cosmos; Porter of Eternity; Father of
Mostal and Maker of Builders.

Aldrya (AL-drih-uh)

Elf pantheon - goddess of the woods

This goddess rules in all regions where trees dominate: pine forests, deciduous woodlands, and tropical jungle. She commands everything within the woods including plants, animals, wells and springs, bright glades and dappled glens, emptiness and shadow, ghosts, and terrifying spirits.

Aldrya is also mother of elves and dryads, who are her servants in the forests. In an ancient time referred to as the Green Age, Aldrya and the elves ruled all the world. She is now bitter about the loss of her preeminence, which explains why woods are intrinsically creepy to mankind.

She is usually depicted as either a tree with many different leaves and fruits upon her, or as a beautiful dryad.

Aleshmara
(ahl-ESH-mah-RRAH)

Pamalt pantheon - The Woman

Aleshmara is the leader of women and the keeper of the sacred Basket of Life. She rules the divine family of gods.

She is sometimes rendered in carved wood as a scrawny old woman holding a large basket. More often she is symbolized simply as a basket marked with her distinctive signs.

Allgiver

Eastern pantheon - First Woman

Allgiver was fashioned by Empress Earth, who pitied the lost and lonely Wild Man. Allgiver tamed Wild Man, married and had a child by him-Aptanace the Sage, the first civilized being.

She is usually portrayed as a tall oriental woman wearing whatever fashions were popular when the paint-

ing was made. She always has a tall jar at her side.

Annilla (an-NIL-ah)

Lunar, Merman, Pamalt, and Troll pantheons - mystic goddess of the secret Blue Moon, an Old God

This goddess was powerful in the Gods

Age, but her empire and powers were destroyed. She went into hiding, from whence she sent invisible forces to harass her enemies. Annilla is responsible for the ocean tides of Glorantha. Her invisible powers are also felt whenever an assassin strikes, a village disappears without a trace, or a priceless artifact vanishes from history.

Introduction

This prosopaedia is intended for use by both the gamemaster and the players. It provides an objective view of the deities described in the *Cults* book, as well as many other deities not so listed. The objective here is to give an overview of many different deities drawn from across the world of Glorantha.

Each entry first gives the most common spelling of the deity's name, immediately followed by a commonly accepted pronunciation of that name. Remember that people from different lands will pronounce these names somewhat differently.

The next line lists the pantheon or pantheons in which that deity is found and then the deity's title or function within that pantheon. There may also be a line which directs you to another entry, which commonly provides a listing of other gods and goddesses who are closely related to the deity, and whose stories may provide additional pertinent information for the reader.

Following this information is a short paragraph which further explains the deities position in the world, and which often contains tidbits drawn from the deity's mythology. Also, the manner(s) in which the deity is portrayed or illustrated to his or her worshippers is given in native form. Thus is provided an image of each Pamaltelan deity as woven into baskets or drawn into sand; of Malkioni heroes as portrayed in illuminated manuscripts; of troll deities as rendered in chewed-rock carvings; and of most other deities as represented in temple sculptures. Mermen are iconoclastic, and never picture their deities. Some gods, especially chaos gods, receive little formal worship but may appear as foes in the rituals of other religions. We give the forms they take in such rituals. Occasionally the source for a deity's form is other than the imagination of its normal worshipers, and in these cases we have so stated. Also, a god's description may seem to be a symbol, rather than an image, such as in the case of the Basket of Aleshmara. We have not tried to distinguish between the symbols and illustrations.

Once per tidal cycle, Annilla plummets from the top of the sky dome (via the Pole Star gate), through the atmosphere and straight down Magasta's Pool. Concurrently, the tides precipitously fall from highest to lowest in a single day. At this time she can sometimes be seen by keen-eyed observers who know where to look and which spells to use. As a result of these sightings, Annilla is also called the Blue Streak in various languages throughout the world.

Annilla is represented by her Pamaltelan descendants as a blue orb; by the Lunars as an elderly blind woman dressed in blue, with one arm behind her and leaning on a cane; and by the trolls as a smooth-skinned mistress troll holding a round stone in one hand and water in the other.

Aptanace the Sage (AP-tan-aes)

Eastern pantheon - the founder of civilization

Aptanace the Sage is the child of All-giver and Wild Man. His fourteen-hundred children began all the social classes and occupations of humanity. His seven hundred sons invented the seven hundred Divine Arts of culture, and his seven hundred daughters espoused their brothers and applied the Arts to real life.

He is portrayed as a tall, straight-backed old oriental man, bearded and bald, leaning on a staff and holding an armful of scrolls.

Arachne Solara (a-RAK-nee soe-LAHR-ah)

Nearly universal - goddess of nature; greatest of the greater gods

Some philosophers theorize about gods beyond the gods. Sometimes these theorizations are labelled as powerful impersonal forces, like Time. Sometimes they remain mysterious and unfathomable, such as Arachne Solara. Mystics and philosophers say that the web of Arachne Solara is the binding of the universe-the universal fabric which connects all parts of the world.

Her origin is unknown, though legends abound. She was unimportant until all the gods gathered together in the Land of Death, awaiting final annihilation by the chaos gods. As if they were merely puppets on a single set of strings, all the gods cooperated and aided Arachne Solara to fight entropy. Chaos metamorphosed, Time began, and the gods went about their old business.

Since then, Arachne Solara has righted the wrongs of the world twice. The first resulted from the making of the chaos-god Gbaji; the second when the Jrusteli overstepped the bounds of magic. Both times even the gods changed-the faithful and the just escaped her wrath while the evil and heartless were destroyed.

Few beings actively worship Arachne Solara, for her spells are beyond mortal

ken, and she does not respond to prayers and appeals. She appears when and where she desires. The results of her presence are sometimes benevolent and generous, at other times cruel and terrifying, but usually neutral and natural. She eats anything she catches in her web.

She is usually shown as a bloated black spider, or as a woman to the hips, mounted upon a spider's thorax and abdomen.

Araganthosas (AR-ah-gan-thoe-sus)

Eastern pantheon - East Isles god of the island of Faranvogath

The people of Faranvogath worship a type of gigantic plant which is indigenous to the island. Each worshiper is attached to one of these plants by a long tendril or vine. They are friendly and seem happy, though they can never leave their island. These plants are worshiped as the earthly manifestation of Araganthosas, god of the island.

He is never pictured since his worshipers know him intimately through their connection to their plant.

Aranea (AR-uh-NAE-uh)

Pamalt and Troll pantheons - spider goddess

Aranea is the goddess of spiders, who emotionlessly preys upon the helpless and weak. All spiders are her descendants.

Among the southern humans she is depicted as a stylized version of the most deadly local species of spider, or often as the common steppe pack spider. Trolls carve images of her from a soft spherical rock-a hole is bored for the mouth, and her legs are joined to clasp a victim.

Argan Argar (AR-gan AR-gar)

Troll pantheon - god of surface darkness

Argan Argar is a son of Xentha, and was a leader among the trolls during their stay on the Surface World. He is messenger and translator for the troll pantheon, and is also the god of troll merchants and interpreters. He is popular with trollkin, who claim that Argan Argar taught them how to use the spear.

He is graven as a dark troll (never as one of the mistress race) with large eyes. His right hand is extended and his left hand holds a spear. He is usually carved from igneous rock.

Arkat (AR-kat)

Malkioni, Orlanth, and Troll pantheons - ancient hero

Arkat is the most important ancient hero. His leading the epic struggle to destroy Gbaji, the Chaos God, ended the Dawn Age. Arkat discovered the means of deliberate heroquesting, and spread his knowledge among others. For years his cult controlled all active excursions onto the hero plane. Arkat

retired to Ralios and founded a widespread, peaceful empire.

Although he destroyed Gbaji, Arkat underwent unusual metamorphoses which alienated his followers. In the Second Age, political and magical enemies destroyed Arkat's empire. His cult was at first discouraged, then outlawed, and eventually became superfluous amidst the growing abuses of the Jrusteli God-learners.

Due to this persecution Arkat's cult went underground for centuries, but its remnants helped spearhead the destruction of the hated Jrusteli. Since then it has maintained a widespread, but scattered, existence.

Arkat is represented in many different forms. Western manuscripts describe him as a huge burly redhead and clothe him in sixth-century armor and fashions, including his coat of arms: a black shield with two gold crowns. Orlanthi barbarians depict the same man but carrying two swords and wearing barbarian clothing. Trolls carve images of him in marble, shaped like a dark troll but with prominent teeth, a heart shape on his chest, the sign of the Redstone Zorak Zoran temple on his back, and a bronze nail driven through him from head to foot.

Artmal (ART-mahl)

Pamalt pantheon - moonson, father of the Veldang, an Old God

Artmal is a son of the Blue Moon, Annilla. He came to Pamaltela during a time long-forgotten, and founded the fabulous Artmali Empire. Evil days befell his descendants when Artmal was maimed by wicked storm gods. The Empire became a wasteland and its people were enslaved by their neighbors and former friends. Artmal's blue-skinned descendants are now called the Veldang, and they still remember the glorious days when Artmal himself walked the earth and when Artmali ships sailed a lovely sea where the bleak Nargan desert now lies.

The blueskins of the land of Zamokil now dance to Artmal once a year. They costume themselves in his image, donning straw wigs with animal horns, strapping-on an extra pair of artificial arms, painting an eye on their forehead, and wearing woven grass skirts and leggings (a clothing fashion unusual to the region). In the city-states along the north coast of Zamokil, Artmal is portrayed as an enslaved god, emaciated and chained.

Asrelia (az-REE-lee-ah)

Orlanth and Troll pantheons - grandmother of wealth

Asrelia is the keeper and distributor of all which is good and desired (with respect to the culture in which she is worshiped). She is also the mother of Ernalda and Maran Gor.

Among humans she is pictured as an ugly hag bedecked in endless necklaces and rings, and cloaked in robes studded with precious metals. Shining jewels, sparking flints, living stones,

Pronunciations of Gloranthan Deities

Stressed syllables are capitalized. Consonants are always hard, and pronounced only one way. All S's are sibilant; all Z-sounds are written with Z. RR is a rolled R. The soft J is written ZH.

A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written U or UH; a long-U is written OO. The letter Y is always pronounced as it is in "yawn". OI as in "coin" is written for pronunciation as OY. An apostrophe indicates an extremely-compressed short-I sound.

fossils, and numberless coins blanket the ground at her feet.

Among trolls she is symbolized as a bowl carved from granite. On the bowl's exterior are stylized ears stuffed closed with wooden or dirt plugs. The bowl's lip is ridged and sharp, and the bowl's interior has three to seven undulating lines in concentric circles about the center.

Atyar (AT-yar)

Chaos pantheon - chaos god, the knowledge thief

see Thanatar

Atyar is a portion of a chaos god worshiped for centuries as a patron of occult thieves. In historical times his cult was reunited with another severed portion of the god into Thanatar. Atyar is still worshiped independently from Thanatar.

Atyar is symbolized by a wooden post, to which are nailed the hands of victims as offerings to this vile god. He is pictured by his foes as a silver ram-horned skull with blazing eyes.

Aurelion

-see Caladra & Aurelion

BBBBB

Babeester Gor (BAH-bees-ter GORE)

Elf, Orlanth, and Pamalt pantheons - the avenging daughter and sacred guardian

When the Gods War perverted the world, the earth brought forth its own grim defender. Babeester Gor was born from her mother's corpse, axes in hand, body ritually scarred to carry deadly magic. She destroyed all kin-slayers, all oath-breakers who swore by her mother, and everything which desecrated the sacred places of the earth,

She was merciless and cruel. Once she slew so many defenseless residents of Healing Valley that she waded breast-deep in the gore, drinking the blood of victory and slaughter. Eurmäl saved some of the healers when he turned the blood to beer, which

Babeester Gor drank to blissful oblivion.

Every important temple to the earth deities is guarded by Babeester Gor's initiates and includes a shrine to her.

She is usually represented in temples as an iron axe decorated with scalps, genitals, and other grisly trophies obtained by her initiates.

Bad Man

Chaos pantheon - First Enemy

The Bad Man is a powerful, maleficent spirit which can appear in many places at the same time. His existence causes people to fear contact between the spirit plane and the mundane world, for he seeks to halt the dissemination of magical knowledge. Now that the Horned God has spread the secret of shamanism across the world, the Bad Man has become the shamans' special foe, eternally trying to destroy shamans before their spiritual birth.

He appears in a variety of forms, usually becoming whatever the viewer fears most.

Bagog (ba-GOG)

Chaos pantheon - chaos scorpion queen

Bagog is a huge bloated monster that invaded the world during the Greater Darkness. She birthed millions of hideous hybrid monsters by hapless fathers, whom she devoured. The race of scorpion men still blights the world, and though not all this species worship her, all descend from her.

Images and pictures are rarely used by her crude worshipers. In prehistoric manuscripts she is drawn as a gigantic wrinkled scorpion woman.

Black Fang Brotherhood

Orlanth pantheon - assassin organization

The Black Fang Brotherhood is an organization of murderers-for-hire based in the ancient ruins of the city of Pavis, located in Prax. They worship Black Fang, the spirit of a ruthless bandit.

His temple image is reputedly a stiletto shrouded in a black hood.

Bolongo (boe-LONG-goe)

Pamalt pantheon - the false god, an Old God

This empty being haunts Pamaltela, pretending to teach and pretending

to mask secret wisdom behind his fooleries and mad actions. But there is nothing behind his mask. Those who are enthralled by him expend their lives in meaningless waste.

Whenever anything goes catastrophically wrong, people know that Bolongo had something to do with it. The Arbennan have a saying, "wearing Bolongo's mask," which is applied to anyone acting in an unusually stupid manner, to anyone who is possessed, and to that person chosen as the annual scapegoat.

Bolongo is always portrayed in art, myth, and legend as a mask.

Brastalos (BRASS-tal-ohs)

Merman and Orlanth pantheons - sea storm

Brastalos is the wife of Magasta and psychopomp of the sea pantheon. She personifies both the raging hurricane and the calm eye of the storm. Her home is located at the center of the world above the Homeward Ocean. The children of Magasta and Brastalos are deadly waterspouts and whirlpools which dot the places where the air and sea meet, a plague to the godless.

She is portrayed among men as a raging hurricane or a waterspout. Among mermen (as usual for that race) her image is not graven.

CCCCC

Cacodemon (KAK-oe-DEE-mun)

Chaos pantheon - chaos gods of anarchy, murder, and ogres

A cacodemon is a demonic remnant of the Devil, left over when Wakkboth was smashed by the Block, a massive slab of truestone, in Prax. This being more resembles a huge monster than a demigod, but is the center of a loosely organized cult. It occasionally appears in person to aid or menace its few cultists.

A cacodemon is usually about twelve feet tall, winged, clawed, and tailed. Sooty dirt begrimes his thorny skin. He is accompanied by a stench of sulfur and carrion, and various other chaotic details.

Caladra & Aurelion

(kah-LAD-ruh)

ah-REL-ee-on)

Orlanth pantheon - volcano twins

The cult of Caladra & Aurelion is an example of a successful God Learner experiment. The God Learners took two independent cults with variant views of the universe and interlinked them to create a third, stronger religion. This religion still dominates portions of the Holy Country.

Caladra & Aurelion are gods of volcanic fertility and harmony. Twins and

diamonds are sacred to this cult, and they burn raw oil in their sacred lamps.

Caladra is always shown as a fiery, orange-skinned woman, and Aurelion as a handsome, black-skinned man.

Celestial Court

Yelm pantheon

see Acos, Uleria, Larnste, Orenoar, Harana Ilor, Tylenea, Kargan Tor, Ratslaff, Dame Darkness, Sir Sea, Empress Earth, Lord Light, King Storm

The Celestial Court was an assembly of specific deities who ruled the universe between its creation and the Gods War. Two types of deities were recognized within this assembly; the Powers and the Elemental Rulers. The Celestial Court was destroyed with the coming of chaos.

The Powers of the Court were: Acos, God of Law and Upholder of the Cosmos; Uleria, Goddess of Love; Larnste the Shaper, Lord of Change and Growth; Orenoar, Mistress of Truth; Harana Ilor, Goddess of Harmony and Peace; Tylenea, Mistress of Masks; Kargan Tor, God of War and Courage; and Ratslaff, Dupe of Disorder.

The Elemental Rulers of the Court were: Dame Darkness, order and pattern within shadow; Sir Sea, source of the waters; Empress Earth, broad and bountiful; Lord Light, the bright and fiery aether; and King Storm (Umath), an Elemental Ruler often not considered to be part of the court.

Chalana Arroy (chah-LAH-nuh a-ROY)

Orlanth and Yelm pantheons - the healer

This merciful goddess is both a Light-bringer and a member of Yelm's household. She knows how to heal all diseases and wounds, and even healed the sun and the world after the Great Darkness. Her worship is widespread, for everyone desires her blessings. During plague or famine she is even more popular.

She is usually rendered as a tall lithe woman, gentle and serene, dressed in a white gown. Her arms are open in a gesture of friendship and her hands are flexed into gestures for blessing or healing spells.

City Gods

Eastern, Lunar, Orlanth, Yelm pantheons

Most cities have their own protective spirits. Citizens worship their city's spirit to keep it strong and healthy, for it is the soul of the city.

The city god is usually represented by an idol fashioned as a typical wealthy native of the region. If the area is of mixed ethnology, the idol is usually shown as a member of the current ruling class.

Comb and Braid

Eastern pantheon - East Isles god of barbers and the island of Rathmorasomangon

This exotic deity's worshipers believe that properly grooming one's hair is an act of sacred import which can reveal mystical secrets. They know both how to regrow hair on a bald head and to destroy unwanted hair permanently. Their island of Rathmorasomangon is desolate, a wondrous contrast to the gorgeous coiffures of the inhabitants.

Comb and Braid is portrayed as a grossly hairy being whose shaggy locks cover his torso, head, and face, leaving only his limbs relatively bare. He wields a comb, scissors, brush, and mirror in his four hands in a ludicrously aggressive fashion. His priests usually wear the sacred comb thrust into their headress.

Creator

Lunar and Malkioni pantheons

The Creator is the prime mover of the universe who created it and set its natural forces into motion. Creator is believed to have completed his work and gone far away, reachable now primarily through intermediaries (either shamans or saints). He is never pictured.

Cronisper the Wise (KRRON-is-per)

Pamalt pantheon - Grandfather Sky, an Old God

Cronisper is companion to Yanmorla and the Earth Witch, and advisor to Pamalt. His beard encircles Pamalt's holy mountain and his staff supports the sky dome. He knows the name and secret power of every being on Glorantha, but only shares his wisdom with madmen and gods.

Cronisper is rendered in wood as a thin old man with a pointed head, clutching a large staff topped by a sphere. His beard descends in a spiral about the staff.



Daga (DAH-gah)

Orlanth and Yelm pantheons - god of drought and famine

Daga is a spectre, a wan and frightening thing without substance to strike or force to scatter. He is imprisoned within a carefully sealed jar kept at Orlanth's bedside. When people sin and forget the gods, the jar is opened or broken and Daga swims out to blight the earth and bring people back to a remembrance of their gods.

He is pictured as a skeleton, a death-spectre, or as a dying child ravished by malnutrition.

Daka Fal (DAH-ka FAHL)

Orlanth and Praxian pantheons - judge of the dead

The Courts of Silence squat at the out-

skirts of Hell. Within this mighty, grim hall is a great dais upon which sit three entities. In the center is Daka Fal, robed in the holy garments of a judge. To either side are assistants, whose names and functions are uncertain.

Every person must someday confront Daka Fal, who knows all men's crimes and righteous acts. Those that are honest and fair will have their gods to plead for them. The wicked will stand alone, condemned. Guided or hounded by spirits, each judged soul leaves the Courts of Silence by a doorway into their own heaven or hell.

Daka Fal is usually depicted as a shrouded figure sitting high atop a chair or stool. Sometimes he is portrayed as a human whose face is a mirror.

Daliath (DAHL-ee-ath)

Merman pantheon - keeper of wisdom

Deep within the cosmic sea, past the wilderness of the hadal depths and near the bottom of Magasta's entire realm, lies the Well of Wisdom. Within that godly spring sparkles a magic nectar sought by even the greatest gods. Its divine properties defy description, but a small drop is considered a great treasure among the gods.

Daliath is the keeper of the well, and only he regularly imbibes of its potent wisdom. He creates and arranges the defensive obstacles which discourage questers, and doles out the precious fluid to those few who succeed.

As is common among mermen, he is not pictured.

Dame Darkness

Yelm pantheon - Celestial Court goddess of elemental darkness

Dame Darkness was born as a defense against the Oozing Chaos of pre-creation. She is a personification of the abilities of darkness. The Order within Darkness is alien to mankind and the Pattern of Darkness is kept secret by the dark trolls.

Danfive Xaron (DAN-five ZAR-un)

Lunar pantheon - Bridge for the Seeker, one of the Seven Mothers

Danfive Xaron is a bloodthirsty outlaw who volunteered for the most dangerous task in the ritual of recreating the Goddess. His partial success earned him the position of Gatekeeper, Porter, and Night Watchman for the pantheon. He is the friend of the Ferryman of the Dead. His gloomy cult presents a last chance for society's most desperate dregs to rehabilitate themselves. Criminals of any sort can find refuge within his temples, but the cult sets harsh standards (e.g. looking at the opposite sex in the first year merits blinding and dismissal). Remaining in the cult pays off only after many years of hard effort.

Danfive Xaron is usually rendered as a scowling, middle-aged ruffian hunched into a position of submission, wearing chains and shackles.

Daruda (dah-ROO-duh)

Eastern pantheon - the Dragon Emperor

Daruda is a pre-Time ruler of Kralorela. He brought the dragon magic to the lands of the East and taught subsequent rulers the secret of turning their souls into the souls of dragons.-

He is usually depicted as a human with the head, tail, and wings of a dragon, carrying the imperial regalia.

Dayzatar (dah-ZAE-tar [Y is silent])

Yelm pantheon - holy and aloof sky god

Dayzatar, the shining sky, was once situated much closer to the world and was more accessible to his worshipers. During the Gods War Dayzatar retreated from the world, setting himself far away in space and worship. His monks now rely on secrets of mysticism beyond normal understanding to maintain their belief, but their rune spells are costly and seem silly.

Dayzatar is usually portrayed as the starry vault, or as a tall, enthroned bald man with a look of disdain on his face.

Deezola (dee-ZOE-luh)

Lunar pantheon - the Binder Within, one of-the Seven Mothers

Deezola was a ruler of lands on the Arcos river and a priestess of Arachne Solara. She is famous as a healer and is a favored patron of nobles and poets. She is also mistress of earth magic.

She is shown as a middle-aged woman, seated with various healing and homely artifacts upon her lap. An ornate comb, crenulated and with her special rune within a square, decorates her hair in an ancient fashion.

Dehore (dae-HOR)

Pamalt and Troll pantheons - the King of Below, an Old God

All the thousands of spirits which inhabit the senseless darkness answer the beck and call of this formless and shapeless deity. Cloaked ever in shadow and muttering in darkness, Dehore, commander of the shades, sends his minions to those who serve him.

His form is traditionally hidden in pictures, though one of his subject spell spirits or shades may stand in for him in ceremonies.

Dendara (den-DAHR-uh)

Eastern and Yelm pantheons - the good goddess, wife of Yelm

The faithful and beautiful wife of Emperor Yelm is the paragon of uxorial virtue. With magnificent pride and skill she commands her heaven-full of servants, and her sergeants carry out every task to prepare for the Emperor's needs, yet Dendara still beams happily in the radiant presence of her husband. As long as she remains content, the world of her worshipers is complete.

Dendara is usually represented as a lovely though matronly woman, her head bowed in respect to her husband,

with tiny figures of children gathered about her skirts.

Donandar (duh-NAN-dahr)

Orlanth and Yelm pantheons - god of minstrels and players

This god wanders the world incognito as an ordinary wayfaring songster, bringing warmth and cheer to the folk he meets. Everyone is careful to welcome and be hospitable to all entertainers in hopes that they may someday host Donandar himself, bringing good luck forever after to their house.

This minstrel is usually pictured as a locally popular musical instrument or as a human holding same.

Dormal (DOR-mahl)

Malkioni, Merman, and Orlanth pantheons - god of boats and sailors

Dormal, a humble craftsman from the city of Nochet, received inspiration from the god Magasta and instruction from Hunlarni the Wise. Galaaz the Shaper was shipwright, using old plans tiled upon his warehouse floor. Dormal said his prayers, raised his sail, and set out across the open sea on the first over-water voyage in over 400 years. Dormal's rites and ceremonies are used by all captains now, although other ship designs have been resurrected or rediscovered.

Dormal's image is always carved of wood with arms extended outward to hold a large shell which is daily emptied and replenished from the water under the ship's keel.

Drospoly (dros-POE-lee)

Merman pantheon - the Cold Death

The torn remains of anything that dies in the open sea sink downward, to the lair of Drospoly, who lives in the abyssal depths where sunlight never reaches and where the water is always freezing-cold. Only corpses and deformed monsters dwell there with him. Drospoly is a secret horror known only to the merfolk, who fear him greatly. Mermen do not make images of their gods.



Earthmaker

Hsunchen and Praxian pantheons - the Great Spirit

This entity lives beyond the realm of normal spirits and gods, being omnipotent and all-encompassing. He made the world and all things in it. He can be reached only through diligent effort and the magics of the Horned God. Earthmaker is never shown in pictures or sand paintings.

Earth Witch

Elf and Hsunchen pantheons - grandmother earth, an Old God

This elderly goddess does for the gods what the old woman who lives just outside town does for a village. She makes potions, blesses things, sends spirits, and preserves the old lore for those who need it. She sometimes has other names.

She is rendered as an elderly woman of the local race, decorated with a necklace and belt of charms, and holding forward a jar, gourd, or other container.

East Isles Gods

Eastern pantheon - insular gods

see *Araganthosas, Comb and Braid, Hobimarong, Lumavoxoran, Saliligor*

Each of the East Isles has its own special god, who is worshiped by that island's residents. Each god is unique, and over a thousand are known though only a few are covered in this text.

Ehilm (EE-hilm)

Malkioni pantheon - the sun, a false god

Ehilm is the name by which westerners personify the sun. Their fairy tales describe a powerful sorcerer who gained the knowledge to create the solar powers. He refused to share his secrets and used them for selfish ends and was thus condemned to a life without Solace.

Ehilm is sometimes pictured in western manuscripts as a golden-armored knight bearing arms which show a yellow sun displayed on a white field,

Eiritha (igh-REE-huh)

Praxian and Yelm pantheons - herd mother

This is the cow-mother. She is the source of fecundity and rich milk for all hooved and horned creatures. Every farmer or herder calls her by whatever local animal he favors.

Eiritha is usually shown as a larger-than-life version of the popular local animal. Sometimes, especially among the Praxians, she is shown as a human-headed version of the beast, or as a beast-headed woman.

Elder Gods

Dwarf, Elf, and Yelm pantheons

see *Glorantha, Grower, Maker*

This is a collective term for a group of ancient deities, all of surpassing power, and all of whom are only vaguely understood by modern folk.

Empress Earth

Yelm pantheon - Celestial Court goddess of elemental earth

This goddess is the personification of the broad and bountiful earth, third-born of the elements. While she lay upon the Great Ocean she meditated upon the forms and powers within herself and bore a great number of children, often without the aid of a partner. So rich was the Empress that life teems within and upon her.

Ernalda (er-NAHL-duh)

Orlanth pantheon - earth mother

The bountiful mother of life is the source of all sustenance. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are her children. She is fruitful and generous. Even trolls are said to love her, because she is so good to rob.

She is usually depicted as a happy matron, typically with a bunch of keys at her belt, a basket overflowing with edible fruits and meats hangs from one hand, and with the seven Orlanthi wedding bracelets encircling her arm.

Etyries (eh-TEER-eez)

Lunar pantheon - messenger of the Goddess

Several humans became demigods and filled roles in the Lunar pantheon. One of these was the frustrated daughter of a southern merchant who went to hear the word of the Red Goddess. She listened well, learned what the goddess meant, and worked her way to become Etyries, goddess of merchants, messengers, and heralds. In becoming a goddess, Etyries usurped spells and skills possessed by other deities.

She is usually pictured as a wide-eyed woman thrusting a balance scale forward in her right hand, and clutching a sacred urn to her breast with her left.

Eurmál (YUR-mahl)

Orlanth pantheon - the trickster

This troublemaker is a jester and a fool, but armed with divine energy and power. His tricks change the world, his pranks create or destroy. Sometimes his jokes are harmless, such as when he attended an important banquet and made all the gods' clothing transparent. Eurmál can be helpful, as illustrated when he distracted the gate guards of Hell so that the Lightbringers could slip by. Often he is malicious, as when he ate all of the flying raccoon babies. He is as often the butt of jokes as he is the prankster.

Eurmál is a self-indulgent buffoon. Eating, drinking and fornicating are his favored activities; thievery and callousness are his entertainments. Every sensible deity throws this bum out of his pantheon if he can, and every sensible human throws any worshiper out of his house. Only Orlanth can (sometimes) control him.

Eurmál is usually shown provocatively dressed and impishly grinning, often with sharp teeth. With one hand he holds a leather bag of tricks while he makes an obscene gesture with the other.

The Exarchs (EKS-arks)

Eastern pantheon - masters of the cosmic mystery

The exarchs, also termed Lesser Dragon Kings, are a band of divine functionaries who govern the territories of the Kralorelan empire. Each exarch rules one province and, though a mortal man, is worshiped by the common

people. The exarchs themselves worship the current emperor. Through the worship provided by their subjects the exarchs attain great spiritual mastery with which to serve their people.

The exarchs garb themselves in elaborate regalia for public appearances. Each dominion of the Kralorelan Empire has its own distinctive fashion for the decoration of its exarch.



False Gods

Malkioni pantheon

see Ehilm, Humct, Worlath

According to ancient Malkioni history, wicked sorcerers learned to control great natural powers and intertwined their souls with Nature's forces to become creatures now worshiped by lesser beings. Those creatures are called the False Gods and they have cut themselves off forever from the Solace and Joy which Malkion and Hrestol make accessible to mankind.

Faranar (FARR-an-ahrr)

Pamalt pantheon - wife of Pamalt

Faranar is the daughter of Aleshmara and the wife of Pamalt. Several important chieftain dynasties trace ancestry to her. Faranar's power lies in her family. In myth she is almost always with her husband, mother, and other members of the family of gods.

Images of Faranar always show a woman of status and property, with a cloth skirt, a mother's headress, and many shell necklaces.

The First Four Companions

Hsunchen pantheon - Old Gods, friends of the Great Spirit

Most primitive societies recognize the existence of the First Four Companions, who assisted Earthmaker in the creation of the world. They are the overseers of the four compass directions and they are always depicted as having the form of animals of a watery origin. The most widespread story knows the Companions as Turtle, Loon, Otter, and Sea Eagle.

Flamal (FLAM-ahl)

Elf pantheon - father of seeds

One legend claims that Flamal was born from a piece of living amber which grew upon the pleasant seashore which surrounded the Spike. He was killed and eaten by Zorak Zoran, and for this the earth mother withdrew all her support from the world and weakened it prior to the war against chaos. When Time began Flamal was also reborn, bringing joy and fruitfulness to all in the world whether or not they worshiped him. With various brides, Flamal begat all the many crop- and plant-goddesses of the universe.

He is rendered as a wise old man or

elf with sprouts of all kinds branching from his body. He is usually carved from amber.

Foundchild

Praxian pantheon - hunter son

Foundchild was discovered as a squalling babe in the midst of the Great Winter. Helpwoman found and tended him to full manhood. He taught a straggling band of followers how to use the weapons of war-bows, spears, and stones-to bring life by killing animals to eat.

He is usually shown as a man armed with a radiant bow or spear, with animal heads bound to his belt.

Framanthe (fruh-MAN-thuh)

Merman pantheon - goddess of the deep

The brooding and mysterious power of the deep flows from this goddess. She is the soul of the primal ocean, the embodiment of its power and energy. Understanding her is a mystical experience. Although almost every prayer and ritual of the sea folk includes a thanks to her, almost no active worship of Framanthe exists.

As is common for mermen she is not depicted in any form.



Gagarth (guh-GARTH)

Orlanth and Praxian pantheons - the wild hunter

Gagarth rides across all the worlds seeking lost or lonely spirits as food for his hunt. He chases the devout off their predestined path to eternity. He runs down the lonely traveler on the moors. He dogs the trail of all who resist him.

The fierce winds which accompany Gagarth sting like red hot hail. He rides a demon steed which gallops upon air, land, or sea, and he is armed with a long-reaching barbed spear. His companions include slaving spirit wolves and a howling crowd of dead followers.

He is usually shown as a skull-headed man with glowing eyes. He rides an eight-legged steed like a horse with an eagle's beak.

Gark the Calm (GARK)

Chaos pantheon - chaos god of eternal peace, eternal life, and zombies

Gark's priests travel the world in many guises, promising the seemingly-impossible to the impoverished people of all civilizations: peace and solace from the miserable world. Gark's worshipers call him by many names, but every crowd of hopeful pilgrims disappears into ancient ruins or forbidden places. No one knows the fate of the souls, though a terrible odor rises from the zombie populations of those places.

Gark is rendered in whatever form is most pleasant to potential worshipers.

Gata (GAH-tah)

Elf pantheon - the primal earth

Behind the grandiose mythologies and powers of many deities looms a forbidding and formless entity: the primal earth. Myths reveal that the goddesses of old called upon her in their prayers. No human today is capable of reaching this being. She is variously called the Three, Six, Nine, or One Hundred Twenty Four Earths.

She is not usually pictured, but a simple clod of earth, sometimes blood-drenched, is used to represent her in ceremonies.

Gbaji (g'BAH-jee)

Chaos pantheon - the deceiver

Gbaji brought about the end of the Dawn Age and destroyed Genertelan civilization. His subtle chaos infected all cults and peoples from Peloria to Seshnela. At the peak of Gbaji's evil empire vampires walked openly, disease masters of Malia were as highly esteemed as healers, and the populace of entire cities sprouted chaos features.

Arkat the Liberator destroyed Gbaji and destroyed his empire. To this day, Gbaji's homeland, Dorastor, is infested by vile monsters.

No images of the living god survive. He is shown in western manuscripts as a demonic figure an evil parody of the human form. Pelorian manuscripts reveal an elegant radiant man-like being, almost always shown suspended off the ground and glowing from within. His handsome face is usually twisted with a snarl. He is usually also shown with leathery wings.

Genert (GEN-ert)

Praxian pantheon - the dead god

Genert once ruled the northern continent. During his life peace and plenty abounded. Since his death by the agents of chaos, the world has been worse off.

Genert was not resurrected by the Dawn because when he was slain his body and soul were eaten by chaos monsters. Anything so destroyed leaves the energy cycles of Glorantha forever. A great patch of land on the northern continent is harsh and barren because it used to be connected with Genert's personal life forces, which can never be recovered.

No images of Genert are known. Some cliff carvings reported in the wastelands beyond Prax show a giant before whom bow figures who are similar to known nomad deities.

Gerlant Flamesword (GER-lant)

Malkioni pantheon - warlord, saint of honor and right action

Gerlant Flameword was a king of Seshnela during the most important war fought by the Malkioni. He was Arkat's liege during the Gbaji wars and he used Arkat to save his land. When Arkat betrayed his principles Gerlant turned against him. This forced treachery has been a favored subject for

tragic epics for centuries. Sometimes Gerlant is declared to be Arkat's son. Gerlant's prowess and honor became so legendary that even before his death, he was worshiped as a saint.

He is pictured in manuscripts as a bearded king with black hair wielding his famous flaming sword. His arms consist of a flaming red sword upon a white background. A variant of this became the hated symbol of the God-learners.

Gloomshark

Chaos pantheon - chaos god of hunger

The gloomshark is a mighty fish that was blighted and blasted by chaos during the Gods War. Nothing it devours is ever seen again, in any form. Some benighted wretches attempt to appease this monster through sacrifice and worship, but it is as likely to consume its followers as it is the proffered gifts.

Gloomshark's human enemies show it as a gigantic armored shark with multiple fins and tentacles ringing its mouth.

Glorantha (glor-AN-thuh)

Dwarf, Elf, and Yelm pantheons - goddess of life, mother of the Celestial Court, an Elder God

Glorantha was born of a union between Maker and Grower and was the first life in the world. Scholars often claim that Glorantha is the mother of both the powers and the elements of the Celestial Court.

Glorantha is impossible to reach through worship. Most scholars claim she died with the rest of the Celestial Court. Others argue that she only changed her form. A few believe that she was the First Woman, or that she still lives, wandering the world.

Godunya (goe-DOON-yah)

Eastern pantheon - the current Dragon Emperor

Godunya is presently the Dragon Emperor of Kralorela. As such he epitomizes their life and salvation, and has reigned for almost two centuries.

In his rare public appearances, the Emperor has revealed himself as a smallish man. For the last hundred and sixty years his skin has acquired an increasingly golden hue until now he appears to be carved out of gold. According to his subjects this is a sign of approaching enlightenment. He is garbed in hundreds of yards of cloth-of-gold, satin, and glorious silken robes, and is attended by a train of special half-human servants. He wears no metal ornament.

Golden Bow

Yelm pantheon - patron of archery

Golden Bow is a son of Yelm who confers upon his worshipers archery skill and powers in his father's name. He is a great hero among the Pent nomads because he preserved them from trolls and established many noble families.

Among the Pentans he is rendered as

a gigantic, radiant warrior. Across his chest, arms, and legs are painted all the warrior runes. He carries a bow of gold and a quiver of arrows, but no other weapons. His riding horse is winged.

Golod (GOE-lod)

Merman pantheon - fish-father and god of ugliness

Golod is the favored husband of Triolina, the goddess of sea life. He is a huge fish which can take several shapes.

Long ago, Golod sought the love of an earth spirit, but Ernalda forbade her daughter to wed such an ugly god anywhere on earth. The young goddess tore away a tract of land and floated it upon the sea, thus creating Kyclerela, the Floating Land. Born there was one of the incarnations of Eurmial.

Golod is pictured by human fishers as a huge grotesque fish.

Gorakiki (GOR-ah-KEE-kee)

Troll pantheon - mother of insects

Gorakiki's progeny are spread over all the world. The cult allows the domestication of insects by its members and flourishes especially among trolls. There are two dozen exclusive subcults, each specializing in the breeding and study of a single type of insect. The timinits of Jrustela also worship this goddess.

Humans depict Gorakiki as an enormous and terrifying version of whatever insect wreaks the most havoc in their native land. Troll images of her are made of mud in whatever shape is appropriate for the favored species, and these troll images change through the year. In summer egg-like spheres are used. These are broken in autumn and remade into grubs, which are then wrapped each winter and unwrapped and revealed as adult insect shapes in the spring.

Gorgorma (gor-GOR-mah)

Eastern and Yelm pantheons - keeper of secrets, terror and eater

Gorgorma of the Two Mouths is a huge and wrinkled female horror, the awful sister of Dendara. Every evening after dinner, Gorgorma silently comes to the gates of Yelm's celestial palace and is always admitted. She lurches through the glowing halls until she reaches the tapestried chambers of Dendara, the Good Goddess. There, Gorgorma and Dendara sit together and play chess.

She is depicted as a wrinkled, deformed, fat old hag who squats to reveal wicked teeth in both mouth and vagina. Her hands are set in gestures of rending or curse-sending.

Grain Goddess

Eastern, Elf, Orlanth, Pamalt, and Yelm pantheons - queens of the land

Each region of the world has its own special grain or land goddess. All are similar and each has given birth to her own special grain.

They are illustrated as young women

clutching bundles of their sacred grasses. Alternatively, they are pictured as just a specimen of the ripe plant.

Grandfather Mortal

Orlanth pantheon - Old Man, father of all mortals

see Old Man, Wild Man

The first man was made through the cooperation of the gods as a creature to serve them all. Thus, humans have a touch of all the gods in them. But the whole was greater than the sum of the parts, and the gods found that they had wrought something new which they could not completely understand: the nature of humanity. Humans are still independent of the gods in many special ways.

The first man is called Grandfather Mortal and, at first, he was much like other gods. One day Humakt came to him and asked if he wished to test a newly discovered power. Grandfather Mortal agreed and so became the first creature to die-to have spirit and body separated. Due to this event all descendants of Grandfather Mortal now die. His spirit went to the Underworld, and all newly dead spirits go there still.

Grandfather Mortal has many descendants, for he was a popular plaything among the deities. Most intelligent humanoid species trace their descent from him, including humans, elves, trolls, and mermen.

He is pictured as a middle-aged or old man, dressed in whatever fashion local custom accepts as ancient clothing.

Grandmother Earth

Hsunchen pantheon - mother of life

Grandmother Earth's body is the world itself. Orlanthi philosophers theorize that she may be Gata or Ernalda masquerading under a different name.

When illustrated, she is carved as a stylized pregnant woman in stone, bone, or wood. The image is hollowed, filled with earth, and covered with various runes.

Grower

Dwarf and Elf pantheons - an Elder God

Grower is a primal elf concept, sometimes confused by humans with Aldrya. Grower took the raw stuff from which the world was to be made and quickened it, allowing it to grow into life. Cooperating with Maker, Grower caused all the world to be.

Grower is sometimes rendered as a titanic woman from whose hands pour all the life of the universe.

Gustbran (GUST-bran)

Orlanth, Pamalt, and Yelm pantheons - the bonfire, one of the Lowfires

Gustbran was born during the crisis of the world when all hope seemed dimmest. Until then he had lived within the folds of Mahome's cloak, and he can still be summoned from her in need. He is called the Source of Many Torches and his holyday lies

within the deepest part of winter. He is also the fire god of smiths.

He is usually depicted as a large fire, sometimes with eyes peering from the midst of the flames. Smiths portray him as a burly red man with hammer, bellows, and other appropriate tools.



Harana Ilor

(hah-RAH-nah ee-LOR)

Yelm pantheon - Celestial Court goddess of harmony and peace

As the musician of the cosmos, Harana Ilor is noted mainly for the creation of the Harmony rune, fashioned to resemble the strings of her magical harp.

Heler (HEL-er)

Orlanth pantheon - god of rain

Heler, the blue god, is Orlanth's loyal friend though subordinate to him. He is quite handsome, and at least one tale relates an affair between him and Ernalda, Orlanth's wife. Heler is occasionally considered a militant deity, but rarely as an effective one. His name is a watchword for loyalty among Orlanth worshipers, and to be called "staunch as Heler" is a high compliment. Sheep are sacred to him, and Daga is his eternal foe, ever-defeated by Heler's magic waters.

Heler is usually pictured as a handsome blue-skinned man, accompanied by or calling clouds. He is never armed, to show that his blue skin is not woad (worn only by warriors).

Helpwoman

Praxian pantheon - the matron

Helpwoman is the spirit of domestic activity for many Praxian tribes, sometimes considered to be the patroness of older women. She discovered and raised Foundchild during the Great Darkness.

Helpwoman is shown in skin paintings as a comely old woman bearing a chopping knife and cooking skins.

High King Elf

Elf pantheon - the defender

When all the universe was frozen or dead, High King Elf came to the rescue of the world's forests. He and his small band of followers defended their sterile woods vigorously and unselfishly until the Dawning came at last, when their work was rewarded by the reawakening of their goddess.

He is shown as a copper-armored elf king.

Himile (hih-MEEL)

Troll pantheon - god of cold

Himile is the brother of Subere and Dehore. There is a whole hierarchy of deities subservient to him and worshiped in cold places, but this heirarchy is unknown throughout most of the

world. In the darkest winters when the powers of the ice hells stir, the hollri and uzhim (ice demons and snow trolls) sometimes slither down from the Great Northern Glacier and are seen by unlucky mortals.

He is rendered as a squat, powerful god, Snow trolls chew his image upon the face of glaciers.

Hobimarong

(HOE-bee-mah-RONG)

Eastern pantheon - East Isles god of Golden Mokato

Supposedly, Hobimarong has never made a mistake. His island ruled the enormous Eastern Sea Empire during the Second Age. At that time, the many East Isles worked together under Mokato's strict domination to rule half the world's oceans.

His idols are colored red on the right side and blue or yellow on the left, with a pearl in his naval.

Hon-eel the Dancer

(hah-NEEL)

Lunar pantheon - Second Inspiration of Moonson, lunar goddess of rebirth

The Lunar Empire was desolated by horse barbarian attacks in its early years. After the barbarians were defeated, Hon-eel appeared and renewed the empire. She restored provincial lands which had drifted from Lunar rule as a result of the barbarian attacks, settled new lands, drove the last of the horsemen off, and discovered a new food grain, maize, for Peloria. Hon-eel danced her way to the end of the universe and brought back rich blessings of fertility for all who were wise enough to call on her.

Her images show a graceful, handsome woman. She is dancing, balanced on her right foot. Her left foot is on her right knee, and she holds forth a bundle of maize.

Horned Man

Elf, Hsunchen, Orlanth, Pamalt, Praxian, and Troll pantheons - the great shaman

The Horned Man is the Father of Shamans. During the Great Darkness he sang great runes using his wit, skill, and deadliness, to trick Chaos into letting him go. He sometimes visits young children in their sleep, and if they do not cry out, then they are destined for a shaman's career. The mightiest shamans can draw on his power to create magical Soul Winds which can devastate whole armies.

He is rendered as a human wearing an animal hide, often painted with runes, always accoutered with necklaces, bracelets, and belts of spell foci, and with horns similar to a deer's.

Hrestol (h'RES-tuhl)

Malkioni pantheon - hero of the Men of the West, saint of true knighthood, initiator

One year after the Dawning of Time, the holy and angelic prophet Malkion appeared to Hrestol, then a warrior of

Seshnela. Seshnela learned that the old Malkioni philosophies were destructive to man's eternal soul and happiness. He was taught how to achieve eternal salvation in the paradise of the Invisible God. All modern sects of the malkioni stem from Hrestol's original contact with the Eternal World.

He is usually shown as a blond man, hands clasped together. His arms consist of a shield divided into quarters which are alternately white and blue, with four gold crowns (one within each quarter).

Humakt (HUMKT)

Orlanth pantheon - god of death and war

Humakt is Death. He is the unyielding fate of all living creatures, both mortal and divine. To the Pelorians he is heartless, and can be circumvented only by following the resurrection paths of their god, Yelm. To his barbarian followers, Humakt is a frightening but necessary agent of eternal change who can be used in a courageous and noble way to preserve the world. Thus the Pelorians do not worship Humakt, but fear him, while the Orlanthe both worship and fear him.

His image is that of an ornate sword, sometimes made from exotic materials, or as a burly armed and armored man bearing a sword.

Humct (HUMKT)

Malkion pantheon - a false god

Humct was a western sorcerer who lusted for more power than even his fearsome magics could provide. He attempted to understand and master the ways of Death. His trial-and-error experiments killed hundreds of victims, and Humct was eventually driven from the western lands. The name Humct is now synonymous with the meaninglessness of a wasted life. Priests frighten initiates into obedience by telling them that Humct will carry them into a death of oblivion if they stray from Malkion's word. Humct is worshiped only by outcasts and evil-doers.

He is illustrated as a gaunt old man, unkempt beard flowing to his belly, dressed in a ragged robe. He is wall-eyed, dirty, and open sores splotch his face and hands.

Hunter

Universal - father of hunters

see Foundchild, Odayla, Rasout, Zong

Throughout the world people survive by hunting. Each tribe worships its own special god of hunting and follows its own rituals, but all know that somewhere beyond the sky dwells First Hunter, who sent his many children to man. Each of his children became the hunting god of a single region or folk, but all are brothers.

Hwarin Dalthippa (h'WAH-ren dahl-THIP-uh)

Lunar pantheon - the Conquering Daughter, lunar heroine

Hwarin Dalthippa is the favorite goddess of the Lunar provinces. Once mortal, she founded the famous and beautiful city of Jillaro, conquered the provincial barbarians and integrated them into the empire, and built the magical roads which today crisscross the region. She is also worshiped by women as a domestic goddess.

Her most famous temple image shows her standing helmeted, a third eye visible on her forehead, holding a spear and with shield and distaff at her feet.

Hyalor Horsebreaker (HIGH-ah-lor)

Yelm pantheon - famous hero, now god of horsemen

Hyalor Horsebreaker was a leader among men and a descendant of Yamsur. He once saved Hippoi, a crippled spirit, from death. Together they formed an alliance, Hippoi changed her name and identity, and now she is called Horse. Man got the better of the alliance, for ever since then her descendants have worked more for man than man has worked for the horse.

Hyalor also performed other great deeds among men, namely those which eventually set apart a gentleman from those of lower class. Among the horsemen of Pent Hyalor is the model chieftain.

He is always shown mounted, usually holding the bridle he used to bind Hippoi.

Hykim & Mikyh (HIGH-kim, MIK-yuh)

Eastern, Hsunchen, Orlanthe, and Pamtal pantheons - beast parents

As the Father and Mother of beasts, Hykim and Mikyh are sometimes reputed to be the children of the earth and a dragon. With different paramours this couple produced a large variety of children to populate the elements. They also had children together. The Blue Book of Zzabur presents a taxonomic classification of their children as a genealogy.

Hykim is usually shown as a draconic creature, often with different animal features from the local fauna. Mikyh is rarely pictured.



Ikadz (EE-kadz)

Chaos pantheon - god of torture

This entity receives the souls of misdoers and cleanses them before they can join the other dead. A few folk worship Ikadz directly, and they claim to receive magical power from their worship. Such cults are occasionally tolerated by the ruling bureaucracy of the region, but is rarely encouraged by any except the most corrupt. Ikadz is a deadly foe of Humakt.

He is pictured as either a set of pincers or as a round troll carved from

lava with six X's incised in a triangle on his back.

Immanent Mastery, Path of

Eastern pantheon - mystery cult of dragon power

The members of this secret organization can transform themselves into dragons. Initiates claim that their dragon powers prove the cult's power and verify its truth. God Learners relied upon this cult when they ruled in Kralorela.

The floor and walls of Path of Immanent Mastery cult buildings are inlaid with ivory and ebony, in patterns depicting writhing dragons.

Inora (ee-NOR-uh)

Orlanth, Praxian, and Troll pantheons - goddess of mountain top winter

Inora is the goddess of winter mountain tops. Her cool beauty descends to the lowlands, and in Prax sometimes brings water to the most arid regions. Her calm beauty shrouds an icy wrath which brings silent devastation.

Trolls use rock from mountain tops to carve a troll woman who is lone and thin, like an icicle. Special statues are carved from natural stalagmites naturally formed like the goddess. Praxians show her as a tall white goddess crowned with a castle. Orlanthe show a pretty woman with the same crown, but emphasizing her billowing white cloak.

Invisible God

Malkioni pantheon - the creator

The invisible god is, always was, and forever shall be. He is the God beyond the Gods. He provides salvation and purpose in existence to his minions. He only gives and never takes.

The invisible god is aloof and perfect. Since these traits render it difficult for his followers to determine the correct method of worship, he twice sent prophets to remind everyone of him. Malkion was the first prophet in bygone ages; Hrestol was a more recent prophet. Despite their guidance many conflicting heresies and rival sects have grown within Malkionism.

He is never depicted.

Iphara (ee-FAR-ah)

Merman and Orlanthe pantheons - goddess of fog

When beset by enemy gods, Iphara wrapped her power about her-for protection, like a thick grey cloak. Since that time she has always appeared as fog, and within her body are held fearful mist-monsters and the powers of illusion. Sailors especially curse her. Sometimes the unlucky hear her mumbling and chuckling over her gruesome tally of ships sunk with their crew.

She is usually not shown in images or illustration, though fishers use billowing clouds of vapor to represent her in rituals. The Waertagi also show a beautiful woman wearing robes of tattered mist.

Irrippi Ontor (i-RIP-ee ON-tor)

Lunar pantheon - the Brown Man, one of the Seven Mothers

Irrippi Ontor was an outlawed priest of Lhankor Mhy, god of wisdom. He came from Yuthuppa and was a friend of Yanafal Tarnils, He is the personification of wisdom and learning for the Lunar empire.

He is usually pictured as an elderly man, beardless but with bushy moustache, wearing the traditional robes of a Pelorian scholar.

Issaries (IS-sar-eez)

Orlanth pantheon - god of trade and communication

Issaries is Lord of Trade, Guardian of Roads, Messenger of the Gods, and the psychopomp of the Orlanthi. Initiates of his cult are merchants and heralds, protected by their god's reputation and power. The cult language, Trade Talk, was spread by the God Learners and is spoken as a second language in much of Glorantha. Issaries is often worshipped apart from the rest of the Orlanthi pantheon.

Issaries is rendered as a youth dressed in the local clothing style, holding one hand forward with the other behind his back. Other appurtenances are usually also added to his images as signs of his dominion.

Individualism

Dwarf pantheon - the heresy of self-worth

Individualism was founded during the Second Age by a dwarf later called Chark the Liberator, in response to the lethal results of Openhandism (another dwarf heresy) which culminated in the Gbaji Wars and dwarf civil war. These wars so disturbed Chark that he sought solace in religion and embarked upon a heroquest. He returned from his heroquesting with the secret of his heresy.

Individualists believe that all dwarfs have, or can have, a soul made in the image of Mostal. The implications of this philosophy shocked dwarf society when a number of formerly tame dwarfs decided to seek their own destiny and creativity. Individualist dwarfs commonly leave their ancestral strongholds to make their way on the surface world. By the very nature of the philosophy, no important dwarf citadels are ruled by individualists, though it is quite widespread.

Chark the Liberator is never portrayed by dwarfs. Historical accounts state that he was an unusually short dwarf, beardless, and that he was so pious that his bones turned to stone.

JJJJJ

Jakaleel the Witch (JAHK-uh-LEEL)

Lunar pantheon - Spindle Hag, one of the Seven Mothers

Jakaleel was once a priestess of Zorak Zoran in the mountains of Jord. Her cult explores the diverse horrors and solaces contained in the secrets of darkness in its many forms, and she has close associations with the Blue Moon. Trolls who join the Lunar faith gravitate toward her cult.

Her statues portray a skinny old woman with withered arms, draped in a light colored shawl decorated with black stars.

Jeset the Ferryman (JEH-set)

Troll pantheon - guide to Hell

Jeset, the Ferryman of the Dead, built the first boat. He uses it to ferry souls across the River Styx to the far side. For this he charges a small copper coin, or else a small magic item of varying worth to the few living who wish to use his services.

His image is not often carved into images by trolls, though the image of his boat may be.

Jmijie (zh'MEE-zheh)

Pamalt pantheon - the homeless god, the wanderer

Jmijie is the spirit of travel who inspires Pamalt's people to wander across their vast, peaceful plains. Occasionally a worshiper of Jmijie is stricken and overcome by the wanderlust curse to travel from home to seek new places and experience.

Jmijie is illustrated by a figure with his left hand shading his eyes, and with a travel pack on his back.

KKKKK

Kajabor (KAHZH-ah-bor)

Chaos pantheon - chaos god of entropy, the Void

Kajabor wields entropy in the world. Often called God-Killer, he destroys all vestiges of matter or energy, annihilating all possibilities of individuality or unity. Entities slain by Kajabor have never returned to the world, and even their names, and memories of them, have been lost after their bodies and souls were eliminated from the universe.

Kajabor is the Great Fear, believed to drive people or gods to follow such corruption as Wakboth. For this reason Kajabor is as much an enemy as true evil, though he is utterly impersonal and, some say, as natural as the forces of creation.

In God-time, Kajabor was slain by Wakboth and went to Hell where he confronted the last of the gods, massed in their final stronghold. Arachne Solara there enmeshed him, wrapped him in her legs and struggled mightily, and at last devoured him alive. The resulting combination of entropy and

existence synthesized into the god Time, who rules the cosmos.

In every instance where a wall painting shows Kajaobr facing or destroying other gods, his image is always hammered out and destroyed, leaving a gaping ruin. Thus is he rendered.

Kargan Tor (KAR-gan TOR)

Yelm pantheons - Celestial Court god of conflict

As the god of conflict for the Celestial Court Kargan Tor's exact duties are not well understood, since death did not exist at that time. Current myth implies that he deserted his post at the Court and allowed the devil to enter the Immortal Palace and abuse the Empress Glorantha. A revolt followed which resulted in the destruction of the Spike, whereupon the invading forces of chaos swept across the world.

Keraun (kerr-AHN)

Pamalt pantheon - the Cloud-Bearer, the good wind

Keraun is the goddess of the east wind which blows rain clouds across Pamaltela. She is a friend, servant, or wife of Pamalt.

She is usually shown as a woman bearing waterskins and riding upon the swallows which fly before the storm.

King of Above

Hsunchen pantheon - Chief Star

This deity is the ruler of the Sky World. He is unreachable by shamans but his spirits, the beings of wind, rain, sunshine, and starlight, can be obtained without difficulty.

Sand paintings depict him as a bearded man haloed with a star. A sun is upon his chest and a cloud upon his abdomen. He wields whatever local tools are used to make sky magics.

King of Below

Hsunchen pantheon - Grasper

This being lives beneath the floating earth and is the counterpart to the King of Above. He rules darkness spirits, the dead, and monsters.

He is rendered as a beardless, empty-eyed man with a fury's face upon his chest and a skull upon his abdomen, reaching forward with one skeletal hand.

King Undine (un-DEEN)

Merman pantheon - father of water elementals

This is the child of Heler and Triolina, and all undines are descended from him. There are several upper echelons of these creatures who cannot be commanded by mere mortal priests or magicians. One of those is Tidal Wave, another is Ship Beater, a third is Island Gulper. One son of Tidal Wave is called Sog, who is famous for his many stations of worship where the ancient Waertagi used to land. Sog is also parent of the three Father Undines who spawned in turn the nine Giant

Undines whose clans are the source of the many different elementals of the Neleomi sea and its many rivers.

His portrayals show a wave, sometimes with a face or arms.

Kolat (KOE-laht)

Orlanth pantheon - father of winds

Kolat is the father of the Seven Winds: North Wind, South Wind, East Wind, West Wind, plus three secret winds (Higher, Lower, and No-wind) known only to a few living people. He is also called Umbrol, the parent of the Umbroli, fathers of sylphs. Kolat is as important for his place in the genealogy of the gods as for his deeds.

He is shown as a gust of wind, often with a puffy-cheeked blowing face and powerful arms.

Krarsht (KRARSHT)

Chaos pantheon - chaos god of hunger and traps

This creature's true name is still unknown. She is also known as the Waiting Mouth, the Hungry One, and the Devouring Mother. She invaded Glorantha with the Devil and fed on the refuse of the universe. When driven underground, she chewed great holes in the world.

Throughout Time, she has never held a surface kingdom. Instead, she tunnels through society as she tunnels through the earth. The cult serves as a clan-destine network, a society of assassins, and a secret organization for the power-hungry. Even her own worshipers rarely know what they serve, and most never meet one of the awful tunnel-monsters which dig krarsht's traps and mazes.

Her temples have statues of a many-tentacled creature, like an octopus. It has multiple fanged mouths as well. In some troll rituals a foe is dressed like her for sacrifice, decorated with wire ropes for arms.

Krjalk (kur-JAHLK)

Chaos pantheon - chaos god of treason

The gods of chaos crawled out from the howling void left behind after the destruction of the spike. Krjalk was one of them. Billions of beings joined his empire of chaos mutants. Merely speaking his name or thinking of him was then enough to transform the speaker or thinker into a chaos horror-a slave in Krjalk's throngs. Krjalk was a dire terror and Zorak Zoran finally encountered him and devoured him. Only tiny particles of Krjalk escaped to seed the souls of traitors, parricides, and apostates everywhere.

He is shown in Zorak Zoran rituals in many forms, but always with a noose about his neck and a metal spike protruding from his chest.

Kyger Litor (KIGH-ger LEE-tar)

Troll pantheon - mother of trolls

Kyger Litor is the ancestress of all the troll races of the world and is almost

universally worshiped by them. When the sun was slain she invaded the surface world with her minions, conquered the land, and bore the brunt of the fighting against chaos. The cult is simple and primitive, often savage or brutal in the eyes of humans, but is satisfying to the equally primal trolls.

She is usually shown as a mistress troll, accoutered with crude regalia of power. Her statue can be chewed from any kind of rock, and is always the largest statue in any group.



Lamsabi (lam-SAH-bee)

Pamalt pantheon - criminal network

The Lamsabi are a nonviolent but highly effective organization of thieves and burglars extending through many cities of the Pamaltelan jungle coast. The name of their god is unknown, even to many cult initiates.

His only known sign is a peculiar rune made of silver or brass, which serves as his image in their hidden shrines, and which is invisibly tattooed on worshipers' left hands.

Lanbril (LAN-bril)

Orlanth pantheon - king of thieves

Lanbril was a near-human resident of the Spike during Godtime. He was scorned by more ancient and powerful gods who had vastly superior magic. In revenge Lanbril secretly robbed and inconvenienced the gods who had spurned him. Lanbril is now worshiped by thieves and other lowly types in most large cities of south-central Genertela.

Nobody knows the face of Lanbril, for he is the master of disguise. Priest-leaders take the part of Lanbril in cult religious ceremonies.

Larnste (LAHRN-stay)

Eastern and Yelm pantheons - Celestial Court god of change

As a member of the Celestial Court, Larnste fashioned the rune of movement and change. When death came into the world, Larnste initially took the responsibility of separating those dead spirits from those still living. The dead spirits he gave into the care of the various gods and goddesses of the underworld, who were just coming into being. For this he earned the nickname The Soul Arranger. Larnste's ultimate fate during the Gods War is uncertain, though some philosophers believe that he was able to transmute himself into another form, god, or power.

Lhankor Mhy (LANK-er MIGH)

Orlanth pantheon - lord of knowledge

Lhankor Mhy is the god of the Grey Lords, the sages of Glorantha. Keeper of the Laws, Scribe of the Immortals, and History Singer are his titles. He is one of

the Lightbringers, and during that epic quest he inherited, found, fought for, and stole many pieces of the old powers. He preserved them safely until Time began. He even holds the sacred Stone Scrolls, forged in the Underworld to hide the secrets of the Compromise from immature souls. Even so his knowledge is not complete, and he and his cult ever thirst for more.

Barbarians picture Lhankor Mhy as a man dressed in the local noble fashion, or in grey robes, always bearded. He wears the Arm Ring of Knowledge, and usually holds scrolls.

Lightbringers

Orlanth pantheon - fellowship formed to restore the Sun

see *Chalana Army*, *Eurmial*, *Flesh Man*, *GINNA Jar*, *Issaries*, *Lhankor Mhy*, *Orlanth*
Orlanth's killing of Yelm sparked the beginning of the Great Darkness. Orlanth realized the doom which he had brought to the world, and knew that he must right his wrongs by bringing Yelm back to life. He set off with his companions, later dubbed the Lightbringers, and they entered hell alive. Their quest was successful and, as a result, the world was reborn to its current state.

Lodril (LOE-dril)

Pamalt and Yelm pantheons - father of peasants and volcanoes

This god is brother to Dayzatar and Yelm, and father of the three Lowfires. Where Dayzatar sought mysticism, and Yelm suffered to prove his worth, Lodril always sought pleasure in common life. At his worst Lodril personifies carnal gratification, totally unhindered by civilized mores. At best he is the personification of the common man.

When Lodril came to earth he became Volcano God. During the Gods War, the Sky Spear pierced the earth trying to impale a slimy thing of chaos. Rather than holding firm, the Spear snapped and broke freeing Lodril, the god who lived inside the weapon. He is sometimes thought of as the source of heat without light. In Kethaela there exists an immense volcano called Lodril's First Home.

Lodril is usually depicted as a crude but powerful peasant among the solar worshipers, sometimes even portrayed as a slovenly, overweight sot. Among the Pamaltelans he is shown on baskets as a warrior carrying both a long and a short spear.

Lokarnos (loh-KAR-noes)

Yelm pantheon - god of wagons and trade

This god began his mortal existence as a simple peasant in the imperial land of the Golden Age. Through perseverance and hard work he earned a superior and rewarding position in life.

Lokarnos began his immortal life as god of the wheel, a magical token he created to honor Yelm. Through cleverness he made carts and wagons, loaded them with goods to help his lords, and afterwards earned the title of Merchant

of the Gods. He also invented money, and certain coins are called wheels in his honor.

Lokarnos is pictured as a trader in a traditional short tunic, beckoning with one hand and holding a pile of coins in the other. A gold wagon wheel or an oversized coin are used as temple images.

Lord Light

Yelm pantheon - Celestial Court god of elemental fire

An early member of the Celestial Court, this god of primal fire fashioned the light rune. One of his sons is Dayzatar, the shining sky.

Loon

Hsunchen pantheon - help from the north

see First Four Companions

Lorian (LOR-ee-an)

Merman and Yelm pantheons - Sky River Titan

Lorian is a sea god who invaded the sky and overcame the fire gods during the Gods War. Ever since then a celestial river has surrounded a part of heaven, and from there waters descend to earth.

Lorian is shown in solar temples as a blue god, tailed like a fish, but otherwise handsome and powerful.

Lowfires

Orlanth, Pamalt, and Yelm pantheons - servants of humanity

see Gustbran, Mahome, Oakfed

The Lowfires are those types of fire which are known to mankind: the hearth, the workfire, and wildfire. They are esteemed by primitives, valued by barbarians, despised by sun and sky worshipers, and revered as companions by commoners.

Lumavoxoran (loom-ah-VOKS-oe-ran)

Eastern pantheon - East Isles god of Haragala

Lumavoxoran is the god of a modern naval power, Haragala. His temple in Haragala contains a giant pool of liquid which changes colors depending on the god's moods and which is used for divination.

His image is that of a billowing sail upon which eyes have been painted.

Lunar Goddess

Lunar pantheon

see Annilla, Red Goddess

Two living goddesses of lunar energy are known. The Blue Moon reigned before Time and the Red Goddess has reigned since Time. A third moon, the White Moon, is prophesied, but receives no worship and little acknowledgement from existing cults.

Lux (LUKS)

Yelm pantheons - King of Above

The faraway sky is unreachable, but

lesser spirits from the Sky World sometimes visit the surface world. Sky worshipers call these spirits "angels," and recognize a vast hierarchy which serves their gods.

Lux is usually shown as a robed being surrounded by some representation of light, such as a ring of fire or a circle of rays.



Magasta (mah-GAH-stah)

Merman pantheon - lord of all sea gods, the Churner, and Old God

Magasta is the son of Daliath and Framanthe. He is the moving force of life in the waters. His vast family personifies the tremendous primal forces of the sea, but Magasta directs them. He is King of the Sea Gods, master of life and death within the depths.

He is not usually illustrated in merman religion.

Mahome (mah-HOE-may)

Orlanth, Pamalt, and Yelm pantheons - the Hearth Fire, one of the Lowfires

Mahome is the common fire. She has befriended man, but refused the beasts her comfort. She is the servant of the gods, and prepares the meals for their mighty feasting.

She is usually shown as a firepot used to store embers, or as a peasant woman holding the same.

Maker

Dwarf and Elf pantheons - an Elder god

Maker is a primal dwarf concept. Along with Grower, Maker helped form the universe. Maker took the raw materials of the universe and arranged them into purposeful constructions. He assigned the world's natural laws and built the Spike. He is sometimes confused with Mostal or the World Machine by non-dwarfs.

Maker is sometimes pictured as a huge man in a workman's apron.

Malia (MAL-ee-uh)

Chaos and Troll pantheons - mother of disease, one of the Unholy Trio

Malia was a fertile goddess who was either captured and enslaved by Ragnaglar, or freely joined his plot (depending on the storyteller). She was part of the spell made by Ragnaglar and Thed which allowed chaos into the world. Though she eventually broke from the alliance, she was transformed into a death goddess and has never freed herself of the taint. Her type of death seems unclean and vile. She is worshiped by the filthy broods and also receives propitiatory worship from the rest of the world.

Malia is pervasive and leads mortals to the halls of Hell even if they avoid every other fate. Not even her greatest

worshiper is safe from her embrace if he outlasts the span of years allotted to his species.

She is usually shown as a woman pocked and dripping with diseases, or as a headless body with a single huge maw in its belly, two stout legs, and many arms sprouting from about her torso, with which to snatch victims.

Malkion (MAL-kee-on)

Malkioni pantheon - first prophet of the invisible god

The creed of the men of the West states: "There is only the Invisible God, and Malkion is his prophet." Malkion came to men in the Darkness and taught them the ways of the Creator. He taught them to live and survive in a world which contained evil. The essence of his teaching is that the universe is not soulless for those who practice sorcery, and that they can enter the realm of Solace after death. All Malkioni regard Malkion's principles as essential to right action. He showed men the proper social classes and how to be happy with one's role in life.

Portraits show him as a stately man in robes of the current fashion, bearded or not as is currently in vogue, with his right hand raised in the gesture of solace.

Manthi (MAN-thee)

Merman pantheon - king of the seas

Manthi is the ruler of all water beings, though he is still subservient to his brother Magasta, who controls all the powers of the sea. Manthi fathered other spirits who oversee regional affairs and receive worship from local intelligent beings. Two children are important only in the sea: Sshorg of the Sea of Terror in the east, and Banthe of the Western Ocean. A third child, Lorian, is important to sky worshipers as well.

Manthi is not pictured by mermen.

Maran Gor (MAH-rah-n GOR)

Orlanth and Pamalt pantheons - earthquake goddess

This goddess is often called the Earth Shaker. She is the sister of Ernalda, and was once generous and kind. Maran took no husband or lover. When the troubles of the Gods War came, she took the title of Gor, and became an object of fear and awe. She was then a destroyer and was powerful and famous during that black time. Now she is only actively worshipped by those that enjoy the carnage which is her most precious gift. Most great earth temples still include shrines to this deity, and prayers are sent to deflect her wrath.

Her statues portray a stout, blocky woman, hands clenched into fists and foot raised to stamp the earth.

Mastakos (mah-STAH-koes)

Orlanth pantheon - Orlanth's charioteer, the god with no home

Mastakos was captured by Orlanth at

Daliath's Well of Wisdom. Mastakos continually travels over all the world, but whenever he is called by Orlanth he instantly appears to serve him. He is rarely worshiped of his own right.

Mastakos is shown as a blue-skinned man driving a chariot pulled by dragon-flies or seahorses.

Mee Vorala **(MEE voh-RAH-lah)**

Elf and Troll pantheons - goddess of fungi and dark elves

The world throngs with two kingdoms of life: plants and animals. All members of these kingdoms eventually die. A third kingdom, the fungi, consists of members who breed on the decay of life. Thriving on death, multiplying in corruption, feeding even on their own death, the molds, mushrooms, and slimes of Mee Vorala recycle the necessary elements of life through the world.

Her images are shaped as various plants among the elves. The trolls carve her image from dead matter on which will grow fungus, always in the shape of a leg with feet in both directions, and topped by a shape like a seven-cusped tooth.

Metsyla (met-SIGH-lah)

Eastern pantheon - the Light of Enlightenment

Metsyla was created by Yelm to teach others spiritual truths. He never left the site of his creation, and he spread his influence over Kralorela. Though Metsyla was always clear sighted in his enlightenment, he never learned to be close to things, or to be wise, or to search his inner feelings for their truths. Similar traits mark his worshipers and have plagued the region for all of its history.

He is usually shown as a perfect sphere dressed in voluminous billowing robes with seventeen red ribbons on the empty sleeves. Sometimes Metsyla is rendered in a human form though with three eyes; two closed but with the third, upper eye, open. He usually floats above the ground.

Mikaday (MIK-uh-dae)

Eastern pantheon - Watcher of the Populace

Mikaday was well-known for disguising himself and wandering among the Kralori people. He invented lawmaking and bureaucracy.

He is painted as a grinning old man with a wispy beard, wearing imperial robes and a peasant's straw hat. His left hand rests on the obelisk into which he first inscribed his laws (alternately, he holds an unrolled scroll), his right hand is planted on his hip.

Mikyh

Eastern, Hsunchen, Orlanth, and Pamalt pantheons - mother of animals
see Hykim and Mikyh

Mirintha (meer-IN-thah)

Merman pantheon - the sea nymph, ancestor of mertribes

Mirintha is more often known by her title Sea Nymph Mother. She begat hundreds of daughters by the Undine King who are called Mirinthe or naiads. By Phargon, a powerful person with an upper-body like a man and a lower half like a fish, she begat ten strong sons who looked like their father and became the founders of the mer-tribes which now people the seas,

As is the common custom among the mer-tribes, Mirintha is never represented in illustrations.

Molanni (moe-LAHN-ee)

Yelm pantheon - calm air

Molanni is the daughter of Vadrus, a dead storm god. While her kin are changable and violent, she is unmoving, like the air which is sleeping, hiding, stagnant, or ill. She took as her lover her kinsmens' enemy, Yelm. Their child Daga blights all the world.

She is usually rendered as a homely woman, bowed at the waist in a position of submission to a superior.

Mostal (MOS-tul)

Dwarf pantheon - the maker, god of dwarfs

Some of Mostal's titles include Machine God, Keeper of the World Mill, and Master of Stone. Mostal is believed to be a son of the earth and mighty Aces, god of Law from the Celestial Court. From his father he inherited power over stone, which is sometimes called the Lawful Element. He was skilled at all kinds of making and building, and possesses an inborn distrust and lack of understanding for Aldrya, the Grower. In the Godtime he and his brother Stone were slain by elves. Now, dwarfs work steadfastly to repair Mostal's machine, so that the world will work right again.

Dwarves never make images of him. Other races picture Mostal as a broad strong dwarf.

Murthdrya **(murth-DRIGH-ah)**

Elf and Merman pantheons - goddess of sea elves

Murthdrya is also called Sea-Aldrya, and she is the mother of all ocean vegetation. When she mated with Grandfather Mortal she also became the mother of the sea-elves.

Never depicted in mer-culture, Waertagi sculpture show her as a sea elf, with fins of trailing kelp.



Natea (na-TAY-ah)

Merman pantheon - Queen of the Seas

Natea is the Queen of the Seas, She is the mother of a race of gods and demi-

gods who rule local waters and act as go-between for worshipers trying to reach greater powers such as Magasta.

Natea is not depicted in merman culture.

Nelat (NEE-lat)

Merman pantheon - god of purification

Nelat is Purifying Water, and those who wish to be bathed and begin life anew must gain his aid. He is also one of those gods who must be passed if a worshiper wishes to gain access to his father, the Lord of Wisdom.

He is shown in Waertagi images as a bald man, robed, carrying two shells full of water.

Noruma (noe-RROO-mah)

Pamalt pantheon - the chieftain of magic

Noruma knows all the spells and spirits of the world. The Horned God creates shamans, but Noruma trains and teaches them.

He is usually shown as a man wearing an animal skin, carrying a tall drum, a double-gourd canteen, and wearing a string of flints.

Nyanka (n'YAHNK-uh)

Pamalt pantheon - mother of life and childbirth

During the Green Age, Mother Nyanka walked across the world and blessed the land. When the Bad Times came, the land dried up, and the people saw the true meaning of her blessing. Every place where Mother Nyanka had slept during her journeys became a green oasis. She also used her generative powers to teach people how to make children.

Her image is often carved into the living wood of a nyanka tree, consisting for the most part of bulging breasts and belly, a serene face, and distinctive pregnancy earrings.

Nysalor (NIGH-suh-lor)

Lunar and Yelm pantheons - the bright one, the illuminator, god of illumination

At the end of the Dawn Ages the hubris of mortals reached its ultimate form when they sought to create a perfect god. At his birth terrible portents shook the world and a great struggle began which lasted almost a century.

Nysalor is not now worshiped for Arkat the Destroyer killed and dismembered the god, and scattered the pieces across the worlds. The story of Nysalor is well known and often repeated as a moral tale. Most people know only parts of the whole story.

No images of the living god survive. He is depicted in Pelorian manuscripts as a radiant man, floating above the ground in a pose of cross-legged meditation.



Oakfed (OEK-fed)

Orlanth, Praxian, and Yelm pantheons - the wild fire

Oakfed, the god of Wild Fire, destroyed many forests and even burnt down stone palaces during the Gods War. He was tamed in Prax by Waha, in other regions by their ruling deities. Oakfed now sleeps, but can be awakened by priests who need his help.

Oakfed is worshiped as a fire. He is shown in statuary as a flame-headed god.

Octamonism (OK-tah-MON-izm)

Dwarf pantheon - the ancient way

During the second age many dwarfs saw how their own follies and heresies had led to the catastrophe of the Gbaji Wars. The Octamonists know that dwarfs cannot survive or repair the world by competing with younger races-they teach that dwarfs must leave the world behind and abandon such fripperies as diamond dwarf status and iron. The Octamonists are rock-bound conservatives. Their philosophy never threatens dwarfdom, but adherents exist in every dwarf stronghold.

The octamonists often use the symbol of an octagon as a symbol of their belief. Each section of the octagon is composed of one of the ancient dwarf minerals. Clay, iron, and diamond are conspicuous by their absence.

Odayla (oe-DAE-lah)

Orlanth pantheon - the hunter

Odayla is the son of Orlanth. The tales told of him are much like those told of other hunters. His companion is always a shadow cat, and Odayla's hunters are forbidden to slay these animals except in extreme need.

He is usually shown as a young man dressed in skins and carrying a bow.

Old Gods

Pamaltpantheon

see Annilla, Artmal, Bolongo, Cronisper, Dehore, Lodril, Magasta, Yanmorla, Yelm

The Old Gods is a collective term describing those deities which once ruled in Pamaltela. Most were crippled or destroyed, but a few remain as advisors or old friends of Pamalt.

Old Man

Hsunchen pantheon - the First Person

see Grandfather Mortal, Wild Man

In prehistoric times Old Man was a companion of Trickster and a friend of all the world. Whatever he did then all humans must do now.

He is usually shown as a middle aged man, unarmed and unencumbered by tools.

Ompalam (OM-pah-lom)

Chaos and Pamalt pantheons - god of coercion and slavery

This deity is the corruption of the powers of the Center, where all should be balanced and harmonious but instead are used by Ompalam for self-

gain and tyrannical exploitation. He is recognized in Pamaltela as the god of absolute rule, who teaches that slavery is the natural way of life and that each person owes his freedom to the man above him. The God-learners classed Ompalam as the "God of degenerative administration, of evil centralization."

He is usually shown as an obscenely obese, hairless figure, sitting and holding innumerable chains in his hands.

Openhandism

Dwarf pantheon - the merchants

Openhandist dwarfs are not afraid to deal with the outside world. Sometimes they do so by engaging in politics or taking slaves. Sometimes they trade peacefully with human neighbors. Openhandism helped lead the world into the Gbaji Wars, as openhandist dwarfs taught humans their secrets.

Their is no universal symbol for openhandism.

Orenoar (OR-en-OE-ar)

Yelm pantheon - Celestial Court goddess of truth

During the formative era of the cosmos, Orenoar was a companion of Larnste, the Changer. During that time the world grew well and quickly. Later, Orenoar took up residence with Acos, god of Law, and the world was strong and stable. During the Great Darkness the goddess of Truth was captured by the forces of darkness, and held captive until one of Dayzatar's sons rescued her. She now resides far from the mortal world, with Dayzatar in his sky-realm.

Orlanth (OR-lanth)

Orlanth pantheon - head of the Council of the Gods, storm god, chieftain, and warrior

Orlanth is the King of the Gods, Master of Storms, Death Wielder, and Bringer of Light. He is heir to great portions of his father's realms, and thus he is sometimes confused with Umath in the old manuscripts. He is one of the Seven Lightbringers, and usually considered the chief of those deities. His worship is widespread. He is a dire foe of the Red Goddess of the Lunar Empire.

His worshipers know of several incarnations of Orlanth, and when known as Orlanth Adventurous his skills as a poet, fighter, and lover are renowned. His Orlanth Thunderous aspect represents the power the god possesses over the natural elements of storm. As Orlanth Rex he is praised as the supreme King, and his worshipers strive to emulate his regal skills. He knows justice and leadership, fine rhetoric, and other skills needed to rule.

Many lesser spirits are attached to his cult. His religion is one of the largest and most complete in the world, as is only fitting the King of the Gods.

He is usually shown as a vigorous man of varying age, armed with the thunderbolt and other warrior's weapons, and wearing a chieftain's arm rings.

Otter

Hsunchen pantheon - help from the west

see First Four Companions

Ourania (oo-RAEN-ih-yah)

Yelm pantheon - virgin mistress of Heaven

Ourania is the pristine mistress of heaven, epitomizing the etheric energy of heavenly power which she sends to the deserving. She is the model of the virgin worker, maintaining her holy religious devotion to a magical way of life. Servant of the unreachable Dayzatar, she is capable and loyal to the Higher Powers of her command.

She is usually shown kneeling, arms spread wide, face turned upward towards the distant heavens.



Pamaltpantheon (PAM-ahlt)

Pamaltpantheon - earth-king of Pamaltela

Pamaltpan, the ruler of the Southern Continent, is the son of the primal earth. His duties encompass those which keep the land alive, and his worshipers are devoted to aiding their god, accepting their share of his responsibilities in their own worlds. They are the working men of the plains.

In sand paintings, he always sits atop his royal seat and holds a staff topped by a chieftain's insignia.

Paslac (PAZ-lak)

Malkioni pantheon - the emperor

Paslac was the last true emperor of Arkat's Dark Empire. He fought steadfastly against the God-Learner heresy and was finally made a martyr through treachery. In his realm, all men were treated fairly and with honor.

Western manuscripts reveal him as a monstrous being, perhaps a half-troll. Ralian manuscripts remember him as a handsome, stern ruler with curly blond hair. His arms consist of a gold lion on a checkered red and black background.

Plant Brothers

Elf and Pamalt pantheon - children of the earth

These beings are the personification of an entire region. They can be a forest, a grassland, or a swamp. They appear when times are either especially bad or especially good, and they can be contacted by shamans.

When illustrated, each plant brother is shown as a person covered with leaves of the appropriate plant.

Phargon (FAR-gon)

Merman pantheon - the Founder

Phargon was the child of Mirintha and Grandfather Mortal, and his children are the ancestors of the mer-tribes.

As usual among the mer-tribes, no images are provided for their gods.

Pocharngo the Mutator (poe-CHARN-goe)

Chaos pantheon - the cosmic cancer

This god possesses a power which changes all that is good into that which is bad. Pocharngo corrupts from without-nothing which it touches is safe from degeneration. Like a growing, slogging swamp, it even turned the old world into a sickening tumultuous slough of cancer. Portions of things which Pocharngo touched ran before it and outside it, and some of these cancerous parts even now run free. In ancient times it was stopped only by Zorak Zoran, courageous fighter for the world, who shattered its whole body and turned it upon itself, changing the evil into impotency.

In Zorak Zoran rituals, the sacrifice who takes the part of Pocharngo is stripped and painted with a special, foul-tasting slime.

Polaris (POE-lehr-is)

Yelm pantheon - god of war, armies, and dance

Polaris led the armies of the Upper World in the Gods War. When the Spike exploded a hole appeared in the sky dome. Around that hole Polaris built a fortress to keep bad influences out of heaven. Other star captains created similar strongpoints from whence the forces of light sallied to aid the dark world below. Polaris also calculated the rock and tilt of the broken sky-dome to co-ordinate the movements of his forces in the heavens. He sheltered the goddess of dance and thus was born the harmony of the heavens, which reflects both the beauty of dance and the precision of military drill.

Polaris is noted for his courage and unswerving loyalty, and is worshiped as the General of Heaven. Commanding officers of many large civilized armies sacrifice to him for aid in battle.

He is usually shown standing stiffly upright, armored, crowned, and holding a rolled scroll in his left hand.

Primal Chaos

Chaos pantheon - the chaos ooze

Chaos itself is impersonal, less than mindless, naught but a primal force even to its own worshipers. Human philosophers perceive it as separated into six progressively more complex Planes or forms. The first is the Void, less than nothingness; the last is Gbaji, the seductive god who makes chaos appealing to outsiders.

In the cult rituals of chaos beings, any convenient lump of swamp ooze is used to represent Primal Chaos. At the conclusion of the worship ceremony, half the lump is crumbled into bits and the rest left behind on the altar.



Ragnaglar (rag-NAG-lar)

Chaos pantheon - the Mad God, leader of the Unholy Trio

Ragnaglar is sometimes called the kinsman of Storm Bull, driven to hatred and dishonorable acts by jealousy. His spouse was Thed, his mistress was Malia. Together the three formed the Unholy Trio. As proof of Ragnaglar's madness they brought chaos, the final catastrophe, into the world.

In recent times Ragnaglar survives as only a nursery tale, for he was slain by Storm Bull. Thed and Malia survive, but since the demise of their horrid master their outrages have not risen to such a magnitude as to threaten the existence of the universe.

In many troll and barbarian ceremonies a surrogate Ragnaglar is created for ritual combat. A mask with four different horns and two mouths is worn, and the legs of many different animals are draped from the neck.

Rasout (rrah-SOOT)

Pamal pantheon - the plains hunter

Rasout is the hunter god of the Pamaltelan veldt. Each of his worshipers will, at least once in their life, see the Runthing-the prey which can never be caught.

His carved image is that of a young man with runes carved upon his chest and arms. He carries a bow or spear.

Ratslaff (RATS-laf)

Yelm pantheons - Celestial Court god of disorder

Ratslaff was the buffoon of the Celestial Court and the Cosmic Dupe before the coming of Time. As the primal trickster many of his pranks were extremely crude, and they often backfired on him. Such was the case when he once flatulated with a tremendous roar and out popped the boggles, cosmic mice which made little poo-poops all across the vault of heaven, which nibbled upon the Veil of Mystery, and which once so frightened a pregnant Mother Mammal that she gave premature birth to that utterly unbelievable creature called Camel. Uleria befriended these creatures and, with the destruction of the Spike, the Disorderly nature of the boggles allowed them to stand against the initial onrush of chaos (even though the boggles themselves were nearly eliminated) so that the remaining gods could better prepare themselves to defend the world.

Ratslaff is not now worshiped. Legends imply that he died as he lived-he disappeared when a particularly cruel prank of his backfired, and he winked out of existence with a hilarious look of astonishment plastered across his face. He is never illustrated but the memory of him lives on in the ugly faces which parents make to their children and in the minor deformities or blemishes suffered by some people which cause them to be subjects of ridicule (such as wandering eyes, warts, stammering, buck teeth, mottled skin, etc.)

Rebel Gods

Yelm pantheon - destroyers and up-starts

Yelm ruled the world harmoniously until these deities became dissatisfied and overthrew his divine empire. Their leader is Orlanth, and the others include Death, Trickster, Grandfather Mortal, and the chaos gods.

Red Goddess

Lunar pantheon - goddess of the Red Moon

Moon Goddess, Mistress of Time, Sister of Chaos, and Lurker Upon the Veil are some other titles given to this unique goddess. She was born in the Gods Age but was broken and scattered during prehistoric wars-not quite dead but not quite alive either. After the world was renewed by the Seven Light-bringers and Time was begun, this goddess was reassembled and reborn after centuries of planning and trying by a band of secret worshipers. Although she was born inside of time, and therefore was mortal, she quickly developed her natural abilities and set off upon a dread Godquest which ended with her apotheosis only 27 years after her birth.

The Red Goddess founded the Lunar cult, a religion which is a strange mixture of mysticism and practical magic, of barbaric cruelty and dignified beauty, of freedom and of tyranny. Its philosophies are unique and complex. The Red Goddess worked, danced, and fought her way into the fabric of the world. She has taken for her domain the Middle Air, and so earned the eternal enmity of Orlanth and other air gods. Her cult spreads far beyond the bounds of her Empire and is very powerful, including many lesser deities within it.

She is often portrayed with red skin, sitting cross legged, draped in a white gown with a neckline which plunges in a V to her navel. Her hands are formed in the signs of welcome and of peace.

Rice Mother

Eastern pantheon - the generous one

The Rice Mother was discovered by the daughter of Shavaya, an early emperor of Kralorela. She provides her people with everything necessary for their culture, their cooking, and the worship of rice, their most important food.

She is usually illustrated as a short, extremely fat, grinning oriental woman sitting with her legs wrapped around a large jar of grain. A sacred centipede coils around one of her arms and she and her jar are mounted atop a divine eel-turtle.

River Deities

Universal

Most rivers are each inhabited by powerful spirit which rules the waterway from headwaters to mouth. River dwellers worship him or her. Those spirits which inhabit tributary rivers, streams, and creeks are usually the children of the main river deities.

The greatest rivers of Glorantha are all situated in Genertela. They are the

Janube in Fronela, the Osilir in Peloria, and the Tanier in Ralios and Arolanit.



Saliligor (sah-LIL-ih-gor)

**Eastern pantheon - East Isles
god of Homago**

This god is the divine offspring of a woman and a dolphin. His people are infamous cannibals, but they never eat outsiders. Uniquely among the inhabitants to the East Isles, they solicit converts to their way of life.

Saliligor is shown as a dolphin with a pair of human legs.

Sea Eagle

**Hsunchen pantheon - help from the east
see First Four Companions**

Seseine (seh-SAEN-ay)

Chaos pantheon - goddess of temptation

An intense desire for some object, emotion, or state of being can lead a person to use evil or corrupt means to gain such. Such vile, overwhelming passion is incited by Seseine, who rules demons of desire, incubi, and similarly horrible creatures.

She is illustrated as a beautiful man or woman, seductively dressed and posed.

Selarn (sel-ARN)

Yelm pantheon - thief god of Afadjann

The thieves of Afadjann, an important Fonritian kingdom, maintain traditions founded during the Great Darkness. Their secret society abides by ironbound rules, ruthlessly enforces the order's laws, and encourages a calculated hostility against whatever authorities currently rule Afadjann.

Selarn himself is shown as a tiny man gripping a large colorful cylinder.

Seven Mothers

**Lunar pantheon - the recreators of
the Red Goddess**

The spirits of the original secret council which restored the Red Goddess to the world receive popular worship throughout the Lunar Empire. Their worshipers feed the poor and proselytize among them for initiates. Along with potato bread and soup, they reveal stories which compare the downtrodden with the Red Goddess, who had her own humble beginnings in a poorhouse tended by the seven wise folk who guided her to godhead. The various subcults of this religion act in concert to familiarize outsiders with the stories of the Red Goddess. Just as the original mothers taught the Goddess, so do these holy folk teach people about her. Individuals are initiated into the cult of the Red Goddess and can enter any of the subcults.

Images of the seven mothers are described separately in each individual

entry. A popular image set into pottery shows the whole group sitting in a crescent shaped boat.

Shavaya (shah-VIGH-ah)

**Eastern pantheon - the Emperor
of Splendor**

Shavaya was the first human ruler of Kralorela-he was preceded by philosophical entities or universal deities. He ordained the Kralori way for the rest of eternity. He is regarded as the ideal ruler, both by his own people and by some cultures which exist outside his lands.

Tapestries depict him as an oriental man of middle years, bald but with a long moustache. He wears a yellow robe trimmed in red. Formal portraits show him with his left foot upon a dragon which vomits forth a river of silver water, and with his right foot upon an open lotus flower.

Sikkanos (sik-KAHN-oes)

**Pamalt pantheon - the bad wind,
the dust storm**

Sikkanos is the enemy of mankind; the deadly breath of the Nargan Desert. He sends flaming monsters or poison winds from the desert's heart.

In Pamaltelan combat rituals each spring one warrior dresses in this god's fashion-red ragged furs crusted with blood, carrying poison darts and leather bags full of poison wind.

Sir Sea

**Yelm pantheons - Celestial Court
god of elemental water**

Sir Sea was the second of the primal elements born to the universe. Within him lay all of the potential and possibility of the universe without darkness. He created many children, even giving birth to some of them himself, without having a wife. Among them are the minor seas and rivers of the land. He is the source of all water.

Slor (SLOR)

**Elf pantheon - god of the marshes
and red elves**

Slor is the ancestor of all ferns and related plants, and of red elves. He is of mutable gender.

Slor is depicted by worshipers in the form of their favored, most important, or ancestral plant.

Storm Bull

**Orlanth and Praxian pantheons -
berserker god, chaos-killer**

Storm Bull is a god of untamed animal power and passion-too unruly to be welcome in many pantheons. His wild and intense fury could beat even chaos, and so this berserk deity led the war of the Greater Darkness. He fought the Devil to a standstill and trapped him under a mountain of adamant. Thus he is grudgingly tolerated in many barbaric regions.

He is shown as a burly warrior with a bull's head, or as a gigantic version of the favored hoofed animal.

Styx (STIKS)

**Merman and Troll pantheons -
goddess of oaths and black waters**

The Styx is the Last Drop of Darkness, and gave birth to Zaramaka, the first true water. She is the main river of the underworld, though some texts call her a pool or a well rather than a river. A few legends even mention a great Black Sea of Hell where listless waves wash upon a lifeless gray shore. She is also known as the Garrotte of the Gods, for she can cause even immortals to choke and suffer if they swear upon her name and break their word. She is aided by several families of Furies. Mortals usually shun swearing by Styx, pledging their word instead by other oath-guardians.

Her troll-image is that of a flat stone with a depression in the center. A face with tiny ears is carved into both surfaces of the stone.

Subere (soo-BEER-ee)

**Troll pantheon - goddess of the
dark deep within**

She is the goddess of the Inner Dark and is also believed to be the wife of Dehore. The lords of the Seven Hells all worship her. She is also called the mother of Death, for that power was made or found within her cavernous being before it was brought into the surface world.

Her womanly image is usually carved in coal and wrapped with three leaden bands.



Talor (TAE-lor)

**Malkioni pantheon - the laughing
warrior**

This hero of Fronela gained his fame and power during the Chaos Wars, in a battle against Gbaji the Deceiver whose worshipers had infiltrated Talor's native land of Akem. Aided by a band of heroes from other lands, Talor commanded armies, led secret plots, plundered ancient secrets, and slaughtered all foes who dared defy him. Throughout it all he maintained a wry (some say mad) sense of grim humor which failed him only twice. This secret humor is the soul of his cult.

His device consists of a black dog's head on a gold background, with a thin horizontal red bar behind the dog's head.

Teelo Norri (TEE-loe NOR-ee)

**Lunar pantheon - Young Life,
one of the Seven Mothers**

The ritual through which the Red Goddess was restored apparently required a participant who was ignorant of the ritual's intent. Teelo Norri was chosen at random from the streets of Torang

for that purpose. She is cupbearer to the Red Goddess and also is the source of the Poor Fund movement. There is little real development of her cult, save for people interested in simple protection and innocence. She is revered as the Lunar goddess of youth.

She is always portrayed as a barely pubescent maid, sometimes bearing a cup and dagger.

Telask (teh-LASK)

Eastern pantheon - Vormain god, the warrior, source of cerulean magic

Telask is the Arm of the Emperor.

When the Evil Ones came to destroy and enslave the beautiful islands of Vormain, Telask met them in war and slew all of them but the poets.

Telask wears blue-lacquered armor and stands upon a red and a blue eagle. His weapons are a mirror and magic lightning whip.

Thalurzni (thal-ERZ-nee)

Eastern pantheon - Balancer of the Elements

Thalurzni is one of the early rulers of Kralorela. He created the Kralori after-life, where the souls of common people go to await the death of the Dragon Emperor, at which time these souls will accompany him into the next world. He also extended the boundaries of Kralorela by battling hostile elemental beings. His most powerful enemies were the Shadow Cancer, the Earth Eater, the Star Permutator, and the Secret Waters, all of which were driven away into the Kingdom of Ignorance.

He is usually rendered as a dark brown man with long hair and beard, wearing a yellow robe with black stars, and holding a candle, a beggar's bowl, a cube, and an iron fan, A rainbow arches over his head and shoulders.

Thanatar (THAN-uh-tar)

Chaos pantheon - chaos god, the Severed God

In the Gods War, a chaos god named Tien commanded a colossal chaos swarm. He was captured by Storm Bull and broken into two pieces. Each of these two pieces survived and became the center of a small cult-Tien, god of headhunters; and Atyar, god of knowledge-thieves. In historical times the worship of the two small cults was combined into one cult worshiping one god, called Thanatar.

Thanatar is usually shown as a gaunt figure with many heads hanging from his belt. He often carries his own head under one arm.

Thed (THED)

Chaos pantheon - chaos source of the broos, goddess of rape, one of the Unholy Trio

Prior to the Lesser Darkness Thed was an important goddess. She was the wife of Ragnaglar and, with her husband and Malia, schemed to introduce chaos into the world. By Ragnaglar Thed had many children-the broos, scourges of the world.

The Praxians know Thed as a gigantic, slim figure with a long, tufted tail and two deformed clawed arms. Her head has four curved horns, ropy hair, and five antennae or tentacles arrayed about her mouth.

Thief Gods

Eastern, Lunar, Orlanth, Pamalt, Troll, and Yelm pantheons

see Black Fang Brotherhood, Lamsabi, Lanbril, Selarn

Many gods, such as Orlanth, the Red Goddess, and the Trickster, have thief aspects. Many thieves worship no gods at all, depending instead on their own skills and wit to evade detection. But there are a few small cults wholly devoted to robbery and thievery. These cults are always local and illegal, but they have proven their value to their worshippers time and again.

Tholaina (thoe-LAEN-ah)

Merman pantheon - queen of sea beasts

Tholaina is, by several mates, mother of all of the animals of the waters. By a darkness spirit she begat invertebrate things like worms, sea beetles, squid, or lobsters. With a lover from the earth she begat water lizards, sea snakes and lake snappers, and their more fearsome cousins such as Elasmosaurus and Mosasaurus. Through a captured sky being she bore a flock of sea birds, such as the ever-swimming boatbird and wingless giant sea cranes, or those which oft frequent the watery domains such as gulls, terns, ducks, and the blue-feathered sea eagles which can swim. With an arrogant air god she begat those sea creatures which breathe air, like dolphins and whales and seals. But most of all she loved Golod, who is Fish Father. Together they populated the depths and shallows, the cold and warm waters, the places where men frequent and those which they will never see. Thus is the cause of the profusion of fish.

By humans she is often shown in sailor and fisherman temples as a merwoman, arms held out to offer her wealth to their service. She is not depicted by mer-cultures.

Tien (t'YEN)

Chaos pantheon - chaos god, the headhunter

Tien was a headless corpse worshiped by monsters during the Great Darkness. He gives the ability to steal knowledge and magic from the heads of properly sacrificed victims. During the Gbaji Wars his cult merged with that of Atyar to recreate the dead god Thanatar. Tien is still worshiped separately.

Images of him are made by piling up the rotten heads and skulls of victims.

Time

Universal - the measurer and measurement

Time is nowhere worshiped as a deity, but almost everyone acknowledges its omnipotence. Before the advent of Time the divinities were free of constraints and acted as they wished. These actions

destroyed the world, which was saved only when Arachne Solara arranged the Great Compromise, devoured chaos, and gave birth to Time. The Red Goddess, reborn within recent history, sometimes claims to have special powers of Time but such boasts have never been backed by action.

Trickster

Universal

see Bolongo, Eurmal

Trickster has many names, shapes, and forms. If a man ever learned and understood all the stories about Trickster he would be either the wisest man in the world or the most foolish.

Triolina

(TREE-oe-LEE-nah)

Merman pantheon - mother of life

Triolina is called Mother Ocean and mother she is. All of the beings which live in the sea and know mortal life can trace their ancestry to her. For this reason she is one of the greatest deities of the sea. Most sea temples have at least a shrine to Triolina.

Merman religion does not portray her. In Waertagi idols she is shown as a breastless, fish-scaled woman with two tails instead of legs-one is a fishtail and one a cetacean tail. Her hair is composed of trailing kelp and her many fins are drawn from several kinds of fish.

Turtle

Hsunchen pantheon - help from the south

see First Four Companions

Tsankth (t'SANKTR)

Eastern pantheon - Vormain god, deity of rapacity and piracy

Tsankth strides across the water, leading bloodthirsty buccaneers to plunder and slay innocent travelers on the seas. His shoes are ships, his sword a flash of blinding light, and his greed eternal and insatiable.

He is shown as a barracuda.

Two-Headed Dragon and Kindly Swan

Eastern pantheon - East Isles king and queen of Porthramentos

These gods are found on a very large, flat island. Their seven children are worshiped by the seven clans of the island, who hold the dragon and swan in respect but do not worship them.

They are pictured in statues as a two-headed dragon and a swan, side by side. Their children are not portrayed.

Ty Kora Tek (TIGH kor-uh TEK)

Orlanth and Pamalt pantheons - goddess of the dead

Ty Kora Tek is sister to Asrelia, but is neither so beautiful nor so friendly. Within a vast grey cavern she rules over the dead who, forever gibbering in

the darkness, are subject to her laws of Silence and Subservience and are enfolded in her mindless comfort.

Her priests prepare the dead for burial, and frequently inhabit crypts. They occasionally wield the sacrificial knives when earth-rituals require it, especially when humans are the offering. They are also privy to terrible secrets of the afterlife.

She is usually shown as a gaunt old woman, wrapped close with a shroud, She often is given a skull's face.

Tylenea (TIGH-len-EE-ah)

**Yelm pantheon - Celestial
Court goddess of illusion**

As one of the members of the Celestial Court, Tylenea is most noted for the creation of the Illusion rune. However, her powers and her reputation among the other gods were forever tainted by disorder after her failed attempt to tame, through flattery and false promises, the boggles-those cosmic mice extruded by Ratslaff from cosmic dung.

As with all of the other members of the Court, Tylenea now knows no active worship for she died with the explosion of the Spike.



Uleria (yoo-LEHR-ee-ah)

**Orlanth, Pamalt, and Yelm pantheons -
goddess of love and former Celestial
Court goddess of life**

Uleria represents Love in all its forms: eros, agape, lust, platonic, etc. She commands those powers which bring things or people together. She may be the only deity of the Celestial Court to survive the Great Darkness, though some believe that that being which is worshiped in her name is only a small portion of the whole of Uleria, or is actually another goddess with identical powers, attributes, and appearance. Uleria's cult is widespread but not politically powerful.

Uleria is depicted in different fashions for different pantheons, but always she is shown as a handsome, sexually mature man or woman.

Umath (OO-math)

Orlanth pantheon - the Destroyer

Umath fathered the many important air and storm deities, and his special attributes are strength and violence. He broke the universe apart to create a home for his children and is remembered as either a great villain or a great hero by everyone in the world.

He is usually shown as a squat, powerful figure holding up the sky,

Umbrol (UM-brahl)

Orlanth pantheon - father of sylphs

Umbrol has little mythos or worship, but holds an important place in the genealogy of the gods.

He is usually shown as a whirlwind, the form his sylph children appear in.

Unholy Trio

Chaos pantheon

see Malia, Ragnaglar, Thed

The Unholy Trio consist of Ragnaglar, Thed, and Malia. Together they created the ritual which allowed chaos to enter Glorantha and begin the destruction of the world.



Vadrus (VAE-drus)

Orlanth pantheon - the ill wind

Vadrus was a storm god of unrestrained violence and its attendant destruction. His nameless minions, the Vadrudi, are still called upon when someone wants a destroying wind. He had some famous and hated children such as Valind, Gagarth, and Molanni. Vadrus was killed by chaos during the Gods War.

He is not illustrated since he no longer exists.

Valind (VAL-ind)

Orlanth pantheon - god of winter

Valind is a son of Vadrus and a slave goddess. He is the source of the winter powers which sweep over the earth from the north. In the Storm Age he ruled most of the world and even today wields great power.

He is shown as a giant, with a frozen beard and dripping with ice.

Valkaro (VAL-kuh-roe)

Malkioni pantheon - the good sorcerer

Valkaro, disturbed at the perfidy of the Jrusteli Empire and the God-Learners, left his rich home and lands to travel to the distant East Isles. There he preached the Malkioni Liberation, and succeeded in converting all the inhabitants of one island to that philosophy. He defended his converts against the Eastern Seas Empire in a famous war instigated by Brithini diplomats.

He is shown as an elderly man in western dress.

Valzain (val-ZAEN)

Eastern pantheon - Vormain god, the emperor, god of loyalty

Valzain is the exemplary ruler of a pantheon of elegant though deadly deities. Where they are wiley, he is subtle. Where they are cunning, he is wise. He has earned their absolute loyalty through deeds, not words. He sits at the top of the universe, where he can see every act of treachery and disloyalty that man or god commits. Each such act earns Valzain's wrath and ultimate disaster for the sinner.

When depicted, he appears as a human with a white face and jet black armor.

Vangono

(vang-GOE-noe)

Pamalt pantheon - the Spear

Vangono is the expert warrior of Pamaltela. He is the master of the spear, and he can breathe three types of fire. He is always either at the right hand of Pamalt or in the midst of slaughter. He is the reason that both sides in wartime always reap destruction and he is worshiped by those destined to die in battle.

He is usually shown carrying a large shield and several spears.

Varchulanga

(VAR-choo-LANG-gah)

**Merman pantheon - Mother
of Monsters**

Varchulanga is the origin of both the common and of the unique monsters which live in the ocean depths. She can be fended off with propitiatory worship, and is often called upon to destroy foes of the sea.

She is not shown, as standard among the mermen. The Waertagi worship her, but also fashion no images of her.

Vegetarianism

Dwarf pantheon - heresy of growth

This heresy is restricted in extent to a few scattered citadels in Pamaltelan mountain ranges. Dwarfs adhering to this heresy believe that the natural growth process of the world are part of the design of the World Machine and should be incorporated into its structure. Hence, they plant farms to grow food and fuel for their workers and machines.

Despite the name, vegetarianist dwarfs sometimes eat meat as well. The term refers to acceptance of plant-like growth properties, not diet. There are no standard symbols for vegetarianism.

Vivamort (VEE-vuh-mort)

**Chaos pantheon - chaos god,
the vampire god**

Vivamort is the god of undeath who willfully sacrificed his own soul to gain empty immortality. Because of this dark and hollow entity, corpses sometimes rise from the grave at night to suck the blood of sleeping persons.

He is shown as a human vampire, pale, with sharp teeth.

Voria (VOR-ee-ah)

**Elf, Orlanth, and Yelm pantheons -
spring virgin**

Spring's Handmaiden, one of Voria's common names, was born of Ernalda and Yelm, begat in the joy of the underworld after the arrival of the Light-bringers. Her appearance alerts the crop goddesses to awake at the start of a new year, and persons seeking a propitious start in a venture sacrifice to her.

Voria is always portrayed as a youthful, (prepubescent or adolescent) human or elf woman, always appearing barefooted.

Vovisibor (vo-VEE-si-borr)

Chaos pantheon - Pamalt's foe, Filth-Which-Walks

Until it met Pamalt, this vile creature was undefeated in combat when challenged by a single foe. It was finally thrown down by the combined efforts of many gods, whose attacks were coordinated by Pamalt.

Vovisibor hobbles across the vast plains of Pamaltela each Sacred Time, only to be felled again by Pamalt. Each time it appears wrapped in rotten meat and degenerate plant parts, and caked with dung.

Vrimak (VREE-mak)

Yelm pantheon - Father of Birds

All avian life, from the mightiest sky-eagle to the smallest gnat-catcher, is merely a variation on great Vrimak, child of the Sky.

He is usually shown as a huge bird (usually an eagle), which is often aflame.



Wachaza (wah-CHAH-zah)

Merman pantheon - war god, son of Magasta

Wachaza is the son of Magasta and a dark demon, and brother and ruler of the feared waterspouts of the open seas. He is cruel and the death he deals is final. In modern times he is shunned, for even cruel sea-warriors can find Wachaza to be too violent. He is also shunned because he was the principle war god of the fallen God Learner empire.

Among seamen he is always shown as being a dark god, horrible of visage. His skin is either jet blue or black, and he possesses feral yellow eyes which sailors claim they can sometimes see glowing deep within the sea. He carries a long net and a wicked-looking trident. In his sack he carries hidden curses from the deep. Every sea god has called upon him at one time or another, and he is feared by them all.

Waertag (WEHR-tag)

Malkioni and Merman pantheons - father of the Waertagi

Waertag is the ancestor of an ancient, nearly extinct race of green-skinned beings who live in floating cities carved from the bodies of sea dragons. They ruled the sea in the First Age, but were virtually destroyed by the God Learners.

Waertag is worshiped in his temples as a handsome green man covered with fish scales, and finned, like the mortals of his race,

Waha the Butcher (WAH-hah)

Praxian pantheon - the khan of the Praxian gods

Waha is the son of Eiritha and the Storm Bull. He appeared in the Wastelands among the leaderless peoples of the area, teaching them new ways necessary to survive, and taking-wives from among them to breed new chiefs. Among his-many great deeds are the digging of the Good Canal to cleanse the earth; the taming of Oakfed, god of wildfire; and teaching people and animals each their proper stations in the new world.

Waha is pictured as a bearded god who sits upon his sacred throne holding a skinning knife in one hand. At his feet rest the sacred animals of Prax.

Wakboth (WAK-both)

Chaos pantheon - chaos god of evil, the Devil

Wakboth is the moral evil of the world. This senseless and terrifying entity is supported by all disregard for life, and he supports continuous and brutal destruction. Twisted and foul, Wakboth is the world defiler. His existence in the Godtime was pure insult, since the old world was doomed anyway, and he only worsened the pain for all involved.

Wakboth is portrayed in many ways, but always as gigantic in size, and foul of appearance.

Wild Man

Eastern pantheon - father of the four hundred sacred races

see Grandfather Mortal, Old Man

Wild Man was created by the gods and engaged in numerous unsuitable pairings. He begat dwarfs from mating with stone and metal; elves from mating with plants and foliage; Hsunchen from mating with various animals; and mer-men from mating with sea monsters. The resulting mortal creatures comprise the four hundred types of intelligent beings recognized by the Kralori. Finally, the gods pitied Wild Man and gave him a worthy spouse, Allgiver, by whom he had the first truly human child.

He is depicted as a hairy, dirty humanoid with oversized genitals and an angry grimace.

Worlath (WOR-lath)

Malkion pantheon - a false god

Worlath was a powerful sorcerer who imprisoned himself within a storm to escape the truth of Malkion. Since then he has been cursed to remain there, and he wars upon the world because he is angry and frustrated with this enforced exile. Only ignorant barbarians worship him.



Xemela (zeh-MEL-uh)

Malkioni pantheon - mother of Hrestol

When a terrible psychic and physical

plague, the Black Swelling, struck benevolent Xemela's people she gave her life, her health, and her own soul to save' the land.

She is usually shown as a beautiful dark-haired woman wearing a white dress.

Xentha (ZEN-thah)

Troll pantheon - goddess of night

When the darkness deities invaded the surface world, Xentha led them. She is a great and commanding goddess, with mysterious powers far beyond the ken of man or troll. Most beings recognize her, but worship instead her minions who can more easily be known. During the Darkness she ruled the upper and surface world, and now shares it with Yelm.

She is usually shown as a tall figure, carved from granite, with sweeping robes.

Xiola Umbar

(zee-OE-lah UM-bar)

Troll pantheon - the goddess of the Solace of the Dark Deep Within

This is the goddess of brute compassion. Among all of the troll deities she is the most gentle. She is also worshiped by humans. As the sister of Zorak Zoran she often seeks to right the wrongs which he commits. Although worship of her is somewhat disparaged by the common trolls, she fulfills an important place in their social structure by healing anyone who needs it, and by caring for the helpless (usually trollkin). For the former she is scorned, for the latter she is blessed by all trolls.

She is symbolized as a clay pot inscribed with a healing charm on the exterior, and a mouthless face on the inside bottom.



Yamsur (YAM-sir)

Yelm pantheon - the unknown god

This god of the heavens was killed and lost during the Gods War. Nothing else of him is known.

Yanafal Tarnils

(YAHN-uh-fahl TAR-nilz)

Lunar pantheon - Ram and Warrior, one of the Seven Mothers

Yanafal Tarnils was an exiled nobleman from Yuthuppa who still ruled his lands. He later defeated his master, Humakt, in battle. His cult resembles Humakt's cult in most respects, though it is less narrow-minded. High honor and bravery are upheld by the Yanafal Tarnils soldiery. He is the major war god of the Empire, though there are others that are nearly as popular.

He is shown as a soldier, armed and armored.

Yanmorla (yan-MORR-lah)

Pamalt pantheon - Grandmother Earth, an Old God

Yanmorla is the Wise Woman of Pamalt's Gods Council. She receives and comforts the souls of the dead and is sometimes paired with Cronisper. Her doorstep is guarded by the Earth Witch.

She is usually represented in basketry as an old woman wrapped in a red shawl, usually sitting upon a three-legged stool.

Yara Aranis (YAH-rah ah-RAHN-is)

Lunar pantheon - horse eater, goddess of the Reaching Moon.

This savage goddess, the daughter of the Red Emperor and Gorgorma, was conceived to terrorize and slay the horse nomads. The cult is more popular in the northern Lunar empire, but a shrine is included in all borderland temples.

She is shown sitting cross-legged, with four arms, each of which holds a weapon or makes a gesture to destroy her foes. It is her image which decorates the cover of the *Gods of Glorantha* box.

Yelm (YELM)

Yelm pantheon - sun god and emperor

Yelm is the god of the Middle Fire and brother of Lodril and Dayzatar. Yelm was not always bound to his path in the sky, but once traveled freely. His disastrous feud with Orlanth was one of the most important struggles of the Gods War, for when Yelm was slain by Orlanth his demise marked the Lesser-Darkness which filled all the cosmos with fear, allowing chaos to seep in.

Yelm is sometimes shown as the golden solar disc, often as middle-aged man clad in imperial garb, or in one of his lesser incarnations such as the spear god, horse god, etc.

Yelmalio (yel-MAL-ee-oe)

Elf and Yelm pantheons - frontier god

After the sun fell and the sky retreated from the surface world, when the volcanoes went cold the hearthfires were but glowing coals, Yelmalio remained. Wounded, robbed, and hounded from place to place, Yelmalio carried the spark of life throughout the Darkness. Frozen, limping through the leafless forests, the glow of Yelmalio warmed the elves and humans who clung to the light. He fought fiercely, and in the Greater Darkness even aided Orlanth, an old foe who grudgingly settled their feud.

He is shown as a warrior, carrying a long spear and armored in gold.

Yelorna (yeh-LOR-nah)

Yelm pantheon - star huntress

Yelorna is Yelmalio's sister and, like him, was one of the "sparks" left in the Great Darkness after the sun's death. Her worshipers ride unicorns, remain celibate, and enshrine holy axes

(though no cultist may ever lift an axe in anger).

She is usually shown as a young woman riding a unicorn. She is armored, with radiant star rays around her head.

Yinkin (YING-kin)

Orlanth pantheon - ancestor of shadow cats

The god of shadow cats is a half-brother to Orlanth, born of the same mountain mother. The lesser animal god served as Orlanth's friend and ally through all his wars, and is now honored in the storm pantheon for it.

His image is either that of the animal, or of a human with the animal's head.

Young Elementals

Lunar pantheon - source of primal magic

When the Spike exploded and left a jagged gap in the world, creation began anew within that gap just as it had occurred originally. This new creation expanded and grew, separated from the rest of the world by an impassable barrier of chaos. First darkness formed in this miniature new universe, then water, then earth, then sky. These were the Young Elementals. Air might have formed next, but the Gods War ended and the new creation ceased, trapped outside of Time.

When the Red Goddess came, she released the Young Elementals from their imprisonment. Their cults generally are unsophisticated and simple, fulfilling more mystical than religious interests. They are vulgarly named Damsel Darkness, Squire Sea, Lady Land, and Liege Light.

These deities are usually shown grouped as four columnar statues, black, blue, green, and yellow. They are sometimes shown as young men and women, skins colored as their elements, serving the red goddess.

Young Gods

Orlanth pantheon

The storm gods were the last of the elemental gods born, and they protested that they had been cheated of their power by those who came before. Many other spirits and deities joined in the protest, and collectively they were termed the Young Gods. Most Light-bringers are included within this term, as are most storm deities, and many local demigods.



Zaktirra (zak-TEERR-ah)

Eastern pantheon - Vormain god, source of viridian magic

The gods of Vormain dwell in a gigantic palace of magic and jewels. Each has his special chambers. In a squat black turret set off from the palace, and hidden from view by a glaucous wall of magic lurks Zaktirra, intoning his mon-

strous dirges. When need arises, the other gods call Zaktirra from his lair and send him forth, to poison earth and sea.

Statues of Zaktirra show an emaciated man with green skin wearing enormously expensive robes covered with metal hooks. His face consists of a single huge eyeball.

Zaramaka (ZAH-rah-MAH-kah)

Merman pantheon - the Great Deep

The most remote mysteries of the unfathomable deep reside in this god. He was the first of the entities to separate, centering upon itself first, then separating in the manner in which mixed oils separate in a bottle. He contains all the things and powers of the watery depths, and was both father and mother to the sea gods.

He has no images.

Zong (ZONG)

Troll pantheon - the hunter

Zong is the troll god of the hunt. He can catch every type of creature, from the smallest mosquito to the mightiest dinosaur.

His image is usually made from a sling ball with simple facial features cut into it.

Zorak Zoran (zoe-RAK zoe-RAN)

Troll pantheon - god of hate

Titled Lord Demon of the Legions of Death, Zorak Zoran is the primary war god for trolls, and his worship is even found among humans. Zorak Zoran is the mindless explosion of fear and frenzy against both order and chaos which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, this entity is one which helped save the world and whose powers may be needed again. He, too, is part of the Cosmic Balance.

He is illustrated as an old three-eyed man or troll. In one of his hands he holds a mace and with the other makes a magical gesture.

Zzabur (zah-BOOR)

Malkioni pantheon - the First Wizard

Zzabur is the master of the Brithini sorcerer-caste. His magic spells destroyed entire countries, closed off all the seas, and twice changed the nature of the world. Since the Second Age he and his island of Brithos have vanished from the mundane world, to no one's regret.

Pictures of him show a wizard with a shimmer of magic all around him.



**The Avalon Hill
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Aldrya

GODDESS OF THE WOODS

Aldrya is goddess of the primal forest and of elves. If Aldrya were not worshiped, forests and woodlands would wither and die. She is the ancestral goddess of all elves, and nearly all elves participate in her cult. Most elf forests contain at least one great temple to Aldrya. Her shrines teach Accelerate Growth.

The cult of Aldrya is divided into several subcults. A member can only belong to one subcult at a time, and joining one subcult means abandoning the previous subcult.

Children of the Forest Subcult

Requirements for Elves: may join automatically-no POW sacrifice required.

Requirements for Non-Elves: must roll POW or less on 1D100. One percentile is added to the roll per 10 pennysworth of goods donated to the cult. No POW sacrifice is required.

Notes: Children of the Forest may not trade their POW for divine magic, and they do not have access to Divine Intervention. They do have to fulfill other

standard requirements of initiates, including tithing. Their POW does not increase through worship.

Spirit Magic: Heal, Food Song, Speedart

High King Elf Subcult (initiates)

Requirements for Elves: may join automatically upon reaching maturity and expending one point of POW to Aldrya.

Requirements for Non-Elves: standard (as per ordinary cults)-except that failure to pass the test means death. Skills-Climb, Hide, Plant Lore, Sneak.

Note: a candidate for membership in High King Elf need not have previously belonged to the Children of the Forest. High King Elf members are true initiates, must fulfill all usual requirements and gain the normal benefits. High King Elf initiates can sacrifice for Aldrya divine magic available to Wood Lords on the usual basis. High King Elf initiates also obtain the special Elf Bow.

Spirit Magic: Armoring Enchantment, Befuddle, Binding Enchantment, Countermagic, Dispel Magic, Extinguish, Food Song, Heal, Light, Magic Point Matrix Enchantment, Mindspeech, Mobility, Multi-missile, Repair, Second Sight, Shimmer, Silence, Speedart, Spell Matrix Enchantment, Spirit Screen, Strengthening Enchantment, Summon [species], Vigor.

Special Aldryami Spirit Magic

Food Song

touch, instant

1 point

This spell allows the singer to pick any plant which he needs, whether it is for eating (and all Aldryami are vegetarian cannibals), shelter, weapons, or so forth. It ensures that the plant so used will not be offended or hurt and, if killed, returns in peace to Aldrya's bosom.

The Elf Bow

An elf initiate receives a Bow Seed, planted on his initiation day. It takes a year of growth and a year of finishing to become a fabled Elf Bow. The initiate must dedicate one week a season over the two-year period to tend and care for it, instructed by a Gardener. This bow is alive and is repaired with Heal, not Repair. It has a POW of 2D6 +2, and its magic points are available to its user for use in spell casting. It has no INT. Only the maker of the bow may use it. If a non-Aldryami takes it in hand, it becomes brittle and dead. It acts as a mere self bow even for other elves.

Shamans of Aldrya Subcult

Requirements: must attempt each of the following skill rolls: Animal Lore, Ceremony, Plant Lore, Summoning, World Lore. If successful in all five skill rolls, the candidate may proceed to follow normal shaman rules to become a full shaman.

Note: Shamans of Aldrya may only bind plant spirits to their fetch. They can only teach those spirit magics available to High King Elf initiates. Shamans of Aldrya are also priests.

Common Divine Magic: Divination, Sanctify, Spellteaching, Worship Aldrya

Special Divine Magic: Absorption, Accelerate Growth, Animate War Tree, Chameleon, Create War Tree, Heal Body, Plant Spy, Silence Sphere, Tanglethicket

Wood Lord Subcult

Requirements: must have been an initiate of High King Elf for at least five years. He must have 90% + skill in Elf Bow Attack and in two of the following skills: any hand weapon, Conceal, Hide, Search, or Sneak. He must know Extinguish, Heal 2, and Multimissile. He must pass the Test of Holiness (POW x3 or less on 1D100).

Note: Wood Lords are also priests. Their skills are not restricted. They must give 90% of both income and time to the cult.

Common Divine Magic: Divination, Worship Aldrya

Special Divine Magic: Accelerate Growth, Arrow Trance, Chameleon, Heal Body, Reflection, Shield, Silence Sphere

Gardener Subcult

Requirements: must have been a shaman of Aldrya or a Wood Lord for at least twenty years. He must roll his POW + his number of years as shaman or Wood Lord on 1D100 to be accepted.

Note: when checking for Divine Intervention, a Gardener rolls 1D10 rather than 1D100. They obtain these divine magic spells as if they were priests.

Common Divine Magic: all

Special Divine Magic: Absorption, Accelerate Growth, Animate War Tree, Arrow Trance, Chameleon, Create War Tree, Heal Body, Plant Spy, Reflection, Resurrection, Shield, Silence Sphere, Tanglethicket

Associated Cults

Chalana Arroy: provides Regrow Limb to Gardeners.

Eiritha: provides Speak to Herd Beasts to Wood Lords, Gardeners, and Aldrya Shamans.

Ernalda: provides Command Gnome to Wood Lords, Gardeners, and Aldrya Shamans.

Flamal: provides Bear Fruit to Gardeners.

Yelm: provides Sunripen to Aldrya Shamans and Gardeners.

Yelmalio: provides Catseye to Wood Lords and Gardeners.

Special Aldryami Divine Spells

Accelerate Growth 1 point

ranged, special, stackable, reusable

This active spell matures a plant one year in 15 minutes. It won't enlarge, strengthen, or make more fruitful any plant beyond its natural potential. The spell effect is permanent. Each point affects one tree at a time, or a 3-meter-square area of bush or ground.

Animate War Tree 1 point

ranged, duration 6 hours, nonstackable, reusable

A War Tree is a special type of tree. This spell only affects a War Tree that has already been enchanted by the caster's Create War Tree ritual.

This spell causes one War Tree to awaken and become capable of motion and combat.

War Tree

Characteristics		Average	
STR	4D6 + 12	26	Move: 1
SIZ	2D10+30	41	Hit Pts: special
INT	6	6	Magic Pts: 10-11
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	D20	Points
Trunk	01-10	5D6
Branches*	11-20	3D6 each

*divide the 11-20 result up among the tree's 1D6+4 branches.

weapon	SR	Attack%	Damage
branch	6	45-60	1D6 + 3D6

The tree can attack with its thick branches with a skill equal to its DEX x5%, doing damage equal to 1D6 + damage bonus. It cannot parry or Dodge. It can only use one branch at a time but has 1D6+4 to use if any should break. The War Tree has armor points (as per normal weapons), not hit points. Each branch has 3D6 armor points. The trunk has 5D6 armor points. The War Tree is flammable. The War Tree dies if its trunk is severed. between activations the tree roots. If the spell ends while the tree is on an inappropriate surface (such as water or solid stone) the tree begins to die.

Arrow Trance 1 point

self, temporal, nonstackable, reusable

This allows the user to merge his consciousness with his bow, doubling his Bow Attack. The user enters a trance in which only the bow and targets exist for him. He moves only to get a clear shot or find another target. He can use no other weapon, cannot dodge, cannot parry, nor use the bow as a club. Even if engaged in melee, he will fire an arrow at his opponent. While entranced, he may cast only bow magic (Multimissile, Speedart, etc.) to the exclusion of all other magic, including healing, (except that he can heal his elf bow if it is damaged). If the battle ends before the spell expires, he will stand at rest and wait for targets. This is not a Berserker spell; the user knows his friends and enemies.

Chameleon 2 points

ranged, temporal, nonstackable, reusable

The user of this spell can blend into the background, permitting use of his normal Hide skill even when moving. If the user remains still, his Hide is automatically 100%, even in the open. If he engages a foe in melee, the foe must succeed in a Scan roll each round to strike, parry, or dodge the user or his weapons.

Create War Tree 1 point

ritual Enchant spell, one-use

This ritual awakens a spirit within a special type of tree grown



The holiest day of the year for all Aldryami (elves and elf-kind) is Flamal's Day (Waterday of Fertility Week in Sea Season). On this day all elves rejoice in the power of life, and come to full awakening after the long sleep of winter. A dryad is illustrated above, bursting from her sacred tree to revel in the life-giving sun.

for the use of this spell. This tree can now be affected by an Animate War Tree spell cast by the creator.

Plant Spy

1 point

any distance, temporal, nonstackable, reusable

A specially chosen plant may be used as a spy by converting the leaves to sound and touch transmission devices without altering their appearance. Additional spells can be sacrificed for additional plants. Cut or uprooted plants die and cease transmitting information. The spell user can only receive information from a single plant spy at a time, though he may own many such spies.

Silence Sphere

1 point

ranged, temporal, nonstackable, reusable

This creates a barrier to sound three meters in radius around the target. No sound can pass this barrier. Characters inside the barrier can hear each other, but can hear nothing from outside, and vice versa. The spell's normal use is to slip silently through the woods and elude the hearing of enemy guards. If the spell is cast at an unwilling or unknowing enemy, his magic points must be overcome.

Tanglethicket

ranged, instant, nonstackable, reusable

Special plants provide seeds for this spell. The seeds are rare enough that usually only 1D6 seeds are available per year to any one shaman or Gardener. The seeds keep indefinitely. Each seed grows into a three-meter-cube of impenetrable thicket when thrown onto arable ground and this spell cast upon it.

The thicket takes 15 minutes to reach maturity. Burning each three-meter-cube produces a six meter radius sphere of poison gas potency 2D6. Each one-meter-cube section of thicket

has 10 armor points. Cutting the thicket damages the cutting weapon at 1D3 points per round. (Crushing or smashing weapons used on the thicket take 1D3 points of damage a round and always do minimum possible damage.)

The thicket dies in one day unless maintained with one magic point per seed per day.



Ancestor Worship

HONORING YOUR DEAD FOREFATHERS

Ancestor worship supports the reality of human mortality and draws upon the dead for strength to survive in life. At the same time it provides barriers to help protect weak humans from malign supernatural powers. The forces of mortality are too basic to be eradicated, and ancestor worship will exist as long as people procreate and die.

All ancestor-worshipping shamans know how to create a Center of Power (through the spell of Axis Mundi) for their ceremonies. When worship services are held, the spirits of the friendly dead invisibly participate. Their presence enables even small families to maintain a shrine or minor temple to their ancestors. Shrines teach Summon Ancestor.

Special Divine Spells for Ancestor-Worshippers

Axis Mundi

1 point

ritual Summon, nonstackable, reusable

This one-hour ritual creates a holy sanctuary (10m in radius) which enhances the passage of ancestral spirits to the mundane plane. Ancestral spirits can appear within the Axis Mundi without the benefit of a Visibility spell. The spells of Gift Power, Gift Spell, Incarnate Ancestor and Summon Ancestor can all be cast within its bounds as if they were ordinary divine magic, without going through a lengthy ritual. Axis Mundi can be boosted with as many MPs as desired. Each point gives the Axis Mundi one hour's duration.

This spell also attracts ancestral spirits and permits their participation in the holy day rituals.

Free Ghost

1 point

ranged, instant, stackable, reusable

This spell must be cast upon the ghost of a deceased mortal. The user must overcome the MPs of the ghost with his own. If he succeeds, the ghost is unbound from its haunting and returns to the Land of the Dead.

Gift Power

1 point

ritual Enchant, nonstackable, reusable

This spell allows the user to donate a point of his POW to a willing ancestral spirit.

Gift Spell

1 point

ritual Enchant, nonstackable, reusable

This spell allows the user to transfer the knowledge of any one spirit magic spell (only) to a willing ancestral spirit. The user loses knowledge of the spell.

Incarnate Ancestor

2 points

ritual Summon, nonstackable, reusable

This spell causes a named ancestor to dominantly possess the body of a willing descendant, who can be the spell caster. The summoned spirit can use all spells, knowledge, and skills it had while living. The spirit need not leave the host body until it pleases to do so or is exorcised. Friendly spirits leave when the job at hand is through. Neutral spirits must be bribed to do so by Gift Power or Gift Spell. Malign ancestors do not leave voluntarily.

This spell can be cast without naming the specific ancestor desired, in which case a random ancestor comes. This is dangerous.

Spirit Guardian

1 point

ranged, duration one day, stackable, reusable

This spell must be cast upon a friendly ancestral spirit. It sets up a mental connection, identical to Mindlink, between spirit and caster.

Spirit Melding

2 points

touch, temporal, nonstackable, reusable

This spell must be cast upon a friendly ancestral spirit which is enveloping the caster. For the spell's duration, the spirit's magic points are added to the caster's for purposes of resisting spirit combat and spells. If the spirit leaves the caster, the spell's effects end.

Summon Ancestor

1 point

ritual Summon, nonstackable, reusable

This spell summons an ancestral spirit from the Land of the Dead. If the spirit is friendly, it can engage in spirit combat or cast spells if the summoner desires.

Not all a character's ancestors may be righteous or kindly. Evil spirits may attack the caster, or at least refuse to aid him.

If the caster names a specific ancestor when the spell is cast, he gets that particular ancestor. Otherwise, a randomly-determined spirit is called, the characteristics of which are determined through use of the Random Ancestor Table.



Leaping-Stripe-On-Flank, chief shaman for the Deer Tribe searches among the centuries-old pile of ancestral bones his tribe has hidden. With the proper bones, Leaping-Stripe can summon specific ancestors, thus controlling great knowledge.

Ancestor worshippers scrupulously observe the Sacred Time as the most holy time. Other religious celebrations are arranged as needed for personal worship.

Initiate Membership

Requirements: must demonstrate a blood relationship with the accepting shaman. The candidate must not be a sorcerer. He must roll his POW x5 or less on D100. He must also give the shaman a gift, which varies with local custom and the shaman's greed, but is at least 100 pennies worth of goods. He must sacrifice a point of POW to his ancestors.

Note: ancestor-worshippers must spend the time and tithing required by their personal shaman. They cannot obtain divine intervention.

Shamanhood

Requirements: Daka Fal shamans are also priests. Initiates of Daka Fal become shamans by following normal shaman rules.

Note: Daka Fal shamans must pay honor and respect to their ancestors, and they must donate POW or a spell to a friendly ancestor (using the Gift Power or Gift Spell magics) at least once a year. This is in addition to any POW or spells given to ancestors in return for services rendered.

Common Divine Magic: Worship Ancestors

Special Divine Magic: Axis Mundi, Free Ghost, Gift Power, Gift Spell, Incarnate Ancestor, Resurrect, Spirit Guardian, Spirit Melding, Summon Ancestor

Ancestor Random Spirit Spells

1d100 spell

- 01 Armoring Enchantment
- 02-04 Befuddle
- 05-07 Binding Enchantment
- 08 Bladesharp
- 09 Bludgeon
- 10-15 Control [Spirit Type]
- 16 Coordination
- 17-19 Countermagic
- 20 Darkwell
- 21-23 Demoralize
- 24 Detect Enemy
- 25 Detect Magic
- 26-28 Detect [Substance]
- 29-31 Dispel Magic
- 32-34 Disruption
- 35 Dullblade
- 36 Endurance
- 37 Extinguish
- 38 Fanaticism
- 39 Farsee
- 40 Firearrow
- 41 Fireblade
- 42 Glamour
- 43 Glue
- 44 Heal
- 45 Ignite
- 46 Ironhand
- 47 Light
- 48 Lightwall
- 49-51 Magic Point
- Matrix Enchantment
- 52-54 Mindspeech
- 55 Mobility
- 56 Multimissile
- 57 Protection
- 58 Repair
- 59 Second Sight
- 60 Shimmer
- 61 Slow
- 62 Speedart
- 63-65 Spell Matrix Enchantment
- 66-75 Spirit Screen
- 76 Strength
- 77 Strengthening Enchantment
- 78-83 Summon [species]
- 84 Vigor
- 85-90 Visibility
- 91-00 Other (gamemaster's choice or roll again)

Ancestral Spirits

Ancestral spirits usually behave like ghosts. They cannot normally provide their INT or MPs for others' use, but can cast spells and engage in spirit combat. Only malign ancestral spirits ever retain permanent possession of a mortal after spirit combat ends.

Random Ancestor Table

1d100	type	power	spirit spells	divine spells
01	Friendly	5D6+6	4D3	3D6
02-04	Friendly	4D6+6	3D3	2D6
05-09	Friendly	3D6+6	2D3	1D6
10-16	Friendly	2D6+6	1D3	0
17-25	Friendly	1D6+6	1	0
26-28	Neutral	5D6+6	3D3	2D6
29-34	Neutral	4D6+6	2D3	1D6
35-43	Neutral	3D6+6	1D3	0
44-55	Neutral	2D6+6	1	0
56-70	Neutral	1D6+6	0	0
71-80	Malign	1D6+6	0	0
81-88	Malign	2D6+6	0	0
89-94	Malign	3D6+6	1	0
95-98	Malign	4D6+6	1D3	0
99-00	Malign	5D6+6	2D3	1D6

All ancestral spirits have INT rolled as per the species they once belonged to. Human spirits roll 2D6 + 6. In any case, a spirit never has more spells memorized than its INT - if a spirit's rolled INT is 10, but it is determined to know 12 points of spirit magic, decrease the spells known to 10 points.

Friendly: spirit will do as summoner desires.

Neutral: spirit will do as summoner desires, but only if summoner gives it one MP for every POW point of the spirit. This must be expended immediately, and, though it adds to the spirit's MPs, are not used to assist the summoner.

Malign: these spirits always try to attack a summoner to possess him. Spirit Spells: this indicates the number of spirit spells known by a particular spirit. To determine the precise spells, roll on the Ancestor Random Spirit Spells Table. Spirits know 2D6-5 points of a variable spell (minimum of 1 point, and if a 12 is rolled, reroll, adding 6 to the result). Roll once for each spell known. If the same spell is rolled a second time, reroll.

Divine Spells: this indicates the number of divine spells known by the spirit. Roll on the Ancestor Random Divine Spells Table to determine the precise spells known.

Ancestor Random Divine Spells

d20 divine spell

- | | |
|-----------------------|-------------------------|
| 01-02 Axis Mundi | 09 Resurrection |
| 03 Free Ghost | 10-11 Spirit Guardian |
| 04-05 Gift Power | 12-13 Spirit Melding |
| 06-07 Gift Spell | 14-17 Summon Ancestor |
| 08 Incarnate Ancestor | 18-20 Worship Ancestors |



Argan Argar

GOD OF SURFACE DARKNESS

Argan Argar's cult acts as a mediator between trolls and surface folk. His cult performs many important functions for trolls unavailable elsewhere including such civilized amenities as languages, trade, and making coinage. He is worshiped by those trolls who must deal with outsiders, and by human merchants who trade with trolls.

Usually minor temples are the largest worship sites available. In the cult's centers of power, such as Halikiv or Kethaela, major and great temples exist. His shrines teach Create Shadow.

Initiate Membership

Requirements: standard. Skills-Evaluate, Human (or any non-troll) Lore, Read/Write Darktongue, Speak Other Language

Note: the spells of Glow, Light, and Lightwall are forbidden to Argan Argar worshippers.

Spirit Magic: Detect Magic, Glamour, Mindspeech, Protection, Vigor

Special Argan Argar Divine Spells

Dark Walk 1 point

ranged, temporal, 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.

Safe 2 points

touch, duration 8 weeks, nonstackable, reusable

This spell is cast upon a container or opening to bar unwanted passage. When it is cast, the priest must boost the spell with magic points. When anyone other than the priest or someone in Mindlink with the priest tries to open the secured container or cross a doorway with this spell, he is attacked by the spell's magic points. If his magic points are overcome, he takes 1D6 points of general hit point damage and is forced back. If his magic points are not overcome, the spell is broken and he may enter freely, as may anyone following. If he fails to overcome the spell on his first try, he can try again and again until he either succeeds or is slain.

The spell's entire magic points are matched against any defensive magic the intruder might have.

Create Shadow 1 point

ranged, temporal, stackable, reusable

This creates a region of shadow. The dimensions vary (shifting all the time at the edges), ranging from 10 to 20 (2D6+8) meters in diameter with a height one-quarter of that. It is immobile.

When additional points of this spell are stacked together, the volume covered does not change, but the darkness deepens. One point of Create Shadow permits the Dark Walk spell to be cast within its environs and creates a haze in sunlight. Two points cancel the effects of sunlight on light-sensitive beings such as cave trolls. Three points make a shadow equivalent to a moonlit night. Four points create a pitch-black area.

Fire or other illumination within such magic can be seen, but it illuminates nothing.

Suppress Aether 3 points

ranged, temporal, stackable, reusable

This spell creates a sphere 2m in radius centered on any specified spot within range, not necessarily around the caster. Inside the area is darkness equivalent to a Summon Shadow 1 spell. If anyone initiated into a Light, Heat, or Sky rune-based cult tries to cross the borders of the spell, they automatically take 2D6 damage directly to a random body location, ignoring all armor. The sphere's boundary also act as a four-point Countermagic against spells cast by initiates or priests of Light, Heat, or Sky rune-based cults. This spell may be cast to encircle a member of such a cult, and thus restrict his movements.

If, when the spell is cast, its boundary crosses a potential target, that target is unharmed by the spell and can move to either side of the boundary. If he attempts to cross the boundary in a later round, he is then affected.

Each additional use of this spell stacked together increases the damage done by 2D6 and the Countermagic effect by four points.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Shade, Create Shadow, Dark Walk, Safe, Suppress Aether



Asrelia

GRANDMOTHER OF WEALTH

Asrelia is the crone who hoards all good things away from the sight of mortals. Her priestesses are in charge of the temple treasuries of most earth cults.

Her cult consists primarily of shrines inside larger earth temples, though larger structures do exist. Shrines teach Hide Wealth.

Initiate Membership

Requirements: standard. Skills-Conceal, Devise, Evaluate, Mineral Lore

Note: rather than 10% of their income, Asrelia initiates must pay 600 pennies (or the equivalent) to the cult per year. Initiates must pay 100 pennies per point when sacrificing for divine magic.

Spirit Magic: Befuddle, Countermagic, Detect [All Precious Metals or Gems], Glue, Protection, Repair, Second Sight, Vigor

Acolyte Membership

Requirements: as per priests, though the candidate

Special Asrelia Divine Spells

Amelia's Cavern 3 points

touch, temporal, stackable, reusable

This spell creates an invisible barrier forming a sphere 3 meters in radius, centering about the point of casting. Wind cannot blow through the barrier, rain and snow cannot penetrate it, and it blocks flames. Even a flood washes up against the barrier harmlessly. Spells can be cast through the invisible boundary and creatures can cross it freely. Only non-living natural forces are barred entrance.

Each additional use of this spell increases the radius of the protective sphere by 3 meters.

Hide Wealth 1 point

touch, duration 1 day, stackable, reusable

This spell must be cast upon an inanimate bundle of goods, no greater than 1 ENC. It causes the target to become invisible to everyone except the caster or to anyone watching as the spell is cast. Each extra point of Hide Wealth cast at the same time permits an additional ENC to be hidden. Each point of Extension stacked with Hide Wealth doubles the duration of the spell. Magic items hidden with this spell cannot be sensed, even with magical spells, but the presence of the spell of Hide Wealth itself could be. If the hidden goods are moved, the spell dissipates.

need not be a woman. Also, the Test of Holiness for cult acolytes costs 5000 pennies.

Note: rather than 50% of their income, Asrelia acolytes pay 3000 silver pennies (or the equivalent) to the cult per year. Acolytes must pay 100 pennies per point when sacrificing for divine magic.

Priesthood

Requirements: standard. The candidate must be a woman.

Note: rather than 90% of their income, Asrelia priestesses pay 6000 silver pennies (or the equivalent) to the cult per year.

Common Divine Magic: all

Special Divine Magic: Absorption, Asrelia’s Cavern, Command Gnome, Hide Wealth

Associated Gods

- Babeester Gor:** provides Great Parry.
- Ernalda:** provides Regrow Limb.
- Maran Gor:** provides Blast Earth.
- Ty Kora Tek:** provides Command Ghost.
- Voria:** provides Invigorate.



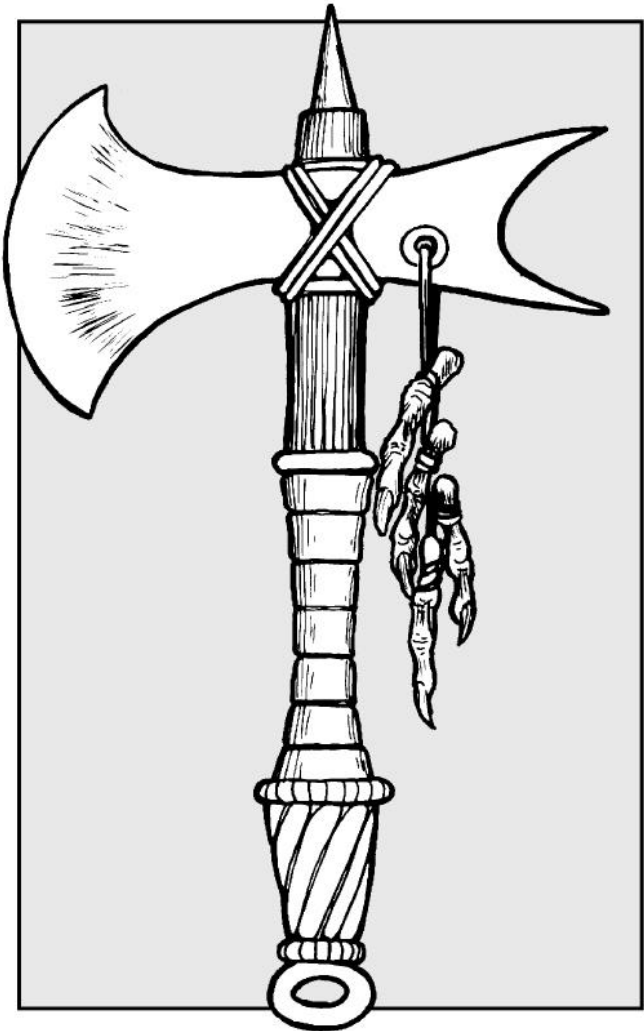
Babeester Gor

HOLY AVENGER

Babeester Gor is the earth’s Holy Avenger. Her axe-wielding amazons are the sacred guardians of the temples of Aldrya, Ernalda, and several other earth goddesses. Though their duties are partially symbolic, they defend temples when attacked and hunt down kinslayers, oathbreakers, and other vile criminals whose actions have harmed the temple they guard.

Special Babeester Gor Divine Spells

Axe Trance <i>self, temporal, nonstackable, reusable</i> This spell must be boosted with one or more magic points. Each magic point expended increases the caster’s Axe Attack by 10 percentiles for the spell’s duration. This spell may be combined with weapon-enhancing spells.	1 point
Great Parry <i>self, temporal, nonstackable, reusable</i> This spell must be cast upon a shield. The shield has an infinite number of armor points for the spell’s duration. Knockback still affects the holder of the shield.	3 points
Slash <i>touch, temporal, stackable, reusable</i> This spell must be cast upon an axe. Each point of Slash increases damage done by 1D6.	1 point



Replicas of Babeester Gor's grim axe, like the one above found in the Temple To All Deities in Apple Lane, are placed in most earth temples and shrines to ward them from defilers.

Her temples are usually only shrines located within a great temple to a major earth goddess. Lands heavily devoted to earth cults may have larger temples to her. Her shrines teach Great Parry.

Initiate Membership

Requirements: standard. Only women may join. Skills-Axe Attack, Listen, Search, Track

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disrupt, Heal, Strength, Vigor

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Axe Trance, Berserker, Command Gnome, Great Parry, Shield, Slash

Associated Gods

- Asrelia:** provides Hide Wealth.
- Ernalda:** provides Heal Body.
- Maran Gor:** provides Blast Earth.

Ty Kora Tek: provides Command Ghost.
Voria: provides Invigorate.



Bagog

THE SCORPION QUEEN

Bagog is Mother of All Scorpion Folk. Her worship provides the minimum culture needed to survive the hardships of the wilderness. The lore of the scorpion men is passed down through this religion. Scorpion men shamans also exist and cooperate with this cult.

Most scorpion men bands have minor temples at best. Shrines to Bagog teach the Ritual of Rebirth.

Initiate Membership

Requirements for Scorpion Men: join automatically upon sacrificing one point of POW.

Requirements for Non-scorpion Men: must undergo the Ritual of Rebirth and then sacrifice one point of row.

Spirit Magic: the cult of Bagog teaches no spirit magic. However, tribal shamans are usually willing to teach all types of spirit magic.

Shamanhood

Requirements: normal shaman requirements

Notes: Bagog shamans are ordinary shamans in every way except that they may obtain the spell of Worship Bagog reusably. They cannot become priests of the cult. A female shaman could become Queen, however.

Priesthood

Requirements: must enter ritual combat with a priest. The candidate must defeat the old priest and devour his body to gain the status. Occasionally by permission the priest may be from another tribe, or even another cult.

Special Divine Magic: Carapace, Claws, Jabbers, Sprout Legs, Venom Boosting, Worship Bagog

Scorpion Queenhood

Requirements: must challenge the current queen to formal battle, defeat her, and eat her body. The challenger must be female. There can only be one scorpion queen in a band at any time.

Note: The scorpion queen has all the normal priestly benefits, but none of the restrictions. When checking for Divine Intervention, a scorpion queen rolls 1D10, rather than 1D100.

Divine Magic: Carapace, Claws, Jabbers, Ritual of Devouring, Ritual of Rebirth, Sprout Legs, Venom Boosting, Worship Bagog

Associate Cults

Primal Chaos: provides Chaos Feature.

Special Bagog Divine Spells

Carapace

2 points

touch, temporal, nonstackable, reusable

This spell increases the toughness of the scorpion man's exoskeleton, increasing the armor of all hit locations by 8 points.

Claws

1 point

touch, temporal, nonstackable, reusable

This spell turns one of the scorpion man's arms (or optionally, his tail-in which case the tail can neither sting nor inject poison) into a large scorpion-like pincer. The claw has a weapon strike rank of 3 and does 2D6 damage plus any damage bonus. Claw Attack equals 50% plus the user's Attack Modifier, and can be increased via experience. The claw can do no knockback.

Jabbers

1 point

touch, temporal, nonstackable, reusable

This spell turns one of the scorpion man's arms (or optionally, his tail-in which case the tail can neither sting nor inject p&on) into a jabber, a long bony point used for fighting. It has a weapon strike rank of 1, can impale, and does 1D10 damage plus any damage bonus. Jabber Attack equals 50% plus the user's Attack Modifier, and can be increased via experience.

Ritual of Devouring

1 point

ritual Enchant spell, nonstackable, one-use

This spell is cast before killing and devouring an intelligent victim. Properly done, this spell enables whoever devours the victim to gain knowledge. Each participant in the grisly feast must eat 1D6 SIZ points of the victim to gain benefits.

The eater gains 1D6 percentiles in any skill in which the victim was at least 25 percentiles better than the eater. For each spirit magic or sorcery spell the victim knew, the eater must roll his INT or less on 1D100. Success allows the eater to gain knowledge of that spell.

Only scorpion men can gain benefits from this feast, though any intelligent species can be profitably eaten. Divine magic cannot be obtained through this ritual.

This ritual is always performed before a formal challenge and combat for Scorpion Queendom or Rune Priesthood.

Ritual of Rebirth

4 points

ritual Ceremony spell, nonstackable, one-use

This spell lasts 4 hours, during which time one or more prisoners must be eaten by the queen. A few days later, the queen lays one egg for each creature devoured. After one season, the eggs hatch. Infant scorpion creatures emerge, with upper torsos and heads similar to the species devoured, and lower bodies like those of scorpions.

If the queen combines a successful Divine Intervention with the Ritual of Rebirth and devours only one being, the actual person eaten emerges as a member of the scorpion race. He retains all his former skills and spells as well as (most cruelly) a memory of his former life. His skill with the scorpion sting starts at 05% plus bonuses. Individuals forced into this chaotic existence usually go mad.

Sprout Legs

1 point

touch, temporal, stackable, reusable

Each point of this spell causes an additional leg to sprout from the side of the scorpion man. The leg is usable as a normal appendage, and has the same hit points as the other legs. Also like the other legs, damage done to the new leg does not count vs. total hit points.

Venom Boosting

1 point

touch, temporal, stackable, reusable

Each point of this spell cast upon a scorpion man increases the venom potency of the tail sting by 1D6 points. The amount of increase is rolled only after the venom penetrates a foe, and is rolled separately for each hit.



Chalana Arroy

GODDESS OF HEALING

Chalana Arroy is the deity of healing and comfort, and her worship shall continue until there is no need to heal anyone again. She is worshiped by surgeons, nurses, doctors, surgeons, and dedicated healers of all types.

Her cult is small but widespread, and usually shrines are the only available temples. Large cities may hold minor temples or larger worship sites. The particular spell taught at a Chalana Arroy shrine varies with the culture and local needs.

Healer Membership (initiates)

Requirements: none, except acceptance of the restrictive cult vows, and the sacrifice of one point of row.

Note: a healer must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. She is forbidden to learn any combat skill but Dodge. A healer must give 50% of her income to the cult of Chalana Arroy.

Healers may become shamans or sorcerers, as long as they maintain the cult vows.

Foes incapacitated by a healer's action (usually through the use of Befuddle or Sleep) are under her protection. They may not be harmed in any way, though they may be disarmed and captured. Chaotic foes are exempt from this protection.

New Cult Skills: Treat Disease, Treat Poison

Spirit Spells: Befuddle, Dullblade, Endurance, Heal, Light, Shimmer, Sleep.

High Healer Membership (priestesses)

Requirements: the candidate must have a 90% skill in one of Treat Disease, Treat Poison, or First Aid,

Special Chalana Arroy Cult Skills

Treat Disease

Knowledge (05%)

Successful use of this knowledge skill doubles a victim's chances for success at his next recovery CON roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. Victims of mild diseases need only be tended for one day per week. A critical roll indicates that the victim's chances to recover are tripled. Specials mean nothing. A fumble indicates that the victim's disease progresses to the next stage (i.e., acute becomes serious or serious becomes terminal-a terminal victim dies).

Treat Poison

Knowledge (05%)

Successful use of this knowledge skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken. A special roll purges the victim of 4D6 ROT, and a critical roll purges him of all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Forbidden Spirit Magic

The following Spirit spells are forbidden to Chalana Arroy worshippers:

Bladesharp	Firearrow
Bludgeon	Fireblade
Control [species]	Ironhand
Demoralize	Multimissile
Disruption	Speedart
Fanaticism	

Forbidden Sorcery

The following Sorcery spells are forbidden to Chalana Arroy worshippers.

Animate [substance]	Palsy
Cast Back	Phantom [sense]
any Create spell	Shapechange [species]
Damage Boosting	Smother
Diminish [characteristic]	Stupefaction
Dominate [species]	Tap [characteristic]
Drain	Venom

and must have a skill of 50% in the other two. She must have a 50% Ceremony skill. She must know Heal 6 and never have broken the cult vows since she became an initiate. She must have 10 points of cult divine magic. She must pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all but Warding

Special Divine Magic: Comfort Song, Command

Chalana Arroy Spirit Spell

Sleep

3 points

ranged, temporal

If the caster overcomes the target's MPs, 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.

Special Chalana Arroy Divine Spells

Comfort Song

1 point

range earshot, duration length of song, nonstackable, reusable

This spell allows the user to sing a Song of Power which keeps all hearers from feeling pain, effectively anesthetizing the body while still permitting consciousness. It is often used during childbirth and after battles. Characters who would normally be incapacitated are not, though damage is unhealed.

Cure Chaos Wound

1 point

ranged, instant, nonstackable, reusable

This spell is of no use by itself, but can be stacked with any spell used to cure a wound or other affliction received from a chaotic creature. It provides all the magic points needed to work the spell. As such it has little effect on most rune spells, though it helps with Heal Wound. For instance, if it was stacked with a Heal 6 spell, the spell would cure six points of damage and cost the user no magic points.

Resurrect

3 points

ritual Ceremony spell, nonstackable, reusable

This Resurrect spell is identical to the spell described in *Rune-Quest*, except that it is reusable.

Healing Spirit, Cure Chaos Wound, Heal Body, Regrow Limb, Restore Health [All Types], Resurrect

Associate Gods

Aldrya: provides Accelerate Growth.

Orlanth: provides Shield.

Issaries: provides Create Market.

Lhankor Mhy: provides Analyze Magic.

Pamalt: provides Earthtouch. (only in Pamaltela)

Storm Bull: grants Chalana Arroy worshipers the ability to bring a warrior out of a berserk rage. The chances for success are equal to POW x 5 for a high healer, and POW x 4 for a healer.

Yelm: provides Fight Disease.

VARIES

The City Gods

PROTECTORS OF THE CITIZEN

Most cities of Glorantha have their own special proprietary spirit, often named after the city. The welfare of the spirit and of the city are intermingled, and wise citizens worship their city's god. Basically, all initiates of this cult are citizens, and the reverse is also often the case.

Usually a city god has only one temple in the world, in the city. This is always at least a minor temple, usually major, and sometimes even a great temple, depending on the size of the city.

Initiate Membership

Requirements: a candidate must be a citizen of the city, and must sacrifice one point of POW. Requirements for citizenship vary with the city, but in almost all cities the children of citizens are also citizens.

Note: an initiate of a city god need devote only 5% of his time and 1% of his income to his god. The city god's divine spells, and his Divine Intervention, can only be used inside the city. An initiate can be a shaman, a sorcerer, or even a priest of a different cult.

Spirit Magic: usually none taught by the cult.

Priesthood

Requirements: must be a citizen and the son of a citizen. Must read and speak the city's language at 90%. An opening for a new priest must exist, and a great deal of politicking is involved to attain priesthood in a city cult.

Note: the priests of a city god have considerable political civic influence. Their divine spells can only be cast within the city's boundaries. Unlike initiates of a city god's cult, priests can use Divine Intervention outside the city's boundaries.

Common Divine Magic: Excommunication, Mindlink, Sanctify, Warding, Worship [City God]

Special Divine Magic: City Harmony

Associated Gods

Varies, depending on the circumstances surrounding the particular city.

Special City Gods Divine Spells

City Harmony

1 point

self, temporal, stackable, reusable

This spell affects everyone within 3 meters of the caster and keeps them from getting excited or violent. It counteracts emotion-affecting spells (such as Demoralize and Fanaticism) that are weaker than the City Harmony spell. City Harmony can be boosted with magic points to overcome more powerful emotion-affecting spells and to blast through Countermagic and other defensive spells.

To work, the caster must roll 1D100 and compare the result on the Resistance Table to his own magic points. All targets whose magic points would be overcome are affected. For instance, if a priest with 12 magic points rolled 52, all potential targets with 11 or less magic points would be affected.



Dendara

THE GOOD GODDESS

Dendara is the Sun's Wife, and the goddess of wives, women, and farmers. Her cult has all sizes of temple, and shrines to Dendara teach Bless Crops.

Initiate Membership

Requirements: standard. Skills-Animal Lore, First Aid, Plant Lore, World Lore

Spirit Magic: Heal, Light, Second Sight, Shimmer, Vigor

Acolyte Membership

Requirements: as per priests, except that acolytes do not need to be a woman or have given birth.

Priestess Membership

Requirements: standard. Must be a woman and have given birth to at least one healthy child.

Common Divine Magic: all

Special Divine Magic: Absorption, Bless Crops, Bless Home, Command Domestic Fowl, Command

New Dendara Divine Magic

Bless Home

1 point

ritual Enchant spell, nonstackable, reusable

This ritual is performed over a home and affects it and the family who dwells therein. Whenever a family member is within the walls of the blessed home, his hit points, his fatigue points, and his magic points are all 1 point higher than usual. The enchantment ends if ever the family hearth is shattered.

Gnome, Command Goat, Command Swine, Heal Body, Regrow Limb, Restore Health [Constitution], Restore Health [Intelligence]

Associate Cults

- Aldrya:** provides Accelerate Growth.
- Eiritha:** provides Speak to Herd Beasts.

Gorgorma: Gorgorma worshipers guard Dendara’s temples in winter.

Lodril: provides Earthwarm.

Yelm: provides Cloud Clear.



Donandar

GOD OF MUSIC & DANCE

Donandar’s present-day worshipers include way-faring minstrels, jugglers, musicians, actors, carnivals, dancers, and circuses.

Most traveling troupes have a shrine to Donandar, as do some cities. Shrines to Donandar teach Harmonize.

Initiate Membership

- Requirements:** standard. Skills-Dance, Play [Instrument], Sing Orate
- Spirit Magic:** no spirit magic or sorcery is forbidden, but the cult teaches none itself.

Acolyte Membership

Requirements: as per priests.

Special Donandar Divine Spells

Harmonize

ranged, temporal, stackable, reusable

This spell causes the victim to do exactly what the caster does, if his magic points are overcome by the caster’s. It works only on beings with the same Hit Location table as the caster, for reasons that are evident if you envision a man trying to Harmonize a horse. The recipient of the spell attempts to do whatever action the caster does. However, some things are impossible. If, for instance, the victim is walked into a pit he will continue to attempt to walk, but cannot make much progress.

If a Harmonized target is injured, the caster feels pain (and must make a Concentration roll if in the process of casting a spell), and if a Harmonized target is slain, the user takes 1D6 general hit point damage.

Multiple Harmonizes stacked together allows the caster to affect multiple targets. One common use of the spell is to perfectly coordinate a chorus line or dance group.

Switch Places

ranged, instant, nonstackable, reusable

This spell must be cast at an Illusory Sight. It allows the priest to trade places with the apparition, which must be visible to the priest performing the transfer.

1 point

2 points

Priesthood

Requirements: must have been an initiate for at least 5 years. He must know two entertainment skills at 90%+, must have a Ceremony skill of 50% +, an APP either under 8 or over 13, and must pass the Test of Holiness (POW x3 or less on 1D100).

Note: need donate only 50% of his income and 30% of his time to the cult.

Special Divine Magic: Harmonize, Illusory Motion, Illusory Sight, Illusory Sound, Switch Places, Worship Donandar



Dormal the Sailor

CRAFTSMAN, SAILOR & EXPLORER

Dormal is god of sailors and sailing. He was originally a great hero who broke an evil curse blocking all sea travel. Every living sailor today knows of Dormal and how he broke the sea’s Closing, and every living sailor is grateful to Dormal for his livelihood.

A large ship’s company may have the equivalent of a shrine aboard. Most temples are found in seaports, and these can be of any size. Dormal shrines teach Predict Weather.

Initiate Membership

- Requirements:** standard. Skills-Ceremony, Boat, Craft Wood, Swim, World Lore
- Note:** initiates of Dormal may be sorcerers or shamans.

Sorcery: initiates of the cult are taught the sorcery spell of Open Seas.

Acolyte Membership

Requirements: as per priests.

Special Dormal Sorcery Spell

Open Seas

ritual Ceremony

This spell takes 10 minutes 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.

All open-seas sailors everywhere in Glorantha know this ritual or else have an expert on their ship who knows it. Otherwise, sea travel would be impossible.

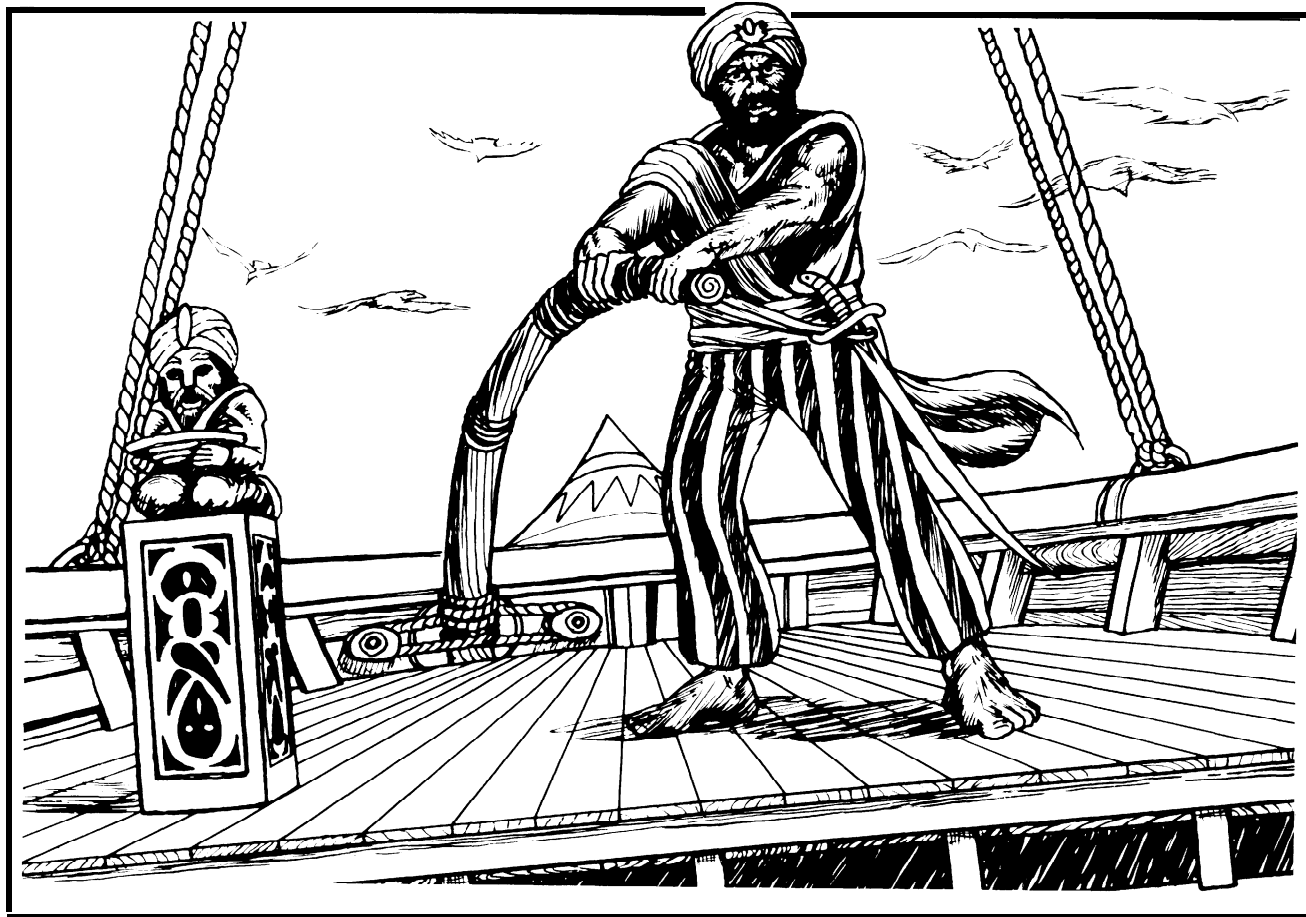
Special Dormal Divine Spell

Predict Weather

special, instant, nonstackable, reusable

When this spell is cast, the user can know approximately what the natural weather will be like for the next 24 hours. This spell cannot account for the actions of storm demons or the use of weather-affecting spells.

2 points



This Fonritian ship-captain sets out early one morning in Sea Season, keeping a sharp eye scanning the horizon for the notorious spring squalls which can suddenly swamp his coastal merchant vessel. To his right sits a Fonritian holy sculpture of Dormal This captain went to some lengths to get his craft blessed by The Sailor, including the sacrifice of several points of POW, and the carving of Dormal's image from a block lopped off of the same beam that became the ship's keel.

Priesthood

Requirements: standard, plus must know the Open Seas spell.

Common Divine Magic: all

Special Divine Magic: Predict Weather

Associated Cults

Magasta: provides Float.

Initiate Membership

Requirements for Native: must have been born on the god's island and sacrifice one point of POW.

Requirements for Outsider: must pay a priest a great sum of money and roll 1D100. If the die roll is less than or equal to 1/100 of the sum paid in pennies, he is accepted into the cult.

Note: initiates of the East Isles Gods can freely be sorcerers. They may not obtain divine intervention from their gods.

Spirit Magic: none - the inhabitants of the East Isles use sorcery rather than spirit magic.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard, except that instead of the standard skills requirements, East Isle priestly candidates must have 80% in Read/Write Own Language and 50% in Ceremony.

Divine Magic: varies greatly with the individual cult.

Hobimarong (Golden Mokato)

In the Second Age, Golden Mokato was the center of the Eastern Seas Empire, a naval realm that ruled all the East Isles and controlled sea travel from

VARIES

East Isles Gods

A THOUSAND GODS

Each of the many East Isles has its own resident god. The inhabitants of these lands worship their own island's god, and sometimes his children.

Temples of all sizes may be found on the home island of a god. Shrines to him are usually planted in major ports and trade cities of friendly islands. Large ships often carry a shrine to their island god.

Spells taught at shrines vary with the particular god.

Sozganjio to Kralorela. Now, Mokato is a quiet wealthy land. Shrines teach Find Merman.

Common Divine Magic: Divination, Extension, Sanctify, Worship Hobimarong

Special Divine Spells of the East Isles

Find Enchanted Object (Lumavoxoran)

1 point

ranged, temporal, nonstackable, reusable

This spell causes any object within range on which has been laid a ritual enchantment to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Fresh Water (Lumavoxoran) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any drinkable water within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Merman (Hobimarong)

1 point

ranged, temporal, nonstackable, reusable

This spell causes all mermen within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Octopus (Saliligor)

1 point

ranged, temporal, nonstackable, reusable

This spell causes any living octopus within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Saliligor Cultist (Saliligor)

1 point

ranged, temporal, nonstackable, reusable

This spell causes any Saliligor initiate or priest within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal. The spell will not work on ex-cult members.

Find Shark (Lumavoxoran)

1 point

ranged, temporal, nonstackable, reusable

This spell causes any living shark within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Hold Course (Lumavoxoran)

2 points

touch, duration one day, nonstackable, reusable

This spell must be cast upon a ship. For the next 24 hours, the ship continues on the exact same course in which it was set when the spell was cast. No directional changes can be made to the ship's course until the Hold Course expires or is dispelled.

Precision [Skill] (Hobimarong)

2 points

serf, temporal, stackable, reusable

Each spell in this array is usable only with a specific skill. Only skills improvable by experience have an equivalent spell. Thus, there exists Precision Boating, Precision Evaluate, Precision Dodge, and so forth.

When a character under the influence of this spell succeeds in the appropriate skill roll, a 1D100 result that would normally be a simple success becomes a special success. Critical success rolls, failures, and fumbles are unchanged.

Sapience (Lumavoxoran)

1 point

touch, temporal, stackable, one-use

Each point of this spell increases the INT of the target by 1 point for the duration. It has no effect on creatures with fixed or no INT.

Special Divine Magic: Find Merman, Precision [Skill]

Lumavoxoran (Haragala)

Lumavoxoran is the insular god of Haragala, the home of an important naval power. Shrines to Lumavoxoran teach Hold Course.

Common Divine Magic: Divination, Sanctify, Worship Lumavoxoran

Special Divine Magic: Find Enchanted Object, Find Fresh Water, Hold Course, Sapience

Saliligor (Homago)

Saliligor is the god of the minor island of Homago, on which reside only three thousand people. He is included as an example of a minor East Isles deity. He has only one temple in all the world, but it is large.

Common Divine Magic: Divination, Sanctify, Worship Saliligor

Special Divine Magic: Find Octopus, Find Saliligor Cultist, Find Shark



Eiritha

MOTHER OF HERDS

All cattle trace their origin to Eiritha. The nomad herdsfolk of the Wastelands and Pent are utterly dependent upon Eiritha for their daily existence. Eiritha is the woman's cult for all Praxian nomads and many of the Pent nomads.

The size of an Eiritha temple depends on its clan's size. Most clans can muster at least a minor temple. Shrines to Eiritha teach Bless Animals.

Initiate Requirements

Requirements: any female tribesmember in good standing can join this cult automatically by sacrificing a point of POW. Outsiders can only join by being adopted into the tribe first.

Note: the spells of Bladesharp, Bludgeon, Disruption, Fanaticism, Fireblade, Firearrow, Ironhand, Multimissile, Protection, and Speedart are forbidden to members.

Initiates may learn the cult skill of Understand Herd Beasts.

Spirit Magic: Farsee, Heal, Slow

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard. Skills-Animal Lore, Plant Lore, Understand Herd Beasts, World Lore

Common Divine Magic: all

Special Divine Magic: Bless Animals, Speak With Herd Beasts.

Associate Cults

Aldrya: provides Accelerate Growth.

Dendara: provides Heal Body.

Ernalda: provides Command Gnome.

Storm Bull: provides Shield.

Waha: provides Peaceful Cut (spirit magic spell plus skill of Butchery).

Special Eiritha Skill

Understand Beast Speech Perception (00%)
This Perception skill has a base chance of 0%, but all Eiritha initiates are taught up to at least 5% plus their knowledge modifier. This skill trains a person to perceive and interpret warning signs, movements, odors, and other gestures made by herd beasts. Speaking to animals is not possible with this skill.

Special Eiritha Divine Spells

Bless Animals	1 point
<i>touch, instant, nonstackable, reusable</i>	
This fertility spell increases the calving potential for each beast so blessed. Each birth produces a healthy calf or, rarely, twins. Nine of ten calves born to a beast influenced by this spell are female. This spell can be cast only on the High Holy Day of the year, and affects only the following year's calving.	
Speak With Herd Beasts	2 points
<i>touch, temporal, nonstackable, reusable</i>	
This spell allows the person on whom it is cast to talk with one type of hooved mammal for the length of the spell. Oratory or Fast Talk can be used if the creature needs convincing. The spell does not instill any intelligence to the creature, so it can speak only from its natural awareness.	

Priestesshood

Requirements: standard, plus a candidate must be a woman and have given birth to a healthy child.

Common Divine Magic: all

Special Divine Magic: Bless Crops, Command Gnome, Command Snake, Command Swine, Earthpower, Heal Body, Regrow Limb, Restore Health [Constitution], Restore Health [Strength]

Associate Cults

Aldrya: provides Accelerate Growth.

Asrelia: provides Hide Wealth.

Babeester Gor: provides Great Parry.

Eiritha: provides Speak to Herd Beasts.

Maran Gor: provides Blast Earth.

Ty Kora Tek: provides Bless Grave.

Voria: provides Invigorate.

Special Ernalda Divine Spell

Earthpower	3 points
<i>ranged, ins tan t, stackable, one-use</i>	
Once bought, this is an automatic spell. The spell activates the first time that the priestess touches the ground if magic points or her POW drop to zero. It activates exactly as her POW or magic points drop to zero, preventing unconsciousness or destruction of her soul, and allowing her to draw both 1 point of POW and 1D8 magic points directly from the earth. If she has more than one Earthpower spell, all activate at once.	



Ernalda

THE EARTH MOTHER

Ernalda and her daughters are the source of food, raiment, and shelter for most of life. Her cult is most popular among farmers and especially rural women, though many other folk worship her as well.

Her temples are primarily rural shrines, but larger worship sites exist, up to and including great temples. Shrines to Ernalda teach Bless Crops.

Initiate Membership

Requirements: standard. Skills-Animal Lore, Climb, Mineral Lore, Plant Lore

Spirit Magic: Heal, Second Sight, Shimmer, Strength, Vigor

Acolyte Membership

Requirements: as per priests, except that acolytes need not be female or have given birth.



Etyries

LUNAR GODDESS OF TRADE

Etyries is the Lunar goddess of trade. She is worshiped by Lunar merchants, especially those who must travel into foreign lands in search of rare goods and fine merchandise.

Etyries has all sizes of temples in Lunar trade communities on the borders of the empire. Her shrines teach Path Watch.

Initiate Membership

Requirements: standard. Skills-Bargain, Evaluate, Speak Other Language, Speak Own Language

Spirit Magic: Countermagic, Extinguish, Farsee, Glue, Ignite, Mobility, Repair

Priesthood

Requirements: standard. Priests of Etyries may be sorcerers.

Note: priests of Etyries need contribute only 30%

Special Etyries Divine Spells

Exchange Spells

1 point

ritual Ceremony magic, nonstackable, one-use

This allows the user to trade knowledge of one spirit magic spell. It cannot be used with divine spells or sorcery. The user must set up a Mindlink connection between himself and his customer. The participants agree upon the spells they will attempt to trade-each may pick only one spell. The spells to be exchanged need not be of equal value-a Heal 6 could be traded for a Protection 1. If the Exchange Spells succeeds, each participant loses knowledge of the spell they chose and gains knowledge of the spell their partner chose. Failure indicates that no spells were transferred or lost. If 96-00 is rolled on the Ceremony skill roll, both participants lose knowledge of their own spell, but do not gain their partner's spell.

All points of a variable spell must be passed together. If the spell passed has more points than the recipient has free INT, that transfer is an automatic failure.

Path Watch

2 points

self only, duration variable, 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 100m radius. The spell lasts as long as the road lasts and as long as the caster stays awake.

Reflection

1 point

ranged, temporal, stackable, reusable

This spell operates as does the normal Reflection spell, described on page 35 of the *RuneQuest* Magic Book. However, it is affected as cyclic magic by the phase of the Red Moon:

Dark/Dying Moons: spell is ineffective.

Crescent Moons: only reflects 1 point of spirit or sorcery magic per point or 1 point of divine magic per two points.

Half Moons: as per the normal Reflection

Full Moons: reflects all spells weaker than the Reflection-not just those which fail to overcome the defender's magic points. Reflected spells have no effect on the defender.

Cyclical Magic

The changes in the Red Moon's phases affect the magical power of the Red Goddess upon the world. Spirit magic and sorcery are unaffected by the cycle for their power derives from within men, not within gods. All Lunar divine spells follow this cycle unless specified otherwise.

moon phase	magical effect
Dark / Dying Moon	only 1 point spells available, and no spells may be stacked.
Crescent Moon	up to 2 point spells available, but only two spells may be stacked together.
Half Moon	all spells available and freely stackable.
Full Moon	all spells available and freely stackable. Temporal spells have double normal duration.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are thus beneficially affected.

of both income and time to the cult. They are not supported by the cult.

Common Divine Magic: Command Cult Spirit, Divination, Mindlink, Sanctify, Spellteaching, Warding, Worship Etyries

Special Divine Magic: Exchange Spells, Path Watch, Reflection

Associated Gods

Red Goddess: priests of Etyries may become initiates of the Red Goddess, following the usual procedure.

Special Etyries Skill

Bargain

Communication (05%)

This is the Communication skill of buying something for a lower price than 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 feasible. The bargainer must state the price at which he wishes to purchase an item, and for each 2% difference between that price and the asking price, he must subtract 1% from his Bargain skill. In any case, the person selling the item will not take a loss, no matter how well he is Bargained with. If a bargaining attempt fails, the user may increase his offer and try again.

For Example: Hilarian the merchant wishes to purchase a magic sword. The owner asks 400 guilders for the helmet, and Hilarian offers 240. Hilarian has a skill of 60%, but he wants the helmet for 60% of the normal price, so his chance for success is reduced by 20 percentiles to only 30%. He rolls 49 and fails. He then offers 280 guilders, which is 70% of the normal price, reducing his Bargain chances by only 15 percentiles to 45%. He rolls 03, succeeding.



Flamal

FATHER OF SEEDS

Flamal is god of seeds and plants. He is the parent of all plant life in the world, from the lowliest green scum on a puddle's surface to the lordliest redwood of the Rockwood mountains. Most people interested in plant life and crops do not worship Flamal, but choose some other, more useful and accessible god. However, he does have a few worshipers, mostly among elves.

Flamal's temples are largely shrines. A rare larger temple is found in an elf woods. His shrines teach Bear Fruit.

Initiate Membership

Requirements for Elves: may join automatically by sacrificing a point of POW.

Requirements for Others: must have a skill of 50% or more in Plant Lore, and succeed in a roll of POW x5 or less on 1D100. Must sacrifice a point of POW to Flamal.

Spirit Magic: none taught. Most initiates also worship some other deity and obtain their spirit magic from that.

Priesthood

Requirements: must have a skill of 90% in both Plant Lore and Ceremony and pass the Test of Holiness (POW x3 or less on 1D100).

Note: priests of Flamal may also be shamans. In fact, this is encouraged.

Special Divine Magic: Bear Fruit, Sprout, Worship Flamal

Associated Cults

Aldrya: provide Accelerate Growth.

Grain Goddesses: provide Regrow Limb.

Special Flamal Divine Spells

Bear Fruit

1 point

ritual Ceremony spell

This spell causes a single tree or a 3-meter-square area of bush or ground cover to yield its fruits, no matter what the season. A full-day ceremony is needed to activate the spell and to appease the plant's spirit. This spell can kill the plant if done at a bad time. Chances of killing affected plants are seasonally determined: spring 30%, summer 15%, autumn 10%, winter 70%, storm 50%. In the Sacred Time, the plant always survives.

Spout

2 points

ritual Ceremony spell

This causes a seed to immediately quicken and send forth roots. Over the course of 15 minutes the infant plant grows and expands until its tiny shoot unfurls true leaves. Then the spell's effect ends. This spell affects any seed. If more than half the seed is destroyed, whether eaten by insects, riddled with fungus, cooked, cracked, or poisoned, the spell has no effect.



Godunya

THE DRAGON EMPEROR

Godunya is the current Dragon Emperor of Kralorela. He represents social stability, the might of the Empire, and spiritual salvation to his subjects. He is worshiped by the citizens of Kralorela.

His cult is found only in Kralorela, where temples of every size are available. This cult does not teach conventional divine magic, so shrines have only Worship Godunya available.

Initiate Membership

Requirements: an initiate of Godunya need only be a Kralorelan citizen and sacrifice a point of POW to be accepted.

Note: an initiate of Godunya must give up all his magic points but one each seasonal holy day. He does not have to meet any other requirements, including paying tithing. Godunya initiates cannot call for divine intervention.

Spirit Magic: none taught



Godunya is the latest in the long line of Dragon Emperors who have given the East a remarkable culture. Kralori written histories reach back generations farther than do the traditional Theyalan or God Learner manuscripts. Godunya's guards are not dragonewts, but are mortal men whose devotion and dedication allows them to assume the form of dragons.

Priesthood

Requirements: a candidate for priest of Godunya must have a Ceremony of 90%, a Read/Write Own Language of 90%, a Human Lore of 50%, and a Speak Own Language of 50%. He must also pass the Test of Holiness (POW x 3 or less on 1D100).

Note: a priest of Godunya is supported financially by the Kralori Empire.

Common Divine Magic: Worship Godunya

Exarchs

The provincial governors of the Kralori Empire receive worship directly from the masses through the cult of Godunya. They thus have great magical

adroitness and imposing spiritual powers. All exarchs are taken from among the ranks of the priests of Godunya. When an exarch prepares to retire, an extensive search is made among the priests of Godunya in the appropriate province. The absolute best priest in the province is chosen as the exarch's successor.

Spirit Magic: Befuddle, Bladesharp, Bludgeon, Demoralize, Disrupt, Ironhand, Slow

Priesthood

Requirements: male candidates for priesthood must voluntarily become eunuchs. Female candidates scarify their bodies in a distinctive way prescribed by the cult. There are no skill requirements, but candidates must have 10 points of divine magic and pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all

Special Divine Magic: Absorption, Berserker, Command Bear, Command Dog, Command Fear Spirit, Command Gnome, Command Pain Spirit, Create Ghost, Second Mouth, Shield, Waste Loins

Associated Goddess

Dendara: provides Heal Body.

Special Gorgorma Divine Spells

Second Mouth	1 point
<i>self only, temporal, nonstackable, reusable</i>	
This spell may only be cast by a woman. It renders her practically immune to rape, by permitting her to take immediate revenge upon the assailant.	
Waste Loins	3 points
<i>ranged, instant, nonstackable, reusable</i>	
The caster must overcome the target's magic points with his own. If successful, the target becomes forever sterile or barren--he or she can never again have any children.	

Godunya's Magic

All initiates of Godunya gain the magical ability to expend permanent POW for instant benefits. Each point of POW spent can be used to reproduce one point of the effect of any non-ritual sorcery spell found in the RuneQuest Magic Book. This spell effect may be manipulated by the expenditure of additional POW. On the user's DEX SR, all POW desired is expended, and the sorcery effect is produced. This process always succeeds--no die roll need be made.

For example: a Godunya initiate, by spending 4 POW, could produce a Smother intensity 3, range 1; a Damage Boosting intensity 2, duration 2; or a Drain 4.

This effect cannot add to or boost normal sorcery. Nor can this ability be placed into any form of matrix.

Priestly Magic of Godunya

A priest can sacrifice POW for sorcery effects before actual use. The POW must be sacrificed at the temple of Godunya. At will, the priest may expend this previously-sacrificed POW to reproduce any non-ritual sorcery spell from the *RuneQuest* Magic Book. The procedure is identical to that for Godunya initiates, except that the POW has previously been set aside for this purpose.

Once this POW has been expended the priest may not regain its use until he prays to Godunya in his temple for one day per point of POW used. He may also not regain the use of this POW until the duration of the spell effect has ended.

A priest with 20 points of POW expended effectively has 20 points of Free INT which may be used for sorcery. Once used, he must pray at his temple to regain the Free INT. This effect cannot add to or boost normal sorcery. Nor can this ability be placed into any form of matrix.



Gorgorma

KEEPER OF SECRETS

Gorgorma of the Two Mouths is malignant, swart, hideous. Gorgorma is also the Defender. When helpless peasants are too mightily oppressed, they may abandon kindlier goddesses to rise in bloody rebellion and worship the deadly Gorgorma.

Usually Gorgorma has only a small cult, with a few shrines in obscure corners of Dendara's temples. During bad times, Gorgorma's temples may rise to major or even great status. Shrines to Gorgorma teach Waste Loins.

Initiate Membership

Requirements: the candidate must forever abandon the worship of any benevolent earth deity (such as Asrelia, Dendara, or Ernalda) and sacrifice 4 points of POW to Gorgorma. Acceptance is automatic if this is done.



The Grain Goddesses

QUEENS OF THE LAND

Each region of Glorantha has its own special goddess, called the land goddess or grain goddess. She is worshiped by folk who live close to the land. In some places, the grain goddess is worshiped only as a subcult of the Earth Mother.

Though there are many different grain goddesses, their cults are identical. All share the same rune spells and similar initiation rituals. Though they are worshiped by peoples speaking many different languages the rigorous life of a farmer is much the same everywhere, and all cultists share basic beliefs. An initiate or acolyte of one grain goddess is accepted at the shrines of all other grain goddesses, and he can renew and learn spells there freely.

Shrines to the grain goddess are found throughout the farmlands of her worshipers. Larger temples are rare. Shrines provide the Bless Crops spell.

Initiate Membership

Requirements: standard. Skills-Craft (Any Natural Substance), Plant Lore, Search, World Lore

Note: initiates need give only 5% of their income to the cult.

Spirit Magic: Heal, Second Sight, Shimmer, Vigor

Priestesshood

Requirements: standard, plus the candidate must be a woman.

Note: priestesses need only donate 50% of their income and 50% of their time to their cult.

Common Divine Magic: Command Cult Spirit, Divination, Excommunication, Extension, Mindlink, Sanctify, Soul Sight, Spellteaching, Worship (grain goddess)

Special Divine Magic: Bless Crops, Command Gnome, Regrow Limb

Associated Cult

Flamal: provides Bear Fruit.

As a god, he defies the normal scope of worship. No initiates sacrifice POW to him, nor regularly feed him with magic points. No temples or shrines to him dot the land. No rune spells can be gained by gathering to worship him.

Shamans

Requirements: The shaman rules in *RuneQuest* describe the correct practices for Gloranthan shamans.

Notes: a few cults, such as Aldrya or Kyger Litor, have shamans, who deal only with cult spirits. Some special shaman cults, such as Ancestor Worship or Kykim, are described in this book. Such cults provide their shamans with special abilities, while still permitting them access to all types of spirits. Most Gloranthan shamans belong to such cults.

Spirit Cults

Spirit cults are not an uncommon phenomenon. Most religions do not frown on temporary membership in a spirit cult.

The shaman must first contact the spirit. Each spirit has its own special holy spots where it may be contacted with an appropriate summon spell which is specific to the god. (Thus Summon Frog Woman, Summon Snake-Eater, etc.)

Once the spirit is contacted, it manifests itself at the site, where the shaman should have assembled his followers. All present now sacrifice one point of POW to the spirit. This does not increase the spirit’s POW, but sets up a link between the spirit and its new worshipers. Some spirits require further special restrictions of their worshipers.

At least once a season, a worship service must be held in which each of the spirit’s vowed worships sacrifice all their MP but one to the spirit. Roll 1D100-if the total is equal to or less than the total number of participating worshipers, the service succeeds. Otherwise, the link with the spirit is broken, and the whole summoning process must be begun again. The spirit cannot grant any benefits to its worshipers until a successful worship service has been held.

As long as the spirit is being successfully worshiped once a season, the shaman can sacrifice for the spirit’s single rune magic spell, thus gaining reusable divine magic. The spirit’s other worshipers can sacrifice for the spell on a one-use basis. Once the spirit is no longer actively worshiped, the spell learned becomes one-use for the shaman as well. The spell learned varies with the spirit.

Sample Spirit Cults

Strictly speaking, ancestor worship, thief, trickster, river, and city gods are specialized types of spirit cults. However, the term “spirit cult” usually refers to organizations such as those described here.

Blackfinger: is a troll spirit of Guhan, in western Ralios. He is also worshiped by some humans. He teaches the spell Command Shade.

Frog Woman: is found only in the Wastelands. She is a benevolent being, a relic of happier days. She

The Grain Goddesses

Every land has its own grain goddess. The Genertelan custom is to name her after the land itself.

Each goddess is associated with a particular grain or legume. When a particular goddess’s Bless Crops spell is cast upon a field of her own special crop, the harvest is 10% better than if it had been cast upon some other crop.

There are other goddesses specially associated with grains besides these. For instance, Hon-Eel the Dancer is the special goddess of maize, and the Rice Mother is a different goddess from Krala. These other goddesses have their own special magic.

Some well-known goddesses are summarized on the following table.

land	goddess	main cereal
Fonrit	Ernamola	Millet
Fronela	Frona	Barley
Jolar	Nomiama	Bloodbean*
Kothar	Sedaia	Lagniappe*
Kralorela	Krala	Rice
Maniria	Esrola	Oats
Peloria	Pelora	Maize
Ralios	Ralia	Wheat
Seshnela	Seshna	Rye
Tarien	Curu	Squaa*
Vralos	Vrala	Peas
Zamokil	Mwara	Sweetgrass*

*plants marked by an asterisk are peculiar to Glorantha.



The Horned Man

THE GREAT SHAMAN

The Horned Man is god of shamans. He is either the direct or indirect source of all shamanhood.

Special Divine Spells for Horned Man Worshipers

Leap (Frog Woman) 1 point

self, duration 1 day, stackable, one-use

This spell allows the shaman to travel up to 40 kilometers in a leaping arc to any destination he desires. For each additional point stacked, he can carry one follower and his ENC in equipment. The landing place must be known to the shaman. The trip takes a full day.

Sky Crater Fury 1 point

self only, duration 6 hours, nonstackable, reusable

This spell increases the user's chance to hit with any weapon by half again his skill percentage (round up fractions). Thus, a 80% swordsman becomes a 120% swordsman under this effect. The user cannot parry or cast magic other than attack spells (Disrupt, Smother, Mindblast, etc.) The spell halves the target's Dodge.

Summon Minion of the Snake-Eater 2 points

ritual Summon spell, nonstackable, reusable

This summons a spirit with an INT of 3D6 and a POW of 6D6. These spirits always know their INT worth of spirit magic, and have a special ability. In spirit combat, they match their magic points vs. their foe's hit points. If the foe is overcome, the spirit must immediately spend one or more magic points-the foe is infected by a poison with a POT of 1D6 per magic point expended. Though these spirits can engage in spirit combat, they never possess their foes.

These spirits have the heads of women and beautifully-scaled shapeless sacs for bodies.

demands of her worshipers that they use the Peaceful Cut spell (see Waha or Hunter cult for description) when they butcher frogs and other amphibians. She does not teach Peaceful Cut herself.

Frog Woman provides the spell Leap. Since Leap is one-use, only the worshipping shaman can obtain it-not his followers.

The Madman of Sky Crater: this spirit can only be contacted at Sky Crater, a steep-sided circular depression in northwestern Tarien. When properly worshiped, this spirit can teach the spell Sky Crater Fury.

The Ruby Tree: this spirit is found only on the edges of the jungles of northeastern Pamaltela, from Laskal to Dinal. It can be contacted by elves and humans, but no other races. It teaches the Warding spell. However, this Warding spell does not

have an unlimited duration-it expires when the shaman and his followers cease worshipping the Ruby Tree.

The Snake-Eater: can only be contacted at the famous Wheeled Tower in Kimos, which travels across the land. The small clique of permanent worshipers there demand a fee of 1000 pennies from every shaman wishing to contact the Snake-Eater. For this fee they will teach the shaman the Summon Minion of the Snake-Eater spell.

†Y†

Humakt

GOD OF DEATH & WAR

Humakt is the god of death and war. His temples sometimes also serve as mercenary hiring halls. He is primarily worshiped by professional warriors and soldiers.

His temples come in all sizes up to major temples. His shrines teach Truesword.

Initiate Membership

Requirements: must succeed in a sword attack roll and must roll under his POW x 5 on 1D100. The candidate then sacrifices a point of POW.

Note: cult members may never use Dullblade and may never be brought back from the dead by any means. Their corpses cannot be turned into undead. Once accepted into the cult, the candidate must take a Humakt gift and accept a Humakt geas. Only one gift can be taken

Spirit Magic: Bladesharp, Coordination, Demor-

Special Humakt Skill

Sense Assassin (00%)

This perception skill can only be gained by a Humakti gift. Success allows the user to sense that a nearby person (within 50m) intends to assassinate someone the Humakti is currently attached to, whether a family member, part of a temporary adventuring party, or a permanent fealty relationship, or even the Humakti himself. This sense does not tell the Humakti who the intended victim is, but does point out the assassin.

Humakt's sword has become the universal symbol of the ultimate end of all things. Some religions have become so totally absorbed with the concept of Death and their fear of dying, that they have re-defined the meaning of Humakt's weapon and now revere it as a symbol of hope, eternal (after) life, and peace.



alize, Detect Enemies, Disrupt, Fireblade, Heal, Protection, Repair, Strength, Vigor

Swords of Humakt

Requirements: must be 90% in Sword Attack and any Parry, plus have four more 90% skills chosen from among the following: any other sword attack, any other weapon attack, Conceal, Craft/armoring, First Aid, Orate, Ride, Scan, or Sense Assassin. He must also have a Ceremony skill of 25% + .

Note: when checking for Divine Intervention, Swords roll 1D10 rather than 1D100. Swords are also priests, and can get reusable divine magic. A new Sword must take at least one more gift and its attendant geas upon himself. He may take as many gifts, with their geases, as he desires.

Common Divine Magic: all

Special Divine Magic: Berserk, Detect Truth, Morale, Oath, Sever Spirit, Shield, Truesword, Turn Undead

Special Divine Spells for Humakti

Detect Truth 1 point

ranged, temporal, nonstackable, reusable
This spell allows the caster to tell whether anyone within a five-meter radius of the spell's target site is lying. If lies are spoken, the speaker emits a dark, smoky glow visible only to Swords and initiates of Humakt.

Morale 1 point

ceremony ritual, one-use, stackable
This spell requires an hour-long ritual. It establishes a field around a regimental standard which gives an entire century (100 men) of Humakti initiates +5% to their Attack. It lasts until either sunrise or sunset, whichever comes first. Additional points of Morale add +5% each.

Oath 2 points

enchant ritual, one-use
Binds two to a pact. If they break the oath, they receive an attack of Sever Spirit backed by MP equal to the sum of MP placed into the oath to start it. The greater the oath sworn,

Gifts and Geases

All gifts and their associated geases are based on the same truth: by properly emulating his god, an initiate can become more like Humakt. The recipient may choose whatever gift he desires but he must also assume its concurrent geas. The geases taken by a Humakti may have great or little impact on his adventuring life.

gift	geas
1. +5% to attack with cult weapon	never use one type of non-cult weapon*
2. +20% in a cult-related skill (Conceal, Craft/armoring, Sense Assassin, First Aid, Orate, Ride, or Scan.)	remain silent one specified day per week (this includes casting spells)
3. Increases a raisable characteristic by 1 point	pay double tithing each holy day (a character taking this geas twice would pay triple tithing, and so forth, increasing each time this geas is received).
4. Increase a non-raisable characteristic by 1 point	sacrifice 1 POW to Humakt per year
5. Increase the armor point of a specific weapon by 50%	never lie
6. Begin a Sense Assassin skill at 30% plus Perception modifier	never participate in an ambush
7. +4 to effective CON against poison or disease***	never use poison
8. Gain ability to Detect Undead as per the spell by simply concentrating, at no magic point cost	Use no non-cult magic spells of any kind (i.e., cast only divine magic taught by Humakt, and the spirit magics of Bladesharp, Coordination, Detect Enemies, Fireblade, Heal, Protection, Repair, Strength, Vigor, and any special cult spells, such as Parry or Detect Undead).
9. Bless a specific weapon to do double damage (once armor is penetrated) against a chosen foe species**	accept no spirit magic Heal spells
10. Bless a specific weapon to do double damage (once armor is penetrated)**	accept no magical healing at all
11. Bless a specific weapon to do double damage (once armor is penetrated) upon striking a specified hit location**	wear no armor over a specified hit location
12. Recover fatigue at double normal speed	drink no alcoholic beverages
13. Recover magic points at double normal speed	never refuse a challenge to one-on-one combat

**non-cult weapon types* consist of the following categories:
All Axes All Tools All Flails Natural Weapons
All Hammers All Thrown Weapons AU Maces and Mauls All Projectile Weapons
All Shields except for Thrown Dagger All Spears

**a blessing can be transferred from the original object to a new one only if the geased character requests it through divine intervention from Humakt.

***Thus, a character with a CON of 12 would have a CON of 16 for resisting poison, and his CON x5 roll for avoiding disease would be 80%.

the more MP are committed to the swearing. Thus, if two men each placed 15 MP into an Oath ritual and one later broke the oath, 30 MP would be matched vs. his own MP, and if he was overcome, he would die. Neither participant need be Humakti-the spell can be cast by a third party cult member.

Sever Spirit

3 Points

ranged, instant, nonstackable, reusable

This stackable spell acts as a sword to cut the bond between body and spirit of the target. The user must make a successful MP vs. MP roll. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to his general hit points, with effects similar to poison damage.

Turn Undead

1 point

ranged, instant, stackable, reusable

This stackable spell affects one undead creature (skeleton, zombie, mummy, ghoul, or vampire) for each point sacrificed. The caster must attempt to overcome each target's MPs with his own MPs (roll separately for each target). Use the Turn Undead Results table to determine results.

Turn Undead Results

die roll

result

effects

Critical	Undead destroyed, released, or whatever
Special	Undead paralyzed and immobile for twenty melee rounds minus the creature's INT (skeletons are automatically inactivated for 20 rounds). Undead with INTs of 20 or more are inactivated for 1 round.
Success	The undead turns and flees, if possible. If not, the effects are as per a special success, above.
Failure	The undead is Befuddled as per the spirit magic spell-skeletons are befuddled for 10 rounds-others for either 10 rounds or until they fail an INT roll, whichever comes first.
Fumble	no effect



Hunter Gods

PROVIDERS OF FOOD

A large part of most primitive tribes' diet is game. The many hunter cults of Glorantha teach tribal hunters to obtain this treasure. Most of the best hunters belong to a hunter cult, and it provides occasion for these hunters to meet together.

The Hunter Gods

Worshippers in each area usually worship a single Hunter god. The different subcults are in effect different religions, though all share beliefs and actions. Each teaches different Command spells for appropriate prey animals. Four important hunter gods are listed below.

Foundchild: the hunting god of Pent and the Wastelands. He provides Command spells for Alticameli, Bison, Bolo Lizards, Herd Men, Impalas, Rhinos, Sable Antelopes, and Zebras, as well as for several species now extinct.

Odayla the Hunter: the favored hunting god of the Orlanthi. He teaches Command spells for all species of wild cattle (including aurochs), deer, wild goats, rabbits, wild pigs, wild sheep (including mountain sheep), and waterfowl.

Rasout: the most widespread hunting god, worshiped across the entire Pamaltelan plains, from Tarien to Zamokil. He teaches Command spells for all native four-footed, herbivorous, plains-dwelling mammals, and all herbivorous plains-dwelling reptiles except for turtles.

Zong: the troll hunting deity, worshiped by trolls everywhere. He teaches Command spells for all rodents and herbivorous insects.

Hunter god worship sites are usually no more than shrines or minor temples. Shrines teach Sureshot.

Initiate Membership

Requirements: standard. Skills-Missile Attack, Devise, Listen, Track.

Note: hunter initiates must hunt and kill at least one prey beast per season to donate to their people. They must always use the Peaceful Cut on any animal killed for food.

Spirit Magic: Disrupt, Mobility, Peaceful Cut, Slow, Speedart.

Master Hunter Membership

Requirements: each year there is a Great Hunt, in which normally only master hunters take part. Those participating may wear no armor, and must hunt alone.

If there is a vacancy in the tribe for a new master hunter, initiates that know the Butchery skill at 90% or more are permitted to take part, but this is voluntary. Each participant tries to bring in the most impressive game animal. He must slay or capture it alone and unarmored. Live captured animals are more impressive than dead ones. The quality of the various animals brought in is judged by the tribal elders.

Special Hunter Spirit Spell

Peaceful Cut

1 point

ritual Ceremony

This is the special ritual which hunters perform to ensure that the soul of the slain beast returns to its mother, to be reborn properly. It includes a short prayer and ritual of thanksgiving.

This spell must be performed in conjunction with the Craft skill of Butchery. The user makes a single skill roll, attempting to roll under both his Ceremony skill and his Craft/butchery skill.

Special Hunter Divine Spell

Draw Beast

1 point

ranged, temporal, stackable, reusable

This active spell only affects animals which are native to the mundane plane and also possess fixed INT. If its magic points are overcome, the animal must move towards the caster at walking speed. The caster can halt this motion, stopping the beast in its tracks, and begin it again at will for the duration of the spell. For each point in the spell, one beast may be affected.

If an initiate manages to bring in the most impressive game animal, he is ordained a master hunter. Only one new master hunter can be created in a year. If two or more men tie for first place, no new hunter is chosen.

Note: master hunters are also priests. They must give 50% of their income and time to the cult.

Common Divine Magic: Command Cult Spirit, Divination, Excommunication, Heal Wound, Sanctify, Soul Sight, Spellteaching, Worship [Hunter Aspect]

Special Divine Magic: Draw Beast, Sureshot

VARIES

Hykim & Mikyh

BEAST PARENTS

Hykim and Mikyh are the parents of all beasts and are the founders of Beast Worship. The Hsunchen-beast-worshipping people believe that long ago a differentiation was made between men and beasts, and that their own particular tribe descended from an ancestral animal. Thus, the Telmri Hsunchen believe themselves to be two-legged wolves and descendants of wolves.

The entire social life and religion of the Hsunchen is tied to their totemic animals. With the advance of civilization, these primitive ways are forced into

Sample Hsunchen Religions

The following are three typical Hsunchen cultures/religions, each based on a distinct type of animal. Use these as models for the fashioning of additional Hsunchen cults.

The Wolfrunners (Telmori)

The Wolfrunners are a tribe of nomadic hunters who worship Telmor, Father of Wolves. Each Wolfrunner has his own companion wolf, and wolves and men fight together. Werewolves are often born into Telmori families. They sided with Gbaji in the Chaos Wars, and so were cursed. Their transformation spells vary with the moon's phases.

They live in Ralios and western and southern Peloria. The spells taught by the Telmori are Wolf's Head, Wolfhide, and Wolfrunning.

The Basmoli Berserkers

The Basmoli Berserkers live in the Wastelands as well as on the Pamaltelan veldt. Their lion god was defeated by the natives of the Wastelands, and the Basmoli there hire themselves out as mercenaries, always glad to fight the folk who slew their god. In Pamaltela, the Basmoli only know that their god marched northward with a horde of followers, and still await a triumphant return.

The Basmoli teach the spells Lion's Head, Strength of Basmol, and Keenclaw.

The Sofals (Grandfather Turtle)

The Sofals eke out an existence along the coasts of Dinal and northern Sozganjio. Sea turtles eggs are a major part of their diet, though they guard and protect the adults, and never eat all the eggs in any single batch. They are peaceful, but are often raided by fierce swamp humans.

The Sofals teach worshipers Turtle's Head, Plastron, and Create Flipper.

the hinterlands, and some ancient tribes, such as the Cattle People, no longer exist.

Each clan has its own temple, usually a minor temple. When several clans meet, a major or great temple can be formed. Shrines teach Transform Head.

Initiate Membership

Requirements: everyone born of Hsunchen parents is automatically part of his parents' religion. Those not born into the cult must roll POW x 3 or less on 1D100 and have an Animal Lore of 50% or more.

Special Hykim & Mikyh Divine Spells

These are generic spells applicable to any Hsunchen cult. Following these descriptions are specific spell examples pertaining to the Telmori, the Basmoli, and the Sofals.

Transform Body

2 points

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, turns part or all of the target's body into that of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Transform Head

1 point

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, turns the target's head into that of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Transform Limbs

3 points

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, changes one or more of the target's limbs into those of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Telmori Spell Versions

Wolf's Head (Transform Head)

touch, temporal, nonstackable, reusable

This spell turns the target's head into that of a wolf. He gains a Bite Attack of 50% plus his Attack modifier, doing 1D8 damage plus his damage bonus. This Bite attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience. This spell may be cast at any time.

Wolfhide (Transform Body)

2 points

touch, temporal, nonstackable, reusable

This spell causes the target to grow a tail, to sprout a coat of fine gray fur, and to gain partial immunity to damage. Only magic, fire, iron, or pure (runic) metals harm him. If an ordinary sword with a Bladesharp 3 spell is used on him, only the Bladesharp would do damage. If the whole blade were enchanted; such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison still affects him, if his skin is penetrated. He still needs oxygen, and can be asphyxiated or drowned. This spell may not be cast on Waterday or Clayday (the Dying and Black days of the lunar cycle, respectively).

Wolfrunning (Transform Limbs) 3 Points

touch, temporal, nonstackable, reusable

This spell turns the target's limbs into those of a wolf and permits him to run on all fours. His Sneak and all his Agility skill percentages (including Dodge) are doubled. His running speed increases to 7. He loses his hands and cannot perform

Note: initiate duties and tithes are set by the tribal shamans. This is usually 10% of both time and income.

Spirit Magic: all spells available from cult shamans.

Acolytes

Requirements: must have 50% each in Animal Lore, Ceremony, First Aid, Plant Lore, and World Lore, and roll POW x1 or less on 1D100.

Note: Hsunchen acolytes can sacrifice for cult divine spells as if they were priests. Their duties and tithes

are set by the tribal shamans, and are normally 50% of income and 10% of time.

Shamans

Requirements: the candidate follows normal shaman requirements and rituals.

Note: Hsunchen shamans are also priests.

Common Divine Magic: Sanctify, Worship [Beast God]

Special Divine Magic: Transform Body, Transform Head, Transform Limbs

any manipulation skills. This spell may not be cast on Waterday, Clayday, Freezeday, or Windsday (the Dying, Black, or Crescent days of the lunar cycle, respectively).

Basmoli Spell Versions

Lion's Head (Transform Head)

touch, temporal, nonstackable, reusable

This spell turns the target's head into that of a lion. He gains a Bite Attack of 50% plus his Attack modifier, doing 1D10 damage plus his damage bonus. This Bite attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience.

Strength of Basmol (Transform Body)

2 Points

touch, duration till collapse, nonstackable, reusable

This spell swells the target's sinews and muscles. His current Strength triples and he loses 1D6 fatigue each round of the spell's duration. When his CON x5 roll is reduced 0 through fatigue loss, the spell ends and the berserk collapses.

This does not triple the effects of other Strength-enhancing magic spells.

Keenclaw (Transform Limbs)

3 Points

touch, temporal, nonstackable, reusable

Both the target's hands become lion paws, doing 1D8 damage plus his damage bonus. His chance to hit with his paws is equal to his normal Fist Attack. He can attack with both claws in one round, 3 SR apart. The claws are clumsy and cannot hold weapons or tools.

Sofals Spell Versions

Turtle's Head (Transform Head)

1 point

touch, temporal, nonstackable, reusable

This gives the target the head of a great turtle. The main advantage is that he becomes capable of holding his breath for 15 minutes and his head gains a leathery hide worth 3 points of armor. The user loses the power of speech.

Plastron (Transform Body)

2 points

touch, temporal, nonstackable, reusable

This gives the target's body a carapace or shell over his chest and abdomen. This spell must be boosted with magic points. The shell has one armor point per magic point placed into the spell.

Create Flippers (Transform Limbs)

3 points

touch, temporal, nonstackable, reusable

This turns the target's arms and legs into armored flippers incapable of performing any manipulation skill. His Swim skill triples. His swimming speed becomes 3 and his speed on land becomes 1. His skin becomes leathery everywhere, giving him 3 points of armor in all hit locations. (This is added to any armor received from Turtle Head or Plastron.)



The Path of Immanent Mastery

MYSTERY CULT OF DRAGON WORSHIP

This is a Kralorelan mystery cult of dragon worship. It has a large number of adherents among the lower classes.

All worship sites of the Path of Immanent Mastery are minor temples. No shrines, major, or great temples exist.

Lay Student Membership

Requirements: a candidate must sacrifice permanent POW to the cult. His chances of being accepted are equal to the cumulative POW he has sacrificed x5 or less on 1D100 - he may roll every time he sacrifices more POW. The POW sacrifice can be accumulated over the course of several years.

Note: lay students are the equivalent of initiates. They need pay no money to the cult, though they must donate 10% of their time to it. Lay students may learn the skill of Charismatic Wisdom and may sacrifice for cult Rune magic on a one-use basis. They do not have to pay for the spells they learn. They cannot obtain divine intervention.

Spirit Magic: none taught. The cult has no objection to the knowledge or use of either spirit magic or sorcery.

Inner Circle

Requirements: members of the inner circle must fully comprehend the cult secrets. He may take the spiritual mastery test whenever he desires. This test consists of a successful skill roll in Charismatic Wisdom.

Note: members of the inner circle are the equivalent of priests. They have no limitations save that they must spend 1 day each week in cult service.

The great ultimate goal of most members of the inner circle is to attain all the cult spells together

Special Skill for the Path of Immanent Mastery

Charismatic Wisdom

Special

This special skill cannot be improved by normal means. Instead, when the cultist is first accepted, he gains a score in this skill equal to his (INT +POW) -20. No category modifiers apply. This skill may be increased only by research on the part of the lay student himself. At any time, the student may attempt a skill roll against his Charismatic Wisdom before a panel of members of the inner circle. Success indicates that he is accepted as a full initiate of the cult. If he fails, 3D6 percentiles are subtracted from his Charismatic Wisdom skill. If he fumbles, he dies during the test and his body is destroyed.

This skill has absolutely no value outside of obtaining membership in the Inner Circle of the cult. It is concerned solely with knowledge of the inner cult secrets, which are uninteresting and largely incomprehensible to outsiders.

If at any time a character's Charismatic Wisdom score drops to 0% or below, he is immediately released from the cult and cannot return until he has fulfilled all the normal requirements. POW previously sacrificed does count towards his chances of reacceptance.

with enough Dragon Extension spells to enable them to become a dragon for the rest of their life.

Special Divine Magic: Attain Perfection of Flame, Attain Perfection of Head, Attain Perfection of Limb, Attain Perfection of Size, Attain Perfection of Spiritual Armor, Attain Perfection of Tail, Attain Perfection of Viscera, Attain Perfection of Wing, Dragon Life, Worship Immanent Mastery

Special Divine Spells for the Path of Immanent Mastery

Attain Perfection of Flame

1 point

self, instant, stackable, reusable

This spell can only be cast simultaneously with or subsequently to the Attain Perfection of Head spell. It permits the user to breathe fire as if a dragon. This fire has a range equal to the user's POW in meters and blankets an area 2 meters in diameter.

The flame does 1D6 damage to each of the target's hit locations: 1D6 is rolled once; the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage.

Each additional point stacked into the spell either increases the diameter of the affected area by another 2 meters or increases the damage done by 1D6.

Attain Perfection of Head

1 point

self, temporal, nonstackable, reusable

This spell transforms the user's head into the head of a human-sized dragon. He gains a Bite Attack which does 1D8 damage plus damage bonuses and has a 5% base chance.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Limb

1 point

self, temporal, stackable, reusable

This spell is cast upon an arm or leg of the user and it turns it into the corresponding limb of a dragon. Damage done by the limb in an attack is equal to 1D8 plus damage bonus. The chance of hitting is equal to the user's normal Fist or Kick, as appropriate. If the user has lost a limb, this spell can be used to create a temporary complete (draconic) limb in that location. However, if a draconic limb is lost in combat, when the spell expires, the user's corresponding limb, if any, is lost as well.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Size

1 point

self, temporal, stackable, reusable

This spell may only be cast if all the user's hit locations have been transformed into their draconic equivalents. This means that he must be under the influence of the Attain Perfection spells of Head, all four Limbs, and Viscera.

Each point of Attain Perfection of Size increases the user's SIZ and STR by 6 points.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Spiritual Armor

1 point

self, temporal, stackable, reusable

This spell only affects those parts of the victim which have been transformed into their draconic equivalents. It also effects temporary body parts such as wings or tail. All such areas gain 4 points of armor per point in the Attain Perfection of Spiritual Armor spell.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Tail

2 points

self, temporal, nonstackable, reusable

This spell causes the user to grow a dragon's tail. When stacked with Attain Perfection of Wing, this spell helps stabilize and steer the user in flight, and adds 1 meter per strike rank to his speed, per Attain Perfection of Wing spell used.

The user can also attack with his tail in combat. It does damage equal to half the user's damage bonus, and has a 5% base chance to hit. It can be used as a sweep attack if the user is large enough.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Viscera

2 points

self, temporal, nonstackable, reusable

This spell transforms the user's torso into that of a human-sized dragon. It has no other effect by itself.

This spell is stackable with all other Attain Perfection Spells.

Attain Perfection of Wing

3 points

self, temporal, stackable, reusable

This spell causes dragon wings to grow from the user's back. He can fly with them at a rate of 3 meters per strike rank. Each additional use of Attain Perfection of Wing stacked together adds 3 meters per strike rank to the speed attained.

This spell is stackable with all other Attain Perfection spells.

Dragon Life

1 point

self, special duration, stackable, reusable

Dragon Life must be stacked with one or more Attain Perfection spells. Each point of Dragon Life doubles the duration of all Attain Perfection spells stacked with it. Thus, 1 point of Dragon Life would cause all the spells to last 30 minutes, 2 points would extend the duration to 60 minutes, 3 points would extend it to 120 minutes, and so forth. No spell's use may be regained through prayer until their duration has expired.

R A OO

The Invisible God

THE CREATOR

To the Malkioni, the Invisible God is the root and foundation of the universe, which would not exist without him. He is the god beyond the gods. Though he is seemingly impersonal and impartial, he is the supreme and only god of the Malkioni.

Malkioni magic is sorcery, and their priests are also wizards. Malkioni may not worship any god besides the Invisible God, and they may not become shamans. They have no divine magic.

Malkionism teaches a class system. All people belong to a class (also called a caste). A man's social class tells him who he is, what is expected of him, and what his God expects of him. The castes are Farmer, Knight, Wizard, and Lord.

The Sects

There are many conflicting sects of Malkionism, each claiming the most correct approach to the Invisible God. Most agree that Tapping is immoral and evil.

Each sect of Malkionism has its own College of Magic. All these Colleges teach standard *RuneQuest* sorcery, plus each teaches several spells unique to itself. Each sect described below has one of those unique sorcery spells appended to its description. It is considered apostasy and treachery to teach a unique sorcery spell from one College to a sorcerer of another. Anyone caught doing this is blasted by the most powerful curses available to the offended College, and is never again taught anything by that College.

All non-atheistic sects of the Malkioni possess the Worship Invisible God sorcery spell.

The Brithini

Brithini are immortal so long as they maintain their ancient strictures, but if a Brithini violates caste or lifestyle he becomes mortal. Magic use is forbidden to all Brithini except the Sorcerer caste. The Brithini engage in Tapping at will.

Small colonies of Brithini are scattered across the coasts of south and west Genertela and northwestern Pamaltela.

The sample special spell from the Brithini College of Magic is Decrepitude.

The Borists

The Borists believe that it is permissible to Tap chaotic beings. Few Borists are left, mostly living in central Ralios.

The sample special spell from the Borist College of Magic is Neutralize Poison.

The Galvosti

The Galvosti permit the Tapping of no-Malkioni. They are even fewer than the Borists. Most live in central Ralios.

The sample special spell from the Galvosti College of Magic is Clear Mind.

The Hrestoli (idealists)

The Hrestoli believe that an individual can and should rise through all four classes. Each class has certain prerequisites which must be met before the next is officially attained.

Formal ordination into the Farmer caste takes place at 12 years of age. Farmers may learn sorcery spells, but no magic skills, not even Intensify.

An applicant for knighthood must already be a farmer. He must possess a 60% skill in both Plant Lore and any Craft. Hrestoli Knights may learn the magic skills of Intensify and Ceremony.

An applicant for wizard must have a melee weapon attack of 90%, a weapon parry of 90%, and one other military skill (such as Ride, Hide, Conceal, or a missile weapon) at 90%. Wizards may learn all the arcane arts.

A Hrestoli applying for lord status must qualify for adept status in wizardry, though he does not need a familiar.

The Hrestoli sect dominates Fronela and is found in northwestern Pamaltela. The sample special spell taught by the Hrestoli College of Magic is Drain Soul.

The Rokari (realists)

The Rokari are similar socially to the Hrestoli, except that they lack inter-caste mobility. They have the same social classes, but each person is born into his class, lives in his class, does



This Malkioni wizard attempts to summon and control one of the dread krjalki, those magical fiends which dominated the blasted borders of the lands under the Syndics' Ban and which possess such wierd magic and lore.

the job of his class, and dies in his class. There are no skill requirements.

All the Rokari castes can learn sorcery spells, and the Intensify skill. Only their wizards may learn any other arcane arts. Farmers and Knights are restricted to certain spells.

The Rokari sect dominates the southwestern part of Genertela, and is also found in northwestern Pamaltela. The sample special spell taught by the Rokari College of Magic is neutralize Damage.

The Stygian Heresy

The Stygians combine the worship of ordinary deities with the Invisible God. The exact importance of the Invisible God varies greatly from locale to locale, each sect claiming to alone retain Arkat's true faith. The Stygian sect exists primarily in Ralios.

The sample special spell taught by the Stygian College of Magic is See Rune Magic.

The vast majority of Malkioni are Farmers. This social stratum includes not only farmers, but merchants, craftsmen, shepherds, and even militia.

Knights are subject to the commands of Wizards and Lords. Their job is to defend the countryside, administer justice, and defend the people. The Knights serve as a standing army, police, guards, rangers, and tax collectors.

Wizards are religious functionaries, scribes, lesser nobility, and, of course, magicians. They learn the arts of sorcery.

The Lords rule society. Lords may be ecclesiastical, temporal, or military in nature. They are governors, dukes, kings, counts, barons, generals, bishops, and archbishops of the Malkioni.

Special Malkion Sorcery Spells

Clear Mind (Galvosti College of Magic)

Ranged, Passive, Temporal

Each intensity of Clear Mind gives the target 1 point of false “Free INT” for purposes of defending against the spell of Stupefaction. Each intensity also subtracts 1 from the user’s INT for purposes of recovering from the spirit magic of Befuddle.

Decrepitude (Brithini College of Magic)

Ranged, Instant

This attack spell may be cast on any living thing, and must overcome the target’s magic points to be effective. It increases the target’s physical age by 1 year per point of intensity. If, for instance, this increases a human’s physical age over 35 years, one or more rolls on the Aging Table may be required.

Brithini are immortal, and thus immune to the deleterious effects of this spell. This spell has no effect on targets which are physically immature (for humans, anyone below the age of about 15).

Drain Soul (Hrestoli College of Magic)

Ranged, Instant

The caster of this spell must overcome his target’s magic points. If he is successful, his target immediately loses a number of personal magic points depending on the intensity of the Drain Soul spell. A target may not be drained beneath 0 magic points. A minimum 3 intensity must be used. Consult the Drain Soul Effects table to determine the number of personal magic points lost by the spell’s target.

Drain Soul Effects	
intensity	magic points lost
3	1D3
4	1D4
6	1D6
8	1D8
10	1D10
12	2D6
16	2D8
20	2D10

Neutralize Damage (Rokari College of Magic)

Touch, Instant

This spell heals damage and affects only one hit location per casting. Using the Resistance Table, the intensity of the spell is matched against the points of damage in the area. If the

spell overcomes the damage points, the wound is healed. Otherwise, all damage remains.

If the target resists the spell’s casting, the user must overcome the target’s magic points. This spell will not restore lost limbs or organs, for which Regenerate must be used.

Neutralize Poison (Borist College of Magic)

Touch, Instant

This acts to relieve the effects of poison on its victim. The points of Neutralize Poison are matched against the poison’s Potency on the Resistance Table. If the spell overcomes the poison, all poison is purged from the target’s body. Otherwise, the poison remains. The spell must be cast before any actual damage has been taken by the target. If the target has been poisoned more than once, all levels of Potency must be purged at once.

See Rune Magic (Stygian College of Magic)

Touch, Passive, Temporal

While this spell is in effect, the possession of divine magic can be sensed by the caster. With one point of intensity, only the presence or absence of divine magic is detectable. At 5 intensities, the total points of divine magic possessed by the user is known. At 10 intensities, the exact spells of the target are seen.

This spell does not detect divine magic in effect, only those spells known by the target, whether or not they have been cast. Defensive magic can block the effects of this spell.

Worship Invisible God (All Colleges)

ritual Ceremony

This spell allows the user to lead a formal worship service to the Invisible God or any of his saints. It does not permit the user a POW gain roll of any sort, but all participants in the ritual receive spiritual assurance that the magic points donated to their deity were acceptable to him.



Issaries

GOD OF TRADE

Issaries is the god of trade, roads, and communication. His worshipers are merchants, traders, caravaneers, travelers, and heralds.

Though his cult is small, his worshipers try to congregate into markets, and most worship sites are at least minor temples. Shrines to Issaries teach lock.

Initiate Membership

Requirements: standard. Skills-Bargain, Evaluate, Speak (any) Language, Speak (any other) Language

Spirit Magic: Glamour, Glue, Mindspeech, Mobility

Trader Prince

(Goldentongue subcult priest)

Requirements: standard, but a 90% Evaluate skill is required.

Note: Trader Prince priests need donate only 50% of their income and 10% of their time to the cult. Issaries priests are not supported financially by their cult.

Common Divine Magic: all

Special Divine Magic: Create Market, Lock, Pas-

sage, Path Watch, Spell Trading

Merchant

(Garzeen subcult priest)

Requirements: standard, but a 90% Bargain skill is required.

Note: Merchant priests need donate only 10% of their income and 50% of their time to the cult. Issaries priests are not supported financially by their cult.

Common Divine Magic: all

Special Divine Magic: Create Great Market, Create Market, Lock, Passage, Path Watch, Spell Trading

Associate Cults

Chalana Arroy: provides Regrow Limb.

Lhankor Mhy: provides Analyze Magic.

Orlanth: provides Flight.

Special Issaries Skill

Bargain

Communication (05%)

This is the Communication skill of buying something for a lower price than 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 feasible. The bargainer must state the price at which he wishes to purchase an item, and for each 2% difference between that price and the asking price, he must subtract 1% from his Bargain skill. In any case, the person selling the item will not take a loss, no matter how well he is Bargained with. If a bargaining attempt fails, the user may increase his offer and try again.

For example: Hilarian the merchant wishes to purchase a magic sword. The owner asks 400 guilders for the helmet, and Hilarian offers 240. Hilarian has a skill of 60%, but he wants the helmet for 60% of the normal price, so his chance for success is reduced by 20 percentiles to only 30%. He rolls 49 and fails. He then offers 280 guilders, which is 70% of the normal price, reducing his Bargain chances by only 15 percentiles to 45%. He rolls 03, succeeding.

Special Issaries Divine Spells

Create Great Market

1 point

ritual Ceremony spell, one-use

This spell is available only to High Priests of the cult. It allows all priests of the cult to combine their Create Market spells together to make one gigantic, protected marketplace. Thus, if six Create Market spells are present, anyone with ill intent entering the zone defined by those spells takes 6D3 damage.

Create Market

3 points

ritual Ceremony spell, reusable

This spell creates an invisible protected zone identical to a Warding 1 in most respects. The priest must use 1 meter staffs carved with likenesses of Issaries to define the boundaries of the zone. Unlike Warding, it does not detect just anyone entering, but only activates on those who enter the area with a hostile intent. It makes no distinction between “friendly” fighters and “hostile” fighters; anyone attempting to enter the zone with intentions of harm alerts it.

Lock

1 point

ritual Ceremony spell, duration 8 weeks, nonstackable, reusable

This spell may be cast on a door, chest lid, bag opening, or **similar device**. It thereafter acts as a Glue spell with a Strength equal to the magic points used to strength the spell when it was cast. It is personalized to the caster, and he (only) may open the door (or whatever) as many times as desired and,

when it is closed, the Lock will work again. This spell cannot be removed by Dispel, Dismiss, or Neutralize Magic. If the Lock's STR is overcome with brute force, and later closed again, the Lock will work again, unlike Glue. This spell may be stacked with Passage.

Passage

1 point

ritual Ceremony spell, duration 8 weeks, stackable, reusable

This spell must be stacked with Lock. Each point of Passage allows one additional person to pass through or open the en-spelled aperture besides the priest. It is cast on the door (or whatever), and the person(s) getting the Passage must also be present, laying their hands on the opening while the spell is intoned. These additional persons cannot boost the priest's Lock spell with their magic points (unless in Mind-link with him).

Path Watch

2 points

self only, duration variable, 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 100m radius. The spell lasts as long as the road lasts and as long as the caster stays awake.

Spell Trading

2 points

touch, instant, nonstackable, reusable

This spell allows the priest to trade one use of any of his reusable Rune spells (except this one!) in exchange for one use of any reusable Rune spell known by another priest of any cult. The trade must be done voluntarily. The spell traded cannot be regained by its original owner until its new owner has cast it or died. Spells which are one-use to the owner may not be traded.

A special format must be followed or this spell will not work.

1) The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, so that a thief who intends to 'accidentally' cast a Mindblast at the Issaries priest is detected by the market spell.

2) Traded items must be stated. Exact prices are negotiable, but Issaries insists on a negotiated clear profit for his priest in one form or another.

3) Some sort of token must be passed as part of the trade, and it must represent in some way the spell being traded. Thus, a Shield spell would use a shield, a Humakti spell a knife, or a Command Sylph a bag of air. This is in addition to any traded items.

4) Each priest's player simultaneously rolls 1D100. If 01-95 is rolled by both, the spell was passed successfully, but a 96-00 result by either means that the spell actually was activated against the other priest, and immediately takes effect. If a Sunspear was being traded, the intended recipient is struck by the blast, for instance. Even if one of the partners fails to pass the spell properly, he still receives the spell from the other party.



Krsht

THE HUNGRY ONE

Krsht is the chaos deity of intrigue and power-seeking. Her hunger never fails. This religion appeals to con men, unscrupulous traders, and in general those whose foremost desire is to be on the side of power. The cult's assassin arm can conveniently do away with rivals and enemies and the cult forms a clandestine network making any service or item available at a profitable price. It teaches



Every Kyger Litor temple contains chewed-rock representations of the Mother of Trolls such as shown above. Religious statuary serves as a focus of religious worship for both the congregation and the priestesses, and Power and magic points bestowed upon the image during the ceremonies is channeled to the goddess.

cult and undergo the Test of Holiness (POW x3 or less on 1D100).

Note: Kyger Litor acolytes may not be shamans.

Karrg's Sons

Requirements: Karrg's Sons are warrior leaders of the troll community. A Karrg's Son must have 30% Read/Write Darktongue, and 90% skill in two weapon attacks, one weapon parry, and in two skills out of the following: Climb, Conceal, Jump, Listen, Darksense/Scan, or Darksense/Search. He must roll his POW x 3 or less on D100.

Note: A Karrg's Son rolls only 1D10 for Divine Intervention, rather than the usual 1D100. He must give 90% of his income and time to the cult.

Special Kyger Litor Divine Spells

Blinding

ranged, temporal, stackable, reusable

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down by 75% and visually targeted spells cannot be cast (spells such as Healing, or Second Sight, still could be). Each extra point used in this spell adds 25% to the chance of it working. If the caster had 18 magic points, the target would resist as if the caster had 23 magic points, if two points of Blinding were used instead of one. Creatures that can function without eyesight or light, such as trolls or dwarfs, are not hampered by this spell.

1 point

Priesthood (shamans)

Requirements: priestess must have 30% Write Darktongue, and know both Darkwall and Mindspeech. She must have at least 50 percentiles in ritual magic. If these requirements are met, the candidate follows normal shaman rules and becomes a shaman.

Note: priestess/shamans of Kyger Litor can only bind darkness spirits to their fetches. Despite their title, they need-not be female.

Common Divine Spells: all

Counterchaos

2 points

ranged, temporal, nonstackable, reusable

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connections with chaos. (See in the *RuneQuest Glorantha Book*, Chaotic Features for Chaotic Creatures.)

Thus if a chaotic creature has a chaotic feature increasing its POW from 3D6 to 6D6, it becomes a POW of 3D6 against spells cast by the protected character (in this particular case, cut the chaotic creature's POW in half). A chaotic monster cannot regenerate from wounds made by the protected character, etc.

Darksee

1 point

ranged, duration 6 hours, nonstackable, reusable

Allows creatures which sense best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It negates Blinding as well (see above).

Special Divine Spells: Absorption, Blinding, Command Fear Spirit, Command Shade, Counterchaos, Darksee

Associated Cults

- Subere:** provides Attack Soul.
- Xiola Umbar:** provides Healing Trance.
- Zorak Zoran:** provides Crush.



Lhankor Mhy

LORD OF KNOWLEDGE

Lhankor Mhy’s cult provides the same service to the Material Plane as the god does for the God Plane. The Sages (as priests of the cult are called) provide information to all who pay for it, whether in money or service. They constantly seek after new information.

His cult is not large. Sites larger than minor temples are uncommon.

Shrines teach Analyze Magic.

Initiate Membership

- Requirements:** must have 90% in one of the following: Read/Write (any language), Evaluate, or any Lore.
- Spirit Magic:** all Detect spells, Farsee, Mindspeech

Acolyte Membership

Requirements: as per priests.

Sage (priest)

- Requirements:** standard, except that the skill requirements are to have 90% in each of two different Lores and in Read/Write (any language).
- Common Divine Magic:** all
- Special Divine Magic:** Analyze Magic, Clairvoyance, Knowledge, Mind-Read, Reconstruction, Translate, Truespeak
- Associate Cults**
 - Chalana:** provides Restore Health [INT].
 - Issaries:** provides Create Market.
 - Orlanth:** provides Wind Words.

Special Lhankor Mhy Divine Spells

Analyze Magic1 point

touch, instant, stackable, reusable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. 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.

Clairvoyance2 points

5 km, temporal, nonstackable, reusable

This spell gives the user the ability to know what is happening in an area within the spell's range which he has previously studied for at least 15 minutes. The user has full visual and audio sense, as if he were in the area.

Knowledge2 points

touch, temporal, nonstackable, reusable

This spell allows the user to read the past history of an item. If the information cannot be assimilated fully within the 15 minutes of the spell, parts may be lost. If the item has a long history, the spell starts at the beginning unless the user dictates a particular time at which to start.

Mind-Read2 points

ranged, temporal, nonstackable, reusable

This active spell gives the ability to read the conscious thoughts of the target without his consent, though he can tell there is an intruder in his mind. The priest must overcome the target's magic points with his own for the spell to operate.

Reconstruction3 points

ranged, temporal, nonstackable, reusable

This spell causes any 15 minute sequence from the past to replay for the caster's senses, as long as he or she is in the

immediate area in which it took place, or is in Mindlink with someone who is there. The user is in a trance state and no one else can sense what he senses. The user must state the time and date of starting the vision.

Translate1 point

touch, temporal, nonstackable, reusable

This spell translates all words touched by the user's index finger at normal reading speed (about 10,000 written words in 15 minutes) while the spell operates, and leave an impression of the meaning afterwards, in a manner which aids in translations of the same language/script. Untranslatable words are not translated, though the user receives an idea of the word's meaning.

Truespeak2 points

ranged, temporal, nonstackable, reusable

This spell compels the victim to speak nothing but the truth for the duration and answer all questions in a literal manner. The user must overcome the target's magic points with his own to compel the truth-telling for each question. The target can refuse to speak at all, but if he does speak, and his magic points are overcome, he must tell the truth. With Mind-Read, this spell makes the Lhankor Mhy sage a potent inquisitor.



Lodril

FATHER OF VOLCANOES AND PEASANTS

Lodril is willful yet obedient to his superiors. He can rebel, but he also is the loyal servant of his brother Yelm, to whose service he always returns. His children are the Lowfires, and his cult subsumes them

as well. He and the Lowfires-Mahome, the Hearth; Gustbran, the Forge; and Oakfed, Holy Fire-are mainly worshiped by peasants.

His cult is widespread and important and his temples come in all sizes.

Shrines teach Earthwarm.

Initiate Membership

Requirements: standard. Skills-Climb, Jump, Spear Attack, any Craft skill

Spirit Magic: Disrupt, Endurance, Extinguish, Heal, Heat Metal, Ignite

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Salamander, Cremate Dead, Earthwarm, Enhance Gustbran, Enhance Mahome, Firespear, Summon Lodril, Suppress Oakfed.

Associated Gods

Dendara: provides Regrow Limb.

Pamalt: provides Earthtouch (in Pamaltela only).

Yelm: provides Shield.

Special Lodril Spirit Spell

Heat Metal variable

touch, temporal, passive

This spell causes one ENC of metal to heat up and become malleable. It takes about a minute for the metal to become red hot. Each point of the spell creates 1d6 intensity of heat. Use the Fire and Heat table on page 81 of the *RuneQuest* Players Book to determine how much heat is needed for a particular metal. Thus, a 7 point Heat Metal cast on bronze would bring it to its very softest for hammering and smithing, while an 8 point spell would simply melt it.

Special Lodril Divine Spells

Cremate Dead 1 point

ritual Ceremony, nonstackable, reusable

This spell allows an official (usually a priest) to fully destroy the bodily remains of any one cult member after death. It guarantees that the ghost will not return to haunt the family. It also burns all goods sent along with the corpse, allowing the deceased to carry some weapons and other supplies into the land of the dead. It can be used on the still-animated skeleton, zombie, or even vampire form of a former Lodril initiate or priest to burn it, though the target's magic points must be overcome in this case.

Earthwarm 1 point

ranged, duration 12 hours, stackable, reusable

Causes an area of soil or rock 50 meters by 50 meters square to increase in temperature by 5 degrees C. Each additional point either increases the area by another 50x50 square or raises the temperature by 5 more degrees. This spell is normally used to protect fields and orchards against frosts, but can also be used to protect travelers in frigid climes when no other heat is available.

Enhance Gustbran 1 point

ranged, instant, stackable, reusable

This must be cast on a fire. Each point increases its intensity by 1 level, adding 1D6 to the damage it produces, and increasing the fire's heat output. It also, naturally, causes the fire to burn itself out much sooner.

This spell works on Fireblade, but the affected weapon takes 1D6 damage per point of the spell. This spell does increase the damage done by a salamander, but also does 1D6 damage per point when cast to the elemental.

Enhance Mahome 1 point

range, instant, stackable, reusable

This must be cast on a fire. Each point increases the fire's diameter by 1 meter, but the fire's intensity does not increase. If no substance is available for the increased fire to burn, it rapidly dwindles back to its former status.

This spell has no effect on a Fireblade or similar spells. It increases a salamander's size by one cubic meter per point of Enhance Mahome, but does not change the elemental's hit points or damage.

Firespear 1 point

touch, temporal, nonstackable, reusable

This is cast upon a spear, causing its point to burst into flame. The normal damage done by the weapon is replaced by a 3D6 roll. The wielder of the weapon still adds his damage bonus when he strikes. The weapon is unharmed by this magical fire. The spell is incompatible with Fireblade, Bladesharp, and Truespear.

Each additional point of Firespear increases damage done by 1D6.

Summon Lodril 1 point

ritual Summon spell, stackable, reusable

This spell must be cast on the lip of an active volcano. Each point in the spell gives a cumulative 1% chance of starting an eruption. Several priests can all add their spells together to increase the total chances for success, though all must also succeed in their Summon ritual. The actual explosion is usually delayed for several hours after the first rumblings begin, so most Summoning groups have time to escape the volcano's fury.

Suppress Oakfed 1 point

ranged, instant, stackable, reusable

This must be cast on a fire. Each point decreases both the fire's diameter by 1 meter, and its intensity by 1D6. If both size or intensity are reduced to nothing a candle-sized flame remains.

One point of this spell reduces the damage done by a Fireblade or Firespear by 1D6, or decreases a salamander's size and damage done by one cubic meter and 1D6, respectively. The salamander can resist with its own magic points vs. the caster's.



Lokamos

GOD OF WAGONS AND TRADE

Lokarnos is the deity of wagons. By extension, he is also the god of commerce and profitable trade. He is worshiped by caravaneers and traders in solar areas.

His cult is widely and thinly spread. Usually only shrines are found, with a few larger temples in cities.

Shrines teach Hie Wagon.

Special Lokarnos Skill

Drive [Vehicle]

Agility (10%)

This agility skill covers the handling of any common beast of burden pulling as a team, including carts, plows, dogsleds, wagons, and chariots. Driving a chariot or fast wagon under race or battle conditions requires two hands. Using only one hand reduces the Drive skill by 20 percentiles. If both hands are taken from the task, then the vehicle is driverless, and careens howsoever the horses take it. When a person attacks from a moving vehicle, his attack percentage cannot exceed the Drive skill of the driver.

Special Lokarnos Divine Spells

Coin Wheel

1 point

touch, instant, nonstackable, reusable

This spell must be cast upon a block of gold, causing a coin to separate from the rest of the mass. It turns 10 pennyworths of the gold into a minted coin, called a wheel in common parlance. Coins are commonly worth twice their weight of raw metal, and wheels are no exceptions, being worth 20 pennies each in lands where their legality is recognized. Each wheel weighs approximately 17 grams, and one ENC of raw gold provides the raw material for exactly 60 wheels.

Hie Wagon

1 point

range, temporal, stackable, reusable

This spell must be cast on a moving wheeled vehicle, such as a cart, wagon, or chariot. Each point of the spell increases

the entire vehicle's speed (including draft animals) by 1D10 meters per strike rank, rolled once when the spell is cast. Animals drawing the wagon return to normal speed if cut loose.



Magasta

LORD OF ALL SEA GODS

Magasta the Churner is the Lord of the Sea. He is the god of the elemental Water, heads a complex pantheon, and formed the world's seas.

Most mertribes maintain a temple of Magasta. These rarely exceed minor status, except in times of crisis, when they become major or great temples.

His shrines teach Breathe Air/Water.

Initiate Membership

Requirements: anyone wishing to become an initiate of Magasta must either live in the ocean or belong to one of Magasta's associate cults. The only other requirement is that he must sacrifice a point of POW to Magasta.

Note: Each High Holy Night (once yearly), each initiate must sacrifice 2 POW to Magasta or lose his initiate status. This requirement applies to all members, including acolytes and priests.

Spirit Magic: Bladesharp, Coordination, Demoralize, Mobility, Protection, Strength

Initiate Membership

Requirements: standard. Skills-Drive [vehicle], Evaluate, Human Lore, Orate

Spirit Magic: Detect Gold, Detect Silver, Farsee, Glamour, Glue, Mobility, Repair

Priesthood

Requirements: standard.

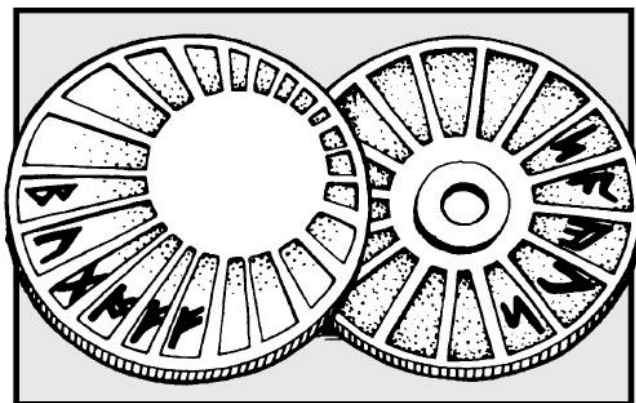
Note: priests need donate only 30% of their income and time to the cult. Priests are not supported by the cult.

Common Divine Magic: all.

Special Divine Magic: Coin Wheel, Hie Wagon

Associated Cults

Yelm: provides Command Salamander.



A wheel, a common Western coin. Obverse shows radiant sun, the year of minting, and local king's name. Reverse shows wagon wheel and name of minter.

Special Magasta Divine Spells

Call Monster

1 point

ritual Summon spell, reusable

This spell summons a deep sea creature or group of creatures. It is cast by a group of worshipers, led by a Priest. Each participant casts the spell in the same melee round, calling for the same creature. Each person who successfully casts the Call Monster spell may then expend as many magic points as desired towards the calling of the monster(s).

The spell succeeds if the priest leading the ceremony succeeds in a Summon skill roll and if the number of magic points sacrificed exceeds the sum of the creature's STR, CON, SIZ, INT, POW, and DEX. If several creatures are simultaneously summoned, the magic points expended must exceed the value of all summoned creatures' relevant characteristics added together. The statistics of the creature are determined after the summoning is attempted.

Unlike most Summon spells, this spell can call a creature that is native to the mundane plane. It can be used to call a pack of sharks, a plesiosaur, a sea serpent, a whale, a giant octopus, or other, more exotic monsters. The creature summoned takes 2D100 hours to arrive. It is compelled to swim to the summoning location before it can undertake actions of its own volition (besides battling obvious opposition to its course of movement).

The creature(s) do not arrive under the control of the summoners and either a Command spell must be cast or some agreement must be reached between the priest and the monster. Often the spell is used to summon powerful tribal Ancestors, or intelligent movable Whirlpools and Waterspouts (as per the spells).

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard. Skills-any Craft skill, Merman Lore, any Weapon Attack, World Lore

Common Divine Magic: all

Special Divine Magic: Breathe Air/Water, Call Monster, Command [Fixed INT Sea Creature], Command Undine, Fear, Float, Magnify Command, Reflection, Submerge, Whirlpool

Example: a small mer-clan, troubled by human pirates, resorts to Magasta to solve their problem. The mer-king commands all adult tribal members to join Magasta's cult and sacrifice fox Call Monster. All 200 do so. The summoning is a success and each participant sacrifices 10 magic points for a total of 2000. The creatures called are sea serpents, which have an average stat value of 185, so the priest calls for 10 serpents (The actual rolled characteristic total turns out to be 1921). The serpents arrive in 2D100 hours and are trapped in large submarine caves until the five clan priests each cast two Command Sea Serpent spells and the creatures accompany the clan warriors to the attack.

Magnify Command

2 points

ranged, special duration, nonstackable, reusable

This spell must be stacked with a Command [Creature] spell and boosted with magic points. The duration of the stacked spell is increased by 1 hour per magic point spent. This is in addition to Extension. If a Magnify Command containing 20 magic points were stacked with an Extension 6 (duration 16 hours) and a Command Undine, the undine would remain under the caster's control for 36 hours.

Submerge

1 point

ranged, temporal, stackable, reusable

Each point of this spell cancels out the buoyance of 1 cubic meter of any floating object, causing it to sink towards the bottom. Large objects require more points of Submerge to pull down. Objects already sinking sink more swiftly. One point of Submerge is enough to sink a human swimmer beneath the surface.

Each point of Submerge cancels out 2 points of the Float divine spell.

If this spell is cast at a ship, each point of the spell cancels out 1/10 ton of the ship's capacity. When the ship's capacity has been neutralized, it is swamped. Thus, a 5 point Submerge spell would be needed to sink a typical large rowboat, with a capacity of .5 tons. It would take 150 points of Submerge to pull down a knorr.

Whirlpool

1 point

ranged, temporal, stackable, reusable

Each point of this spell creates a whirlpool 1 meter in diameter and 3 meters in depth, with a STR of 1D6. Each additional point adds 1 meter to the diameter, 3 meters to the depth, and 1D6 to the STR. Creatures flying above the water surface are immune to the whirlpool's effects. Anything caught in the whirlpool must successfully match its STR vs. the whirlpool's STR or be caught in it and sucked under. A victim caught in the whirlpool cannot take any actions except try to escape until the effect ends or he can overcome the pool's STR. Non-aquatic beings caught in the pool must succeed in a Swim roll before being allowed a STR roll.

The captain of a ship caught in the whirlpool must attempt a Shiphandling skill roll. If he succeeds, he can match his ship's Seaworthiness vs. the whirlpool's STR. Success indicates that the ship escapes the pool. Each round of failure does 1D6 damage to the ship's Seaworthiness.

If the captain fails his Shiphandling roll, the ship automatically takes 1D6 Seaworthiness damage and fails to escape.

Associated Cults

Triolina: provides Restore Health [DEX].

Wachaza: provides Drown.



Malia

GODDESS OF DISEASE

Malia is sometimes called the Foul Mistress. Diseases are everywhere in Glorantha. Filthy creatures such as broos and harpies dedicate themselves to her worship.

Her temples consist of the presence of her Disease Masters. Important disease masters may command a minor temple's equivalent. Among the broos, her worship is institutionalized, and the equivalent of major or great temples are not uncommon.

Shrines teach Command [Disease Spirit].

Initiate Membership

Requirements: acceptance is automatic upon the sacrifice of one point of POW to Malia under the auspices of a Disease Master.

Note: initiates can gain protection from disease by sacrificing magic points to Malia on her seasonal holy days. For each point sacrificed, the person so protected adds 1 point to the relevant characteristic when defending against infection. Magic points sacrificed are disease-specific. If a worshiper sacrificed 5 magic points each for protection from

Special Malia Spirit Spell

Sneeze

2 points

ranged, instant

The caster must overcome the magic points of the target with his own. If successful, the target begins sneezing the strike rank following casting, and continues sneezing for 1D10 strike ranks following. During the time spent sneezing, the target is nearly incapacitated, and can only parry or dodge at half normal effectiveness. If casting a spell, he must make a Concentration roll of INTx3 for each strike rank he is sneezing while attempting the spell.

Special Malia Divine Spells

Carry [Disease]

2 points

ritual Enchant spell, nonstackable, one-use

This ritual causes the target to become permanently immune to the effects of one specified disease. It simultaneously makes the target a carrier of that disease, exposing anyone he contacts to the disease. Runes are carved into the flesh of the beneficiary.

Cause [Disease]

1 point

ranged, instant, stackable, reusable

A target resisting this spell contracts the mild form of the specified disease if his magic points are overcome by the caster's. The severity of the disease increases normally. A 2-point stacking of the spell automatically begins the target at the "acute" stage of severity, 3 points at the serious, and 4 points at the terminal. The spell may not be stacked higher.

Soul Waste, Creeping Chills, and the Shakes he would still lack protection from Brain Fever.

Spirit Magic: all, including the special cult spell of Sneeze.

Disease Masters

Requirements: Disease Masters are both shamans and priests. They follow normal shaman rules to attain their status.

Common Divine Magic: Sanctify, Worship Malia

Special Divine Magic: Carry [Disease], Cause [Disease], Command Disease Spirit

Associate Cults

Thed: provides Chaos Spawn.



Maran Gor
THE EARTH SHAKER

Maran Gor is the goddess of the Earthquake. She represents the dark side of the Earth Mother, even as Ernalda represents the benevolent side. She is worshiped now only by those who seek the carnage which is her most precious gift.

In the grim areas where she is worshiped for herself, her temples come in all sizes. More commonly, her cult consists of shrines within the temples of her sister gods.

Shrines to Maran Gor teach Blast Earth.

Initiate Membership

Requirements: standard. Skills-Ceremony, Climb, Scan, Throw, Weapon Attack

Spirit Magic: Befuddle, Bladesharp, Bludgeon, Demoralize, Disrupt, Dullblade, Heal, Ironhand, Strength, Vigor

Acolyte Membership

Requirements: as per priests. However, males may become acolytes, but must be eunuchs.

Note: female acolytes of Maran Gor need not be celibate, but may not be married. Any sons born to the acolyte must be sacrificed. Daughters born must be dedicated to the service of Maran Gor or Babeester Gor.

Priestesshood

Requirements: standard, plus must be an unmarried woman.

Note: priestesses of Maran Gor must be celibate.

Common Divine Magic: all

Special Divine Magic: Blast Earth, Command Gnome, Create Fissure, Shake Earth

Associate Deities

Asrelia: provides Hide Wealth.

Babeester Gor: provides Shield.

Ernalda: provides Earthpower.

Ty Kora Tek: provides Bless Grave.

Voria: provides Invigorate.

Special Maran
Gor Divine Spells

Blast Earth 1 point

ranged, instant, nonstackable, reusable

This spell is cast upon an area of land geometrically proportionate to the number of magic points expended. One magic point affects one square meter, two magic points affect four square meters, and so on. No plants within the area blasted may flower or bear fruit for a full year.

Create Fissure 1 point

ranged, instant, stackable, reusable

This spell opens up a chasm five meters long, one meter wide, and three meters deep fur each point in the spell.

If the crack is cast to undermine a wall or similar structure, the structure loses 1D6 armor points per point in the spell. If the wall is reduced to 0 armor points, it collapses where it has been undermined. Structural armor points are found in the Armor Points for Objects table on page 83 of the *Rune-Quest Player's Book*.

If a chasm is formed underneath a target, he falls into it, taking 1D6 falling damage per 3 meters depth of the crack. A successful DEX x 3 roll allows the target to avoid the fall.

Shake Earth 1 point

ranged, temporal, stackable, reusable

This spell has two variables: magic points are used to determine size of the area affected, and the number of points stacked in the spell determine the severity of the result.

The spell affects an area of land geometrically proportionate to the number of magic points expended. One magic point covers one square meter, two magic points cover four square meters, and so on.

All characters within the area have 5 percentiles per point of Shake Earth subtracted from all Agility skills and DEX rolls. Each round, anyone standing up must succeed in a DEX x 5 roll on 1D100 or fall down. Other results of the quake, such as toppling trees, avalanches, etc., are up to the gamemaster.



Mastakos

ORLANTH'S CHARIOTEER

Mastakos is Orlanth's charioteer and, by extrapolation, god of travel and motion. He is little-worshiped and most people prefer to obtain his powers indirectly by worshiping Orlanth, his master.

His temples are shrines at best. Depending on the site, a given shrine may teach either Teleportation or Guided Teleportation.

Initiate Membership

Requirements: standard. Skills-Dodge, Drive [Vehicle], Jump, Ride.

Spirit Magic: Coordination, Mobility

Special Mastakos Skill

Drive [Vehicle]Agility (10%)

This agility skill covers the handling of any common beast of burden pulling as a team, including carts, plows, dogsleds, wagons, and chariots. Driving a chariot or fast wagon under race or battle conditions requires two hands. Using only one hand reduces the Drive skill by 20 percentiles. If both hands are taken from the task, then the vehicle is driverless, and careens howsoever the horses take it. When a person attacks from a moving vehicle, his attack percentage cannot exceed the Drive skill of the driver.

Priesthood

Requirements: standard, plus must have a DEX of 16 or more.

Notes: priests of Mastakos must give 90% of their income to the cult, but only 10% of their time.

Divine Magic: Guided Teleportation, Teleportation, Worship Mastakos

Associated Cults

Orlanth: provides Flight and Lightning.

Special Mastakos Divine Spells

Guided Teleportation3 points

self only, instant, nonstackable, reusable

This spell returns the caster to a specific spot made sacred to Mastakos through a complicated week-long ritual connected with acquiring the spell. This spell has no range limitation. Additional spells may be gained which lead to different spots.

Teleportation3 points

ranged, instant, stackable, reusable

Sighting for this spell must be done visually. The caster can teleport to any spot within range that he can see, either on his own or through the eyes of a familiar or through a Mind Link spell. The spell carries the caster and his SIZ in ENC worth of gear, and each extra spell cast at once permits one additional living thing to be teleported with the caster. It can be used to teleport someone else, with the same limitations.

Additional uses of Teleportation may also be expended to increase range. Each additional spell used doubles the range.



Mostal

THE MAKER

Mostal is God of the Dwarfs. All dwarfs but a few apostate sects follow this philosophy. Mostal is not a “cult,” but an entire socio-economic complex. Each dwarf has an assigned place in its hierarchy from birth.

Mostal defines the dwarfs’ universe. It gives them personal immortality at the expense of illusory freedom. Dwarfs that keep at their ancestral tasks, doing the things that dwarfs are meant to do, live forever-a powerful incentive to maintain this way of life.

The cult of Mostal does not permit spirit or divine spells. Dwarf magic is sorcery. Each dwarf learns those spells best suited for the performance of his own job. Dwarfs never teach their spells to outsiders, and each caste knows its own spells. Only the silver dwarfs are taught all the spells. A sample sorcery spell from each caste appends the following dwarf-caste descriptions.

The Decamony

There are nine castes or jobtypes of dwarfs, each named after a different mineral.

Rock Dwarfs

The Rock dwarfs mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society. Rock Dwarfs learn the special spell Stabilize Masonry.

Lead Dwarfs

The Lead dwarfs invented plumbing, and later developed glassblowing and making as well. Lead dwarfs learn the special sorcery spell Stabilize Glass.

Quicksilver Dwarfs

The Quicksilver dwarfs know the art of transmutation and the science of alchemy. They learn the special sorcery spell Stabilize Potion.

Copper Dwarfs

The Copper dwarfs make implements, useful utensils, and some weapons. They learn the special spell Stabilize Magic Point Matrix.

Tin Dwarfs

Tin dwarfs summon and control those useful creatures, gnomes. They also create the semi-living constructs such as jolanti and nilmergs that perform much of the dwarf labors. Tin dwarfs learn the special sorcery spell Stabilize Life.

Brass Dwarfs

Brass dwarfs are aloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of the forges. Brass dwarfs learn the special sorcery spell Stabilize Heat.

Silver Dwarfs

Silver dwarfs are enchanters and sorcerers. All dwarfs learn sorcery appropriate to their caste, but these specialize in creating magic items and working with magic power. Silver dwarfs learn the special sorcery spell Stabilize Magic.

Gold Dwarfs

Gold dwarfs are teachers and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination. Gold dwarfs learn the special spell Stabilize Mind.

Iron Dwarfs

Iron dwarfs, the blacksmiths, are devoted to the science of war. They forge armor and weapons, and learn how to use the tools of battle. They learn the special sorcery spell Stabilize Weapon.

Diamond Dwarfs

Diamond dwarfs are not a caste, but are those who have reached perfection in their craft. They are the pinnacle of dwarfdom. Each caste has its own diamond dwarfs. Thus there are rock diamond dwarfs, gold diamond dwarfs, and so forth. Attaining the status of diamond dwarf takes centuries of steady, faithful service. They are extremely rare, and many dwarf citadels have none.

Heresies of the Dwarfs

The way of Mostal is strict, but some room for variation from the formal system exists. These variations, when they become divergent or threatening enough, are officially condemned by the ruling Decamony, and are then titled heresies.

Even the sternest dwarf factories may contain workers holding to one or another of the heresies.

Individualism

Individualists believe that a single dwarf has inherent values outside his community. They go further, and claim that each dwarf has, or can have, an individual soul which retains identity after death and does not turn into just another zap of energy. This heresy occasionally causes formerly quite tame dwarfs to seek their own destiny and creativity.

Octamonism

Octamonism preaches that dwarfs must give up all contact with the outside world, even that of warfare. Dwarf salvation lies in tunneling ever deeper into the earth, until they are forgotten completely by the outside world. They wish to return to the ancient Octamony of Eight Minerals and reject the concept of iron dwarfs and diamond dwarfs.

Openhandism

"Openhandism" refers to the practice of open dealing and trading with humans or other races. Openhandists believe that non-dwarfs can and should assist in the rebuilding of the cosmos. Openhandists trade dwarf secrets and goods in return for the wealth and services of the outside world. This "generosity" is only relative, of course, and even Openhandists demand recompense for gifts.

Special Mostal Sorcery Spells

Stabilize Glass (lead dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an object made of glass. Each point of intensity allows it to affect 1 ENC of glass, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected glass has 6 armor points, and can thus more readily survive being dropped, crushed, or otherwise abused.

Stabilize Heat (brass dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a fire. Each point of intensity allows it to affect either 1D6 of heat intensity or 1 cubic meter of fire volume. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected fire remains hot, does not die out of its own accord, and does not run out of fuel. It can still be extinguished.

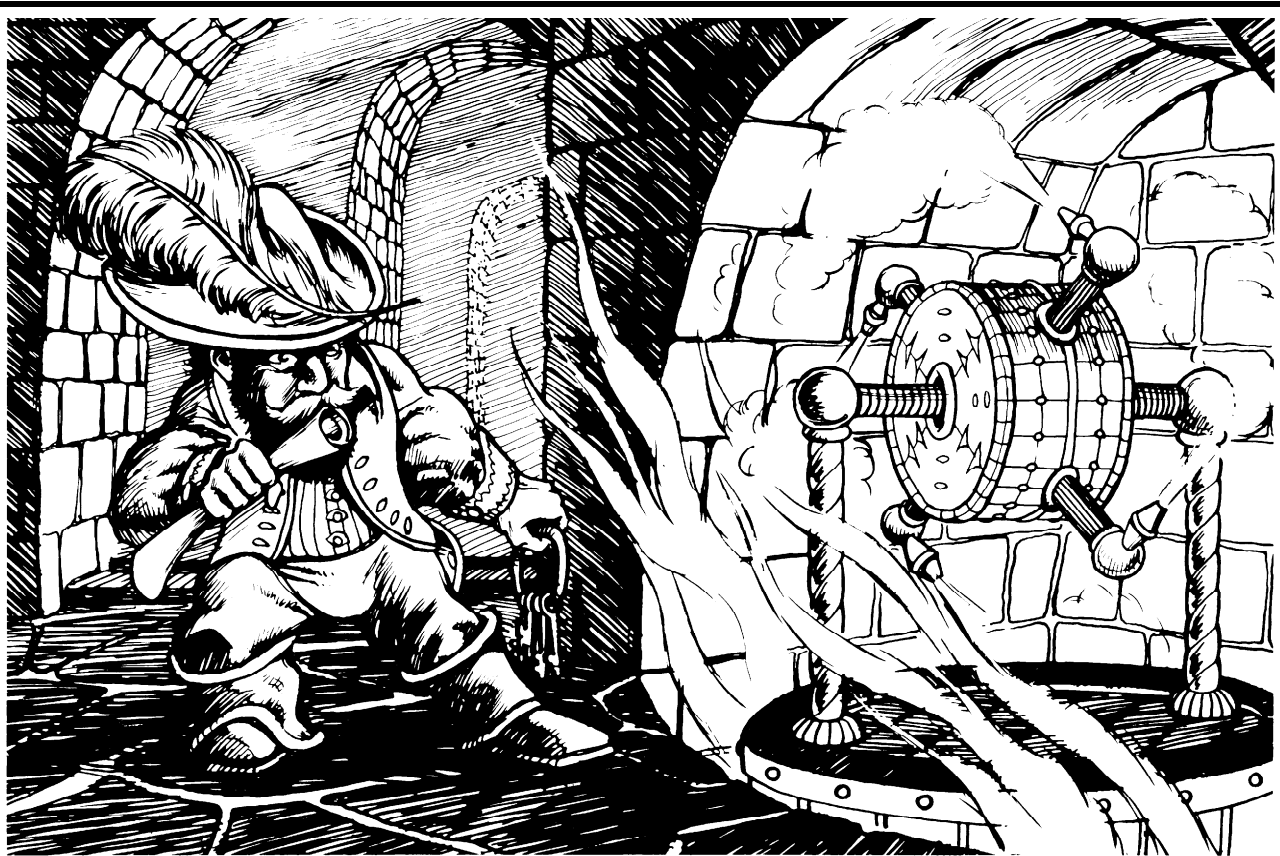
Stabilize Life (tin dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any living thing. Each point of intensity allows it to affect one SIZ point. All SIZ points of a given target must be affected by the intensity or this spell has no effect (elementals are considered to have a SIZ equal to their hit points). When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected being will follow its enchanter's orders explicitly.

An aeolipile is a steam-powered rotating device which dwarfs have used to create time-measurement tools. The diamond dwarf below must maintain the water reservoir of the aeolipile and keep the device lubricated, aligned, clean and shiny. Each dwarf must work towards perfection in order to overcome the near-fatal damage done to the World Machine during bygone ages.



Stabilize Magic (silver dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a spell which is currently in effect. Each point of intensity allows it to affect 1 spell point. Two points of intensity allow it to affect 1 point of divine magic. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of Stabilize Magic, the affected spell may not be dispelled, any more than an enchantment may be dispelled.

Stabilize Magic Point Matrix (copper dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any magic point matrix enchantment. Each point of intensity allows it to affect 1 point of magic point holding. The entire matrix must be affected by the intensity or this spell has no effect. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected matrix is considered to contain a POW equal to its magic points storage capacity, and regenerates magic points at the normal rate for its POW. The spell is obviously useless unless duration is increased to an extent that magic point regeneration can take place.

Stabilize Masonry (rock dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a section of worked stone. Each point of intensity allows it to affect 1 cubic meter of masonry, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected masonry maintains its position, no matter how top heavy or unbalanced it is.

Stabilize Mind (gold dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a person. Each point of intensity allows it to affect 1 INT point. The target's entire INT must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected person requires only half the normal time to learn from research or training or to learn new sorcery.

Stabilize Potion (quicksilver dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an alchemical potion. Each point of intensity allows it to affect 1 liter of potion. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected potion remains fresh and unspoiled, regardless of the vicissitudes of time, temperature, or weather.

Stabilize Weapon (iron dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a weapon. Each point of intensity allows it to affect 1 armor point worth of the weapon. The target's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected weapon is immune to damage. Damage higher than the weapon's armor points still harms the wielder normally, but the weapon armor points do not decrease.



Orlanth

STORM GOD, CHIEFTAIN, WARRIOR

Orlanth is the Storm God, god of adventurers, and the god of the barbarian kings. He made the world what it is with his strength, and his virtues keep it that way. He claims, by right of his deeds, overlordship of the universe. He is the god of warriors, farmers, and rulers, all three. The dominant Genertelan barbarian culture is named Orlanthi after him.

Orlanth's temples come in all sizes. His shrines teach Cloud Call.

Initiate Membership

Requirements: standard. Skills-Jump, Weapon Attack, Weapon Parry, Speak Own Language.

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disruption, Heal, Mindspeech, Mobility, Strength.

Note: initiates can sacrifice for all Orlanthi divine magic on the usual one-use basis.

Wind Lords

Requirements: Wind Lords are the temporal leaders of the Orlanthi. A candidate must have 90% Sword Attack plus 90% proficiency in any four skills chosen from among the following: Climb, Hide, Oratory, Ride, Scan, Sneak, Stormspeech, Weapon Attack, or Weapon Parry. He must also pass an easy test, simulated by successfully rolling 01-95 on 1D100.

Note: when a Wind Lord checks for Divine Intervention, he rolls 1D10 rather than 1D100. A Wind Lord must donate 90% of his time and income to the cult. A Wind Lord can obtain the following Orlanth divine magic reusably. Other Orlanth divine magic is available to Wind Lords on a one-use basis.

Common Divine Magic: Worship Orlanth

Special Divine Magic: Bless Woad, Command Sylph, Flight, Shield, Wind Words

Acolyte Membership

Requirements: as per priests.

Note: the spells of Flight, Shield, and Wind Words are available to acolytes on a one-use basis.

Storm Voices (priests)

Requirements: standard. Storm Voices are the spiritual leaders of the Orlanthi.



Orlanth is a powerful god within a powerful pantheon. His worshippers are loyal and devout. Orlanth committed a heinous error when he murdered Yelm, the sun, marking the end of the Gods Age. Orlanth redeemed himself when he admitted his error and undertook a magnificent heroquest to rescue Yelm from hell. Time is the child of the results of Orlanth's actions.

Special Orlanth Divine Spells

Bless Thunderstone 1 point

ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Storm Voice. It may only be cast on the High Holy Day of Orlanth upon a properly prepared flintstone, and thus can only be cast once a year.

The thunderstone must be activated before its magic operates. This is done by spending one magic point while touching it, whereupon the stone begins to spark and crackle. The stone may be thrown, slung, held in one's hand, or struck against a target. Once the stone has damaged a target, or one melee round after activation in any case, it shatters and becomes useless.

For each point of Bless Thunderstone stacked in the casting, the stone does 1D6 hit point damage and destroys 1D6 magic points of a struck target. Armor protects normally against the hit point damage done by the stone. The magic point drain can be stopped by protective spells—each 1D6 drain acts as 1 point of divine magic for purposes of blocking. If a 5-point thunderstone struck a target with Counter-magic 8 or Shield 4, he would lose only 1D6 magic points.

Each time a thunderstone is Blessed, the caster loses 1 point of POW. Once a stone is enchanted, additional castings of Bless Thunderstone have no effect.

Bless Woad 1 point

ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Wind Lord. It may only be cast during the High Holy Day of Orlanth upon a properly prepared pot of woad (a blue dye derived from the woad plant), and thus may only be cast once a year.

The woad must be smeared over the naked body of the user. A casting of the spell enchants enough woad to coat one man.

For each point of Bless Woad stacked in the casting, the woad acts as 1 point of armor and gives 1 point of magical protection. Any hostile spell affecting the wearer must contain more magic points than he wears points of woad.

Each day that the woad is worn, it declines in potency by 1 point. If the user ever puts on armor or clothing, the woad immediately loses all its magic power.

Once a pot of woad is enchanted, additional castings of Bless Woad will not enhance its enchantment. As long as its pot is kept sealed, blessed woad never spoils.

Decrease Wind 1 point

200m radius around caster, temporal, stackable, reusable

This spell decreases the average wind STR by 1D6 for the duration of the spell. Each additional point used either reduces the wind STR by another 1D6 or increases the radius of effect by 100m. This spell has no effect upon temperature or wind direction.

Flight 1 point

ranged, temporal, stackable, reusable

The caster may transport one object weighing up to SIZ 6 through the air for the duration of the spell. Convert Encumbrance to the equivalent SIZ. Each extra point of Fly increases the potential weight carried by 6 SIZ.

To pick up something nailed or glued down, the caster must use his current magic points to overcome the STR of the nails or glue (which must be determined by the gamemaster) on the resistance table.

An object affected by this spell moves at 3 meters per strike rank. An unwilling target's magic points must be overcome or this spell has no effect on him.

Increase Wind 1 point

100m radius around caster, temporal, stackable, reusable

This spell increases the average wind STR by 1D6 for the duration of the spell. Each additional point used either adds another 1D6 to the STR or increases the radius of effect by 100m. This spell has no effect upon temperature or direction.

Wind Warp 1 point

100m radius around caster, temporal, stackable, reusable

This spell changes the wind direction by 1D10 degrees in the direction of the caster's choice. Each additional point of the spell either adds 1D10 more degrees of directional change or increases the radius of effect by 100 meters. When the spell ends, the wind hesitates, motionless, for one melee round, then abruptly returns to its former direction. Small whirlwinds may form at the spell's boundaries, where the wind is forced to clash with itself.

Wind Words 1 point

ranged, temporal, nonstackable, reusable

If downwind, the caster can cause the wind to bring conversations to his ears as if standing next to the speakers.

Note: the spells of Flight, Shield, and Wind Words are available to Storm Voices on a one-use basis.

Common Divine Magic: all

Special Divine Magic: Bless Thunderstone, Cloud Call, Cloud Clear, Command Sylph, Decrease Wind, Increase Wind, Thunderbolt, Wind Warp

Associated Cults

Chalana Arroy: provides Restore Health [CON] to both Wind Lords and Storm Voices.

Ernalda: provides Restore Health [STR] to Storm Voices only.

Eurmal: provides Charisma to both Wind Lords and Storm Voices.

Issaries: provides Lock to both Wind Lords and Storm Voices.

Lhankor Mhy: provides Analyze Magic to both Wind Lords and Storm Voices.

Mastakos: provides Teleportation reusably to Wind Lords and on a one-use basis to Storm Voices. Provides Guided Teleportation reusably to Storm Voices and on a one-use basis to Wind Lords.

Storm Bull: provides Face Chaos reusably to Wind Lords and on a one-use basis to Storm Voices.

Valind: provides Snow reusably to Wind Lords and on a one-use basis to Storm Voices.



Pamalt

EARTH-KING OF PAMALTELA

Pamalt is King of the Pamaltelan Gods. He knows and understands all the gods under his rule, and is the King of the South. He directly controls the earth powers and other deities are his allies, subjects, or foes. He is the god both of the common man and of the chieftain. Most of his worshipers belong to the Agimori (black) race of Gloranthan humanity.

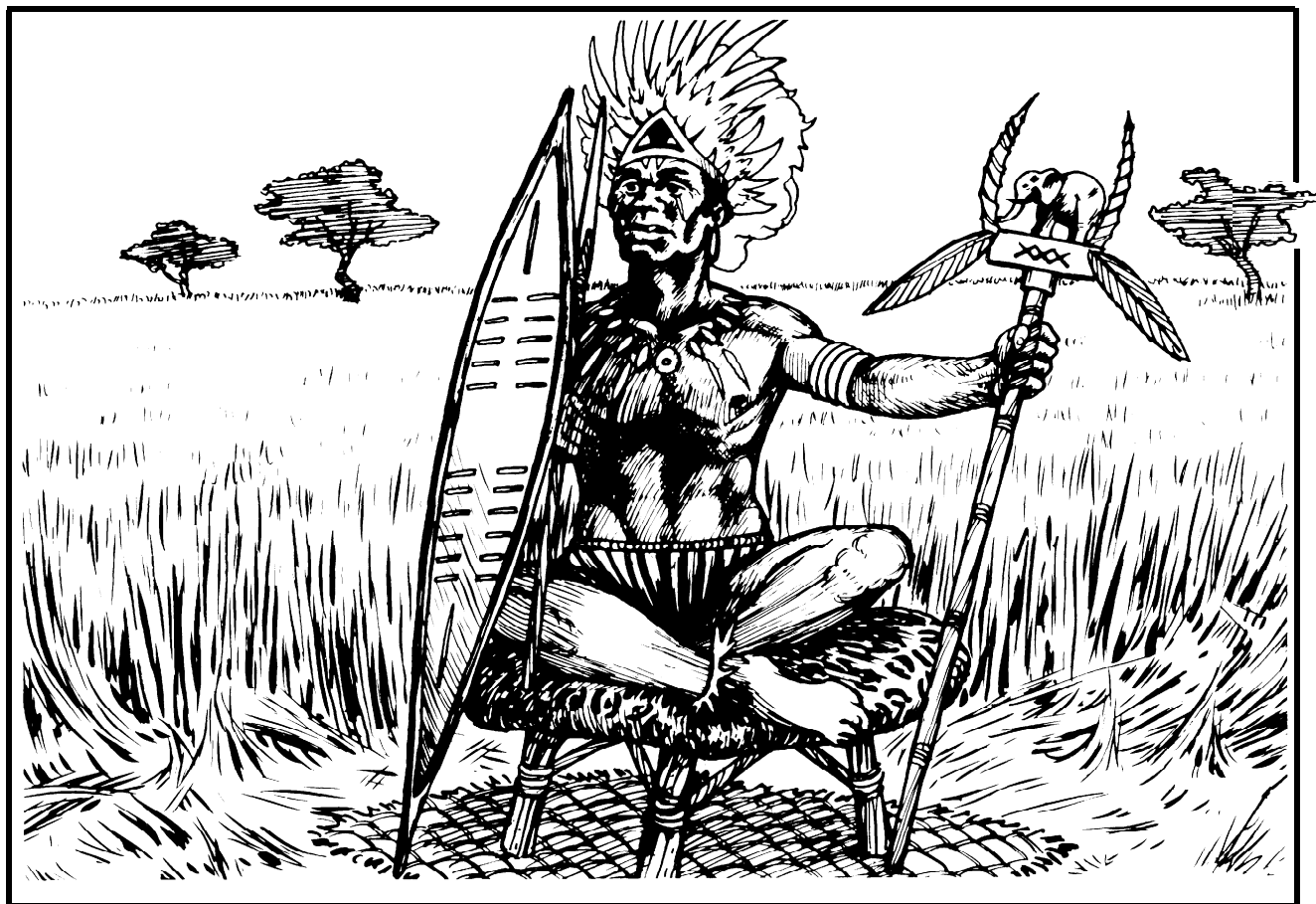
Pamalt's temples are in all sizes. Shrines to Pamalt teach Gnome-to-Gargoyle.

Initiate Membership

Requirements for Agimori: membership is automatic upon sacrificing one point of POW.

Requirements for other races: standard. Skills -Human Lore, Orate, Speak Own Language, World Lore

Notes: the cult Spellteaching divine magic permits the teaching of Comprehension, Coordination, Endurance, Glamour, Pamalt's Touch, Strength, and Vigor. These spells are normally taught for free to sworn members of the chieftain's tribe.



Among the primitive Pamaltelan cultures, a simple stool serves as an important declaration of prestige and power. They are reserved for use only by tribal chieftains and possibly by the great shamans.

New Pamalt Spirit Spells

Comprehension

Variable

touch, temporal, passive

This spell increases the target's mental capacity, though his INT remains constant. Each point of Comprehension adds 5 percentiles to all his Knowledge skills while under the spell's influence.

Pamalt's Touch

variable

touch, temporal, passive

This spell increases the target's chances of success in casting all non-ritual spirit magic by 5 percentiles per point for the duration.

Spirit Magic: all available from cult shamans.

Shamanhood

Requirements: any Pamalt initiate who becomes a shaman achieves this status.

Notes: shamans of Pamalt may not become priests of the cult, though they may become acolytes. They must give 90% of their time and income to the cult.

Acolyte Membership

Requirements: as per priests, except that acolytes need not be chieftains.

Chieftains (priesthood)

Requirements: standard priestly requirements, plus candidate must be a chieftain.

Notes: full priests must give 90% of their income and 10% of their time to the cult.

Common Divine Magic: all

Special Divine Magic: Command Gnome, Earth-touch, Gnome-to-Gargoyle

Associated Cults

Chalana Arroy: provides Heal Body.

Lodril: provides Summon Lodril.

Special Pamalt Divine Spells

Earthtouch

2 points

touch, temporal, nonstackable, reusable

Through this spell, the caster learns the exact STR, CON, SIZ, INT, POW, DEX, and APP of any entity touched. It also informs the user of the target's current hit points, magic points, and fatigue points. The spell can be boosted to sense through Countermagic or Shield.

Gnome-to-Gargoyle

ranged, temporal, nonstackable, one-use only

This spell must be cast upon a gnome. It turns the gnome into a humanoid monster. This spell usually is cast only in times of combat.

The monster produced has the STR and POW of the original gnome. The gnome's hit points remain the same and also become the gargoyle's SIZ. It lacks CON, INT, and DEX, moving only at the caster's command. The being so-produced attacks on strike rank 10 each round, with a chance to hit of 25% plus its attack modifier. Figure damage and skills modifiers.

When the spell expires, the monster turns back into earth.



Pocharngo the Mutator

THE COSMIC CANCER

Pocharngo is the chaos god of corruption and mutation-change from without. It is worshiped primarily by chaos monsters, and its cult cannot exist in any human society.

Pocharngo's temples are small and scattered. Larger temples do exist, but shrines are the most common type of site.

Shrines teach Create Gorp.

Special Pocharngo Divine Spells

Create Gorp

1 point

ritual Enchant spell, stackable, reusable

This ritual is performed over the earth itself. It transforms a portion of the ground into a live gorp with a SIZ equal to the number of points in the Create Gorp spell.

Consume

1 point

ranged temporal, stackable, reusable

This spell does 1D3 damage to a random hit location of a target whose magic points are overcome, ignoring all armor. On subsequent rounds, during the bookkeeping phase, the target must try to roll his current magic points x5 or less on 1D100. If he fails, he takes another 1D3 damage in the same location. This continues until the hit location is completely destroyed (turned into gray slime) or the victim succeeds in his magic point x5 roll, in which case the spell's effects end. Countermagic and similar spells cannot block this attack after the first melee round, but Dispel, Dismiss, or Neutralize Magic can cancel the process. Damage done can be healed normally.

Each additional point in this spell decreases the target's magic point x5 roll by 25 percentiles (to a minimum 5% chance of success) If a victim had 18 magic points and was being afflicted by Consume 2, he would have to roll 65 or less to resist the spell's affect.

Corruption

4 points

touch, instant, nonstackable, one-use

This spell completely transforms the target, whose magic points must be overcome. Over the next 1D10 rounds, the target is warped and transformed into a gruesome chaos horror. Roll 2D6 for each of his characteristics. If the 2D6 result is odd, subtract it from the characteristic. If the result is even, add it to the characteristic. The 2D6 roll is always subtracted from APP. If any characteristic except APP is reduced to 0 or less, the being becomes incapable of survival and dies immediately.

Only Divine Intervention can halt the transformation process once it has begun.

Wither

3 points

ranged, instant, stackable, reusable

This spell must overcome the target's magic points to be effective. A random spell hit location is rolled, and that body location becomes permanently withered, deformed, and useless. The location is reduced to 0 hit points, but no general hit point damage is done. If a vital organ is affected, such as the head, chest, or abdomen, the target dies. A Withered limb cannot be Healed, but it could be amputated and then Regrow Limb or Regenerate used to restore it properly.

Initiate Membership

Requirements: must possess an obvious chaos feature and sacrifice a point of POW to Pocharngo.

Spirit Magic: teaches none, but cult members usually learn from friendly cults or shamans.

Priesthood

Requirements: a candidate for priesthood must have voluntarily undergone the Corruption spell. He must also pass the Test of Holiness (roll POW x 3 or less on 1D100).

Note: a priest of Pocharngo must devote 50% of his time to the cult to maintain his status, but need give up no income.

Common Divine Magic: Dismiss Magic, Divination, Worship Pocharngo

Special Divine Magic: Create Gorp, Consume, Corruption, Wither

Associated Gods

Primal Chaos: provides Chaos Feature.



Primal Chaos

THE CHAOS OOOE

Chaos surrounds Glorantha, ever trying to penetrate and reclaim the world. If it succeeds, the world will end utterly. This cult-Primal Chaos-is the forefront of the attack. Only allies and creatures of chaos belong. Most also worship some other chaos thing and some completely ignore Primal Chaos.

Temples of Primal Chaos are all shrines, which teach Chaos Feature.

Initiate Membership

Requirements: any creature possessing a chaotic feature is automatically an initiate of Primal Chaos. No POW need be sacrificed. Initiation is permanent: even if the chaos feature is someday lost, there is no way to remove the chaos taint.

The Curse of Thed

d100	chaotic feature
01-03	lose 1D6 POW; if reduced to 0, victim becomes an undead-like being incapable of regenerating magic points.
04-05	lose 2D6 POW; see above if POW=0.
06	lose 3D6 POW; see above if POW=0.
07-08	lose 2D6 DEX; if reduced to 0, victim becomes a gorp.
09	lose 4D6 DEX; see above if DEX=0.
10-11	lose 2D6 STR; if reduced to 0, victim becomes incapable of physical (but not magical) action.
12	lose 4D6 STR; see above if STR=0.
13-14	lose 2D6 CON; if reduced to 0, victim dies.
15	lose 4D6 CON; see above if CON=0.
16-17	lose 2D6 SIZ; if reduced to 0, victim vanishes from existence.
18	lose 4D6 SIZ; see above if SIZ=0.
19-20	can only heal naturally-magical healing is useless.
21-22	does not regenerate fatigue loss naturally-must use spells to recover lost fatigue.
23-24	becomes immune to fire damage.
25-27	all foes have +20% to hit victim.
28-29	incapable of parrying or dodging.
30	unbalanced (one-legged? asymmetrical?), suffers special knockback result from all blows.
31-32	any poison damage is instantly fatal.
33-34	double all damage taken from edged (non-impaling) weapons.
35-36	double all damage taken from blunt weapons.
37-38	double all damage taken from impaling weapons.
39	double all damage taken from weapons.
40-42	may not resist magic spells
43-44	takes 1D6 damage per round of exposure to specific ubiquitous substance (i.e. sunlight, smoke, water, healing spells)
45-49	attracts magic: all spells cast in a 20m radius automatically target against victim.

50-52	becomes incapable of resisting or attacking in spirit combat. Spirits automatically overcome victim, who cannot fight back.
53-55	movement reduced to 1m/SR.
56-57	victim fanatical forever (as per the spirit magic spell).
58-60	takes 1 point of damage in random location each melee round until death ensues
61-62	becomes silent when moving; add 50% to Sneak ability.
63-64	flesh raw and easily irritated-take 1 point damage each round armor or clothing worn.
65	one hit location becomes vital; if that location takes even a single point of damage, victim dies instantly.
66-67	roll CON x 5 or lose consciousness for an hour. Roll once per hour.
68-69	victim demoralized forever (as per the spirit magic spell).
70	victim befuddled permanently. Must fail an INT roll every round he attempts any action.
71-75	lose body part, (i.e., arm, eyes, head)
76-80	inconveniently rearrange organ(s) (i.e., have eyes relocated to elbows, or hands to cheeks)
81-85	gain new useless or hindering ability or organ (i.e., glows in dark, gains mouths all over body)
86	make no vocal sounds, including spell casting.
87	victim may not attack physically.
88	victim immobilized and incapable of any agility skill (except parrying).
89-92	immune to magic; no spells, including beneficial ones, affect victim.
93-94	become capable of only 1 action per melee round instead of two. (i.e., if victim attacks, he cannot dodge or parry).
95	victim splits in two, becoming two separate beings, each with half the characteristic scores of the original Skills with an even percentile score go to one being, skills with an odd score to the other. Unreceived skills are at base chance.
96-00	gamemaster's choice or roll twice more.

Spirit Magic: none

Devotees (priesthood)

Requirements:any being attaining the status of shaman or priest in any chaos cult can become a devotee of Primal Chaos. He need not possess a chaotic feature.

Common Divine Magic: Worship Primal Chaos

Special Divine Magic: Chaos Feature

Special Primal Chaos Divine Spell

Chaos Feature **5 points**

ritual Ceremony spell, one-use

This ritual takes 12 hours and gives the user a chaotic feature. Roll 1D6. A roll of 1-3 means that the feature is taken from the standard Chaotic Features table given in the *Rune-Quest* Glorantha Book. A roll of 4-6 means that the feature is taken from the Curse of Thed table.

For each chaotic feature a devotee accepts, he adds 10% to an accumulating chance of turning into a broo. This transformation may not be resisted nor altered, and is permanent once it takes effect. The probability for the transformation must be rolled immediately upon the assumption of each chaotic feature.



The Red Goddess

GODDESS OF THE RED MOON

The Red Goddess is the deity of the Red Moon, a celestial body which appeared in the sky in recent years (1202). In addition to ruling the heavenly body, the Red Goddess promises a self-awareness

Lunar Magic

Lunar magic is a weird combination of sorcery and spirit magic which was created by the Red Goddess and cannot be used by anyone but her initiates. Free INT is essential, and used exactly as in sorcery. Four skills, similar to sorcery skills, manipulate spirit magic spells to alter their effects. The skills are Amplify, Combine, Distance, and Prolong.

Normally, each magic point used with a skill requires one point of Free INT. Thus, a lunar magician with 10 Free INT could cast Amplify 5 and Distance 5; or Amplify 8 and Distance 2; or Amplify 3, Distance 6, and Prolong 1; or any combination thereof, so long as the total does not exceed his Free INT of 10.

Just as with sorcery, when a spell is cast using lunar magic skills the chance of success is equal to the user's lowest ability in all of the skills and spells involved. The spirit magic spell chance for success is still the user's POW x5% minus his ENC in percentiles.

Amplify: this skill increases the effectiveness of spirit spells. Certain spirit spells receive no benefit from this skill, namely: all ritual spells, Control [Species], all Detect spells, Ignite, and Visibility.

When used with variable spirit spells, the points of Amplify are added to the spirit magic's points. Thus, if 5 points of

Amplify were used with a Bladesharp 4, the result would be a Bladesharp 9.

When used with non-variable spells, each point of Amplify adds to the spirit spell's effectiveness, but the exact increase depends on the spell being used. The points of Amplify are simply added onto the cost for the spirit magic. The Amplify Effects table lists non-variable spirit spells and the actual benefits gained for each point of Amplify.

Combine: this skill allows the user to cast multiple spells so that they all take effect at the same strike rank. Each spell may be manipulated by Lunar magic skills. The time necessary to cast all spells involved is equal to the caster's DEX SR plus 1 for each magic point in the spell with the most magic points.

Example: If a caster with DEX 10 tried to cast Bladesharp 2, Protection 6, and Shimmer 3 simultaneously, the spell would go off at the caster's DEX SR of 3 plus 6 for the magic points in the Protection spell (the most powerful spell being cast) for a total of SR 8. The total magic point cost is 13.

Distance: each point of Distance adds 50 meters to the range of any ranged spirit magic. The target of the spell must be visible to the caster.

Prolong: each point of Prolong adds 5 minutes to the duration of any temporal spirit magic.

which gives initiates a special outlook on life. The Red Goddess herself, began as a young human girl with awakened senses, conquered them, and survived to become a kind and-pure goddess. She is worshiped by folk from all walks of life inside the Lunar Empire.

All sizes of temples to the Red Goddess are found inside the Empire. Outside its boundaries, usually only minor temples are found.

Her shrines teach only Worship Red Goddess.

Despite its ubiquity, only about 1% of the population of the Lunar Empire directly worships the Red Goddess.

Initiate Membership

Requirements: a candidate must be illuminated,. He must also either be a priest of a lunar cult or have a skill of 90% each in Ceremony, Enchant, and Summon, and be an initiate of a lunar cult. He must be approved by an Examiner. This examination is abstracted as a successful roll of INT+POW or less on 1D100. He need not sacrifice any POW to the Red Goddess.

Note: an initiate must donate 10% of his income and time to the Red Goddess and be willing to serve as an examiner, if so called. An initiate of the Red Goddess can learn lunar magic.

Examiners

Examiners are officers who initiate new members into the cult, collect tithing, and co-ordinate intercultural activities by lunar associate cults. All Examiners are appointed by the Red Emperor, who is the head of this subcult.

Associated Cults

Etyries: provides Mindlink.

Seven Mothers: provide Command Lune, Excommunication, Mindblast, Regrow Limb, and Truesword.

Amplify Effects

Befuddle: increases the necessary roll to shake off Befuddlement by 10 percentiles, to a maximum of a roll of 96-00 needed.

Darkwall: increases the Darkwall's area by 5 square meters.

Demoralize: decreases the victim's chance to hit by a further 5 percentiles.

Disruption: increases damage done by 1.

Fanaticism: increases chances to hit by 10 more percentiles, and decreases Dodge by 10 more percentiles.

Firearrow: adds +1D6 to damage per two points of Amplify.

Fireblade: adds + 1D6 to damage per four points of Amplify.

Light: lights up +10 more meters in radius.

Lightwall: increases the Lightwall's area by 5 square meters.

Speedart: adds 5 percentiles to the chance to hit and + 1 to the damage done.

Illumination

Illumination is a psychic state brought about through the action of Nysalor, a dead god. Achieving this status takes years of effort, and its ramifications are too complex to go into here.

"Riddlers" (as illuminates are vulgarly termed) can be found throughout central and western Genertela. Outside the Lunar Empire, riddlers are hated and hunted, believed to be manifestations of the dead chaos god Gbaji.

However, in the Lunar Empire, riddlers are honored and encouraged—one primary reason for the distrust of the Lunar Empire by neighboring peoples.

Cyclical Magic

The changes in the moon's phases affect the magical power of the Red Goddess upon the world. Lunar magic follows this cycle.

day	effect
Dark/Dying Moons	no spell manipulation possible.
Crescent Moons	only one lunar magic skill may be used at a time; i.e., a spell could not be both Prolonged and Amplified,
Half Moons	all skills available and freely usable, limited by the magician's current Free INT.
Full Moon	all skills available and freely usable. Lunar magicians can use their full Free INT on each lunar magic skill used. Thus, a magician with 10 Free INT could cast Amplify 10, Distance 10, and Prolong 10, all on the same spell.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are affected beneficially.

VARIES

River Gods

SPIRITS OF THE WATERWAYS

Each important river has its own local spirit, worshiped by those dependent on it for their livelihood.

Most river cults have a minor or major temple at the river's mouth or head, and several shrines along the rest of its length.

Shrines teach Float.

Initiate Membership

Requirements: standard. Skills = Boat, Devise, Swim, World Lore

Spirit Magic: Glue, River Eyes

Priesthood

Requirements: standard.

Note: some rivers provide Rune spells besides those listed.

Common Divine Magic: Command Cult Spirit, Divi-



The cult of the Red Moon embraces all other ways and philosophies. It has absorbed the random, fundamental change of chaos and the steady, unyielding law of Malkion and formed them to her own desires.

nation, Find [Substance], Sanctify, Spellteaching, Summon Naiad, Summon Undine, Worship [River]

Special Divine Magic: Float

Associated Gods

An initiate of a river god is usually considered to be an initiate of all other river gods when traveling.

Special River God Spirit Spell

River Eyes **1 point**

ranged, temporal, active

This spell allows the user to see through water as if looking through air (or vice versa, for water-dwellers). It accurately eliminates all reflections and refractions. If the water is murky, or the air foggy or smoky, the spell will not render the medium transparent.



The Seven Mothers

RECREATORS OF THE RED GODDESS

The Seven Mothers is the guardian cult of the Lunar Empire's borderlands. It is the official state organ

responsible for keeping foes of the Empire out and admitting friends of the Empire. For the former mode, the cult has a warrior subcult, terrible in its fury. In the latter mode it is a teacher subcult whose mission is to educate those wanting to meet the Red Goddess.

The Seven Mothers is a proselytizing cult. Its members include both missionaries and converts. Anyone who wants the benefits of the Lunar sphere of influence must pay attention to this cult and its welfare.

This cult is mainly composed of minor and major temples. There are few shrines.

Shrines teach Madness.

Initiate Membership

Requirements: standard. Skills-any five chosen by the candidate.

Spirit Magic: Befuddle, Glamour

Rune Lord

Requirements: the candidate must have 90% skill in two of the following: Lance Attack, Scimitar Attack, Shield Parry, or Spear Attack. He must have 90% skill in three of the following: Climb, Conceal, Human Lore, Listen, Read/Write Pelorian, Sneak, Track, or World Lore. He must have 50% skill in Orate, Ride, and Scan. And finally, he must pass

Lunes

Lunes are lunar elements. They must form from intense moonglow and appear as pools of pulsating red light. Such a glow can only be produced on the surface of Glorantha by moonrocks from the surface of the red moon. Moonrocks are, obviously, difficult to obtain, and are available only to priests, and then at some cost.

The glow of moon rocks waxes and wanes with the Red Goddess herself. Lunes cannot be summoned outside of the Glowline on the Dark or Dying days of the lunar cycle. On the full moon and on the days of the Empty Half and Full Half moon, each 6 ENC of moon rocks produces an intense enough glow to form 1 cubic meter of lune. On the days of the crescent moon, it takes 12 ENC to produce a cubic meter.

They are much like Shades in their method of attack, except that they attack with madness rather than fear-shock. The lune matches its magic points against the target's POW. The lune must be touching and partially englobing the target to use this attack form. If the mad-

ness attack of the lune is successful, consult the Lune Madness table to determine the attack's effect.

A lune can only use madness on a given victim once every full turn. Unconscious beings are immune to madness.

Each round that a victim is completely englobed by a lune, he loses one magic point (which is not gained by the elemental). A lune can engulf 10 SIZ points of opponent per cubic meter of volume it possesses.

A lune can combine madness and the magic point drain in the same round.

Lunes have the same statistics as do shades. On the day of the Full Moon, however, their hit points and magic points are increased by half again (round fractions up). The madness attack takes place on the SR that the victim is touched. The magic point drain takes place on SR 10 of the round the lune engulfed its victim.

Sample Lunes

characteristics	average (on full moon)
STR 1D6	3-4
SIZ 1 cubic meter	
POW 1D6	3-4 (5-6)
HP 1D6	3-4 (5-6)
Move 6	6

characteristics	average (on full-moon)
STR 3D6	10-11
SIZ 3 cubic meters	
POW 3D6	10-11 (15-17)
H P 3 D 6	10-11 (15-17)
Move 6	6

characteristics	average (on full moon)
STR 10D6	35
SIZ 10 cubic meters	
POW 10D6	35 (53)
H P 10 D 6	35 (53)
Move 6	6

Lune Madness

success level	effect on target
Critical	Target loses 1D4 INT permanently. Roll again for precise result, which lasts 30 minus POW in days.
Special	Paranoia. Victim attacks nearest person as if Fanatic (see spirit spell Fanaticism) for 30 minus POW in minutes.
Success	Catatonia. Victim collapses for 30 minus POW in minutes and cannot be awakened.
Failure	No effect on normal INT creatures. Fixed-INT creatures confused (as per Befuddle) for 30 minus POW in minutes.
Fumble	No effect.

a test simulated by a roll of POW x3 or less on 1D100, +3 percentiles for every point of divine magic he knows.

Note: when checking for Divine Intervention, a Seven Mothers Rune Lord rolls 1D10 rather than 1D100. He must give up 90% of his time and income.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Lune, Madness, Mindblast, Reflection

Chief and High Priests

A priest who runs a minor temple is titled chief priest. Priests heading major or great temples are termed high priests. Immediate aides to the high priest of a great temple may also be called chief priests.

Common Divine Magic: all

Special Divine Magic: Chaos Gift, Command Lune, Madness, Mindblast, Resurrection, Regrow Limb, Truesword

Associate Cults

Red Goddess: priests of the Seven Mothers may become initiates of the Red goddess, following the usual procedure.

Special Seven Mothers Divine Spells

Reflection **1 point**

ranged, temporal, stackable, reusable

This spell operates as does the normal Reflection spell, described on page 35 of the *RuneQuest* Magic Book. However, it is affected by cyclic magic:

Dark/Dying Moons - spell is ineffective.

Crescent Moons - only reflects 1 point of spirit or sorcery magic per point or 1 point of devine magic per two points.

Half Moons - as per the normal Reflection spell.

Full Moons - reflects all spells weaker than the Reflection, not just those which fail to overcome the defender's magic points. Reflected spells have no effect on the defender.

Chaos Gift **2 points**

self temporal, nonstackable, reusable

For the duration of the spell, the priest gains a random chaos feature from the Chaotic Features chart on page 30 of the *RuneQuest* Glorantha Book. This spell is subject to cyclical effects:

Dark/Dying Moons - cannot be cast

Crescent Moons - feature lasts 2 minutes

Half Moons - feature lasts 15 minutes

Full Moons - feature works for 4 hours

Once this spell has been used, a person always is detected as chaos-tainted by appropriate detection magics, abilities, or spirits. If a successful Divine Intervention is used as this spell is cast, the priest can choose which chaotic feature he wishes to obtain.

Cyclical Divine Magic

The changes in the moon's phases affect the magical power of the Red Goddess upon the world. Spirit magic and sorcery are unaffected by the cycle, for they come from within men, not gods. All Lunar divine spells follow this cycle, unless specified otherwise.

day	effect
Dark/Dying Moon	only 1 point spells available, and no spells may be stacked.
Crescent Moon	up to 2 point spells available, but no more than two compatible spells may be stacked together.
Half Moon	all spells available and freely stackable.
Full Moon	all spells available and freely stackable. Temporal spells have double normal duration.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are thus beneficially affected.



The Storm Bull

BERSERKER GOD, CHAOS KILLER

The Storm Bull is the god of berserks. He is the Desert Wind, the raw power of righteous purifying rage. The primary purpose of the Storm Bull is to prevent the rise of the Devil, or any associated form of Chaos.

His temples are rarely larger than minor temples. However, thinly scattered across barbarian lands are special holy sites to the Bull. These holy sites each support a major or great temple.

Shrines teach Impede Chaos.

Initiate Membership

Requirements: standard. Skills-any Attack, any Attack or Parry, Scan, Search

Note: initiates gain the skill of Sense Chaos.

Spirit Magic: Detect Enemies, Dispel Magic, Fanaticism, Heal, Protection

Special Storm Bull Skill

Sense Chaos **Perception (05%)**

This special perception skill begins at 5% plus the skill category bonus. It is available only to Storm Bull initiates, and may only be increased by experience-not by training or research. It allows the user to sense the presence of chaos in animate or inanimate form, including visible spirits. The ability does not single out the source, as a Detect spell would, but rather gives the warrior a vague sense of unease and the knowledge that chaos is close at hand. The intensity of the feeling gives a rough estimate of the amount of chaos present. This skill is effective within a 15m radius.

Storm Khans

Requirements: Storm Khans are also priests. A candidate must have 90% in his main weapon, know Heal 4, and have 90% skill in four of the following: a second Attack, Ride, Scan, Search, Sense Chaos, Shield Parry, Track.

Note: Storm Khans must give 90% of their time and income to the cult, but since they rule the religion, they can generally use the money and assign the time as they see fit.

Common Divine Magic: all

Special Divine Magic: Bererker, Command Sylph, Face Chaos, Impede Chaos

Associate Cults

Chalana Arroy: provides Cure Chaos Wound.

Eiritha: provides skill of Understand Herd Beasts.

Ernalda: provides Earthpower.

Orlanth: provides Shield.

Valind: provides Cloud Call.

Waha: provides Command Spirit of Law.

Zorak Zoran: provides Fear.

Special Storm Bull Divine Spells

Face Chaos 1 point

ranged, temporal, nonstackable, reusable

This spell cannot be resisted and can be cast only on non-chaotic targets. When cast upon a single fighter, that person stands his ground and fights any chaotic foe he faces, even if ordinarily he would have run. In general, this spell is used on outsiders since Storm Bull cultists stand against chaos regardless of fear.

This spell does not render its target immune to the effects of such spells as Demoralize or Panic, though he still will not flee. A Demoralized fighter continues fighting, though at half attack chances; a Panicked fighter cannot fight at all, but does not flee; etc.

Impede Chaos 1 point

ranged, temporal, nonstackable, reusable

The target of this spell becomes difficult for chaos creatures to hit. Subtract 30 percentiles from the attack skill of any chaos creature attacking this spell's recipient. Impede Chaos is ineffectual against non-chaos opponents.



Subere

GODDESS OF THE DARK DEEP WITHIN

Subere is the goddess of Hell Darkness, the darkness which has never been pierced by light. When folk delve into the blackest secrets and the ultimate truths of darkness, Subere, the "Darkness without Shadow," awaits them. Because of her importance, she will always be worshiped. Because of her frightfulness, she will never be popular.

Subere's cult is small and her temples are rarely larger than shrines.

Shrines teach Attack Soul.

Initiate Membership

Requirements: must either be a creature of darkness (such as a troll) or be an initiate of a darkness cult. The candidate must also succeed in a skill roll in both Ceremony and Summon and provide his priest with a 200 penny fee.

Spirit Magic: none

Priesthood

Requirements: must be 100% in both Ceremony and Summon.

Note: Subere's priests need donate only 50% of their income and time to the cult.

Common Divine Magic: Binding Enchantment, Summon [Species], Worship Subere

Special Divine Spells: Absorption, Attack Soul, Command [chonchons, ghosts, ghouls, hags, shades, hellions, lamias, all types of spirits, and wraiths]

Associated Cults

Kyger Litor: provides Darksee.

Special Subere Divine Spell

Attack Soul 1 point

ranged temporal, nonstackable, reusable

This spell enables the caster to attack a single chosen target in a form of spirit combat without being disincorporate. If the caster overcomes the target's magic points, the target loses 1D3 magic points. Just as in spirit combat, the target can resist and attack back, reducing the caster's magic points. Unless one of the participants is dicorporate or capable of dicorporating, neither can possess the other's body.

The target may not resist this spell's effect on him, though Countermagic or similar magic might block it. Spells such as Spirit Block or Spirit Screen work normally to protect their users. Unlike spirit combat, the caster can break off or resume this attack at any time during the spell's duration.



Thed

CHAOS SOURCE OF THE BROOS

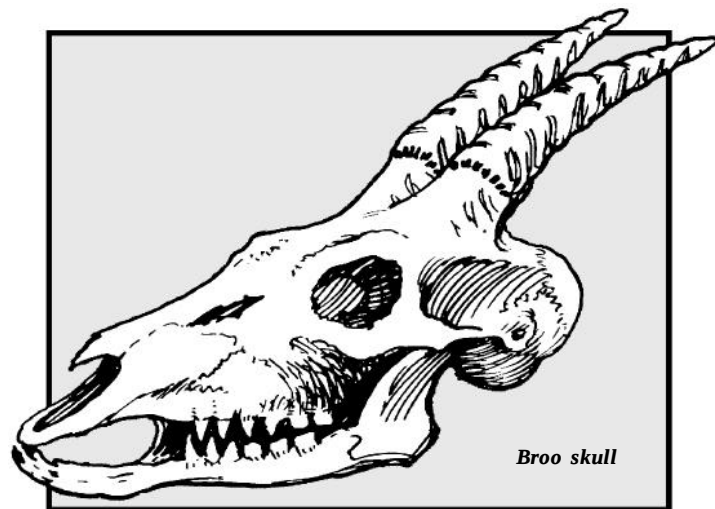
Thed is the goddess of rape. She is one of the Unholy Trio, the first conspiracy that created chaos, and is also the ancestress of the broos.

Her temples depend upon the size of the broo gang worshipping in that place, usually only shrines. Larger temples form when several gangs combine.

Shrines teach Reverse Chaos.

Initiate Membership

Requirements: must be a broo and sacrifice a point of POW to the cult. A non-broo can attend cult



Broo skull

ceremonies, but before initiation can take place he must become a broo, usually through the Chaos Feature ritual of Primal Chaos.

Spirit Magic: all spells are available through cult shamans.

Acolyte Membership

Requirements: must have 90% in any Stealth skill, Conceal, or Tracking, plus 90% in any fighting skill.

Special Thed Divine Spells

Chaos Spawn

2 points

ritual Summon spell, nonstackable, one--use

This spell summons a wailing, moaning void which appears in mid-air. Anything entering this void is irrevocably lost. The void is a popular way to sacrifice to Thed. After 1D4 minutes, the void vanishes, disgorging a chaos creature.

The chaos priest can choose what creature appears within certain limits, determined by the sacrifice made.

If no sacrifice is made, the arrival is always a gorp. If a fixed-INT creature is sacrificed, the summoned monster can be any fixed-INT chaos creature. If an intelligent creature is sacrificed, the summoned monster can be any chaos creature. If a spirit is sacrificed (most easily done by hurling a binding enchantment into the void), a chaos spirit, such as a ghoul spirit or spirit of disease, may be summoned.

Neither the POW nor SIZ of the arrival may be greater than the POW or SIZ respectively of the sacrifice, unless no sacrifice is made, when a random gorp appears.

Rebirth of Chaos

5 points

ritual Ceremony spell, nonstackable, one-use

This spell may only be learned by shamans of Thed. It gives the target a chaos feature, randomly chosen from the Chaotic Features table on page 30 of the *RuneQuest* Glorantha Book.

There is a danger in this. The recipient has a percentage chance of dying equal to 5% plus 5% more per chaotic feature he already has. A broo already with two chaos features stands a 15% chance of death if the spell is cast upon him.

Reverse Chaos

2 points

ranged, temporal, nonstackable, reusable

This spell is aimed against a single victim, whose magic points must be overcome by the caster's. If the victim fails to resist, he must roll on the Curse of Thed table (found in the Primal Chaos cult) and apply the effects to himself. If a successful Divine Intervention is stacked with this spell, the shaman can choose what effect he wishes to inflict upon the victim. This spell does not taint its target permanently with chaos.

Acceptance is automatic if these requirements are fulfilled and the initiate desires it.

Shamanhood

Requirements: any broo shaman who is also an initiate of Thed qualifies for cult shamanhood.

Notes: shamans of Thed are also priests.

Common Divine Magic: Divination, Mind Link, Sanctify, Spirit Block, Worship Thed

Special Divine Magic: Chaos Spawn, Rebirth of Chaos, Reverse Chaos

Associate Cults

Malia: provides Cause Soul Waste.

Primal Chaos: provides Chaos Features.

VARIES

Thief Gods

PARASITES OF CIVILIZATION

Thieves and other self-seeking scum plague all civilized communities. Many accepted gods have thieving abilities. Orlanth thieves follow the tradition of their god as adventurer and often try especially daring malfeasances. Tricksters know their god made the first theft, and they are often thieves. Many thieves worship no gods at all, depending on their own skill to evade capture. Yet many locales have their own persistent and illegal thief gods with strange and exotic names. Though there are many

Sample Thief Cults

Black Fang Brotherhood

The Black Fang Brotherhood is an organization of robbers and assassins located in the ruined city of Pavis. The Brotherhood's priests are also shamans. Initiates are taught to brew poison and must be-skilled with dagger or blow-gun. The Brotherhood teaches the special divine spell Shattering.

The Lamsabi

Lamsabi is not the name of a god, but rather the name of an extended network of burglars and thieves which extends throughout the eastern coastal cities of Pamaltela, especially around the Maslo sea. The name of the god of the Lamsabi is unknown to all but cult initiates. Lamsabi is especially notable because its members never kill a person in the commission of their crimes. Secrecy is the watchword of the network. They kill their own members, but never outsiders, to ensure safety. The Lamsabi teach the special divine spell Seal Tongue.

Selarn

Selarn is the god of the thieves of Afadjann, a major Fonritian state. These thieves have an ancient tradition which predates the Dawning. They have survived the harsh government and secret police of their state for centuries. They teach the special divine spell Divination Block.

Special Thief God Divine Spells

Divination Block (Selarn)

3 points

ritual Enchant spell, stackable, reusable

This spell enchants a single definable material object. POW must be stacked with the spell. Each point of POW used keeps the history of that object from being revealed by Divination or any knowledge spells (such as those wielded by Lhankor Mhy's sages) for a specified period of time in the object's history up to 24 hours in length. The existence of the Divination Block itself can be determined, however. Each additional point of POW used increases the blanked-out period of time by 24 hours.

The Divination Block can be performed for a future specified period of time. During the time the Block is in effect, no Detect, Find, or other sensory spells can detect the object.

As with all enchantments, Divination Block cannot be Dispelled, Neutralized, or Dismissed. Unlike most enchantments, even if the object is broken, the Divination Block remains in effect.

Seal Tongue (The Lamsabi)

4 points

ritual Enchant spell, nonstackable, reusable

This four-hour long ritual must be performed over a willing recipient, who must sacrifice 2 points of his own POW in the process. It allows him to automatically use his magic points to resist anyone attempting to interrogate him with a truth-detecting or truth-enforcing spell of any nature. If he successfully resists, the spell has no effect on him. If he fails to resist, he dies.

The use of this spell is notorious among the officials of the coast cities, who have nearly given up using truth spells on captured Lamsabi. This ritual is a prerequisite for advancement in the society, and all Lamsabi knowing important secrets have received it.

Shattering (Black Fang)

1 point

ranged, instant, nonstackable, reusable

The caster must overcome the target's magic points for this spell to take effect. It does 2D6 points of damage to a random hit location of the target. Armor protects against this damage normally.

thief gods, perhaps all are disguises of one god, the King of Thieves.

No thief god is widespread, and no thief god has a large cult. Shrines are usually the largest temple available.

Shrines teach a divine spell particular to the god.

Initiate Membership

Requirements: must be recommended by a fellow thief who is already an initiate. Other tests are standard, except that Ceremony is replaced by Sleight in the skill test. Skills-Climb, Devise, Hide, Sleight, Sneak.

Spirit Magic: usually none available, though members are encouraged to learn useful spells from sorcerers or other cults.

Priesthood

Requirements: standard. Each priest rules his own ring, and each new priest forms his own band of thieves. Internecine conflict is common.

Common Divine Magic: Worship [Thief God]

work in unofficial harmony, for a worshiper can get rune spells from any shrine. However, the wide distance between shrines permits only well-traveled tricksters to carry a wide array of spells.

Spells taught vary greatly from shrine to shrine.

Initiate Membership

Requirements: the initiate must be willing to become an outlaw, plus pass any other test desired by the local trickster priest, who is always eccentric and sometimes cruel. He may make the candidate search through a huge steaming dunghope for one tiny pearl, or steal a stick from a wyvern's nest.

Note: tricksters are, by definition, outside the law. The law does not punish their crimes, but there are no legal sanctions against those harming tricksters in any way, either.

All tricksters are also acolytes, with access to reusable divine magic. A local trickster takes care of the shrine's upkeep. In turn he gains the title of 'priest' and a yearly point of POW, if he leads worship ceremonies.

Special Divine Magic: each shrine is different

VARIES

The Trickster

JESTER AND SCAPEGOAT

Trickster goes by many names and many shapes. He is a liar, a shapeshifter, a joker, a murderer, an innocent victim, a ravenous glutton, usually insatiably selfish but occasionally touchingly generous. He is a paradox and a mystery, too shallow to be real. Tricksters are ill-mannered, gluttonous, and selfish in every way. They are vagabonds, drunkards, madmen, outcasts, and thieves.

Each Trickster cult is separate from all others, each with its own divine spell. His temples are usually only shrines. Paradoxically, these many shrines

Special Trickster Spirit Spell

Hotfoot (Imp aspect)

1 point

ranged, instant

Note: shrines to the Imp provide a Spellteaching divine spell which teaches only the spirit magic of Hotfoot to its users.

If the target's magic points are overcome, he receives a burning pain in one foot (chosen by the caster), and cannot stand on that foot for the rest of the melee round. If the target succeeds in a DEX x5 roll, he can hop around on his other foot until the heat dies down. Otherwise, he falls down.

Trickster Aspects

Each aspect of the Trickster has at least one type of shrine dedicated to him. Often, no specific name is given to a particular shrine, or a shrine is known simply as something like Trickster Laughing or Trickster's Toenails.

Such ‘generic’ shrines variously provide Reflection and, individually, all the divine Illusion spells of *RuneQuest*, though a worshiper may have to travel a great distance to obtain them all.

Many shrines teach combined, but limited, versions of the various Illusion spells to create a specific illusion. Some are: Create Wine (1 pt), Gold Into Hay (1 pt), Create Feast (4 pts), Change a Cow’s Color (1 pt), and Make Fine Clothes (2 pts).

Other Trickster Types

Many other forms of the Trickster can each be found at their own shrines. Some important Trickster-type gods combine one or more of the aspects implied below.

Special Trickster Divine Spells

Become [Other Shape] (Shapechanger aspect) 3 points

self, temporal, nonstackable, reusable

This spell comes in many forms. It turns the user’s shape into that specified by the spell. The user retains all his old characteristics and skills, except for SIZ, which he chooses. His new SIZ cannot be larger than usual, but it can be smaller. He gains all the abilities (or lack of same) of the new shape. Each shrine has only one type of shape the trickster can turn into. The shapes vary tremendously. The spell often turns the user into an animal, but some spells turn him into a type of tree, a rock, or even (in Naskorion, a city of Ralios) a dirty shirt or (in Pent) a pile of dung.

Charisma (Seducer aspect) 1 point

ranged, temporal, nonstackable, reusable

This spell doubles the basic APP of the target. No matter how high APP goes, the target remains recognizable.

Conceal (Thief aspect) 3 points

ranged, temporal, nonstackable, reusable

This spell makes the user invisible by attracting the enemies’ attention to a spot other than where the character is. He remains unnoticed unless he wishes to draw attention to himself, or he is detected by magic. If he makes a noise, an enemy could try to strike him by ear, subtracting 50% from chances of success.

If the character protected by the spell attacks with missile, weapon, or magic, 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 the character disengages from melee, he disappears again at the end of the round of disengagement.

Crack (Destroyer aspect) 2 points

ranged, instant, nonstackable, reusable

This spell must be cast at a non-living, non-magical object, including a piece of armor or a weapon. The targeted object immediately breaks into pieces. A Repair spell can fix the broken object.

Group Laughter (Jester aspect) 1 point

10m radius around caster, temporal, stackable, reusable

This spell ensures that everyone within the radius sees the point of every joke told, and is even capable of enjoying practical jokes played on themselves. Even old jokes that everyone knows seem funny when told to those affected by this spell. Additional points of this spell increase the radius of effect by 10m.

This spell’s effects cannot be resisted. The caster can boost it with magic points to help penetrate Countermagic or similar defensive spells.

Hide Fire (Firebringer aspect) 2 points

ranged, temporal, nonstackable, reusable

This spell is cast upon a container of any type or size, including a man’s hand, a burlap sack, or a pail. It permits the container to hold an appropriately-sized fire without burning or putting the fire out. Thus, a man could pick a candle flame off its wick and hold in his palm for the duration of the fire. He could also close his fist and hide the flame-when he opens his fist, the fire is still there.

Lie (Rogue aspect) 2 points

self, instant, nonstackable, reusable

This spell is undetectably cast at the same time that the trickster tells a lie. Anyone hearing the lie automatically believes it to be true, no matter how outrageous. They continue to believe it until they have incontrovertible evidence of its falsehood, or for at least one melee round in any case. For instance, if a trickster used this spell to tell his friends that the Sun wasn’t going to rise tomorrow, it would elicit a great deal of panic until next morning or until a Yelm priest performed Divination and asked his deity what had happened.

Those who hear the lie second-hand are not forced to believe it, and can talk the original hearers out of their misled faith.

Panic (Fright aspect) 2 points

ranged, temporal, nonstackable, reusable

If the user overcomes the target’s magic points with his own, the target is seized with an overpowering terror. He cannot cast any spells or attack in melee, though he can parry or dodge normally. Usually, he runs away.

Remove [Body Part] (Dismembered aspect) 2 points

self, temporal, nonstackable, reusable

This spell allows the user to pull off the specified limb or organ without damage or pain. The detached limb can be moved by the user, and he receives normal sensory input from it. If he had Remove Hand, he could take off his hand and send it crawling away. Even if the user cannot see his limb, he can still control it and feel what it feels, though he may not be able to tell where or how far away it is.

If the separated limb is damaged, all normal rules ensue as if it were not detached-the owner can become incapacitated, take general hit points damage, or even be poisoned. The user cannot grow a new equivalent part with a Regrow Limb or Regenerate spell, until the old part is destroyed.

The user can return the detached part if he brings it back within the spell’s duration. If the spell ends before it is restored, it must remain separated until he casts the spell again.

Hallucinate (Truant aspect) 1 point

self only, temporal, stackable, reusable

Each point of this spell acts as 12 points-worth of any divine Illusion or combination of Illusions including Motion, Odor, Sight, Sound, Substance, or Taste. The hallucination is perceived only by the spell’s user (and those in mindlink with him) and is completely undetectable to anyone else. A Second Sight spell shows that the magic affects only the caster.

Strike (Murderer aspect) 1 point

touch, temporal until used, nonstackable, reusable

This spell is cast upon a weapon. The next blow by that weapon ignores all armor except parry armor.

Swallow (Glutton aspect) 1 point

self, instant, stackable, reusable

Each point of this spell allows the user to swallow an entire SIZ point of any substance. Thus, a 4 point spell would let the user swallow an average dog whole. The caster remains unharmed even if he swallows actively dangerous substances such as fire, acid, or poison. Any living being swallowed by the caster dies.



Triolina

MOTHER OF LIFE

Triolina is the Mother of Sea Life, and all sea creatures owe their existence directly to her. She is worshipped by mermen and other intelligent sea creatures.

Triolina's cult has all sizes of temples available in the ocean deeps.

Shrines teach Command Undine.

Initiate Membership

Requirements: must be an intelligent sea-dweller. If neither of the candidate's parents were initiates of Triolina, he must succeed in a POW x3 roll to be accepted as well as donate 100 pennies worth of goods. All initiates must sacrifice a point of POW to Triolina.

Spirit Magic: Coordination, Detect Magic, Dispel Magic, Endurance, Heal, Light, Mindspeech, Mobility, Protection, Second Sight, Shimmer

Acolyte Membership

Requirements: as per priests.

Special Triolina Divine Spells

Meld Form

1 point

ritual enchant spell, reusable

This ritual must be undergone to make the spell of Proteus effectual. A living creature of the type desired by the supplicant must be provided. The ritual takes six hours to complete. When the ritual ends, the creature vanishes completely, and the supplicant gains the ability to turn into that creature by use of the Proteus spell. Thus, the ritual requires the sacrifice of a living creature. The creature's soul is not destroyed, and goes to whatever afterlife it deserves when its body vanishes.

Any living thing can be used for this ritual, except for creatures lacking POW or permanent SIZ. Thus, a vampire, chonchon, nymph, or ghost could not be used for the Meld Form ritual.

Proteus

1 point

self only, temporal, stackable, reusable

This spell allows the caster to change his shape into that of one creature with which he has undergone the Meld Form ritual. Each point of the spell allows transformation into another such creature. The user's INT and POW do not change, but all other characteristics become identical to those of the creature used in the Meld Form ritual. The user can also use special innate powers of the creature he has become.

For the duration of the spell, the user can transform back and forth between his usual shape and the chosen creature's. Each transformation takes one melee round, during which the caster can do nothing else. If the caster uses more than one point, he can alternate between his available shapes.

Example: Bremildalker has 3 points of Proteus and can turn into a sardine, an octopus, and a sea serpent. If he uses all three points, he can switch back and forth between his own shape, the sardine's the octopus's, and the sea serpent's. Thus, he could become a sardine, then an octopus, then himself, then the sea serpent, then the octopus again, if he wished, for the spell's duration.

Priesthood

Requirements: standard. Skills-Animal Lore, First Aid, Plant Lore, World Lore

Common Divine Magic: all

Special Divine Magic: Command Undine, Heal Body, Meld Form, Proteus, Restore Health [DEX]

Associated Gods

Magasta: provides Breathe Air/Water.



Tsankth

GOD OF RAPACITY & PIRACY

Tsankth is the god of the pirates of Vormain. He incarnates the rapacity of mankind, the deadly speed of the barracuda, and the crushing grip of the great squid. Vormain has a very insular culture, and this is the only god of Vormain regularly contacted by the outside world.

He has all sizes of temples on Vormain. Outside that home island, only shrines are available.

Shrines teach Call Barracuda.

Initiate Membership

Requirements: standard. Skills-Boating, Cere-

Special Tsankth Divine Spells

Bind Ship

1 point

range 1 km, temporal, stackable, reusable

This spell must be cast upon a ship. Each point of the spell either increases the spell's range by an additional km or generates 1D10 points which are matched versus the target's structure points in a resistance roll. If the ship is overcome, it slows at the rate of 1 knot per minute until it is completely stopped. When the spell expires, the ship may begin moving normally, though it must accelerate from a stop.

If the ship has sails, they are strained by this deceleration. The chance of breaking or damaging the ship's rigging is equal to the Wind STR or less on 1D100, rolled when the ship comes to a complete halt.

Call Barracuda

1 point

ranged, instant, stackable, reusable

This spell causes the nearest barracuda within range to cease whatever it is doing and race to the spell caster. Each additional point can either call an additional barracuda or increase the spell's range by 100m.

Living Blade

3 points

ranged, temporal, stackable, reusable

When the target is under the influence of this spell, he moves with lightning speed and has 3 combat options each round instead of merely 2. He may still Dodge only once in a round, and cannot parry or attack twice with a single weapon.

Water Skating

2 points

ranged, temporal, nonstackable, reusable

This spell allows the target to skim atop water as if it were a solid surface. He moves at normal walking speed.

mony, Swim, Weapon Attack, Weapon Parry

Note: the pirates of Tsankth are forbidden to learn more than one point of the Heal spell.

Spirit Magic: Bladesharp, Coordination, Disrupt, Endurance, Heal

Acolytes

Requirements: as per priests,

Priesthood

Requirements: standard.

Common Divine Magic: Armoring Enchantment, Binding Enchantment, Command Cult Spirit, Extension, Magic Point Matrix Enchantment, Spell Matrix Enchantment, Spellteaching, Strengthening Enchantment, Worship Tsankth

Special Divine Magic: Bind Ship, Call Barracuda, Command Barracuda, Float, Living Blade, Water Skating



Ty Kora Tek

GODDESS OF THE DEAD

Ty Kora Tek is the Goddess of the Underworld. She rules the dead and is worshiped by those who prepare the dead for burial and who prepare the sick and dying for death.

Ty Kora Tek's cult is small, but she has at least a shrine in most great earth temples.

Shrines teach Bless Grave.

Initiate Membership

Requirements: must be a woman past the age of child-bearing (50+ years old) and have a 90% skill in Prepare Corpse. Must also sacrifice 1 point of POW to Ty Kora Tek.

Spirit Magic: Detect Magic, Dispel Magic, Extinguish, Second Sight

Special Ty Kora Tek Skill

Prepare Corpse **Knowledge (10%)**

This Craft allows the user to properly lay out a-corpse and prepare it for the final rites. It also allows the user to know what rituals or spells are traditionally performed over the corpse.

Acolytes

Requirements: as per priests.

Priestesshood

Requirements: standard, except that the skill requirements are to have 90% each in Ceremony and Read/Write Own Language.

Common Divine Magic: all

Special Divine Magic: Bless Grave, Command Ghost, Summon Dead

Associated Gods

Asrelia: provides Hide Wealth.

Babeester Gor: provides Great Parry.

Ernalda: provides Command Gnome.

Maran Gor: provides Blast Earth.

Voria: provides Invigorate.

Special Ty Kora Tek Divine Spells

Bless Grave **1 point**

ritual Summons spell

This ritual summons an invisible aspect of Ty Kora Tek to escort to Paradise the soul of a dead believer; a successful ritual ensures that the soul will not return as a bad ghost.

Summon Dead **2 points**

ritual Summon Spell

This ritual must be performed over the corpse, grave or other remains of the individual being summoned. The name of the individual must also be known. If the person being contacted presently resides within Ty Kora Tek's vast Caverns of the Dead, his ghost rises from the earth at the end of the summoning, which acts in all other ways as a normal Summon spell.



Uleria

GODDESS OF LOVE

Love is the invisible Life Force energy which can fill and permeate anything physical, spiritual, or magical. Uleria is worshiped by anyone wanting her blessings.

Uleria's temples are mostly shrines. A few minor temples exist in large cities. A shrine might teach any one of the three cult special spells.

Initiate Membership

Requirements: must not be chaotic and must sacrifice one point of POW to Uleria.

Spirit Magic: none

Special Uleria Skill

Courtesan **Communication (100%)**

Courtesans are skilled and professional craftspersons whose tools and media are human bodies. The techniques of love are multiple, but all are contained under this *RuneQuest* Communication Skill. It includes the fine points of verbal enticement, coercive seduction, titillating entertainment, tasteful foreplay, subtle manipulation, erotic carnality, exuberant climax, and satisfying after-play. Increased competency in the skill indicates increased finesse.

Special Uleria Divine Spells

Community

2 points

ranged, temporal, nonstackable, reusable

This spell guarantees rapid and easy communication of ideas, and facilitates the sharing of new or troubled thoughts. It does not aid in spell teaching, and doesn't help in mind reading or other mind-affecting effects.

The spell affects every individual within range who belongs to one of the same communities as the caster. All attempts at communication skill rolls are automatically effective when made to other individuals under the effect of the spell. Only skills in which the user is at 0% fail.

A "community" is defined as any social group or class with common interests. People living in the same small village, worshipping at the same shrine, or belonging to the same extended family could all qualify as a community. Larger communities are less personal, so any group with a thousand or more members does not qualify under this definition.

Erotocomatose Lucidity

2 points

touch, special duration, nonstackable, reusable

The intended recipient may not resist this spell's effects. Both the recipient and caster experience, and remember to his and her best ability, the ecstatic Oneness experienced during the moment of sexual climax. The experience lasts a number of minutes equal to the magic points expended.

Acolyte Membership

Requirements: must succeed in a roll of APPx5 or less on 1D100.

Note: Acolytes may learn the cult Courtesan skill.

Priestesshood

Requirements: must succeed in a roll of APP x 1 or less on 1D100, have an Orate of 90%, and have a Courtesan skill of 90%.

Note: when checking for Divine Intervention, a priestess of Uleria rolls 1D10, rather than 1D100.

Common Divine Magic: Worship Uleria

Special Divine Magic: Community, Erotocomatose Lucidity, Reproduce

Special Valind Divine Spells

Increase Wind

1 point

100m radius around caster, temporal, stackable, reusable

This spell increases the average wind STR for the duration of the spell. Its effects vary depending upon the season in which it is cast: if cast in winter the wind STR increases by 2D6 per point, if cast in summer the velocity only increases by 1 STR per point, and if cast in other seasons the velocity increases by 1D6 per point.

Each additional point can add either another increment to the wind's STR, or 100 m. to the radius of effect. This spell has no effect upon temperature or wind direction.

Snow

1 point

100m radius around caster, temporal, stackable, reusable

This spell must be cast when precipitation is present. If it is raining, the spell changes all the rain to snow, sleet, or hail (at the gamemaster's option) within the spell's radius of effect. If it is already snowing, the spell doubles the amount of snow falling.

Each additional point of this spell increases the radius of affect by 100m.

After the spell expires, both participants' Fatigue is reduced by 10 points per magic point expended.

Reproduce

2 points

touch, instant, nonstackable, reusable

This spell is cast upon a single living thing of any sort, and permits it to recreate itself through the natural processes of the Life Force. The being's next attempt at procreation succeeds to the greatest degree possible. If a corn shoot were blessed, the full-grown plant would be heavily laden with ears, and all kernels in each ear would be large, fertile, and capable of growing a new plant. A human would give birth to a healthy baby, possibly even twins or triplets. However, if reproduction is normally impossible, this spell does not render it possible.



Valind

LORD OF WINTER

Valind is God of Winter and god of the frozen northern wastes. He is worshiped mainly to propitiate his wrath, but some inhabitants of the north or the mountains worship him to invoke his might against their enemies.

His cult has mostly minor temples with rare larger temples.

Shrines teach Snow.

Initiate Membership

Requirements: standard, plus must live in a land subject to winter. Skills-Climb, Scan, Weapon Attack, World Lore

Spirit Magic: Bladesharp, Dispel Magic, Disrupt, Extinguish, Mobility, Second Sight, Shimmer, Speedart, Strength

Priesthood

Requirements: must undergo a special ritual in which he submits himself to Valind's fury. Chances of success are equal to the character's hit points or less on 1D100. Each 2 points the D100 roll is failed by delivers 1 point of general hit point damage to the candidate.

Common Divine Magic: all

Special Voria Divine Spells

Flowers

1 point

touch, temporal, nonstackable, reusable

This spell allows the user to create flowers. When she touches any surface and expends a magic point, a pretty flower or spray of leaves unfurls on the spot touched. If the site is suitable for a small plant's continued growth, it takes root and sprouts. If the site is not suitable (such as behind someone's ear or on a tile floor) only the flower or leaves and a bit of stem appears, unconnected to the surface. She can continue thus creating flowers as she walks along until she runs out of magic points or the spell's duration expires.

Special Divine Magic: Cloud Call, Command Sylph, Increase Wind, Snow

Associate Cults

Orlanth: provides Flight.

Storm Bull: provides Face Chaos.



Voria

SPRING VIRGIN

Voria is the Spring Virgin, goddess of new beginnings, youth, and innocence. She is mostly worshiped by children.

She has a shrine at every great earth temple. Unlike most cults, her shrines provide all cult divine magic.

Initiate Membership

Requirements: none. Anyone old enough to speak that has never belonged to any other cult or entered adolescence may join. No POW sacrifice is required. When another cult is joined, this cult must be left behind.

Note: initiates of Voria may not sacrifice for divine magic. Initiates receive neither POW gains or divine intervention.

Spirit Magic: none

Priestesshood

Requirements: must be an adult female virgin who has never belonged to any other cult.

Note: a priestess may abandon her cult voluntarily at any time, when her Voria rune spells become one-use.

Common Divine Magic: Worship Voria

Special Divine Magic: Flowers, Invigorate, Speak With Small Animals

Associate Cults

Voria is associated with Asrelia, Babeester Gor, Ernalda, Maran Gor, and Ty Kora Tek. She receives no Rune spells from her associates, but her cult is protected and nurtured by them.

Invigorate

1 point

touch, instant, nonstackable, reusable

This spell restores the fatigue point level of the target, up to the maximum of his STR + CON minus his ENC. The target's previous fatigue points may have been negative or positive.

Speak With Small Animals

2 points

touch, temporal, nonstackable, reusable

This spell allows the person on whom it is cast to talk with any small harmless animal for the duration of the spell. The creature cannot answer back, but understands what is being said. The spell does not instill any intelligence to the creature, so it can comprehend only with its natural awareness.



Wachaza

WAR LORD OF THE OCEAN

Wachaza is the sea god of death and war. He is the war god for the majority of Gloranthan mermen and for a few sea-going cultures of humans as well.

Minor temples to Wachaza are found everywhere that merfolk must fight, and major temples are found where war is a way of life. His temples are smaller among humankind-shrines are his largest land temples.

Shrines teach Drown.

Initiate Membership

Requirements: standard. Skills-Dodge, Net Attack, Scan, Weapon Attack

Spirit Magic: Bladesharp, Coordination, Demoralize, Disrupt, Mobility, Second Sight, Slow, Strength

Acolyte

Requirements: as per war masters.

War Masters (priesthood)

Requirements: must have a 90% skill in Net Attack, Weapon Attack, and 50% skill in Ceremony. Must pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all

Special Divine Magic: Command Undine, Drown, Fear, Seastrength, The Fang of Wachaza

Associated Gods

Magasta: provides Breathe Air/Water

Special Wachaza Divine Spells

Drown

1 point

ranged, instant, nonstackable, reusable

This spell is only effective on airbreathing targets. The target's lungs fill with water, doing 1D8 points of damage to his chest if his magic points are overcome. The Breathe Water spell renders the user immune to Drown, but does not heal damage already taken.

Fang of Wachaza

5 points

ranged, temporal, nonstackable, reusable

This spell must be cast upon a spear, javelin, dart, or trident. The weapon's point(s) take on the appearance of old ivory while under the influence of this spell. Anyone struck by the weapon must resist with his CON vs. the actual damage taken through armor. If he fails to resist, he dies. If he successfully resists, he simply takes the damage rolled.

Seastrength

2 points

ranged, temporal, nonstackable, reusable

This spell doubles the target's base STR, with no restrictions on maximum limit. The target must be in contact with seawater when the spell is cast.



Waha the Butcher

KHAN OF THE PRAXIAN GODS

Waha is the god of the animal nomads of Prax and the Wastelands. His cult provides the basic life style and survival needs for these folk. It carefully explains what each man must do to survive, and determines the social order within the tribe.

The size of his temples varies with the size of the clan. Large clans have major or great temples, smaller clans have only shrines or minor temples.

Shrines teach Command Spirit of Law.

Initiate Membership

Requirements: must be a male tribal member, have 50% skill in Ride and a tribal weapon, and know one spell. A point of POW is sacrificed to Waha. Outsiders must join the tribe before they may join Waha's cult.

Note: initiates may not learn more than one point of the Heal Spell.

Spirit Magic: Countermagic, Detect Spirit, Heal, Peaceful Cut, Protection, Slow, Vigor

Shaman Membership

Requirements: any Waha initiate who becomes a shaman qualifies for this status.

Note: a Waha shaman can learn divine magic re-usably as if he were a priest. He must give up 90% of his time and income to the cult.

Common Divine Magic: Extension, Spellteaching, Worship Waha

Special Divine Magic: Command Gnome, Command Spirit of Law, Fix Intelligence, Release Intelligence, Shield

Khan Membership

Requirements: all potential khans must be of noble blood. This blood may be thin, coming from a long-dead ancestor, but it must be present. Tribal orators always know if a candidate is faking his genealogy. A potential khan must also have 90% Ride and 90% tribal Weapon Attack. He must have 90% in Butchery and know Peaceful Cut. He must have 50% in Orate and Track.

Note: The Khans of Waha are known as Impalakhan, Bison-khan, and so on, depending on their herd. Khans are also priests.

Common Divine Magic: Extension, Spellteaching, Worship Waha

Special Divine Magic: Call Founder, Command Gnome, Command Spirit of Law, Fix Intelligence, Release Intelligence, Shield

Waha gave men that greater consciousness which allowed them to become more than the herd animals. He orders that men treat their animals as sacred beings. The herds are the life-blood of the tribes.

Special Waha Spirit Spell

Peaceful Cut

1 point

ritual Ceremony

This is the special ritual which herders perform to ensure that the soul of the slain beast returns to its mother, to be reborn properly. It includes a short prayer and ritual of thanksgiving.

This spell must be performed in conjunction with the Craft skill of Butchery. The user makes a single skill roll, attempting to roll under both his Ceremony skill and his Craft/butchery skill.

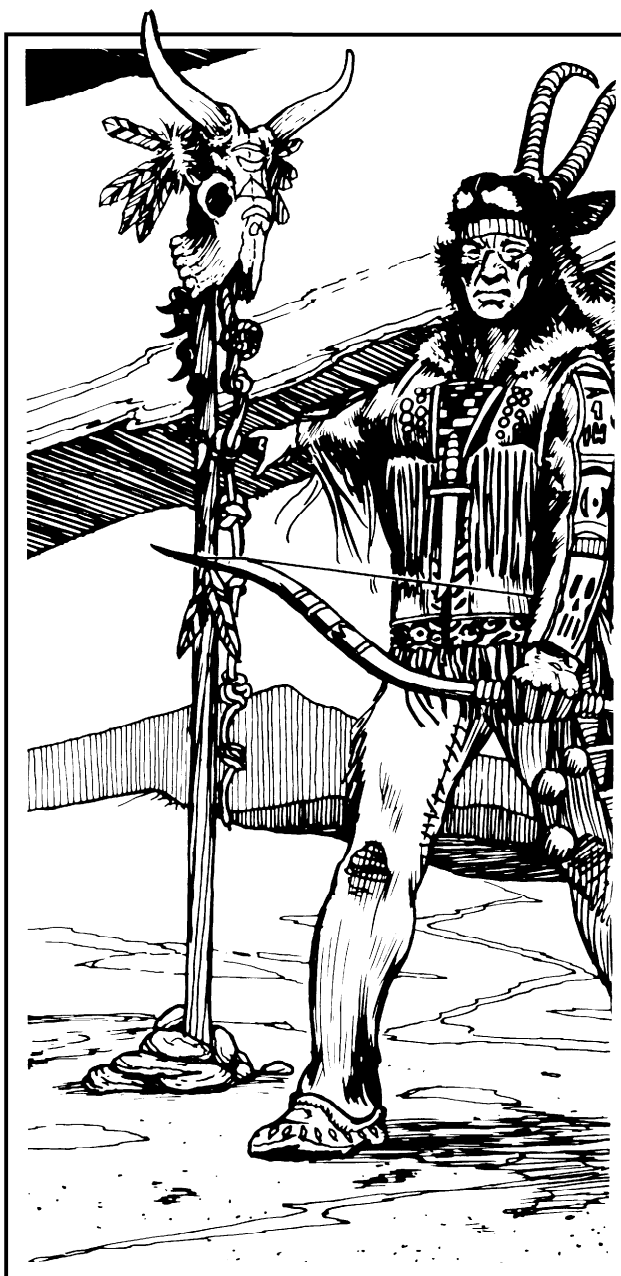
Special Waha Divine Spells

Call Founder

6 points

ritual Summon spell, nonstackable, one-use

This spell may only be cast by the legitimate khan of an entire tribe. It takes all day to prepare. The being so summoned is of awesome power, far beyond the normal scope of play, appearing as a human with the appropriate herd animal's head, with a STR and SIZ equal to ten times that of the summoning khan. The being's POW varies between 40 and 110, depending on the tribe. It is called only for tribal emergencies.



Fix Intelligence

2 points

Touch, instant, nonstackable, one-use

This spell only affects complete creatures. If the target's magic points are overcome, his INT is transformed into fixed INT. The actual quantity of INT does not change-only its quality alters.

The victim is now ruled by instinct, rather than reason. He remembers his former life, and knows his friends and enemies. Essentially, he becomes a very cunning animal in human form.

He becomes totally incapable of using any knowledge or communication skills, or of using any magic (except that he can use magic items which automatically function). He still has full use of his weapons, agility, manipulation, perception, and stealth skills, and can increase in them through experience or training, though not research. He cannot speak, but can use gestures to indicate his wants and desires.

If this spell takes effect on a shaman, the shaman's fetch takes over the body, dominantly possessing the shaman and replacing his INT and POW with its own. However, the new person no longer has normal shaman powers, including the ability to disincorporate or see via Second Sight. The fetch can maintain spirits already bound to it. All spells held in the

shaman's mind remain accessible to the fetch. An additional casting of Fix Intelligence on such a shaman has no effect.

If this spell is cast on a member of a divine cult, that member retains his ability to call for Divine Intervention, but cannot use any other magic.

All familiars of a sorcerer affected by this spell are freed from his control, exactly as if he had voluntarily released them. They do not lose their special characteristics unless he dies. If he ever regains normal INT, his familiars return to his control.

Release Intelligence

2 points

touch, instant, nonstackable, one-use

This spell only affects creatures which are complete except for the possession of fixed INT. If the target's magic points are overcome, his INT is transformed into normal INT. The actual quantity of INT does not change-only its quality alters.

He is now ruled by reason rather than instinct. He remembers his former life, and knows his friends and enemies.

He gains the ability to use and learn knowledge and communication skills, and to use magic.

This spell completely cancels the effects of the Fix Intelligence spell.

Associate Cults

Eiritha: provides Speak With Herd Beasts.

Storm Bull: provides Impede Chaos.

Spirits of Law

Spirits of Law have no INT and a POW of 2D6+6. They can engage in spirit combat but only against chaotic targets. Any chaotic being which is reduced to 0 magic points by a spirit of law is immediately and permanently destroyed.



Xiola Umbar

SOLACE OF THE DARK DEEP WITHIN

Xiola Umbar is the goddess of protective darkness. Xiola Umbar preserves and heals. Even mighty queen trolls recognize her help. Oppressed peasants, grandmothers, and despised trollkin revere her name.

Her cult is not enormous in size, and fosters mostly shrines, with occasional larger temples in areas of troll concentration.

Shrines teach Healing Trance.

Initiate Membership

Requirements: standard, plus must know Heal 4.

Skills: First Aid, Plant Lore, Treat Disease (new skill), Treat Poison (new skill)

Note: Xiola Umbar initiates are forbidden to learn Ignite, Light, Lightwall, Firearrow, Fireblade, or any other fire- or light-based magic.

Spirit Magic: Countermagic, Darkwall, Heal, Protection, Shimmer, Spirit Screen

Special Xiola Umbar Skills

Treat Disease

Knowledge (05%)

Successful use of this knowledge skill doubles a victim's chances for success at his next recovery CON roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. Victims of mild diseases need only be tended for one day per week. A critical roll indicates that the victim's chances to recover are tripled. Specials mean nothing. A fumble indicates that the victim's disease progresses to the next stage (i.e., acute becomes serious or serious becomes terminal-a terminal victim dies).

Treat Poison

Knowledge (05%)

A successful use of this knowledge skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken. A special roll purges the victim of 4D6 POT, and a critical roll purges him of all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Acolyte Membership

Requirements: as per priestesses.

Priestesshood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Attract Attention, Command Shade, Couvade, Group Defense, Healing Trance, Regrow Limb, Turn Blow

Chief and High Priestesses

Requirements: a priestesses who runs a minor temple is titled a chief priestess. Priestesses heading major or great temples are termed high priestesses. Immediate aides to the high priestess of a great temple may also be called chief priestesses.

Common Divine Magic: all

Special Divine Magic: Attract Attention, Command Shade, Couvade, Group Defense, Healing Trance, Regrow Limb, Shield of Darkness, Turn Blow

Associate Cults

Kyger Litor: provides Darksee.

Zorak Zoran: provides Shield.

Special Xiola
Umbar Divine Spells

Attract Attention 3 points

ranged, one melee round, stackable, reusable

When this spell is cast, the priestess makes a magic point vs. magic point resistance roll. Everyone whose magic points are overcome must look at the priestess. For example, if a priestess with 18 magic points threw this spell and rolled a 65, everyone within 100 meters with 15 or fewer magic points would be affected. This spell does not affect initiates of Xiola Umbar.

The practical effects are that affected enemies of the priestess must direct all attacks towards the priestess that round, and that her affected friends may not attack anyone. If the priestess is inaccessible to attack by a particular foe, the foe cannot attack at all that round, though he may still parry or dodge. This spell may be stacked with magic points to blast through defensive spells such as Countermagic.

This spell may be stacked with Turn Blow.

Couvade 2 points

ritual Ceremony, duration length of pregnancy, nonstackable, reusable

Xiola Umbar uses this spell for midwifery. It is always cast upon a pregnant woman, and it affects the father of her unborn child. Both father and mother must consent to be included in this spell and be present at its casting. It must be performed within the first season of pregnancy. All the pains and sicknesses of pregnancy affect him instead of her, effectively shielding the child from harm. At childbirth, the woman suffers only minimal pangs, but the husband is prostrate. But pains of the husband cause him no lasting injury, and the spell ensures the safety of both mother and child.

This spell is especially important for trolls, as they have much difficulty in childbearing, especially with the large great troll births and with trollkin. This spell does not, unfortunately, enable the mother to be safe from birthing trollkin, but they are born alive and healthy.

Group Defense 3 points

ranged, duration till dropped, stackable, reusable

This spell is active, maintained by the will of the casting priestess.

It creates a veil-like barrier which encloses a sphere 5 meters in radius centering on the priestess. All those contained within the barrier lose one magic point into this barrier when it forms-they may not choose to withhold the magic point or to add more points.

Any creature attempting to pass the barrier automatically takes damage directly to a random hit location, ignoring armor, equal to the number of magic points in the barrier.

This spell is stackable, in which case each person within the barrier spends 1 magic point per spell stacked, and the damaging effect is accordingly increased.

Healing Trance 1 point

touch, duration as needed, nonstackable, reusable

The target of this spell falls into a deep trance, during which time his bodily processes speed up by a factor of 8:1. Thus, a wound which would normally take eight weeks to heal takes one. General hit points build back up from poison, etc. Also, diseased characters can get their healing (or failure to do so) finished within a much shorter time. It also affects healing spells such as Regrow Limb.

The caster of this spell and the recipient both remain in an unawaking trance state until all healing is done. Both patient and healer must be fed and cared for as if they were cata-

tonics during this period. The spell's target must either be unconscious or voluntarily accept this spell.

Shield of Darkness 1 point

ranged, temporal, stackable, reusable

The spell acts as 2 points of Protection and 2 points of Shimmer per point. Additionally, it always creates a Dark-wall effect.

Turn Blow 3 points

self, duration 10 strike ranks, stackable, reusable

If the priestess is struck by a blow or missile weapon while under this spell, any damage penetrating and damaging her gives her attacker an equal amount of general hit point damage. Armor does not help against the damage reflected to the attacker, though it acts normally for the priestess. Even poison and damage-increasing spells like Bladesharp are reflected. This spell can be boosted to assist it in penetrating defensive spells such as Countermagic,

Example: Ramba the priestess casts this spell in a fight against an elf. The spell takes effect on SR 4 and the elf impales with his Bladesharped spear on SR 4 as well. The elf does 18 total points of damage to Ramba's abdomen, where she has 4 points of armor. Ramba takes 14 points of damage to her abdomen and the elf takes 14 points of general hit point damage. His 6 point armor plus Protection 4 spell do not count and he dies.

This spell may be stacked with Attract Attention.



Yelm

SUN GOD & EMPEROR

Yelm is the Sun God. All human life owes its existence to him. Even in lands where he is not worshiped, he is known and respected. He brings a divine social order and those that do not accept it bring their own condemnation. Yelm is the god of chieftains and rulers. His cult is divided into several subcults. His higher aspects can only be attained by the ruling nobility in any culture. Initiation into the cult is hereditary, and near-universal among those fortunate families entitled to the privilege.

Great temples are found in large cities, and lesser temples in smaller ones.

Shrines teach Cloud Clear.

Yelm the Youth

Requirements: if a candidate's father is an initiate of Yelm in good standing, the candidate may automatically join this subcult by sacrificing a point of POW and paying the priest a fee of 100 pennies or the equivalent.

Note: Members of the Youth subcult cannot sacrifice for divine spells nor can they obtain divine intervention. They need give only 1% of their income and none of their time to the cult.

Spirit Magic: Farsee, Light, Lightwall

Yelm the Warrior

Requirements: must have been a member of Yelm the Youth in good standing for a year. He must also

have a skill of 50% or more in each of the following skills: Bow Attack, First Aid, Search, Scan. Acceptance is automatic.

Note: members of Yelm the Warrior receive all normal initiate benefits and must fulfill all normal requirements.

Spirit Magic: Befuddle, Coordination, Detect Enemies, Disruption, Extinguish, Farsee, Firearrow, Fireblade, Heal, Ignite, Light, Lightwall, Mind-speech, Mobility, Multimissile, Slow, Speedart

Sun Lords

Requirements: must have been a member of the Warrior in good standing for five years. He must be 90% in Bow Attack and Ride Horse, and in three of the following skills: First Aid, Hawking, Human Lore, Orate, Play [Instrument], Ride Griffin, or Speak Own Language.

Note: A Sun Lord must give 10% of his time and 20% of his income to the cult.

Yelm Imperator

Requirements: must be a noble or chieftain and have been a Sun Lord in good standing for at least five years.

Note: when checking for Divine Intervention, a member of Yelm Imperator rolls 1D10 rather than 1D100. Yelm Imperator includes priest status. A member of Yelm Imperator must give up 50% of his income and 10% of his time to the religion.

Common Divine Magic: all

Special Divine Magic: Bless Worshipers, Command Eagle, Command Hawk, Command Griffin, Com-

mand Salamander, Cloud Clear, Fight Disease, Resurrect, Shield, Sunripen, Sunspear

Yelm the Elder (priesthood)

Requirements: an initiate of Yelm Imperator can join this subcult automatically upon retirement. A Sun Lord can join this subcult if there is a vacancy, he has a 90% or better Ceremony skill, and he succeeds in the Test of Holiness (POW x3 or less on 1D100).

Note: members of Yelm the Elder function as normal priests in every way, including the need to give up 90% of time and income to the cult.

Associated Cults

Aldrya: provides Accelerate Growth.

Chalana Arroy: provides Restore Health [INT].

Dendara: provides Heal Body.

Lodril: provides Earthwarm.

Lokarnos: provides Hie Wagon.

Yelmalio: provides Sunbright.



Yelmalio

SUN GOD OF THE FRONTIER

Yelmalio is the god of the Sun Dome-the shining light of the sky when both the sun and night are absent. He is the only sky god worshiped among the hill barbarians of the Orlanthi. Yelmalio is popular among elves.

This cult also survives by the training and hiring of pike-armed soldiers as mercenaries-the famous Sun Dome Templars. Most Yelmalio-worshipping tribes support at least a minor temple. The famous Sun Dome temples are all great temples.

Shrines teach Catseye.

Initiate Membership

Requirements: those born to a Yelmalio initiate can automatically join by sacrificing a point of POW. Those who have served with the temple mercenaries for over two years must choose either to leave or to be initiated automatically by sacrificing a point of row.

Note: at his option, an initiate may accept a gift and its geas. Only one gift and its concomitant number

Special Yelm Divine Spells

Bless Worshipers 1 Point

ritual Ceremony spell, stackable, reusable

This spell may only be cast on initiates of Yelm or of his associated deities. The initiate must voluntarily accept the spell. It must be stacked with another rune spell. For each point in Bless Worshipers, the other spell takes effect on an additional target.

The spell stacked with Bless Worshipers is lost permanently. If the spell was one-use, then the Bless Worshipers spell is eliminated as well.

For instance, if a Shield 2 were cast with a Bless Worshipers 5, up to 5 extra individuals would be protected at once. The Shield 2 would be lost, and the priest would have to sacrifice more POW to regain it.

Fight Disease 1 Point

touch, instant, nonstackable, reusable

This spell is cast upon a sick individual. It doubles his effective CON for his next disease resistance roll. If the character enters spirit combat with a disease spirit, it doubles the appropriate statistic for resisting the spirit for the duration of the spirit combat.

Sunripen 1 point

20 meter radius, duration one year, stackable, reusable

This spell must be cast on the first day of spring. It allows the newly-awakened plant life to draw upon the sun's powers to help it grow without mold, rust, or disease. The sun helps it resist insect parasites and ripen to its richest. Each extra point increases the radius of effect by 10 more meters.

Special Yelmalio Spirit Spell

Lantern variable

ranged, duration 5 minutes per pint, passive

This spell must be placed upon a flat surface (such as the ceiling or the front of a shield). It illuminates a lo-meter radius for 180 degrees in front of the surface, giving off glow like a torch.

Special Yelmalio Divine Spells

Catseye

1 point

touch, duration 12 hours, nonstackable, reusable

For 12 hours this spell affects the target's eyes so that he can see by any amount of available light. If there is a complete absence of light, he cannot see; if light from a single dim spark exists, he sees normally. Eyes under this spell reflect light as do a cat's.

Sunbright

2 points

ranged, temporal, nonstackable, reusable

This spell puts a 50-meter-radius circle of light around the recipient of the spell. If the recipient is unwilling, the caster must overcome his magic points with his own. This light gives the effect of full daylight, and so affects creatures such as cave trolls. It Demoralizes vampires, ghouls, and other intelligent undead as per the spirit magic spell. It also gives the recipient the equivalent of a Shimmer 2 spell.

Each round a shade remains within the influence of a Sunbright spell, it takes 1D3 points of damage. If a Sunbright spell is successfully cast directly upon a shade, the shade dissolves.

Yelmalio's Gifts

1d20	gift	required geases
1	+ 10 in any skill, chosen by initiate	1
2	permanent ability of Farsee (as per the spirit magic spell).	2
3	immediate raising of Bow Attack to 90% (including skill modifiers)*	3
4	immediate raising of One-handed Spear Attack and Parry to 90% (including skill modifiers) *	3
5	immediate raising of Two-handed Spear Attack and Parry to 90% (including skill modifiers) *	3
6	immediate raising of Javelin Attack to 90% (including skill modifiers)*	3
7	gain Catseye as a reusable spell.	2
8	Communication (automatic Mind-speech) with all horses.	2
9	Gift of Languages (training or or research take half normal time)	1
10	+1 to STR, no limits	1
11	+1 to CON, no limits	1
12	+1 to POW, no limits	1
13	+1 to DEX, no limits	1
14	+1 to APP, no limits	1
15	+1 to INT, no limits	2
16	+1 or -1 to SIZ, no limits, at option of initiate.	2
17	gain Understand Birds as a reusable spell.	1
18	protection (take only 1/2 damage) from all forms of fire.	1
19	recover magic points at twice normal rate**	2
20	recover fatigue points at twice normal rate**	1

*if this gift is received a second time, then replace it with gift 1.

**if rolled again, increase recovery rate to triple normal, the quadruple, and so forth.

Note: Yelmalio cult weapons are defined as all spears, all bows, except crossbows, and all javelins and darts.

Gifts and Geases

Gifts are received randomly, never chosen by the recipient. The Yelmalo's Gifts table lists the most common gifts (roll 1D20), though others have been granted within living memory. After each gift listed on the table is an indication of the required number of random geases which the recipient must assume. These geases are found on the Yelmalio's Geas table.

Yelmalio's Geases

Roll once on the Geas table for every Geas indicated for the character on the Gift table.

1d100 geas

01	avored by Yelmalio; no geas
02-05	never eat meat on Fireday
06-09	never eat meat in Fire-season
10-12	never eat the meat of birds*
13-15	never eat any meat but bird*
16	never eat any meat
17-20	remain celibate every Fireday
21-24	remain celibate every Truth week
25-28	remain celibate every Fire-season
29-30	all celibacy requirements above
31	total celibacy
32-33	speak only truth to everyone
34-36	never seek shelter from storm
37-40	never let a horse suffer needlessly
41	never wear non-metal armor on legs
42	never wear non-metal armor on torso
43	never wear non-metal armor on arms
44	never wear metal armor on legs
45	never wear metal armor on torso
46	never wear metal armor on arms
47	never wear any armor on legs
48	never wear any armor on torso
49	never wear any armor on arms
50-52	never wear any head protection
53-54	never use any shield but hoplite shield
55-57	never use any axe
58	never use a flail or whip of any kind
58-60	never use a sword of any kind
61-64	never use a mace or maul of any kind
65-67	never use any but cult weapons
68-70	never flee or surrender to worshipers of Zorak Zoran
71-72	never flee or surrender to any Darkness creatures
73-77	never speak to or help trolls in any way
78-79	never speak to or help dwarfs in any way
80-81	never speak to or help non-Light worshipers in any way
82-84	never speak to or help Orlanth worshipers in any way
85-86	never permit an elf to suffer needlessly
87-88	never eat the meat of horses
89-92	never love any but Earth cult worshipers
93-95	never bathe
96-97	roll twice more
98	roll thrice more
99-00	gamemaster's choice or roll again

If one roll results in a minor prohibition, and another in a major prohibition, count each as a roll, but simply follow the major prohibition. There is no need to roll again for the lesser prohibition. Thus, if both "wear no metal armor on legs" and "wear no armor on legs" came up, it would count as two separate geases.

*if both come up on rolls, then eat no meat at all.

of geases are given at the initiate level. If an initiate does not take a gift upon himself when he first joins the cult, he does not get another chance to take a gift until he reaches the level of Light Son, Light Servant, or Light Priest.

Members of Yelmadio are forbidden to learn Bludgeon, Darkwall, Fireblade, or Firearrow.

Spirit Magic: Coordination, Detect Gold, Farsee, Lantern, Light, Lightwall, Repair

Light Son Membership

Requirements: Light Sons lead the temple warriors. A candidate must have 90% in Bow or Javelin Attack, Scan, and any Spear Attack, plus 90% in two of the following skills: Listen, Search, Shield Parry, or Sneak. He must know the spell of Farsee. As with the Light Priests, there are no examinations to pass. A worthy candidate is accepted if an opening exists.

Note: when rolling for Divine Intervention, a Light Son rolls 1D10 rather than 1D100. A Light Son must take another gift and its concurrent geases upon achieving his status. He may take more gifts later in his life, but may not take more than one gift per year. He must give up 90% of his time and income to the cult.

Light Servants (acolyte membership)

Requirements: as per priests.

Note: a Light Servant need not take a gift and its geases upon gaining his status, but he may do so if he sees fit. Whether or not he takes such a gift, he cannot take any more gifts until he becomes a full Light Priest or Light Sun.

Light Priests

Requirements: must know Farsee and Lightwall, be able to read his native tongue at 80%, know Ceremony at 50%, and know 10 points of divine magic. There is no test to pass since the temple should already know the candidate well-enough by this time, and can reject or approve at need.

Note: he must take another Yelmadio gift and its concomitant number of geases at this time. He may take more Yelmadio gifts later, but no more than one gift per year. Light Priests are not allowed to marry after they become priests.

Common Divine Magic: all

Special Divine Magic: Catseye, Sunbright

Associate Cults

Aldrya: provides Heal Body.

Ernalda: provides Bless Crops.

Yelm: provides Sunspear to high priests of Yelmadio.



Zorak Zoran

GOD OF HATE & VENGEANCE

Zorak Zoran represents the mindless explosion of fear and frenzy against both law and chaos which finds its only justification and satisfaction in unlim-

Special Zorak Zoran Divine Spells

Create Skeleton 2 points

ritual Enchant spell, nonstackable, reusable

This spell creates animated skeletons, as described on page 34 of the *RuneQuest* Creatures Book. When the spell is cast, both magic points and POW must be expended. Each magic point gives the completed skeleton one magic point. Each point of POW gives the skeleton either 1D6 STR or 1D6 DEX, specified by the enchanter. For further information, see the *Creatures Book*.

Create Zombie 3 points

ritual Enchant spell, nonstackable, reusable

This spell creates zombies, as described on page 43 of the *RuneQuest* Creatures Book. Zorak Zoran zombies, however, do not have the spirit of the original owner bound into them. Instead, they are mindless magical constructs, much like animated skeletons. When this ritual is performed, both magic points and POW must be sacrificed. Each magic point gives the completed zombie one magic point. One point of POW must be sacrificed for each 6 SIZ points or fraction thereof which the corpse possesses. The completed zombie's statistics are identical to those in the *RuneQuest* Creatures Book, except that it has an INT of 0.

This zombie creation process is in some ways inferior to the spirit magic ritual, as the result has no INT at all, and must

be commanded to do anything. On the other hand, the corpse's name need not be known to the caster, and the caster does not need to engage in a dangerous spirit combat. For zombies of SIZ 18 or smaller, the POW cost is identical (not counting the original POW spent to obtain the Create Zombie spell).

Crush 1 point

ranged, temporal, stackable, reusable

Each point of this stackable spell adds 10% to the user's chance of hitting with the affected blunt weapon and adds 1D4 to damage done. Weapons so treated take on a black sheen.

Seal Wound 2 points

ranged, temporal, nonstackable, reusable

Damage done by the weapon this spell is applied to cannot regenerate or heal magically, but can only be cured naturally, in the normal time it would take. Thus, a Heal spell cauterizes a wound, but does not heal it. A sufficiently high Heal restores a limb, but does not mend it. First Aid is also ineffective, though it stops bleeding.

Sever Spirit 3 points

ranged, instant, nonstackable, one-use

This spell acts as a bludgeon to smash the spirit of the victim away from its body. The user must overcome the target's magic points on the resistance table. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to his general hit points.

ited violence. Zorak Zoran is the most popular war-god of the trolls. In any area where trolls dominate, he is an important god, and all generals and other leaders probably belong to his cult. Even in non-troll areas some war leaders may be initiates of this cult.

His temples are also military organizations and are usually at least the size of minor temples.

Shrines teach Crush.

Initiate Membership

Requirements: a candidate must be 75% in any blunt weapon Attack and must pass a test abstracted as his (POW + STR) times 2 or less on 1D100. He must also sacrifice a point of POW.

Spirit Magic: Bludgeon, Darkwall, Demoralize, Detect Enemy, Dullblade, Extinguish, Fanaticism, Fire-arrow, Fireblade, Ignite, Protection

Death Lords

Requirements: these are both priests and war leaders. A Death Lord must be 90% with Mace and have a POW of 14 or more. He also must be 90% in three of the following skills: Any (non-mace) Weapon Attack, Conceal, Shield Parry, Sling, or Thrown Rock Attack. He must pass a test abstracted as STR + CON or less on 1D100.

Note: when checking for Divine Intervention, a Death Lord rolls 1D10, rather than 1D100.

Common Divine Magic: all

Special Divine Magic: Berserker, Command Ghost, Command Shade, Create Ghost, Create Skeleton, Create Zombie, Crush, Fear, Seal Wound, Sever Spirit

Associate Cults

Kyger Litor: provides Darksee.

Storm Bull: provides Face Chaos.

Xiola Umbar: provides Healing Trance.

Appendix A: Spell Lists

Spirit Magic

spell name	deity
Comprehension	Pamalt
Food Song	Aldrya
Heat Metal	Lodril
Hotfoot	Trickster
Lantern	Yelmalio
Pamalt's Touch	Pamalt
Peaceful Cut	Frog Woman (Homed Man), Hunter, Waha
River Eyes	River Gods
Sleep	Chalana Arroy
Sneeze	Malia
True Net	Krarsht

Sorcery

spell name	sect or deity
Clear Mind	Galvosti (Invisible God)
Drain Soul	Hrestoli (Invisible God)
Decrepitude	Brithini (Invisible God)
Neutralize Damage	Rokari (Invisible God)
Neutralize Poison	Borists (Invisible God)
Open Seas	Dormal
See Rune Magic	Stygians (Invisible God)
Stabilize Glass	Most al

spell name	deity
Stabilize Heat	Mostal
Stabilize Life	Mostal
Stabilize Magic	Mostal
Stabilize Magic Point Matrix	Mostal
Stabilize Masonry	Mostal
Stabilize Mind	Mostal
Stabilize Potion	Mostal
Stabilize Weapon	Mostal
Worship Invisible	Invisible God

Divine Magic

spell name	deity
Accelerate Growth	Aldrya
Analyze Magic	Lhankor Mhy
Animate War Tree	Aldrya
Arrow Trance	Aldrya
Asrelia's Cavern	Asrelia
Attack Soul	Subere
Attain Perfection of Flame	Path of Immanent Mastery
Attain Perfection of Head	Path of Immanent Mastery
Attain Perfection of Limb	Path of Immanent Mastery

spell name	deity
Attain Perfection of Size	Path of Immanent Mastery
Attain Perfection of Spiritual Armor	Path of Immanent Mastery
Attain Perfection of Tail	Path of Immanent Mastery
Attain Perfection of Viscera	Path of Immanent Mastery
Attain Perfection of Wing	Path of Immanent Mastery
Attract Attention	Xiola Umbar
Axe Trance	Babeester Gor
Axis Mundi	Ancestor Worship
Bear Fruit	Flamal
Become [Other Shape]	Trickster
Bind Ship	Tsankth
Blast Earth	Maran Gor
Bless Animals	Eiritha
Bless Grave	Ty Kora Tek
Bless Home	Dendara
Bless	Orlanth
Thunderstone	Orlanth
Bless Woad	Orlanth
Bless Worshipers	Yelm
Binding	Kyger Litor
Call Barracuda	Tsankth
Call Founder	Waha
Call Monster	Magasta
Carapace	B a g o g
Carry [Disease]	Malia

<i>spell name</i>	<i>deity</i>	<i>spell name</i>	<i>deity</i>	<i>spell name</i>	<i>deity</i>
Catseye	Yelmalio	Free Ghost	Ancestor Worship	Slash	Babeester Gor
Cause [Disease]	Malia	Gift Power	Ancestor Worship	Snow	Valind
Chameleon	Aldrya	Gift Spell	Ancestor Worship	Speak with	Eiritha
Chaos Feature	Primal Chaos	Gnome-to-	Pamalt	Herd Beasts	
Chaos Gift	Seven Mothers	Gargoyle		Speak with	Voria
Chaos Spawn	Thed	Great Parry	Babeester Gor	Small Animals	
Charisma	Trickster	Group Defense	Xiola Umbar	Spell Trading	Issaries
Chomping	Krarsht	Group Laughter	Trickster	Spirit Guardian	Ancestor Worship
City Harmony	City Gods	Guided	Mastakos	Spirit Melding	Ancestor Worship
Clairvoyance	Lhankor Mhy	Teleportation		Sprout	Flamal
Claws	Bagog	Hallucinate	Trickster	Sprout Legs	Bagog
Coin Wheel	Lokarnos	Harmonize	Donandar	Strength	Basmol (Hykim)
Comfort Song	Chalana Arroy	Healing Trance	Xiola Umbar	of Basmol	
Command	new common	Hide Fire	Trickster	Strike	Trickster
Cult Spirit	spell	Hide Wealth	Asrelia	Submerge	Magasta
Command Spirit	Waha	Hide Wagon	Lokarnos	Summon	Ancestor Worship
of Law		Hold Course	Lumavoxoran	Ancestor	
Community	Uleria		(East Isles)	Summon Dead	Ty Kora Tek
Conceal	Trickster	Impede Chaos	Storm Bull	Summon Lodril	Lodril
Consume	Pocharngo	Incarnate	Ancestor Worship	Summon Minion	Snake-Eater
Corruption	Pocharngo	Ancestor		of Snake-Eater	(Horned Man)
Counterchaos	Kyger Litor	Increase Wind	Orlanth, Valind	Sunbright	Yelmalio
Couvade	Xiola Umbar	Invigorate	Voria	Sunripen	Yelm
Crack	Trickster	Jabbers	Bogog	Suppress Aether	Argan Argar
Create Fissure	Maran Gor	Keenclaw	Basmol (Hykim)	Suppress Oakfed	Lodril
Create Flippers	Grandfather	Knowledge	Lhankor Mhy	Swallow	Trickster
	Turtle (Hykim)	Leap	Frog Woman	Sweat Acid	Krarsht
Create Gorp	Pocharngo		(Horned Man)	Switch Places	Donandar
Create Great	Issaries	Lie	Trickster	Tanglethicket	Aldrya
Market		Lion's Head	Basmol (Hykim)	Teleportation	Mastakos
Create Market	Issaries	Living Blade	Tsanth	Translate	Lhankor Mhy
Create Shadow	Argan Argar	Lock	Issaries	Truespeak	Lhankor Mhy
Create Skeleton	Zorak Zoran	Magnify	Magasta	Turn Blow	Xiola Umbar
Create War Tree	Aldrya	Command		Turn Undead	Humakt
Create Zombie	Zorak Zoran	Meld Form	Triolina	Turtle's Head	Grandfather
Cremate Dead	Lodril	Mind-Read	Lhankor Mhy		Turtle (Hykim)
Crush	Zorak Zoran	Morale	Humakt	Venom Bite	Krarsht
Cure Chaos	Chalana Arroy	Oath	Humakt	Venom Boosting	Bagog
Wound		Panic	Trickster	Waste Loins	Gorgorma
Dark Walk	Argan Argar	Passage	Issaries	Water Skating	Tsankth
Darksee	Kyger Litor	Path Watch	Etyries, Issaries	Whirlpool	Magasta
Decrease Wind	Orlanth	Plant Spy	Aldrya	Wind Warp	Orlanth
Detect Truth	Humakt	Plastron	Grandfather	Wind Words	Orlanth
Divination Block	Selarn		Turtle (Hykim)	Wither	Pocharngo
	(Thief God)	Precision [Skill]	Hobimarong	Wolf's Head	Telmor (Hykim)
Dragon Life	Path of		(East Isles)	Wolfhide	Telmor (Hykim)
	Immanent	Predict Weather	Dormal	Wolfrunning	Telmor (Hykim)
	Mastery	Proteus	Triolina		
Draw Beast	Hunter	Rebirth of Chaos	Thed		
Drown	Wachaza	Reconstruction	Lhankor Mhy		
Earthpower	Ernalda	Remove	Trickster		
Earthtouch	Pamalt	[Body Part]			
Earthwarm	Lodril	Reproduce	Uleria		
Enhance	Lodril	Reverse Chaos	Thed		
Gustbran		Ritual of	Bagog		
Enhance Mahome	Lodril	Devouring			
Erotocomatose	Uleria	Ritual of Rebirth	Bagog		
Lucidity		Safe	Argan Argar		
Exchange Spells	Etyries	Sapience	Lumavoxoran		
Face Chaos	Storm Bull		(East Isles)		
Fang of Wachaza	Wachaza	Seal Tongue	Lamsabi		
Fight Disease	Yelm		(Thief God)		
Find Enchanted	Lumavoxoran	Seal Wound	Zorak Zoran		
Object	(East Isles)	Seastrength	Wachaza		
Find Fresh Water	Lumavoxoran	Second Mouth	Gorgorma		
	(East Isles)	Sever Spirit	Humakt,		
Find Merman	Hobimarong		Zorak Zoran		
	(East Isles)	Shake Earth	Maran Gor		
Find Octopus	Saliligor	Shattering	Black Fang		
	(East Isles)		Brotherhood		
Find Saliligor	Saliligor	Shield of	(Thief God)		
Cultist	(East Isles)	Darkness	Xiola Umbar		
Find Shark	Saliligor	Silence Sphere	Aldrya		
	(East Isles)	Sky Crater Fury	Madman of Sky		
Firespear	Lodril		Crater		
Flight	Orlanth		(Horned Man)		
Flowers	Voria				

Appendix B: New Skills

<i>skill</i>	<i>deity</i>
Bargain	Etyries, Issaries
Charismatic	Path of
Wisdom	Immanent
	Mastery
Craft/Butchery	Hunter, Waha
Craft/Prepare	Ty Kora Tek
Corpse	
Courtesan	Uleria
Cult Lore	universal
Drive [Vehicle]	Lokarnos,
	Mastakos
Gloranthan Lore	universal
Sense Assassin	Humakt
Sense Chaos	Storm Bull
Treat Disease	Chalana Arroy,
	Xiola Umbar
Treat Poison	Chalana Arroy,
	Xiola Umbar
Understand	Eiritha
Beast Speech	

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factor in rejuvenating the cosmos. Failure to complete these acts results in the seep of chaos into the world.

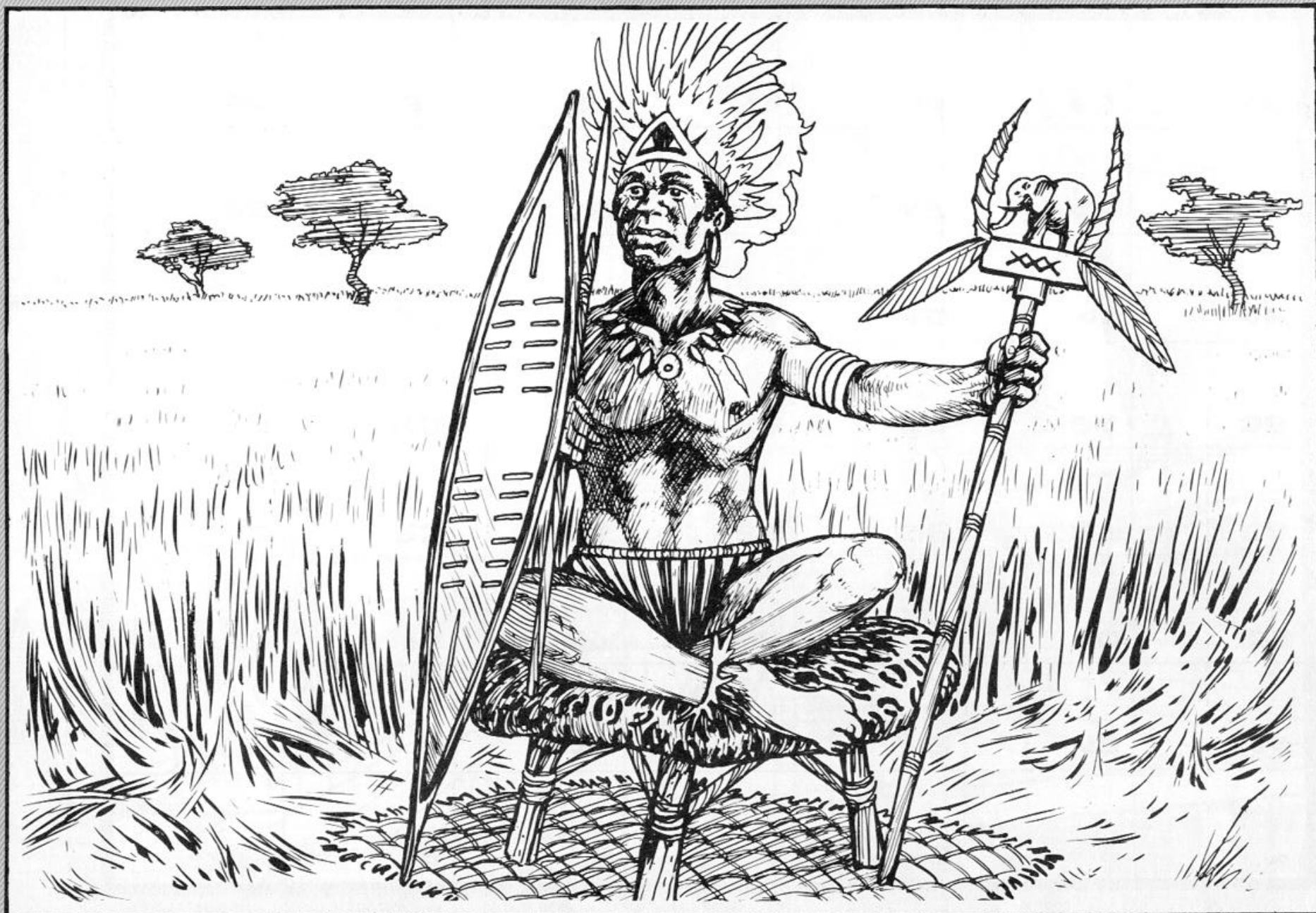




A dryad springs from the heart of her tree on Flamal's Day, the holiest day of the season for elves.

sea season

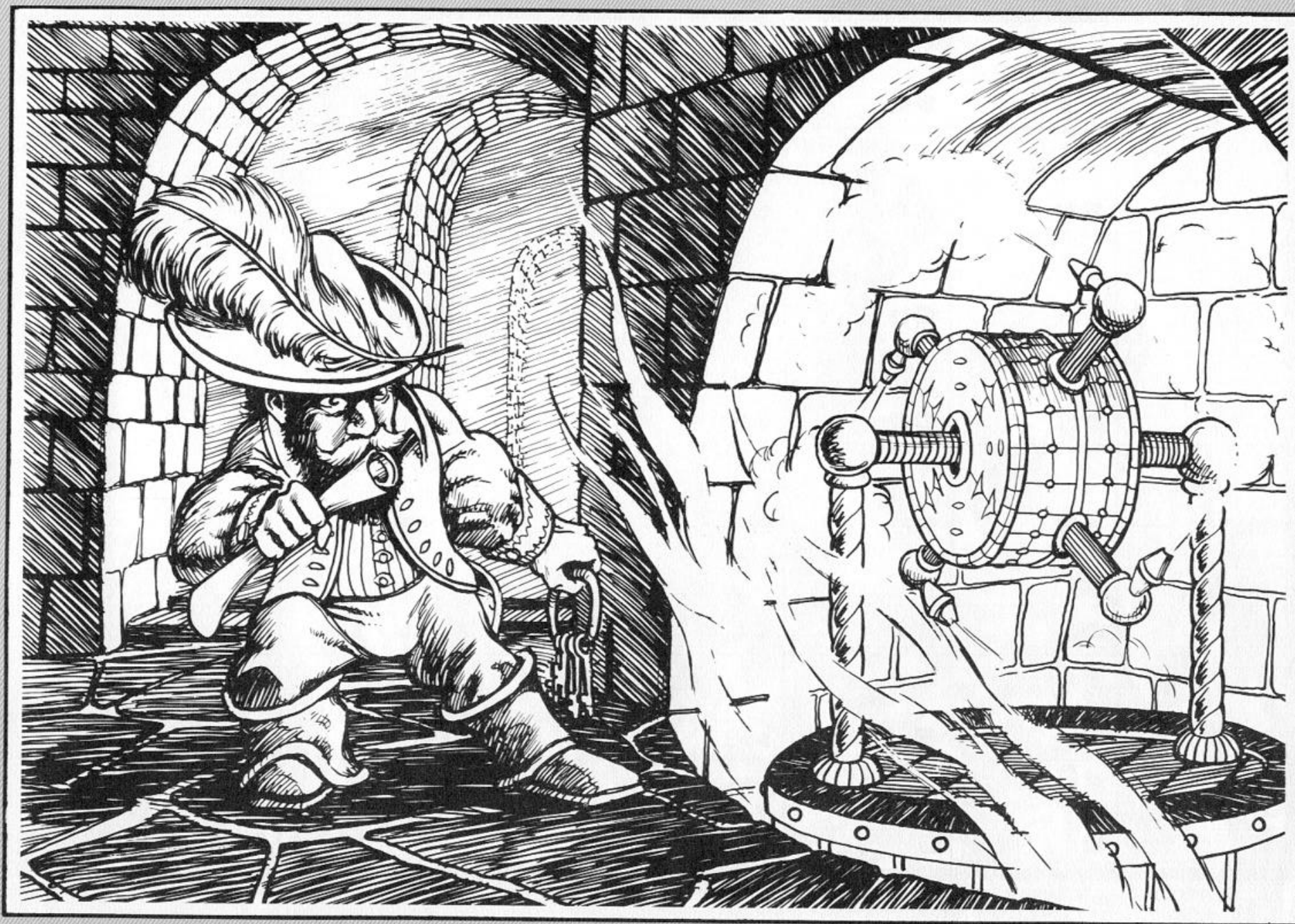
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1 Voria	2	3 • Gorgama	4	5	6 Uloria	7
Harmony Week	8	9	10 <i>4 ← / / → 5</i>	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22 Fumal	23	24	25	26	27 Trolina	28
Stasis Week	29	30	31	32	33	34 <i>← /</i>	35 <i>5 ← /</i>
Movement Week	36 <i>1 → 6</i> Dormal	37	38	39	40	41 <i>X</i>	42
Illusion Week	43 • Bagm	44	45	46	47	48	49
Truth Week	50	51	52	53	54	55	56



A Doraddi chieftan presides over a meeting with tribal elders as they prepare to disperse across the endless Pamaltelan plains for the summer hunting season.

fire season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3 64/17	4	5	6	7
Harmony Week	8	9	10	11	12 Yelm	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22	23	24 Invisible God	25	26	27	28 74/
Stasis Week	29 18	30	31	32	33	34	35
Movement Week	36	37	38	39	40	41 Red Goddess	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53 84/199 Yelmalia	54	55	56



A diamond dwarf studies his aeolipile, a device used underground to mark the passage of time with split-minute accuracy.

earth season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22	23	24	25	26	27	28
Stasis Week	29	30	31	32	33	34	35
Movement Week	36	37	38	39	40	41	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53	54	55	56

Pamalt

*Babeester Gor

*Aurelia
Dendara
Ernalda

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Dendara
Ernalda

Aldrya
Dendara
Ernalda
Grain Goddesses

Dendara
Ernalda

Dendara
Ernalda
Lodril

Dendara
Ernalda
Maran Gor

Dendara
Ernalda

Lokarnos

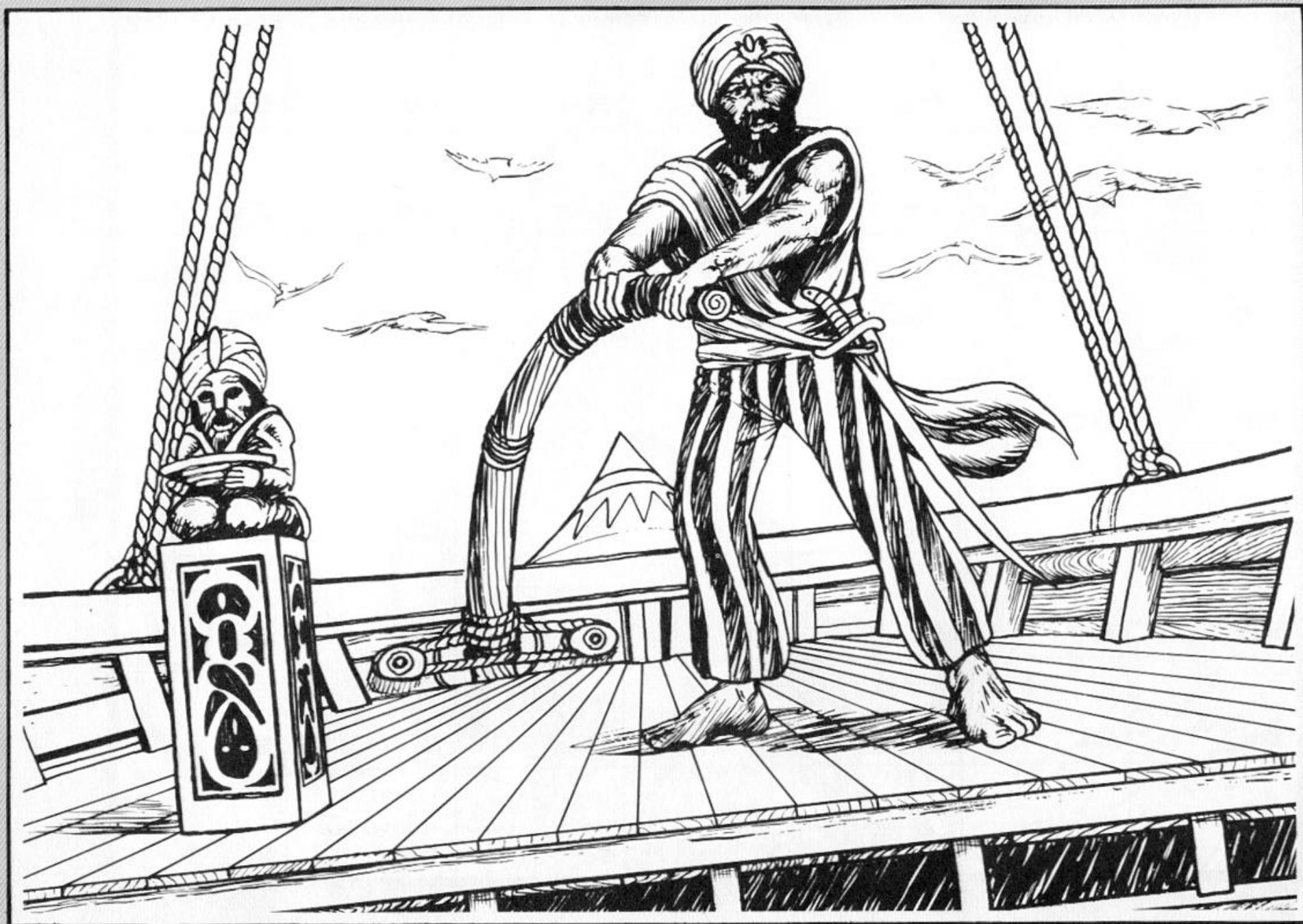
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A Kyger Litor priestess gloats over the heads of fae captured this season, when trolls are their most active.

dark season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3	4	5	6	7 • Kyger Litor Seven Mothers
Harmony Week	8	9 • Arigan Atgal	10	11	12	13	14
Death Week	15 11 ← / → 12 • L'mak Zoran	16	17	18	19	20	21 • Waha
Fertility Week	22 • Xiola Umbar	23	24	25 Valind	26	27	28 • Wachara • Magava
Stasis Week	29 Godunya • Suberc	30 Godunya	31 Godunya	32 Godunya	33 Godunya • Path of Immanent Mastery	34 Godunya	35 Godunya
Movement Week	36	37	38	39 12 ← / → 1	40	41	42
Illusion Week	43	44	45 • Ty Kora Tek	46	47	48	49
Truth Week	50	51	52	53	54	55	56



A Fonritian ship captain sets sail in Storm season, hoping to reach his trading ports well in advance of his competitors. Storm season is much more calm a time in Pamaltela than it is along the northern continent of Genertela.

storm season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3	4	5	6	7 1←
Harmony Week	8 1→2	9	10	11 Donandar	12	13	14
Death Week	15	16	17	18 Humaki	19	20	21
Fertility Week	22	23	24	25	26	27	28
Stasis Week	29	30	31	32 2← 1→3	33	34 •Krandt Storm Bull	35
Movement Week	36 Tsankh	37	38	39 Mancakos Orlanth	40	41	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53	54	55	56



sacred time

First Week/Day/Hour	1	2	3	4	5	6	7
	Malia Mostal Thed	Mostal	Mostal	Mostal	Mostal	Etyries Issaries Mostal	Lhankor Mhy Mostal
Second Week/Day/Hour	1	2	3	4	5	6	7
	Chalana Arroy Mostal	Chalana Arroy Mostal	Chalana Arroy Mostal	Chalana Arroy Mostal	Chalana Arroy Mostal	Chalana Arroy Etyries Issaries Mostal	Chalana Arroy Lhankor Mhy Mostal

GLORANTHAN CALENDAR NOTES

Celebration of the High Holy Day for cults marked with • begins at dusk of the indicated day and continues until dawn of the following day.

ANCESTOR CULTS: each Ancestor cult High Holy Day is constant, but the exact day differs for different families. Typically this day commemorates the birth or the death of an important ancestor, or it memorializes a significant event in the family's history.

CITY GODS: there are too many city gods to provide the High Holy Day for each one. Like the holy days for Ancestor cults, this day commemorates an important event in the city's history (typically its founding).

GODUNYA: according to the Kralori calendar, this is the week of Assured Credence, during the Month of Thought.

HORNMAN: this god has no High Holy Day.

HUNTER/HYKIM: there are too many hunter gods to provide High Holy Days for each.

POCHARNGO THE MUTATOR: he once had a High Holy Day, but it changed (and is now lost).

PRIMAL CHAOS: it does not matter which is the High Holy Day.

RIVER GODS: there are too many River gods to provide High Holy Days for each.

THIEF GODS: there are too many Thief gods to provide High Holy Days for each.

TRICKSTER: his High Holy Day is randomly determined by a process unknown to both priests and worshipers.

TSANKTH: according to the Kralori calendar, this is the week of Unpathed Waters, in the Month of Spirit.

ULERIA: that Uleria's High Holy Day does not fall on a Fertility week caused consternation among the God Learners.

A priest of Godunya reviews his congregation. His draconic guards are not dragonewts but humans who have advanced along the Path of Immanent Mastery, and have now assumed the form of dragons.