



Glorantha

THE SECOND AGE



CULTS OF GLORANThA
VOLUME 1



RuneQuest



Glorantha

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credits and contents

Credits

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INTRODUCTION

This sourcebook opens up a whole new world to Games Masters and players running campaigns in the world of *Glorantha*. The cults of the setting have long been an established part of the *RuneQuest* dynamic, with the trials and rewards of membership framing the campaigns of many players over the years. And now with the new edition comes the first volume in the *Cults of Glorantha* series, expanding on the information found in both *RuneQuest* and the *Glorantha* sourcebook, opening the way for players to join their cults of choice and Games Masters to use the rules herein to present dangerous new enemies in more detail than ever.

Cults of Divinity

This volume is dedicated to revealing the secrets and mysteries of many of Glorantha's cults focused on the worship and emulation of the mighty gods themselves. Players wishing to explore the faiths of their culture, delving into the myriad myths and magics practiced by their people will find all the information they need here to set their characters on the paths that eventually lead to cult leadership and Runelord status.

From humble beginnings to eventually rising as the champions of the gods, characters will benefit from the host of new rules in this book.

The main *Glorantha* sourcebook contains the bare bones of several religious cults, opening them up to players and Games Masters alike. Now the details allow for full development of the cultist's path as he learns the deeds of his god or goddess and masters the unique magic of his chosen cult.

Veteran *RuneQuest* players will notice a great many familiar faiths here – religious orders that survive and prosper in the Third Age long after the Imperial Age has ended in magical cataclysms. These cults are presented in their Second Age incarnations, with minor differences in worship featuring here and there, reflecting the chaotic time of empires and magical invention that grip the world of Glorantha in the Second Age and eventually plunge it into near-destruction.

Alongside these versions of classic Gloranthan faiths are the religious practices and cults of the Second Age that reflect the current times and appear in no future eras. This is their era; this is their time. These are the decades when they exert their influence over the world, working in the shadows of two warring empires.

The Old Ways

Many of the cults presented in this volume are bastions of the so-called Old Ways Traditionalist movements that spread across Glorantha in the Second Age. These cults are the backbone of the rebellions that resist the expansion of the Empire of Wyrm's Friends and the Middle Sea Empire.

Games Masters looking to create stubborn fundamentalists that refuse to abandon their flawed faiths have all the information they need here. God Learner and Dragonspeaker characters will face fewer enemies with the tenacity (and in many cases, the ferocity) of the cultists revealed in this volume. As the world turns toward progress and advancement, these are the last souls that cling to the dark, unenlightened past for comfort. With sorcerous chants or firm faith in the Dragon Yet To Be, imperial characters can strive to bring light to these deluded souls. By blades or by blessings, they *will* be converted. If that conversion comes with the shedding of blood, then so be it.

Players looking to take a stand against the two empires that are slowly carving out Glorantha according to their own worldviews should look no further than the lore contained within this book. Here are the rules for becoming Old Ways champions; exemplars of the traditionalist faiths where worship of gods is untainted by draconic imagery or looted by God Learner sorcerers. Whether characters fight back as barbaric, fur-cloaked Runelords dedicated to living in Orlanth's image, or gold-armoured knightly souls adhering to Yelmalio's lofty code of honour, the fight against the ascended empires begins now.

Ultimately, victory belongs to the traditionalists. Why not help bring it about?

MAGIC & RELIGION

In a very real sense, Gloranthan religions are more than ‘mere’ faith but complex bargains between worshippers and worshipped. In exchange for adoration, worship and sacrifice, the worshipper gains magical power. Simply belonging to a religion comes with a web of benefits and obligations that vary with the worshipper’s dedication. Minimal commitment gives minimal benefits but few obligations. Those who dedicate their minds, souls and bodies gain great reward for their dedication.

Lay members, as noted in the *RuneQuest* rulebook, belong to their religion but are simply part of the community and receive few benefits. Most join their various cults, practices and churches as lay members as a matter of course when they come of age or are adopted into a new community. It is simply part of the social fabric. It is likely that an individual attends regular worship and he knows the common, outermost rites and myths of the religion as a matter of course. All Player Characters are considered to have this level of knowledge in their native religion. The main form of magic received by these worshippers is access to the rune magic practiced by that religion, much of which is considered ‘folk magic’ by more dedicated members.

Committed members gain far more in exchange for a greater contribution of time, resources and faith. They are expected to uphold far stricter regulations, taboos and prohibitions but in return, they receive powerful magic and (usually) receive greater respect in their religious community. These initiates may continue to access other forms of magic but as they grow more committed to a single belief, this grows more difficult. Acolytes, assistant shamans, liturgists and apprentices all must make firm commitments to their chosen style of magic. While they gain increased magical ability, they also gain control and favour over their local temples as many shrines are in the hands of these religious functionaries.

The highest ranks of any religion, the Rune Lords and Priests, the Shamans and Chiefs, and the Wizards have far greater authority over their membership. In a very real fashion, they embody and represent their religion. These

powerful figures are expected to protect or lead those entrusted to their care, taking care of their congregations and make sure that any enemies are dealt with. Militant leaders such as the Runelords and chieftains will be expected to carry the fight to the enemy and go on dangerous missions to further the cult’s aims. All will be expected to participate in the great rituals of their religion, serving as their patron’s representative in community worship where the great myths of their religion are re-enacted and renewed.

Convincing the Examiners

Before a character can join or advance in their religion, his knowledge and dedication will be tested by the temple hierarchy and quite possibly by the otherworld entity itself. While this can be done as a simple series of die rolls, testing the appropriate skills and attitudes, entry or advancement may instead be a short quest or adventure where these skills are tested. Religions always look favourably upon those who have advanced its goals. Some religions have specific entry requirements which the applicants must attain before advancement or entry.

Abandoning the Faith

A character neglecting his religion or abusing its precepts may find that his religion (and its worshipped entity) has ways of retaliating. Depending on the severity of the offence, an apostate character may encounter the following:

- ☒ Religious figures visit the character to warn him of his waywardness. Eventually, the religion will refuse to support him.
- ☒ Otherworld entities known as Agents of Retribution visit the character. These first warn, then harass and finally attack the character. In the case of those excommunicated from their faith, the agent will try to strip away any magic they gained from their former religion.
- ☒ The worshipped entity withdraws its power, making the use of its magic all but impossible.
- ☒ The religion expels the character, possibly with an eye to hunting him down as an outlaw.



Theism

Theists worship the divine gods and goddesses who created Glorantha. Deities are immortal, eternal and provide their followers with powerful magic in exchange for sacrifice and participation in their rites. Deities are grouped into pantheons, sharing a common history and goals. Initiates gain access to divine spells but acolytes, Runepriests and Runelords gain even greater powers from their worship and understanding of their chosen deity.

To a theist, life is impossible without divine support. Divine spells provide magical abilities that ease worshippers' difficulties, especially when pursuing livelihoods in keeping with the deity's powers. Crop goddesses bless the farmer's fields, war gods empower and protect warriors in battle, and the kings among the gods allow rulers to secure their authority with justice and divine favour. Theists regularly conduct sacrifices to the gods, empowering them with the things they love most. Great ceremonies to celebrate and support the gods serve to strengthen community ties.

Sacrifices require a worshipper to give away, transform or destroy something valuable or living in return for magic. These sacrifices are often burned, buried or broken but sometimes the item or creature is simply transported to the deity's home on the God Plane.

The Divine Cults chapter is a general overview of Gloranthan pantheons. These come chiefly from the Genertela continent, which is home of most theists.

Pantheon

A theist religion is made up of a collection of gods forming a pantheon. These deities may take many forms and roles. Most are friendly and worshipped by men and women in exchange for support. Many pantheons have deities extremely similar to each other, such as hunter gods (see Odayla) and crop goddesses (see Ralia). The greater gods often appear in the myths of other pantheons, often as enemies. God Learner experimentation has proven that many of these gods are actually the same deity worshipped under a variety of names while others are so similar that there are no differences, even when transposed between cultures.

Most worshippers in a culture are lay worshippers of many deities in their pantheon and do not progress further. However, depending on the culture, many also choose to become initiates of a deity to gain access to greater abilities and divine favour.

Deity Ranks

The deities in a pantheon range in power, importance and worship. The most powerful of these are Great Gods. These are usually the leaders of pantheons, gods and goddesses who are so immense that no mortal worshipper can comprehend their nature and must instead worship smaller aspects or facets of the whole. These smaller cults are treated as if they were separate deities though each is only part of the greater whole. Yelm, Solar Emperor, has numerous subcults and holds sway over a vast pantheon of subordinate deities. These gods have great influence over the worshipper's society, defining cultural roles, behaviour and relationships with outsiders. Great Gods are of cosmic importance, without which the world would perish.

More common are gods and goddesses of the various cults. These have many worshippers and temples throughout the land where their pantheon holds sway. Each fulfills an important role in society such as trade god, crop goddess or war god – there are many of these! Those deities with relatively few worshippers fill important niches in the magical ecology or receive large amounts of collateral worship from lay worshippers or as associated deities. Flamal, beloved by all earth goddesses, has few worshippers but all grain and plant goddesses support his cult in their rituals.

The smallest deities receiving worship are called demigods and are not directly worshipped (at least not in *Cults of Glorantha*) but are instead subsumed into the divine cults where they receive indirect, collateral worship. In exchange, they provide their particular divine magic, cult spell or special skill. Some are very local in scope, worshipped by a single tribe or temple. The Thunder Brothers, a collective of Orlanthi demigods, is an example of the former, while most city gods are very limited in scope.

Unworshipped divinities are the myriad servants and followers of more powerful gods. These godlings are known under a variety of names, such as daimoines, lares and guardian deities. These are the ordinary dwellers in the God Plane and the Hero Plane and are contacted by the various cults' Summon spells. All are limited in scope and do not offer power in exchange for worship but instead perform services for the faithful.

Heroes (that is mortals who have earned immortality through their deeds) are also worshipped across Glorantha. These can range greatly in power. The most powerful are indistinguishable from deities and have numerous temples and shrines. Such heroes often serve as cultural templates from which all right and proper behaviour descends. Carmanos the Law Giver, founder of modern Carmanian society, is an example of such a powerful hero cult. Most heroes are far smaller however. The majority of hero cults that survive for any length of time are usually associated with a deity and their worship offers access to a single cult spell, a unique divine spell or some secret technique.

Enemy Deities

Each pantheon has its own enemies. These deities – and sometimes spirits and entities – oppose the correct ways of living supported by the pantheon. Frequently these enemies are drawn from other pantheons, particularly those whose societies are in conflict. For example, Yelm and Orlanth are respectively known as Evil Emperor and Orlanthus the Rebel by their pantheons. Each acknowledges the existence of the other cult but in no way supports them. At best, enemy deities (and their cultists) are used as ritual foes in ceremonies and at worst are fought to the last breath.

Sometimes worshippers of more benign deities propitiate enemy deities to keep them at bay or to undo curses and

blights wrought by the enemy cult. Sacrificing to Malia, for example, may appease her and result in curing one of her diseases – despite the fact that this sacrifice empowers her.

Major Religions of Glorantha

Described here are some of the most commonly worshipped religious groups in Glorantha. Collectively, these pantheons, churches and traditions dominate Glorantha. Provided for each of these is a brief description of their history, beliefs and membership, as well as a list of commonly worshipped entities. Since these religions are part and parcel of their societies, much can be learned of the culture by what they hold sacred.

Note that many lesser beings exist, who are either locally powerful or are widespread, who are not a part of any of these larger organised religions. For example, Ompalam and his Noose rule the peoples of Afadjann absolutely but his worship is largely unknown outside of Fonrit. Some entities such as hunter gods or ancestor spirits are worshipped in a similar fashion across the world and they all have much the same behaviour.

Carmanian Church

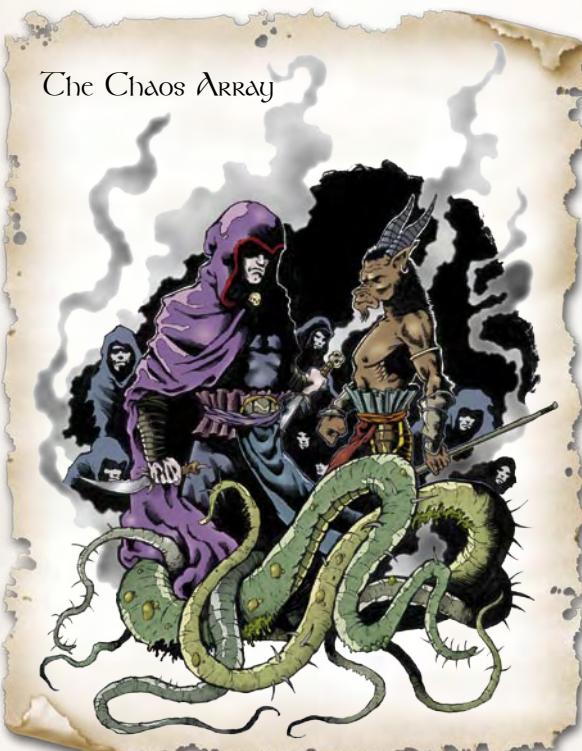
In the beginning, The Word was One. The Word became the World and divided into Light and Dark. Idovanus, the Good God, ruled the Light and Ganesatarus, God of Evil, ruled the Dark. As the world devolved from the perfection of the Green Age into the chaos and depravity of the Great Darkness, Ganesatarus grew in power. Corrupting even the powers of sorcery, he supplanted Idovanus in rule. With the Dawn, Idovanus returned to power.

When the Return to Rightness Crusade reached Fronela, the sorcerers there were driven into hiding or exile. Siranthir Forefront gathered his followers, trekking thousands of kilometres east to the lands around the Sweet Sea, and conquered the Spolite Empire – one of the greatest Ganesatarus strongholds. His son was the great prophet Carmanos and he brought the Carmanians the Word of God and the truth of the world's dualistic nature. Malkan, source of sorcery, was corrupt and endangered the essence of all who used it. Vizirs, carefully chosen wizards, were allowed to use it and all others turned to the worship of the God Gods, who served Idovanus.

Carmanians practice dualism in all they do. They love truth and hate lies, cherish light and shun dark. Their warlike knights destroy evil cults and spread the good word and a man generous to his friends is rewarded as highly as one who is cruel to his foes. Through this constant action, the Carmanians have built a powerful empire on the shores of the Sweet Sea and the Bull Shah contests against the lies of the Golden Dragon Emperor and the God Learner heretics.

Chaos Array

In the darkest part of the Storm Age, when all the gods were at war, the Unholy Trio completed their ritual and shattered the boundaries of Glorantha. The world rocked and out of the cracks and voids in reality oozed the gods of Chaos. They destroyed, corrupted and transformed nearly all that was left of the world. Entire peoples were erased. Even the memory of them was gone. Only desperate sacrifice or heroic acts by all the surviving world prevented the universe's destruction. Their threat was abated but Chaos always lurks at the boundaries of the world, seeking to return. It is a part of the world now and cannot be destroyed.



Chaos worshippers vary as widely as the entities they worship. In some cases, they are urbane and educated sorcerers and philosophers but in many places the worshippers are foul and debased. A few races, warped by the touch of Chaos in the God War instinctively worship these gods. Among these are ogres, broo and scorpion men.

Dwarf World Machine

In the beginning was the Machine and the Machine was in accordance with the Plan. The Machine, Mostal, fulfilled the plan and created the eight ancient minerals and the Mostali to maintain its functions. But a part became defective. This part, Umath, damaged the machine as it wrenched apart the Earth and Sky. Entropy and Growth became uncontrolled and Damage Control became necessary. The Ancient Minerals made a ninth – Iron – and charged it with removing the defective parts from the Machine. Insufficient Mostali existed so inferior copies, Clay Mostali or dwarfs, were created. During the repair process, chaos shattered the Ancient Minerals into nothingness, leaving only void. Despite these setbacks, the surviving dwarfs were able to effect partial repairs and the Sun was reinitialised. Since then, the Plan has proceeded apace with minor setbacks such as the Gbaji incident.

Mostal is the World Machine and the dwarfs are all part of the Plan. Outsiders would consider dwarfs to be sorcerous atheists but the dwarfs know that only they can see the workings of the machine and assist in its repair and maintenance. Dwarfs who follow their role are orderly, organised and immortal. Each new dwarf is assigned a caste, trained in their duties and provided with the skills they need. Those who attain perfection become diamond dwarfs.

Elf Array

Elf mythology is concerned primarily with the Green Age. During that time, Aldrya and her children covered most of the world with their forests and her Song filled them with life. In the Golden Age, the sun reached its zenith and the elves along with it. Taker and Grower lived in harmony and balance. When the Storm Age began, the Taker began to outstrip the Grower and the first winter began. Trolls and wildfire devoured the sleeping forests. Dwarf and human used the dead bodies of the aldryami for fuel and building material. A few survivors, led by High King Elf were able to protect some of the remaining forests.

All elves are born into this religion. So long as they remain in an aldryami forest, they are a part of the Song that suffuses it. A few others join it but they must have long histories of elf-friendship. Elves jealously protect the forests that yet remain with a ruthless xenophobia. Elves remember the Green Age and its perfection and seek to return the world to this 'perfect' time. Long term plans to reforest most of the world are slowly being implemented by the long-lived elves.

Aldrya herself is covered in *Cults of Glorantha: Volume II*.

Hsunchen Tradition

A long time ago, no difference existed between people and animals. Then things changed and the world worsened, people were set apart. Only the Hsunchen remember the older, better age when people and animals were one and the same and all living things lived in harmony.

The Hsunchen primitives hold to their old ways in scattered wildernesses throughout Genernela and the fringes of Pamaltela. Many different tribes exist, all descended from their own animal forbearer and worshipping their own local spirits and ancestors. However, these peoples share many traits especially concerning their creation and most ancient practices. God Learner scholars theorise that these animal ancestors are all descended from Hykim and Mikyh, mother and father of beasts.

Hsunchen are human, though tales of hybrid monsters and miscegenation haunt them wherever they dwell. The Hsunchen usually live in regions unsuited for exploitation by neighbouring cultures such as dense jungle, broken, hills or wastelands.

Malkioni Churches

The mythology of the West begins with the Invisible God's creation of the world. In earliest times, people lived close to the Creator and dwelt in perfection. Subsequent generations succumbed to the insidious temptations of the false gods. The Creator has sent several prophets to warn, guide and inspire His people, the Malkioni. The greatest of these, Malkion the Prophet taught the Solace of Body in the Godtime, promising that worshippers had some existence after death. Hrestol the Initiator brought the revelation of the Joy of the Heart, revealing that this existence was readily achieved. Other saints have come, bringing new teachings and enlightenment, conquering foes or uniting the fractious sects. One of the

most powerful was the scribing of the Abiding Book, a supernatural work, written by the Hand of the Creator, Malkan. This unified the Justreli and led to the Return to Rightness movement that catapulted them to world dominance.

Most of the West worships only the Invisible God. However, within his creation live saints and other personalities important to the service and history of the Invisible God. This monotheistic religion is divided into several Churches, factions and sects, each declaring the rest to be heresies from the true way. Almost all are descended in one way or another from the teachings of Malkion. Only the Brithini, a race of powerful immortals, persist in an impersonal view of the universe that many would call atheist. A unified Malkionism has not existed since the time of Malkion himself.

All Malkioni are human and live in a feudal society. Malkioni are divided into several castes and classes. These vary from society to society but in general they are farmer, soldier, wizard and lord. Views on class mobility varies greatly between sects, with some insisting that personal advancement is a dire heresy while others feel that only the most worthy should be members of the upper castes.

Mermen Pantheon

The world was once a great current, Zaramaka, which filled the universe. It divided into Daliath, Framanthe and Sramak. From these three sprang other divisions: fresh and salty, hot and cold, depths and shallows, and a host of other differences until all the waters were made. These water deities (and some of them are spirits and others essences) form the Mermen's pantheon ruled over by the great gods Magasta, Churner of the Depths, and Triolina, Mother of Sealife.

The most common worshippers of this pantheon are the merfolk, a collection of air- and water-breathing species. Other worshippers include intelligent sea-monsters and coastal humans who do not have the power to resist the sea's demands. All waters eventually join to Magasta in the great maelstrom of Magasta's Pool, there to enter the underworld and be recycled back into the oceans. No water can avoid this fate forever and as a result, mermen philosophy is a dark one to human thinking. Mermen cults have no hope of an afterlife and little comfort save family and duty in the present one.

Nurturing one's descendants and maintaining the ebb and flow of the sea's currents for a future they will never see takes up much of their time. The myths they teach their children tell of ancient battles against insurmountable odds, floods that drowned entire nations and lands rising up beneath the waters to destroy them. With the depredations of the God Learners, many of the sea's treasures have been plundered, and these tales take on new meaning.

Orlanth Pantheon

Along with his wife Eralda, the Great God Orlanth rules over a large pantheon of temperamental deities. Also known as the Storm Tribe, his followers are found throughout a region in central Genertela known as the 'Barbarian Belt'. The relationships between the gods of this pantheon are appropriately stormy and are governed by three great rules:

1. No One Can Make You Do Anything
2. Violence is Always An Option
3. There Is Always Another Way

Orlanthi mythology focuses on personal responsibility, both for heroic deeds and for tragic mistakes. The pantheon embraces freedom and the right of an individual to make their own way in the world. The Storm Tribe wrecked the world with the murder of Yelm and the incessant wars of the Storm Age but they also revitalised a stagnant universe with their violence and freedom-loving ways. When the world teetered on the brink of destruction, Orlanth gathered his companions and journeyed on the Lightbringer's Quest to return the Sun God and undo his mistake.

The nature of the Orlanthi culture is such that it seldom unifies for long, staying a barbarian mixture of clans, tribes and short-lived kingdoms. Much of the territory formerly occupied by these is now under the sway of the EWF and the Justreli Middle Sea Empire.

Pamalt Pantheon

This category includes the spirits of both the Doraddi and the Artmali.

The Artmali are a relic of the Godtime. In the Golden Age, the Artmali ruled central Pamaltela in a glorious

cold-blooded reign. Their heartless perfection could not withstand the brute vitality of the invading gods, sorcerers and chaos, and they disappeared from the world. Today, only its blue-skinned descendants, the slaves of Fonrit and the Veldang people remember them.

After the Artmali perished, the Doraddi tribes rose. Their new spirits, united under Pamalt, defeated the enemies that destroyed the Artmali. Under their chief they defined a new way of life that has survived to the present day.

Most of the Pamaltelan interior is rolling grasslands dissected by seasonal rivers that rage in the wet winter and dry up in the summer. The Doraddi are semi-nomadic horticulturists and hunters living in extended families. Their religion mirrors their lifestyle with a lively family of spirits whose quarrels are petty and endless until threatened by outsiders. Mythology includes both cosmological events and explanations of the myriad social mores and restrictions. Most plains-dwellers belong to the nomadic Doraddi culture. Recently, they have been fighting against the expansion of the Elf forests that began in recent centuries, overrunning much of the plains.

Pentan Tradition

The nomads of Pent are animists and loyally follow a very ancient religion. They are very conservative and call themselves the Horse People. Pentan religion centres on worship of the sun and of horses, both of which are contacted through ancestors. The Majestic Horses of the Kargzant Tradition are their protectors and guided them through the Great Darkness. Kargzant, the Sun Horse, is supreme and men primarily deal with fire spirits; women with earth spirits. Ancestor spirits are propitiated and often asked for advice. At the Dawn, they were powerful and occupied the lands now known as Pent as well as most of the Pelorian Valley. The nomadic rulers enslaved the peasantry until the armies of the First Council drove them back onto the Steppes.

Pentans are a patriarchal culture and everyone owes obedience to their father or older brothers. In turn, men must protect their mothers, wives and unmarried sisters and daughters. Loosely related families gather into clans and tribes united by shared worship, customs and kinship bonds.

Pent nomads ride horses and herd cattle, sheep and goats. They live harsh, brutal lives on the steppes. Winters are severe; their summers usually rich and peaceful. Pent's northern extents are a land of bleak tundra wracked by violent storms, buried by snow from the north or flooded by warm rain from the south. Further south are either the Rockwood Mountains, inhabited only by monsters, or the northern edge of the Chaos Wastes, also home of monsters (and Praxians). Pentan and Praxian nomads are ancient enemies.

Praxian Tradition

Praxian mythology revolves around the suppression of Chaos and their ancestors' struggle to survive in the Wastes. Under Waha the Great Spirit Khan, they glorify co-operation, hardiness, generosity and energetic activity. The Praxians know that their land was once a fertile paradise, but it is now blighted and ruined by the invasion of Chaos. All modern animal nomads are descendants of those few humans and animals who survived the final catastrophe. Waha taught the wretched remainder of humanity a new way of life perfectly suited for survival in that harsh region.

The animal nomads live in the Wastelands and believe Prax to be their holy land. They raid each other and their neighbours incessantly. Most tribes claim descent from Waha or another prominent spirit. The religion has little existence outside of Prax and the Wastelands but some of the surrounding lands hire the Praxians as mercenaries.

The animal nomads are divided into five main tribes – Bison Riders, Sable Riders, Impala Riders (who are pygmies), Alticamelus Riders and the non-human Morokanth but numerous smaller ones exist also. Men join the Waha practice while women follow Eirtha but many other practices are followed.

Troll Array

In the beginning, all trolls dwelt in the wonderful primal bliss of Wonderhome, where no light ever came and live food abounded. The Gods War and the arrival of Death's blazing fury ruined this paradise. Death seared many trolls but many managed to escape to the surface world.

The trolls and their minions quickly spread across the surface, eating everything in their way and eventually

conquering much of Glorantha. Events culminated in the Chaos War, when they fought desperately and valiantly against overwhelming hordes of chaos monsters. After horrendous sacrifice, the trolls conquered, shattering the armies and gods of Chaos. Subsequent troll history is an epic of uninterrupted suppression, violence and treachery both by and to trolls at the hands of humans, elves, dwarfs and others.

Troll religion is crude by any standard, but suffices for their unsophisticated needs. Trolls are actually a diverse group of related species. The leaders of modern trolls belong to the type known as dark trolls. These are served by the race of trollkin; cursed and stunted slaves. Another servant race is the great trolls, gigantically powerful warriors and heavy labourers. A few members of the ancestral Mistress Race still survive in dark caverns – these fearsome beings have black magical powers beyond mortal comprehension. Several other troll races exist, adapted to local conditions.

Solar Pantheon

In the Golden Age, Yelm ruled the cosmos and created an age of perfection. Every being knew its place and there was happiness and plenty for all. Yelm's emissaries readily solved the few disturbances by chastising those falling into incorrect ways. With the birth of Umath, everything changed and the Rebel Gods grew in power and eroded away the perfection and grandeur of the Empire until they murdered Yelm. The universe fell into shards, squabbled over by rebels, monsters and barbarians. Only when the Rebel Gods humbled themselves and appeared before Yelm in Hell to beg his forgiveness was the world restored.

The Solar pantheon generally holds sway throughout the Peloran basin and a related series of solar cults are found in the surrounding lands. The organisation of the Dara Happan Empire mirrors that solar religion with its imperial pomp and majesty. Yelm rules over all and only the Emperor of Dara Happa is permitted to worship him directly. All power and authority is derived from this divine right. Without an emperor, nobles and overseers have no authority over the peasants and serfs who form the bulk of the population. The Golden Dragon Emperor, who slew the previous emperor and ascended to the Footstool of Heaven, rules the Dara Happan Empire.



Vithelan Pantheon

The Vithelan cults of eastern Glorantha fall into three main groups: the thousand gods of the Eastern Isles, the Dragon Empire of Kralorela and the insular Vormani gods, and the jungles of Teshnos. They have a strong mystical tradition and many Vithelan religions mix sorcery, divine magic and spirits in unusual ways as a result.

The Empire of Kralorela is among the oldest in the world and has survived more-or-less intact since the God Time under the rule of the Dragon Emperors. Upon his death, each Emperor ascends to the Celestial Heavens along with the ghosts of all loyal citizens where he is worshiped as a god. The previous Emperor, Yanoor, committed utuma rather than be contaminated by God Learner assassins. Shang Hsa now rules in his stead with the help of the New Dragons and the land groans under their excesses.

The gods of the Eastern Isles seem endless with each island having its own guardian god, spirit or mystic. There are many groups and classes among these 'gods' in the Vithelean pantheon, some of which are actually

spirits or essences. The main distinction between them is the Parloth, who follow and uphold the cosmic order, and the Adpara, or 'anti-gods', who rebel against it. Above both groups are the Avanparloth, the High Gods – a group of mystic entities too lofty to be contacted by mortals. Foremost of these High Gods is Vith, the great mystic, author and guardian of the cosmic order.

Teshnos slumbers in the sun. First, there was Endi Varo, the Great Emperor and Sun Father. He brought forth the universe out of mystical non-being. A hundred dynasties of gods arose and ruled, sometimes wisely, sometimes not. The mystical teachings of Chal the Wise, has resulted in the teachings of the Five Fiery Forms and the cult of Somash, the multi faced sun, to gain ascendancy. His consort, Kab Vanara Sa has nine hundred daughters who are the local goddesses of crafting, fertility and home-life.

Otherworlds

Magic flows from the Other Side to the Mortal World where it is used to create, destroy and transform the world. The magic coming from these Otherworlds is different in each case, as are the inhabitants of those realms.

God Plane

All deities have their home in the God Plane, a vast landscape filled with all the divine houses and abodes. It is alive but unchanging. Heroes and gods there always do what they have always done.

Crossing over into the God Plane is like entering a landscape. Entering into it the worshippers first find the outskirts, where demigods and godlets exist, like villages around a town, hills around a mountain or streams entering a river. These villages and towns are inhabited by the numberless servants of the gods and the souls of worshippers awaiting their next life. The powerful deities exist within those towns along with their friends and allies – their pantheon. Those towns, in turn, surround the homes of the Great Gods, who are the source of the pantheon's existence. The analogy of settlements is a crude one and water entities might have streams contributing to lakes contributing to seas contributing to oceans, and so on. Homes of enemy deities are farther away but they too have their own settlements and communities.

Spirit World

The spirit plane is the Otherworld of the animists. It is a single place, undifferentiated by planes or barriers. There are no bodies here and many of its inhabitants are hostile to those who are alive. To most people, the entire plane appears as simply a vast, seemingly limitless grey zone of nothingness. They lack the senses to perceive its reality. Spiritists, however, can perceive their own limited spirit place, called a demesne. This is the realm of the majestic spirit and all its servants and worshippers are within it, parts of its spiritual body. Having come from the mortal plane, this spirit place tends to mirror the characteristics of the human world with which the worshipper is most familiar. Thus, both the Praxians and Pentans find themselves in a lush plain, amidst a huge herd of their own animals. Darjiinites find themselves in a luscious swamp. These realms abut and overlap each other, mingling and blurring. Great spirits encompass the spirits that make up their tradition. ‘Outside’ of them are other realms. Leaving the relative safety of the Great Spirit is dangerous but shamans do this frequently in search of exotic spirits necessary for their work.

Sorcery Plane

Sorcery planes are esoteric realms of thoughts and connections, filled with essences. There are few active inhabitants. Each plane is filled with a series of nodes that are interconnected and occasionally these connections lead to other planes. Nodes can take the form of rooms or chambers but are equally likely to be an abstract space that bursts into existence while being used only to disappear when no longer required. Adepts visit these nodes which are the source of spells, powers and essences necessary for summoning. Nodes are the metaphysical forms of saints, founders, essences and the myriad parts of God. These more complex nodes may appear as several chambers or a complex web of interrelated energies and lesser nodes. Each spell, grimoire and essential being has its own distinct node which must be visited if these powers are to be tapped. Spells and grimoires contain the instructions necessary for harnessing these powers and bringing them to the mundane world. Several essence planes exist, each increasing in esoteric nature and difficulty of access.

Underworld

The Underworld is the illogical ancestress of known Glorantha. It precedes what is knowable and thus cannot be truly known. Many Gloranthans think that all the worlds of Glorantha spawned from the Underworld. Most people of the Mundane World believe that the Underworld is the source of their worst enemies, Death, Darkness and Chaos, though not all of these beliefs and connections are correct. It is full of dead gods, broken spirits and failed integrations of Everything.

The Underworld is not any one of the various ‘Othersides’ but appears to partake of them. For some cultures, most notably the Uz and the Aldryami, the Underworld is their Other Side. One characteristic of the Underworld is the mixing of magical ‘types’. There, the magical systems, beings or physical elements, are more obvious and less structured than in the Mundane World. There are distinct zones favouring each magic type and the denizens of these regularly interact with each other.

The Greater Darkness is a Hero Plane that is connected only with, and often the same as, the Underworld. These connections make navigation through the Underworld difficult.

Hero Planes and the Gods War

Actually a series of planes, these are accessed through magical practices. These are the ages of Mythic History of Glorantha. Each age of the Hero Planes is a specific aspect of the Everything World, with the Underworld, Middle World and Sky World included. These are, more or less, earlier ‘temporal’ or ‘sequential’ versions of the Everything World. Thus, the Other Sides link into the Gods War, just as they link to the Everything World. Note that the links are often to different places and/or of different strength or weakness. In general, earlier ages have easier linkages between the various worlds of that age.

Each culture recognises different mythical ages. These often correspond with each other, despite cultural differences, especially where the myths of the different cultures tell of their mutual meetings and wars. There are also fundamental and contradictory differences between the myths of different cultures and all these variations are in the Gods War.

DIVINE CULTS

Provided here are dozens of cults worshipped throughout Glorantha. These range from the most powerful and widespread like Orlanth and Lodril to esoteric cults worshipped only by the eccentric. Also provided are the mainstay cults of Chaos and evil.

Cult Format

Name: The illustrious God Learner scholars have standardised many religions, taking the most prevalent name to describe the god or gods in the cult's original homeland. Experiments in transferring worshippers from one cult to another or even switching one god for another have been performed with no ill effect. Variations in spelling and pronunciation still exist from land to land and specific religious practices can differ wildly. Unique, localised cults still exist in many lands but they may be formed using the sample cults as examples.

Description: This describes the deity's place in the cosmos and provides details on the bare bones of the god's most important myths. One of the most important traits of a deity is the domain of worship – such as a love god, a war goddess or ruling deity – it is from these qualities that all divine power derives. Also noted are any unique or unusual powers the god wields or overarching powers such as Orlanth's Kingship of the Gods or the Divine Twinship of Caldara and Aurelion.

The next section discusses the cult, its practices and its historical position in the world including any political power the cult wields or authority it held in the past. If the cult has any famous heroes or leaders they and their deeds are noted as well. Also detailed are what the god expects of his worshippers – sacrifices, duties, sacred weapons as well as any cult likes and dislikes. The god's typical iconography, sacred statuary and religious symbols are also detailed. Noted are typical temple size and the cult's prevalence in society. Any particular places of power or sacred pilgrimage are among the most important temples. Last is the divine spell available from the god's temples. This, along with the Worship (God) spell, are the only divine spells typically available at temples.

Runes: The mystic runes that are intimately associated with the god. These runes encompass the god's nature and are important for determining his place in Glorantha. As such; they also help to determine what kinds of magic the cult can access. Since runestones are crystallised drops of divine blood, it is often useful to know which god is the source of that rune.

Type: What sort of god is he? This includes their domain of worship – such as a love god, a war goddess, or ruling deity. Many Gloranthan deities do not fit into neat categories however, such as the scholastic Lankor Mhy and Buserian.

Pantheon: As noted earlier, several large pantheons exist in Glorantha as well as numerous minor ones. Some deities such as Chalana Arroy exist in several pantheons possibly under a variety of names. In these cases, they are listed in the order of prominence and importance (within that pantheon). For example, Babeester Gor's cult exists among the Earth, Storm and Elf pantheons but her worshippers are most common among the Earth pantheon.

Worshippers: These make up the god's main source of believers, be they warriors, courtesans, nobles or lepers.

Worshipper's Duties: Typical tasks and behaviours the deity expects of his followers.

Communal Worshipper (Lay Member) Membership

The first step in joining a cult is to become a lay member. These are usually known as communal worshippers. This casual level of worship confers few benefits but has little cost. Characters can belong to numerous cults as a lay member, so long as they are not diametrically opposed. The vast majority of members of a cult are lay members, casual worshippers who follow the basic doctrine of the cult and attend regular ceremonies.

Requirements: The standard requirements are that candidates have at least a basic understanding of the beliefs of the cult and make a small donation of between 1 and 10 silvers.

Special Notes: Any additional duties required of lay members. Unless otherwise stated, they will be expected to attend celebrations on special Holy Days but unless they are aiming to rise in the ranks of the cult, they will not be expected to attend regular ceremonies.

Communal worshippers will automatically be able to find tutors for any and all skills the cult teaches and any cult-specific rune spells. They must still pay the normal rates for these services. If a character is an initiate of a cult, he will usually be considered a lay member of all other cults in his pantheon without being required to make any donation.

Initiate Membership

This is the start of the true membership of the cult. As such, it requires the initiate donate considerable time and money to the cult to maintain membership. In return, they receive access to Divine Magic and reduced costs for training and the cult's rune spells. It is possible to be initiated into many cults as long as all requirements are met and the cults are not mutually hostile.

Requirements: 'Standard' membership means the typical requirements for membership listed in the *RuneQuest* rulebook (see page 80). Typically, candidates will be tested to determine their knowledge of the cult, their sincerity for joining and even their current reputation. The character must succeed in five skill tests of cult skills. In addition, he must also make a gift of at least 50 silvers.

Special Notes: Any special duties or benefits pertaining to initiates are listed here. Unless otherwise noted, an initiate must donate 10% of his time and income to the cult. Initiates are expected to attend services at their place of worship at least one day every two weeks. They must also attend all ceremonies during Holy Days. Initiates may know sorcery or spirit magic and be members of Orders or Practices.

Cult Skills: These skills are important to the cult and the cult provides training at half price. In the case of Weapon skills and Lore skills, the preferred versions are noted.

Cult Spells: The initiate will have automatic access to tutors who can teach the listed rune and divine spells (those only taught by their cult) up to a Magnitude of 2. They pay half the normal price when being taught these

spells. Cult spells of associated cults are also available to initiates if they visit a temple of an associated god. Acolytes can learn these spells up to Magnitude 4. Runepriests and Runelords may learn these spells up to any Magnitude.

Common Divine Magic: Some Gloranthan cults do not have access to the entire range of common divine spells (as found in *RuneQuest Companion*). In such cases, the common divine spells available to worshippers at any temple (but not shrines) are listed.

Special Divine Magic: Any special cult divine spells available to initiates. New spells are described in the Divine Spells chapter, many of which are not generally available to other cults.

Acolyte Membership

Few members of the cult become acolytes, as the rank requires considerable dedication and service. Acolytes learn the cult's inner secrets and serve as assistants to the Runepriests and Runelords and often lead ceremonies when these more senior members are unavailable. Acolytes can be lay members and even initiates of other cults in their pantheon but cannot be acolytes of more than one cult.

Requirements: 'Standard' membership means the typical requirements for membership listed in the *RuneQuest* rulebook (see page 80). Usually this means the candidate must have been an initiate of the cult for at least two years and must have at least four of the cult skills raised to at least 50%. A candidate must not practice sorcery, spirit magic or worship an enemy cult. A gift must be made to the cult of at least 1,000 silvers.

Some cults may not have acolytes.

Special Notes: Any special duties or benefits pertaining to acolytes are listed here. Unless otherwise noted, an acolyte must donate 25% of his time and income to the cult and attend services at their place of worship once a week. They must also attend all ceremonies during the Holy Days. Acolytes also have access to divine intervention (see *RuneQuest* rulebook, page 83). Acolytes may not have any spirit magic or sorcery – such magic is lost when becoming an acolyte otherwise stated by the cult.

Divine Magic: Any special divine spells available to acolytes. New spells are described in the Divine Spells chapter, many of which are not generally available to other cults.

Runepriest Membership

The most senior worshipper of each congregation of the cult, Runepriests live to serve their faith. They are leaders among the cult and each looks after an entire congregation and place of worship. Runepriests are frequently administrators for their place of worship, monitoring both tithes and members, though many of them are assisted by acolytes, and even initiates if they have the requisite skills. In the largest cults, a considerable bureaucracy may evolve with Runepriests of differing ranks and privileges overseeing thousands of lay members and initiates. High priests, for example, usually oversee multiple temples.

Requirements: ‘Standard’ requirements necessitate that candidates must have been an acolyte of the cult for at least two years and must have at least five cult skills of at least 75%. Finally, they must purchase the Runepriest Legendary Ability.

Special Note: Any special duties or benefits pertaining to Runepriests are listed here. Unless otherwise noted, a Runepriest must donate 50% of his income to the cult and lead services at their place of worship every day of the week, though one day a week may be left for his own

time at his option. Unless otherwise stated, a Runepriest cannot become a Runelord. Runepriests also have access to divine intervention (see *RuneQuest* rulebook, page 83).

Divine Magic: Any special divine spells available to Runepriests. New spells are described in the Divine Spells chapter, many of which are not generally available to other cults.

Runelord Membership

Runelords are living examples of everything the cult stands for. These heroes have access to the cult’s deepest secrets and are often entrusted with great temporal power. When trouble threatens the cult, it is the Runelords who will fight for its survival and prosperity.

Requirements: ‘Standard’ requirements for candidates include being an acolyte of the cult for at least three years and having at least five cult skills of at least 80% or more. Finally, they must purchase the Runelord Legendary Ability. Many cults also require some symbolic quest or duty.

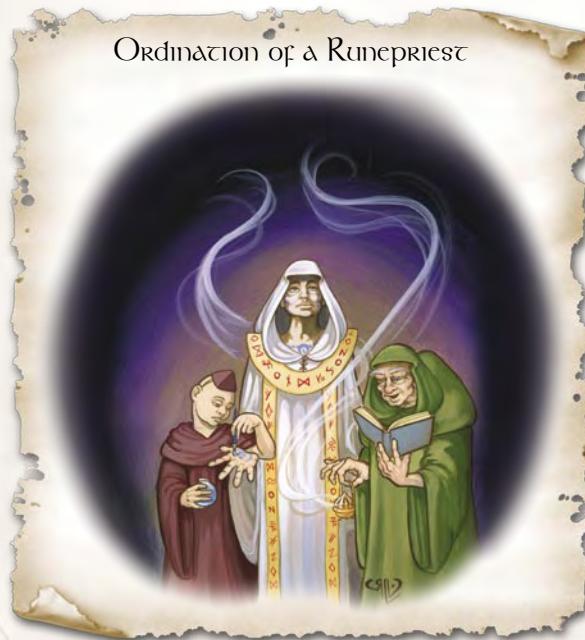
Special Note: Any special duties or benefits pertaining to Runelords are listed here. Unless otherwise noted, a Runelord must donate 50% of his income to the cult and spend a similar amount of time pursuing cult duties – this may range from simply attending services to being sent on quests by their Runepriest, recovering sacred items or protecting cult members. A Runelord cannot become a Runepriest unless otherwise noted though in some of the more militant cults the Runelords also serve as the priesthood. Runelords also have access to divine intervention (see *RuneQuest* rulebook, page 83).

Divine Magic: Any special divine spells available to Runelords. New spells are described in the Divine Spells chapter, many of which are not generally available to other cults.

Special Benefits

Any special benefits that are bestowed by membership in the cult are listed here. There is typically one benefit for each level of membership beyond lay member and higher-level members retain the benefits gained at lower rank. Thus an acolyte would have the benefits pertaining to an acolyte and an initiate but not those for a Runepriest or Runelord.

Ordination of a Runepriest



Associated Cults

Many Gloranthan gods are associated with others of the same pantheon. While all gods of a pantheon are allied to some degree, some relationships are closer than others. Such gods have shrines in each other's Major temples and their worshippers share mythic associations and relationships. Many cults have numerous other associations with smaller cults, depending on local variations but these are ignored for the purposes of this book.

Associated cults gain access to one divine spell from each of the deities associated with it. To learn this spell, an acolyte, Runepriest or Runelord must travel to any place which teaches the spell. This could be a shrine to the associated god in a temple of his own cult, a temple of the associated god where the spell is taught or to a shrine to the associated god located in a temple to a third, non-hostile deity. To renew an associate divine spell requires the caster spend one day praying per point of Magnitude in a place which teaches that spell.

Divine Companions

Many cults provide their Runepriests and Runelords with divine companions. If the character pleases his god through his actions, sacrifices and quests, he might gain a divine being to assist him. Sometimes acolytes or even initiates may find themselves lucky enough to be so blessed.

Divine companions are a rarity and only the most loyal and heroic members of any cult gain them. When a Runelord or Runepriest is first accepted, they gain a divine companion if they can succeed in a Divine Intervention test. This test may be modified by any heroic deeds and sacrifices made in the deity's name. Should the applicant fail, he may attempt to gain a divine companion after he successfully completes some quest or deed to further his cult or deity. At most, such additional tests would be allowed only once per year.

Divine companions are typically an awakened animal or divine being sent by the god. In the latter case, the being inhabits an item sacred to the deity in question. Awakened animals are always of a breed sacred to the god and once awakened, they gain an INT of 3D6 (or a value equivalent to its former fixed INT – whichever is larger). All other attributes remain unchanged. In the case

Divine Companions

Deity	Status	Companion Type
Argan Argar	Priests	Rat or Bolg
Babeester Gor	Axe Priestess	Axe
Barntar	Ploughman	Plough, Bull
Buserian	Star Priest	Observatory, Quill Pen
Chalana Arroy	High Healer	Butterfly
Dendara	Runepriestess	Keys
Donadar	Runepriest	Musical Instrument
Elmal	Sun Thane	Spear, Stallion
Erissa	White Lady	Medicine Kit
Ernalda	Earth Priestess	Sow
	Chieftainess	Regalia
Gorgorma	Runepriest	Raven
Heler	Rainmaker	Sheep, Water jug
Humakt	Sword	Sword, Ravens
Issaries	Merchant	Staff, Mule, Shop
	Trader Prince	
Kab Tolat Solf	War Priest	Sword
Lankor Mhy	Sage Priest	Quill Pen
	Sword Sage	
Lodril	Fire Priest	Fire, Fire Elemental
	Spear Lord	
Lokarnos	Wagon Master	Wagon, Wheel Coin
Magasta	Runepriest	Net, Shark
Maran Gor	Runepriestess	Axe, Mace, Dinosaur
Orlanth	Wind Lords	Sword, Alynx (shadow cat)
	Dragon Slayer	
	Storm Voice	
Oslira	Riverpriest	Fish
Shargash	Ash Priest	Mace, Drums
	Son of Shargash	
Star Bear	Star Bear	Bear
Triolina	Sea Mother	Small Fish
Tsankth	Barracuda	Ship's Ram
Ty Kora Tek	Crone	Tomb, Ghost
Uleria	Runepriest	Dove
Urox	Jarl	Horned Helmet, Weapon
Urvairinus	General	Spear, Helmet
Valind	Runepriest	Arctic Owl, Icicle
Wachaza	War Master	Trident
Xiola Umbar	Runepriestess	Bat
Yelm	Yelm Imperator	Eagle
	Yelm the Elder	Hawk
Yelmanio	Light Sons	Spear, Hawk
Tharkantus	Light Priests	
Yigg	Runepriest	Ship's Figurehead
Zorak Zoran	Death Lord	Mace, Skull

of a divine companion occupying a sacred object, they have an INT of 2D6+6 and a POW of 3D6.

Divine companions are always considered to be initiates of the cult and may sacrifice for Divine Magic just as a regular initiate. They cannot become acolytes, Runepriests or Runelords. They cannot join any other cult nor learn any magic other than that allowed by their cult. Should their mortal companion leave the cult, they depart immediately.

Divine companions are permanently in an unlimited range Mindlink (see *RuneQuest Companion*, page 20) with their mortal counterpart. Each can see through the other's senses provided they make a concentration roll of INT x 3. Each can cast spells through the other with a successful Persistence test at any distance but they may also cast spells upon each other without such restrictions.

No one may have more than one divine companion at a time. Should a divine companion be killed or destroyed, the mortal companion may attempt to gain a new one as noted above.

Argan Argar

God of Surface Darkness, Troll god of Trade

Argan Argar is a son of Xentha, the night goddess. He led many trolls during the Darkness after they were driven to the Surface. His cult acts as a mediator between trolls and surface folk. His cult performs many important functions for trolls unavailable elsewhere including such amenities as languages, trade and coinage. He is worshipped by those trolls who must deal with outsiders and by humans who must deal with trolls. Through his marriage to Esrola, the Grain Goddess, he is one of the few Darkness deities friendly to the Earth.

The cult was widespread during the First Age and during the Stygian Autarchy but has declined in power since then. His worshippers train trollkin with spears for use in military units, which has proved a profitable exercise. Only Old One, the son of Argan Argar and Esrolia, is the most famous of his worshippers. He has ruled Kethaela since the Dawn and maintains uneasy neutrality between the powerful EWF and the Middle Sea Empire. Argan Argar is depicted as a dark troll with large eyes, holding



a spear with his other hand extended. Temples to Argan Argar exist throughout troll lands and can be of any size. Temples in neighbouring lands are usually only shrines. His shrines teach Create Shadow.

Runes: Darkness, Trade.

Pantheon: Troll.

Worshippers: Troll merchants, merchants visiting trolls, troll wayfarers, humans living in troll lands.

Worshipper's Duties: Deal peacefully with others. Maintain communication between troll lands. Get rich.

Initiate Membership

Requirements: Standard.

Special Note: Spells that create light such as Glow and Light are forbidden to Argan Argar worshippers.

Cult Skills: Evaluate, Influence, Language, Lore (Argan Argar Theology), Lore (Human) (or Lore (Troll) for any non-troll worshippers), Speak Darktongue, Spear.

Cult Spells: Cover of Night, Extinguish, Protection, Thunder's Voice.

Common Divine Magic: All.

Special Divine Magic: Coin Bolg, Command (Shade), Create Shadow, Dark Walk, Safe, Suppress Aether.

Acolyte Membership

Requirements: Standard.

Runepriest Membership

Requirements: Standard.

Special Benefits

Troll initiates receive a +10% Influence bonus when making any social interactions with non-trolls. Non-troll initiates receive a +10% Influence bonus when dealing with trolls. Troll acolytes gain the ability to see in the day without discomfort (non-troll acolytes can see in the dark).

Associated Cults

Xiola Umbar: Provides Heal Body.

Babeester Gor

Holy Earth Avenger

Babeester Gor is the grim defender of the Earth. She was born, axes in hand, from Eralda's dead body. She arose knowing what was to be done and hunted down those who had murdered or defiled her kinswomen. With her great axe, she slew everyone who had harmed her mother until the gore stained her forever. Babeester Gor is the goddess of vengeance and terror, worshipped wherever Eralda is.

Her worshippers are celibate, ruthless, murderous, unsociable and terrifying. They serve as sacred temple guardians for Aldrya, Eralda, and several other Earth goddesses as well as hunt down kinslayers, oathbreakers, rapists and other criminals. She is depicted in temples as an axe, decorated with grim trophies such as scalps and severed limbs. Most of her temples are shrines found

within greater temples to earth goddesses but larger temples exist in Kerofinela and Esrolia. Axe Hall in Esrolia marks where she first walked the Earth. Shrines to Babeester Gor teach Great Parry.

Runes: Death, Earth.

Type: War.

Pantheon: Orlanth, Elf.

Worshippers: Female berserkers, vengeful women, deranged psychopaths.

Worshippers Duties: Guard Earth temples when not hunting down rapists, kinslayers, oathbreakers and criminals.

Initiate Membership

Requirements: Standard. Initiates must remain celibate.

Cult Skills: Athletics, Lore (Babeester Gor Theology), Perception, Tracking, Unarmed, 1H/2H Axe, Shield.

Cult Spells: Bladsharp, Demoralise, Strength, Vigour.

Common Divine Magic: All.

Special Divine Magic: Axe Trance, Berserk, Command (Gnome), Great Parry, Shield, Slash.

Acolyte Membership

Requirements: Standard. She must engage in a ritual hunt of a lawbreaker designated by her Runepriestess.

Axe Priestess (Runepriestess) Membership

Requirements: Standard plus the candidate have 90% or more in 1H/2H Axe. She must never have broken cult vows and must swear to protect Earth temples and priestesses.

Special Benefits

Initiates of Babeester Gor receive a +10% Tracking and Perception bonus when ritually hunting those who have offended the cult. Runepriestesses gain the ability to cause Fear (as the divine spell) at will upon those hunted by the cult.

Associated Cults

Ernalda: Provides Heal Body.

Maran Gor: Provides Blast Earth.

Ty Kora Tek: Provides Bless Grave.

Barntar Orlanthson

Sturdy Farmer

Barntar the Ploughman is the first-born son of Orlanth and Ernalda. He tamed the bull with stick and rope, teaching it to draw a plough. When the Thunder Brothers humiliated him for not being a warrior, he refused to till the fields for them until they honoured his skills. When the Stone People turned the soil to rock, he ploughed it back into good earth. When the Plant Men sowed the fields with weeds, he pulled them up. When the Vadrudi raided their own kin, he was killed – the first kinslaying. Barntar is honest, hard-working and taciturn.

Barntar's worship is widespread among the Orlanthi folk and his carls are the backbone of every clan. His worshippers hold a place equal to the haughty nobles and boastful warriors. They work hard to feed their clans and emulate his hard working, simple honesty. Barntar is depicted as his sacred plough or as a bearded farmer. Many clans support shrines to Barntar but larger temples are only found at places sacred to him or at the seat of tribal kings. Shrines teach Plough Strength.

Runes: Air, Beast, Fertility.

Type: Fertility.

Pantheon: Orlanth.

Worshippers: Orlanthi farmers, their sons and grandfathers.

Carl (Initiate) Membership

Requirements: Standard. Candidates must be male. Any candidate whose father was a member of the Barntar Cult is automatically allowed to join.

Cult Skills: Driving, First Aid, Lore (all), Lore (Barntar Orlanthson Theology), Spear.

Cult Spells: Endurance, Heal, Repair, Strength.

Common Divine Magic: All.

Special Divine Magic: Command (Bull), Command (Boar), Command (Ram), Plough Strong.

Acolyte Membership

Requirements: Standard. Acolytes must be male.

Ploughmen (Runepriest) Membership

Requirements: Standard plus the candidate must have Lore (Plant) of 90% and a CON of 14 or more.

Special Benefits

Initiates of Barntar gain a +10% bonus on any CON or Fatigue checks. Runepriests gain a +25% bonus on any Influence checks with cultists worshipping the local Grain Goddess, Orlanth or Ernalda.

Associated Cults

Ernalda: Provides Heal Body.

Ralia (or other local Grain Goddess): Provides Bless Crop.

Orlanth: Provides Shield.

Buserian

Celestial Scribe and Stargazer

Yelm's third son, Buserian, recorded all that occurred in the Imperial Court. He maintained the laws and decrees of his Father, even unto the notes sung by the birds and the steps of the celestial dancers. He created the first library to store these records and later devised a catalogue system to find them later. After the Great Flood, the other gods turned to Buserian for he alone retained the knowledge to re-establish the ways of Dara Happa. During the Great Darkness, he remained behind; watching the skies after the rest of the court had departed for the Underworld. As the stars appeared, Buserian taught their positions, paths and powers to his followers; including his ability to see what was hidden.

The cult is found throughout the Dara Happan Empire, maintaining the bureaucracy as tax collectors, accountants



BUSERIAN SCHOLAR

and scribes. The greatest temple to Buserian is found at Yuthuppa, where the Stargazers continue to watch and record the movements of the Celestial Court but most of his temples are considerably smaller. Shrines to Buserian teach Flawless Scribe.

Runes: Air, Law, Truth.

Pantheon: Yelm.

Worshippers: Scribes, bureaucrats, scholars.

Worshipper's Duties: Record everything, file it properly, write reports and then gaze at stars.

Initiate Membership

Requirements: Candidate must have an 100% in their Language and pass a series of examinations. This is abstracted as rolling INT x 3 or less on 1D100. The cost of this examination is 200 silver and it is offered once per year.

Cult Skills: Influence, Language, Lore (all), Lore (Buserian Theology), Perception.

Cult Spells: Detect Magic, Glamour.

Common Divine Magic: All.

Special Divine Magic: Flawless Scribe, See the Unseen.

Acolyte Membership

Requirements: Standard plus the candidate must have Lore (Astronomy) at 75% or more.

Stargazer Priest (Runepriest) Membership

Requirements: Standard plus the candidate must have 90% or more in Language, Influence and Lore (Astronomy).

Divine Magic: Celestial Divination.

Special Benefits

Initiates of Buserian are highly resistant to boredom and have great attention to detail. Acolytes have an unfailing instinct for finding their paperwork, so long as it remains in their own filing system. Runepriests always know what stars and planets are in the sky, regardless of cloud cover or time of day or night.

Associated Cults

Dendara: Provides Heal Body.

Yelm: Provides Shield.

Yelmanio Tharkantus: Provides Catseye.

Caladra & Aurelion

Volcano Twins

The Volcano twins were the last children borne to Gata, the Great Earth, and Lodril the Firespear. Aurelion woke first after the Spike exploded. Drawing on his father's might, he hurled up the mighty cliffs of Breakwater Volcano against the invading ocean. Caladra woke soon after, sensing her brother's struggle. Her arrival destroyed a massed Chaos army in a torrent of molten rock. Despite the distance between them, the two gods were drawn together by powerful bonds of kinship. They were finally united at Meetinghall Mountain after great struggles, swearing to share their lives and powers. They remained together throughout the Great Darkness until the Dawn.

The cult existed as several widely separated volcano cults but these were unified as God Learner scholars'

research proved the similarities of their myths. Numerous peoples have adopted the Volcano Twins for their fertility powers and their ability to tame volcanoes. The twins are depicted as a fiery, orange-skinned woman and a handsome, ebony-skinned man. Diamonds are sacred to this cult and raw oil is burned in the temples. Temples are found on volcanoes and in nearby settlements and range in size from simple shrines to the Great Temples at the Vent, Meeting Hall and Breakwater volcanoes. Shrines teach Fertilise.

Runes: Earth, Fire, Harmony.

Type: Fire, Earth.

Pantheon: Orlanth, Solar.

Worshippers: Slash-and-burn agriculturalists, volcano cultists, twins.

Worshipper's Duties: Farm the land, gather sacrifices for the volcano, search for your soul-mate.

Initiate Membership

Requirements: Standard. Any twins applying to join are automatically accepted.

Cult Skills: Play Instrument (Harp), Lore (Caladra & Aurelion Theology, Mineral, World), Language, Survival, 1H Axe, Spear, Throwing.

Cult Spells: Endurance, Ignite, Mindspeech.

Common Divine Magic: All.

Special Divine Magic: Command (Salamander), Command (Gnome), Fertilise, Earthwarm, Firedweller.

Acolyte Membership

Requirements: Standard. Acolytes without a Soul Twin cannot become Runepriests.

Twin Priests (Runepriest) Membership

Requirements: Standard. The Twin Priest must have a Soul Twin, a divine soulmate who is also ready to become a priest. If the candidate has a twin and one of the pair is

otherwise qualified for priesthood, both are inducted. For those unlucky enough not to be born twins, the chance of finding a Soul Twin is $POW \times 1$ per year. This chance is rolled each High Holy Day after initiation.

Special Benefits

Initiates gain a plot of very fertile land on the slopes of the volcano. This land provides an income of 100 silvers per year. Acolytes receive a +10% bonus to all cult skills while on the slopes of any volcano. Twin Priest pairs are in constant Mindlink with each other over an unlimited range.

Associated Cults

Lodril: Provides Awaken Lodril.

Esrola: Provides Bless Crop.

Carmanos Law-Bringer

Founder and Prophet

The great prophet Carmanos brought the word of God to the peoples of the Oronin valley. He revealed how the Maker created two beings to oversee the world. At first, Idovanus, the Good God, ruled over everything but in time Ganesatarus, the Evil God, overcame him in the Great Darkness. Since the Dawn, however, Idovanus has grown in strength, especially when Carmanos's father, Sylanthir Forefront, overthrew the evil Spolite Empire and their dark witches.

The nobles and knights, now known as the Karmanoi, realised that their sorcery, which came from Malkan, was evil. Under the guidance of their Viziers, they turned to worship Idovanus through other gods. Samandar, the Shah of Carmania, now rules and wages war against the New Dragon Sun of Dara Happa. Carmanos is depicted as a regal youth, clad in tunic and bearing a dagger. His servants are expected to serve the light through honour, dignity and fierce war against evil. Temples of Carmanos are found throughout the land now bearing his name and range from small shrines of a noble family to the great temple at Shardash.

Runes: Law, Light, Mastery.

Pantheon: Carmania.

Worshippers: Noble Carmanians, native born and adopted.

Worshipper's Duties: Rule wisely, make war fiercely.

Initiate Membership

Requirements: Standard, plus the candidate must be born into or adopted by a family of the Karmanoi caste (nobility).

Cult Skills: Dagger, Evaluate, Influence, Lore (Carmanos Law-Bringer Theology), Perception, Ride, 1H/2H Sword.

Cult Spells: Bladsharp, Light, Oath of Ordeal, Protection, Thunder's Voice.

Common Divine Magic: All.

Special Divine Magic: Command (Caste), Light of Idovanus, Shield.

Acolyte Membership

Requirements: Standard.

Karmanak (Runelord) Membership

Requirements: Standard plus must never have betrayed oaths to superiors.

Special Notes: Karmanak check for Divine Intervention on a 1D10 rather than 1D100. He donates 90% of his time and income to the cult.

Special Benefits

Initiates of Carmanos gain a +10% bonus to Weapon skill when fighting any Darkness, Shadow or Chaos cultist.

Associated Cults

Humak't (Humakt): Provides Morale.

Chalana Arroy

Goddess of Healing

Merciful Chalana Arroy is the goddess of healing and comfort. She knows all the spells of healing and can cure any disease. During the Golden Age, she was a member of Yelm's household. During the Darkness, she left her comfortable sinecure to make peace with the barbarian Orlanth; teaching everyone her healing gifts. She taught

the barbarians which plants were good and which were bad. Where she found hatred, she brought love. Where she found fear, she brought calm. Where she found pain, she brought joy. Wherever she found anger, she brought peace and healing. Once, she and her son Arroin found a god they could not cure, for he was dead. This had never happened before as she never encountered the true Death before. Putting aside her neutrality, she set out to find a cure for this. She was joined by several other companions and together, these Lifebringers made their way to the Underworld. After great trials she healed the dead sun and brought Orlanth and Yelm together in reconciliation, healing the world.

She forswears violence and has vowed to heal anyone, including enemies; and her followers must do the same. Orlanthi value the healing she grants, even if they find her dedication to non-violence annoying at times. Her worshippers spend their lives healing the sick and injured, promoting peace and fighting the forces of Malia, goddess of disease wherever found. Her temples are rarely larger than shrines but cities often support a minor temple. Larger temples, called Hospitals, are found at sacred sites to healing or peace. The Temple of Peace in Wenelia, houses dozens of healing cults under Chalana Arroy's auspices. Shrines to Chalana Arroy provide whatever curative spell is locally important.

God Learner scholars believe that Chalana Arroy and Erissa are the same entity; however, Yelmic and Orlanthi cultists deny this vigorously.

Runes: Fertility, Harmony.

Pantheon: Orlanth, Solar, Elf.

Worshippers: Doctors, Nurses, Peacemakers and healers of all sorts.

Worshipper Duties: Healing the sick and injured, promoting peace, defeating the forces of Mallia, goddess of disease.

Healer (Initiate) Membership

Requirements: Standard plus candidates must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. They are forbidden to learn any combat skill but Dodge. A healer must give 50% of their income to the cult. Foes incapacitated by the healer's



actions are under his protection. They may not be harmed in any way, though they may be disarmed and captured. Chaotic foes are exempt from this protection.

Cult Skills: Dodge, First Aid, Healing, Lore (Chalana Arroy Theology), Survival.

Cult Spells: Heal, Protection, Vigour, Warmth.

Special Note: Any spell that causes harm is forbidden to Chalana Arroy's followers. These include most command and dominate spells. The Sleep spell is not taught to anyone outside the cult.

Common Divine Magic: All except Warding.

Special Divine Magic: Comfort Song, Command (Healing Spirit), Cure (Disease), Heal Body, Sleep.

Acolyte Membership

Requirements: Standard.

High Healer (Runepriest) Membership

Requirements: Standard plus the candidate must have 90% or more skill in First Aid, Healing or Survival as well as 75% in all other cult skills. He must known Heal and has never broken cult vows since becoming a Healer.

Special Divine Spell: Solace.

Special Benefits

Initiate gains +20% First Aid bonus when treating any current enemy, or member of a traditional Orlanthi foe, including Uz, Mostali, Pelorians and Waertagi. Acolytes may spend a Hero Point to dissuade an enemy from harming them. The targeted enemy remains unable to do direct harm at the acolyte until the acolyte does something new to enrage him or until a week has passed. High Healers radiate an aura of pacifism. Enemies, no matter how vile, cannot attack them unless all of their other allies are engaged by at least one other foe.

Associated Cults

Erissa: Provides Restore Vision.

Issaries: Provides Create Market (called Create Neutral Ground by the Healers). This version costs only 1 Magnitude and does no damage but causes a sensation of pain to transgressors as a warning.

Lankor Mhy: Provides Analyse Magic.

Orlanth: Provides Shield.

Dendara

The Good Goddess

Faithful and beautiful, Dendara is the wife of Yelm, Emperor of the Universe. She assisted her husband making the hills, valleys, cities and people. She is a paragon of matronly virtue and commands an entire heaven full of servants and officers to carry out the myriad tasks required by the Celestial Court. She maintains and sustains her

divine husband without usurping his authority, content to bask in his radiant presence. In turn, Yelm protects and cherishes her, devoted to her before all others. He also permits her hideous sister to visit the palace each evening to play chess with his wife. When the Rebel Gods slew her husband, she and her court accompanied him to the Underworld where she did her best to comfort him there. When her ministrations revived him, Dendara accompanied her radiant Lord back to the sky to maintain his celestial palace once more.

The wives and daughters of Dara Happan nobles, courtiers and functionaries worship Dendara. As such, her cult holds considerable influence but little direct authority. She is depicted as a lovely, matronly woman, respectful to her husband and surrounded by her many devoted children. Dendara's temples are found throughout that land and range from shrines to mighty temples. Shrines to Dendara teach Bless Home.

Runes: Earth, Light.

Type: Earth, Ruler.

Pantheon: Solar.

Worshippers: Dara Happan wives, noblewomen, female courtiers.

Worshippers: Be a dutiful wife, manage the household, intrigue behind the scenes for family power.

Initiate Membership

Requirements: Standard. Candidate must be the daughter of a Yelm, Dendara or Yelmanio Tharkantus initiate.

Cult Skills: Craft (weaving), Evaluate, First Aid, Healing, Influence, Lore (Administration, Dendara Theology, World).

Cult Spells: Glamour, Heal, Light, Protection, Shimmer, Vigour.

Common Divine Magic: All.

Special Divine Magic: Bless Home, Command (Gnome), Command (Household).

Acolyte Membership

Requirements: Standard.

Runepriestess Membership

Requirements: Standard, plus candidate must be a woman who has given birth to at least one healthy child.

Special Benefits

Initiates of Dendara gain a +10% bonus to Influence against any Solar Worshipper who is of lower social status. Runepriestesses can ignore the effects of Influence or mind-affecting magic by any member of the Solar Pantheon who is not a worshipper of Yelm.

Associated Cults

Gorgorma: Provides Command (Ghost).

Lodril: Provides Earthwarm.

Ralia: Provides Bless Crops.

Yelm: Provides Fight Disease.

Yelmanio Tharkantus: Provides Catseye.

Donadar

Cosmic Harmony

When the first note sounded in the Gloranthan Court, Donadar was born. He descends from the primal forces of Harmony and Truth. All music and musicians cherish him and only they can know him through their performances; they, like him, are transcendent beings. He transcends pantheons and many gods and goddesses of music, dance and poetry are his descendants. These deities, like his worshippers, are scattered far and wide by the god's journeys – and his worshippers are expected to wander too, carrying with them their gifts of music and harmony.

Donadar's worshippers wield no political or magic power though few monarchs underestimate the power of satire and folk-song on an unjust rule. The most famous group of his worshippers are the wandering musicians of the Puppeteer Troupe, who travel through Dragon Pass and the lands surrounding it. Donadar cherishes fine performances and his initiates need do no more than practice their trade to the best of their ability. His few

temples depict him as a harp or as a variant of the local music god. Most temples are shrines and exist within larger temples scattered throughout their native lands. Only a few travelling shows and rare places sacred to Donadar support minor temples. The shrines each teach a specific spell but the worshipper can gain the appropriate spell no matter what their cult; for all are Donadar.

Runes: Harmony, Illusion.

Pantheon: This transcendent being is found in all pantheons in one form or another.

Worshippers: Wandering minstrels, travelling musicians, troublesome poets.

Worshipper's Duties: The show must go on! Entertain and teach the lessons of music and dance.

Initiate Membership

Requirements: Standard.

Special Notes: Initiates are expected to live through their music and entertainment skills.

Cult Skills: Acrobatics, Influence, Dance, Play Instrument, Language, Lore (Donadar Theology), Sing.

Cult Spells: Glamour, Mindspeech.

Common Divine Magic: Consecrate, Extension, Spiritual Journey.

Special Divine Magic: Battle Song, Entertain Audience, Fearsome Din, Harmonise.

Acolyte Membership

Requirements: Standard, though no monetary gift is required.

Special Note: Acolytes and Runepriests can gain music-related divine spells from any of Donadar's myriad subcults and aspects if they can find the right shrine that teaches it.

Sentinel of Elinal



Runepriest Membership

Requirements: Standard plus he must know two cult skills at 90% or more, and have a CHA of more than 13.

Special Note: The Runepriest need only give 50% of his time and money to the cult.

Special Benefits

Initiates gain a +10% bonus on their favourite entertainment skill (designated when they are initiated). The skill designated may be changed but not more than once per season. Acolytes are considered to be lay members of any pantheon which they have gained associate divine spells in.

Elmal

Steadfast Guardian Sun

Elmal was as son of Yelm, one of the many Suns who existed during the Stagnant Age. He served his father, Yelm, until Chalana Arroy healed his sight, showing him how his own brilliance had blinded him to what was around him. Seeing how the Emperor held all his subjects as little more than slaves, Elmal left his brothers saying, 'Light is important, but it is not the only important thing. I must go and find them'. On his journeys, he demonstrated his own virtues of honour, honesty and steadfast bravery. In time, he became a loyal member of Orlanth's people, bringing light and justice to barbarian gods. During the Storm Age and the Great Darkness, Elmal proved himself again and again, so that when Orlanth left on his great quest, he left the Storm Tribe in Elmal's care. Despite Chaos, trolls and his own vengeful kin, Elmal survived, his waning glow one of the few lights to survive through the Darkness. When Orlanth returned from the Underworld, Elmal rekindled, burning as bright as he ever did.

Some Orlanthi tribesmen have always worshipped Elmal. These clans are often renowned for raising horses, solar rites, and steadfast loyalty to their kings. They are also an outlet for solar worship among these storm-loving barbarians. Among the Elmalii clans, there is usually a minor temple though in areas where he is very popular, these may be major temples – often supplanting the worship of Orlanth among an entire tribe. Shrines to Elmal teach Steadfast.

Runes: Light, Truth.

Type: Sun, War.

Pantheon: Orlanth.

Worshippers: Steadfast guardians, watchful sentinels, solar barbarians.

Worshipper's Duties: Loyally guard and watch, be ready for trouble.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Lore (Elmal Theology), Perception, Ride, Spear, Shield, Throwing.

Cult Spells: Detect Enemy, Fireblade, Ignite, Light, Protection.

Common Divine Magic: All.

Special Divine Magic: Steadfast, Sunripen.

Acolyte Membership

Requirements: Standard.

Sun Thane (Runelord) Membership

Requirements: Candidate must have +90% or more in Perception and Spear. He must have 90% or more in three of the following skills: Athletics, Bow, Riding, Shield, Throwing.

Divine Magic: Sunbright.

Special Benefits

Initiates gain a +10% bonus on any Evaluate, Influence or Perception test made while standing guard.

Associated Cults

Chalana Arroy: Provides Comfort Song.

Erissa: Provides Restore Vision.

Ernalda: Provides Regal Aura.

Orlanth: Provides Know (Dragon) Weakness.

Erissa The White

The White Lady

Erissa is the powerful Healing Goddess in Dara Happa. Called the White Lady or the White Goddess, her worshippers are always dressed in white robes. During the Golden Age, she was one of many healing goddesses in Yelm's retinue but during the Darkness, Erissa wandered the world teaching everyone her healing gifts. She taught them which plants were good and which were bad. Where she found hatred, she brought love. Where she found fear, she brought calm. Where she found pain, she brought joy. When the pain of the world grew too great, she set out to enter the Land of the Dead and heal Yelm so that he could return to the land of the living. On her journey, Erissa met the Rebel Gods; she healed their hate and avoided their violence. When the rage cleared

from their eyes, they accompanied her on the way to the Underworld. In the Halls of the Dead, Erissa healed Yelm of his anger and restored him to life. The Rebel Gods begged his forgiveness and the Emperor granted it and all returned to the land of the living.

Erissa is worshipped throughout the Dara Happan Empire and the lands beyond. However, the restrictive pacifism of the cult means that only a few are capable of following her ways. These White Ladies are revered for their healing arts wherever they go. Only the perverse, the Chaotic or the insane would consider harming them. Her temples, often called Hospitals, exist in all sizes. Shrines to Erissa teach Restore Vision.

God Learner scholars believe that Chalana Arroy and Erissa are the same entity; however Yelmic and Orlanthi cultists deny this vigorously.

Runes: Fate, Harmony.

Pantheon: Solar.

Worshippers: Doctors, nurses, healers, mothers.

Worshipper Duties: Healing the sick and injured, promoting peace, defeating the forces of Malia, goddess of disease.

Healer (Initiate) Membership

Requirements: Standard, plus candidates must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. They are forbidden to learn any Weapon skill but Dodge. A healer must give 50% of their income to the cult. Foes incapacitated by the healer's actions are under his protection. They may not be harmed in any way, though they may be disarmed and captured. Chaotic foes are exempt from this protection.

Cult Skills: Dodge, First Aid, Healing, Lore (Erissa the White Theology), Survival.

Cult Spells: Heal, Protection, Vigour, Warmth.

Special Note: Any spell that causes harm is forbidden to Erissa's followers. These include most command and dominate spells.

Common Divine Magic: All.

Special Divine Magic: Comfort Song, Cure (Disease), Remove Fear, Restore Sanity, Restore Vision.

Acolyte Membership

Requirements: Standard.

White Lady (Priestess) Membership

Requirements: Standard plus the candidate must have 90% or more skill in First Aid, Healing or Survival as well as 75% all other cult skills. She must known Heal and has never broken cult vows since becoming a Healer.

Special Divine Magic: Sleep.

Special Benefits

Gains +20% bonus to First Aid when treating any current enemy, or member of a traditional Yelmic foe, including Uz, Orlanthi and Nomads. Acolytes may spend a Hero Point to dissuade an enemy from harming them. The targeted enemy remains unable to do direct harm to the acolyte until the acolyte does something new to enrage him, or until a week has passed. High Healers radiate an aura of pacifism. They cannot be attacked by enemies, no matter how vile, unless all of their other allies are engaged by at least one other foe.

Associated Cults

Dendaria: Provides Bless Home.

Elmal: Provides Sunbright.

Yelmalio Tharkantus: Provides Catseye.

Yelm: Provides Fight Disease.

Ernalda Allmother

Source of Life

Bountiful Ernalda and her daughters are the source of food, clothing and shelter throughout the so-called barbarian belt. She is the source of all feminine virtues, peace and fertility. All creatures revere her and her family as she is the foundation on which all creation rests. She releases the power of growth and life each spring and then takes it back each autumn as a part of the cycle of

rebirth. In the Green Age, she lived with her sisters, great earth goddesses, in plenty and harmony. There was no need or want then. In the Golden Age, she went to live with the Great Emperor, bringing her gifts of fertility and peace to the Solar Court. However, the Emperor and his advisors were blinded by their own radiance and did not see how their glorious court enslaved everything in stasis. When a young stranger named Orlanth fell in love with her beauty, she encouraged him to free her that he might court her properly. In the Storm Age, she ruled alongside Great Orlanth, tempering his violence with wisdom and her vengeful nature allayed by his justice. In the Great Darkness, everything good or fruitful died or was changed into monstrous form. Eralnda transcended the secrets of life and death by sleeping. With her waking came the Dawn, lighting the world she had healed.



Among Orlanthi, Eralnda is the women's goddess. She provides fertility, healing and harmony to her worshippers. Her cult is always popular, especially amongst the rural population, but in Esrolia, land of women, her followers rule that land. Eralnda is depicted as a matron, holding whatever plants, animals or tools are important to the subcult worshipped. She is frequently depicted with an infant or cradle. Most clans support at least a minor temple of Eralnda but major temples are common among tribes and kingdoms. The largest of these, in Esrolia, can have thousands of initiates and hundreds of priestesses. Shrines to Eralnda teach Bless Crops.

Runes: Earth, Fertility, Harmony.

Type: Earth, Fertility.

Pantheon: Orlanth.

Worshippers: Farmers, especially women, throughout the barbarian belt.

Worshipper Duties: Farm, raise families, show there is 'always another way'.

Initiate Membership

Requirements: Standard.

Cult Skills: Any farming-related Craft, First Aid, Lore (Animal, Eralnda Allmother Theology, Mineral, Plant, World).

Cult Spells: Heal, Second Sight, Shimmer, Strength, Vigour.

Common Divine Magic: All.

Special Divine Magic: Bless Crops, Command (Gnome), Command (Snake), Command (Swine), Ease Childbirth.

Acolyte Membership

Requirements: Standard, plus the candidate must be a woman.

Earth Priestess (Runepriestess) Membership

Requirements: Standard, plus the candidate must be a woman who has given birth to at least one healthy child

Special Divine Magic: Earthweight.

Special Benefits

Initiates gain a +10% bonus on any Influence test with an Air or Solar worshipper. Acolytes can speak to any domestic farm mammal such as pigs, cattle, cats, dogs and sheep. Runepriestesses heal and recover Magic Points at double normal rate while sleeping.

Associated Cults

Babeester Gor: Provides Great Parry.

Maran Gor: Provides Blast Earth.

Ty Kora Tek: Provides Bless Grave.

Vinga: Provides Command (Sylph).

Ernalda the Queen

Queen of Tribe and Home

Ernalda is the Great Queen, ruling at the side of Orlanth. However, she has often cared for her people alone, and she has taken many Husband-Protectors to ensure the safety her children, though the importance of these varies from place to place. Her word forms the source of custom and ceremony, and is the law. She knows how best to quell the most reckless impulses of Orlanth's kin and her worshippers can command Orlanth's worshippers to seek out any force of Darkness or Chaos that has threatened her. Her cult is popular amongst the rural population, but in Esrolia, land of women, the Queens are her followers.

Worshippers of Ernalda the Queen look to the welfare of their communities, organise the women into temples and loom houses, and maintain the balance of power between men and women. Women join the cult when they have achieved a position of responsibility and thus are often older and more experienced than most. Ernalda the Queen is depicted as a regal matron, graced by whatever local symbols denote authority. Tribes, Kingdoms and Queendoms support her temples and these are found

throughout the land, though they are most common in Esrolia. Shrines teach Regal Aura.

Runes: Earth, Harmony, Mastery.

Type: Earth, Ruler.

Pantheon: Orlanth.

Worshippers: Female chieftains, queens, and nobles throughout the barbarian belt.

Worshipper's Duties: Rule wisely, harmoniously and well, preserve the clan or tribe.

Initiate Membership

Requirements: The candidate must be an initiate of Ernalda and a member of a clan or tribal ring.

Cult Skills: Evaluate, First Aid, Influence, Lore (Animal, Ernalda the Queen Theology, Plant, Politics, World), Perception.

Cult Spells: Glamour, Heal, Second Sight, Vigour.

Common Divine Magic: All.

Special Divine Magic: Command (Gnome), Earthweight, Regal Aura.

Chieftainess Membership

Requirements: The candidate must be acclaimed head of her clan or tribe by her people.

Special Divine Magic: Summon Husband-Protectors.

Queen Membership

Requirements: The candidate must be acclaimed head of her clan or tribe by her people.

Special Divine Magic: Summon Husband-Protectors.

Special Benefits

Initiates gain a +10% bonus on Evaluate, Influence and Perception tests made on members of their clan. In the case of members on the tribal council, they gain this bonus on any member of their tribe or kingdom.

Associated Cults

Argan Argar: Provides Dark Walk.

Babeester Gor: Provides Great Parry.

Elmal: Provides Sunripen.

Heler: Provides Rain.

Maran Gor: Provides Blast Earth.

Ty Kora Tek: Provides Bless Grave.

Vinga: Provides Command (Sylph).

Flamal

Father of Seeds

Flamal is the first plant and grew upon the slopes of the Spike. In the Green Age, he fathered all the plant life in the world with a variety of goddesses. Every plant from those found in the depths of the sea to the loftiest pines on the mountains is his descendant as are nearly all crop and plant goddesses. Flamal was slain by Zorak Zoran and his death ushered in the Great Hunger as all the Earth Goddesses went into mourning for him. He was reborn along with so many others when Time began, bringing fertility and happiness to all.

Flamal is the god of seeds and by extension, all plants. Flamal is not worshipped by those who tend crops or herbs, but he is popular among the elves, who trace their descent from him. He is depicted as a wise old man covered in myriad sprouts or as a tree with many different fruits – in both cases, he is usually carved from amber. Temples are usually shrines though minor temples or even major temples are found in elf forests. Hrelar Amali in Tarinwood is one of the largest. Shrines to Flamal teach Fruition.

Runes: Infinity, Plant.

Type: Fertility.

Pantheon: Elf.

Worshippers: Pacifistic elves, obsessive gardeners, magical researchers.

Worshipper's Duties: Be fruitful, spread fertility blessings, preserve the forests.

Initiate Membership

Requirements: Standard. Elfs are automatically allowed to join the cult.

Cult Skills: Craft (Gardening), Lore (Aldryami, Flamal Theology, Plant, World).

Cult Spells: Heal.

Common Divine Magic: All.

Special Divine Magic: Fruition, Sprout.

Runepriest Membership

Requirements: Standard plus candidate must have 90% or more in Lore (Plant) and Lore (World).

Special Notes: The cult has no acolytes. Runepriests are allowed to become Shamans of Aldrya.

Special Benefits

Initiates of Flamal gain a +10% bonus on all Influence tests on Earth cultists or Aldryami of the opposite gender.

Associated Cults

Ernalda: Provides Bless Crops.

Ralia (or other Grain Goddesses): Provides Command (Gnome).

Gorgorma

Keeper of Secret, Terror, and Eater

Gorgoram of the Two Mouths is the hideous and awful sister of kindly Dendarra. She dwells in deep shadows and ghastly creatures are at her beck and call. She respects her dutiful sister's will and so long as Yelm respects her sister and remains a just husband, she keeps her venom and hatred in check. Every evening after dinner, Gorgorma silently comes to the gates of Yelm's celestial palace and the Guardians always admit her. She lurches through the glowing halls until she reaches the tapestried chambers of Dendarra, the Good Goddess. There, Gorgorma and Dendarra sit together and play chess.

Gorgorma



When peasants become oppressed, they abandon their worship of kinder gods and goddesses to worship Gorgorma and then rise in bloody rebellion. The Dara Happan nobility and Carmanians suppress her cult as much as possible. Too much repression, however, often triggers the very same rebellions that they seek to circumvent. Gorgorma is depicted as an obese woman with clawed hands and feet, snakes for hair and mouths in her palms. Shrines to Gorgorma are found in many Dendaran temples and tiny underground cults of secret worshippers exist throughout Peloria. Shrines to Gorgorma teach Waste Loins.

Runes: Darkness, Earth.

Type: Underworld.

Pantheon: Solar, Carmanian.

Worshippers: Oppressed peasants, secret cultists, crazed eunuch priests.

Worshipper's Duties: Avenge oppression, slaughter criminals, feed the earth with blood.

Initiate Membership

Requirements: Acceptance is automatic if the worshipper forswears the worship of any benevolent earth deity such as Dendara and sacrifices 1 POW.

Cult Skills: Athletics, Lore (Gorgorma Theology), Perception, Stealth, 1H/2H Axe, Spear, Unarmed.

Cult Spells: Bladsharp, Bludgeon, Demoralise, Disruption, Slow.

Common Divine Magic: All.

Special Divine Magic: Command (Boar), Command (Dog), Command (Ghost), Command (Gnome), Command (Pain Spirit), Command (Shade), Command (Skeleton), Command (Zombie), Waste Loins.

Runepriest Membership

Requirements: Male candidates for Priesthood must voluntarily become eunuchs. Female candidates scarify their bodies (losing 1D3 CHA). There are no skill or monetary requirements. The cult has no acolytes.

Special Divine Magic: Create (Skeleton), Create (Zombie).

Special Benefits

Initiates to Gorgorma gain a +10% bonus when attacking anyone who is a member of a Solar cult. Acolytes are immune to the effects of any command or influence spells based on a Divine Social Order (e.g. Antirius Precepts have no effect on the acolyte).

Heler

God of Rain and Loyalty

Heler is both the rain and the clouds. His nature is as changeable as the weather, at times warlike and gentle. He was once a sea god and once helped invade the sky to drown the Bright Emperor. He and his people joined with Orlanth's during the Storm Age and soon 'staunch as Heler' became a byword for loyalty. Heler is mutable in form and gender, appearing as a ram, alynx, sheep, rain, hawk and a blue woman. He was eventually frozen by Chaos and only thawed at the Dawn.

Heler's worshippers are scattered and have an ambiguous place in Orlanthi society, and he is often a refuge for those who do not fit into society well. Heler is usually depicted as a strong, supple god or goddess with blue skin and great beauty, though he has many other guises. Heler's temples are usually small shrines except in Wenelia and Kethaela, where his worship is common and larger temples are found. The largest temple is the Bluewater Shrine where he fought Ui, the Chaos Rain. Shrines to Heler teach Rain.

Runes: Air, Motion, Water.

Pantheon: Storm.

Worshippers: Lovers, warriors, rain dancers, shepherds.

Worshipper's Duties: Be loyal to your friends, live sensually, relish change.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Dodge, Influence, Lore (Heler Theology, World), Spear, 1H Sword, Shield.

Cult Spells: Coordination, Mobility, Shimmer, Vigour.

Common Divine Magic: All.

Special Divine Magic: Cloud Call, Cloud Walk, Command (Ram), Command (Sylph), Mist Cloud, Rain.

Acolyte Membership

Requirements: Standard.

Rainmaker (Runepriest) Membership

Requirements: Standard.

Divine Magic: Smashing Downpour.

Special Benefits

Initiates of Heler gain a +10% bonus on all seduction attempts. Acolytes may speak to sheep, alynxes and intelligent clouds. Runepriests can spend one Hero Point to change their gender for a day.

Associated Cults

Ernalda: Provides Regal Aura.

Orlanth: Provides Flight.

Yinkin: Provides Identify Scent.

Gods of the Eastern Islands

Shards of Vithela

There are many groups and classes of 'gods' in the Vithelean pantheon, some of which are actually spirits or essences. The main distinction between them is the Parloth, who follow and uphold the cosmic order, and the Adpara or 'anti-gods', who rebel against it. Above both groups are the Avanparloth, the High Gods, a group of mystic entities too lofty to be contacted by mortals. Foremost of these High Gods is Vith, the great mystic, author and guardian of the cosmic order.

Each and every one of the Eastern Isles has its own resident god or spirit and is worshipped by the inhabitants. Only in rare cases does this worship spread beyond the home isle. The temples to these island gods range from shrines found on the tiniest island to mighty temples found on the largest islands such as Golden Mokato. Trade ports may contain shrines to nearby friendly islands. Large ships often carry a shrine to their god with them as they travel. Each island shrine teaches its own particular spell.

Humakt

God of Death and Severance

Humakt is the god of Death, Severance and Oaths. He was a child of Umath and spent his early days honing his skills as a warrior. During the Storm Age, he discovered the power of Death. When he saw what it was capable of he swore to use it wisely but the trickster Ermal stole this power and soon it was spread from god to god, who used it indiscriminately. Soon, everything began to die. Humakt renounced his kin and set out to recover the lost power. He used it to separate the living from the dead and with each victory regained more of Death to himself. Even the greatest gods fell to his sword, until only Orlanth remained. Humakt sent Orlanth to the Underworld where he completed the Lightbringer's Quest.

Humakt is Orlanth's warmaster, and demands from his followers a devotion to truth and an absolute willingness to die. His worshippers are often warlords and generals but seldom become kings or chieftains. His worshippers have the grim tasks of accepting the finality of death, defeating undead and upholding truth and honour. Humakt is usually depicted as a sword though some cults prefer to portray him as an armoured (but sword-wielding) warrior. His temples often serve as mercenary hiring halls and many mercenary groups support their own shrine or temple. His shrines teach True (Sword).

Note: Humakt is also worshipped among the Carmanians but the cult there has significant differences from the version depicted here in that it does not acknowledge Orlanth nor does it dwell particularly on Humakt's honourable nature, being instead a god of death and warfare.

Runes: Death, Truth.

Type: Death, War.

Pantheon: Orlanth, Carmanian.

Worshippers: Mercenaries, warriors, haunted wanderers.

Worshipper Duties: Accepting the finality of death, defeating undead, upholding truth and honour.

Initiate Membership

Requirements: Standard.

Special Notes: Initiates may not be brought back from the dead by any means. Their bodies cannot be turned into undead. Once accepted into the cult, the initiate must take a Humakt gift and accept a Humakt geas. Only one gift may be taken at this time. Initiates are forbidden to learn Dullblade.

Cult Skills: Athletics, Craft (Weaponsmith), Dagger, Dodge, First Aid, Lore (Humakt Theology), Perception, Riding, 1H/2H Sword, Shield.

Cult Spells: Bladesharpen, Detect Enemy, Endurance, Oath of Ordeal, Hand Of Death, Undead Bane.

Common Divine Magic: All.

Special Divine Magic: Turn Undead.

Sword (Runelord) Membership

Requirements: Candidate must have 90% or more in 1H/2H Sword and have four more other skills at 90% or more from among the following: any other Weapon skill, Craft (Weaponsmith), Dodge, Perception, Riding

Divine Magic: Morale.

Special Note: When checking for Divine Intervention, Swords roll 1D10 rather than 1D100. Swords serve the cult as priests. A new Sword must take one more gift and its attendant geas upon himself. He may take as many gifts and their geases as he desires.

Special Benefits

Initiates gain a +5% bonus with 1H/2H Sword as well as a gift and its requisite geas. Acolytes gain an additional gift and geas as well as a +10% on 1H/2H Sword against undead. Runelords gain a +20% parry bonus against undead.

Humakti Gifts and Geases

All gifts and their associated geases are based on the same truth; by properly emulating his god, an initiate becomes more like Humakt. The recipient can choose whatever gift he desires but he must also assume the concurrent geas. The geases taken by a Humakti may have great or little impact on his adventuring life.

A gift may be taken more than once, so long as the geases are not duplicated. Thus, a Sword could add +25% to his Weapon skill with a cult weapon type by forbidding himself the use of five different kinds of weapons. 'Cult Weapons' are defined as all 1H/2H swords, daggers and rapiers.

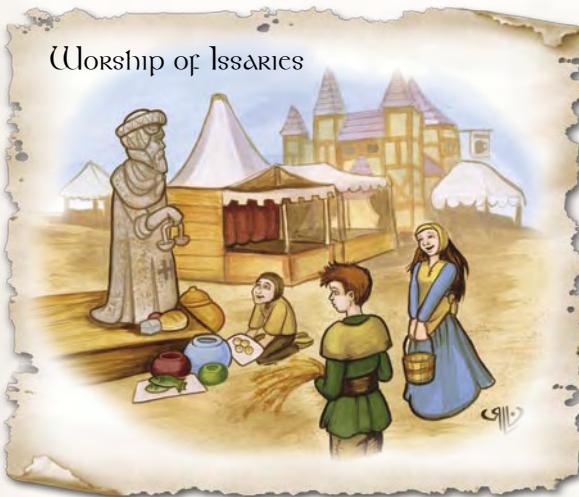
Gift	Geas
+5% to Weapon skill with a cult weapon type	Never use one type of non-cult weapon
+20% in a cult-related non-combat skill (e.g. Athletics, Craft (Weaponsmith), First Aid, Perception, Ride)	Remain silent one specified day per week. This silence includes casting spells
Increase a trainable characteristic by 1 point	Pay double tithing each holy day (a character taking this geas twice would pay a triple tithe, increasing by a single multiple each time the geas is taken)
Increase a non-trainable characteristic by 1 point	Sacrifice one point of POW to Humakt each year
Increase the AP of a specific weapon by 50%	Never lie
+4 effective CON when resisting poison or disease	Never use poison
Gain Detect Undead ability as per the rune spell by simply concentrating. It has no magic point cost	Use no non-cult magic spells of any kind. The Humakti can only use Divine and Cult Spells taught by Humakt.
Bless specific weapon to do double damage after penetrating armour against a chosen species	Accept no Rune Magic Heal spells
Bless a specific weapon to do double damage once armour is penetrated	Accept no magical healing at all
Bless a specific weapon to do double damage once armour is penetrated upon striking a specified hit location	Wear no armour over the same specified hit location
Recover fatigue at double normal rate	Drink no alcoholic beverages
Recover Magic Points at double normal rate	Never refuse a challenge to one-on-one combat

Issaries

Trader and Talker

Issaries is one of the Lightbringers, the silver-tongued deity of trade and communication among the barbarian Orlanthi. He was born of Larnste and Harana Ilor, the ancient powers of Mobility and Harmony. He carried messages between the Earth and Sky when they courted, helping bring about the birth of Umath. During the God Time, he showed different peoples and tribes how to talk to each other, allowing them to trade in peace rather than fight each other. Once he even negotiated a peace between Orlanth and Yelm. Eventually, he joined Orlanth's Tribe, serving as his herald and emissary. When the world began to end, Issaries gathered his goods and found the Right Path, making it safe for others. Many joined him on the journey, seeking peace so that life would return to a broken world. He guided them through the Underworld and once again helped Orlanth and Yelm make peace.

Worship of Issaries has spread far and wide in the wake of the World Council of Friends in the First Age and again with the expanding Middle Sea Empire. His worshippers engage in commerce, establish trade routes and encourage peaceful communications of all sorts. They maintain a friendly rivalry with the cultists of Lhankor Mhy. Issaries believes in sharing what you have, while Lhankor Mhy keeps treasures hidden away from the world. Though the cult is relatively small, his worshippers are easily able to congregate into markets, which serve as Minor Temples. Shrines to Issaries teach Lock.



Runes: Harmony, Motion, Trade.

Pantheon: Orlanth.

Worshippers: Traders, merchants, travellers, heralds.

Worshipper Duties: Engaging in commerce, establishing trade routes, encouraging communication.

Initiate Membership

Requirements: Standard.

Cult Skills: Dodge, Evaluate, Influence, Language (Tradetalk), Lore (Issaries Theology), Staff.

Cult Spells: Babel, Clear Path, Detect Gold, Detect Silver, Detect (Trade Good), Glamour, Mobility.

Common Divine Magic: All.

Special Divine Magic: Create Market, Lock, Passage, Silvertongue.

Harst the Bronzetongue (Acolyte) Membership

Requirements: Standard.

Special Notes: This is also known as the 'Spare Grain' cult and is the one usually known by clan-based traders.

Merchant (Runepriest) Membership

Requirements: Standard plus the candidate must have a 90% or more Influence.

Special Notes: This is also known as the Garzeen Silvertongue subcult and the one practiced by merchants, magnates, and shopkeepers.

Divine Magic: Create Great Market, Spell Trading.

Trader Prince (Runelord) Membership

Requirements: Standard. The candidate must know 90% or more Language (Tradetalk) and possess 90% or more ability in four other cult skills.

Special Notes: This is also known as the Gultha Goldentongue subcult and the one practiced by travelling merchants, caravan masters and heralds.

Divine Magic: Speaking Ritual, Spell Trading.

Special Benefits

Initiates gain a +10% Influence bonus while engaged in commercial negotiations or the brokering of peace treaties. Acolytes gain an infallible memory for figures. Trader Princes and merchants never make counting or arithmetic errors regarding financial transactions.

Associated Cults

Chalana Arroy: Provides Sleep.

Lankor Mhy: Provides Analyse Magic.

Orlanth: Provides Flight.

Kab Tolat Solf

War Planet

The Blood Red Planet is home of Kab Tolat Solf, the great destroying warrior. He is worshipped in Teshnos and the surrounding islands under a variety of guises and names. To some, he is the Sword God, protecting the land against its foes. Among the Amazons of Trowjang, he is the god of Love and War, and they have no other husbands save him. He is a great wanderer, travelling through the heavens and the underworld on his adventures, but he always returns to Teshnos, the land he loves best. He gave the ancient kings of that land his sword, to protect them when he was gone.

King Bratoszaran of Melib lost the Sword of Tolat to war against Slontans and Seshnelans. Since then, the kingdom has been under the control of foreign magnates and priests. Kab Tolat Solf is pictured as a huge, powerful man with red skin, often with a monstrous phallus. His temples can be of all sizes through these lands but the greatest of these is on the island of Melib, at Dosakab – city of the Sword. His shrines teach True (Sword).

Runes: Death, Spirit.

Type: War, Fire.

Pantheon: Teshnos.

Worshippers: Wandering teshnans, brutal amazons, royal soldiers.

Worshipper's Duties: Slay evil spirits, fight enemies, travel.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Boating (Amazons only), Dance, Lore (Kab Tolat Solf Theology), Perception, Ride, Weapon skill (any).

Cult Spells: Bladsharp, Fireblade, Ignite, Protection, Strength, Vigour.

Common Divine Magic: All.

Special Divine Magic: Command (Elephant) (Teshnans Only), Command (Salamander), Spirit Blade, Tolat's Fury (Amazons only).

Acolyte Membership

Requirements: Standard.

War Priest (Runepriest) Membership

Requirements: Standard.

Sword Lord (Runelord) Membership

Requirements: Candidate must have 90% or more in 1H/2H Sword, plus three of the following skills at 90% or more: Athletics, Dance, Influence, Perception, Ride, any other Weapon skill. Candidate must have travelled beyond his homeland for at least a year sometime after becoming an adult.

Special Benefits

Initiates receive a +10% bonus with 1H/2H Sword. Runepriests and Runelords are immune to the effects of fire, magical or non-magical in nature.

Lankor Mhy

Lord of Knowledge

Lankor Mhy's mother, Oreanar, was the Goddess of Truth and his father Acos, God of law. Lankor Mhy knew all the secrets of the Cosmic Law that ruled the perfection of the Glorantha Court but in that primal age, no one needed to ask. When Orlanth founded the Storm Tribe, Lankor Mhy became his lorekeeper. To share his knowledge with his followers, he invented writing. After Yelm was slain, all gods and goddesses of Light departed for the Underworld. Elasa, the Mistress of the Light of Knowledge was the god's inspiration and without her, his learning was bereft of meaning. He set out to recover his wife. Along the way, he was joined by other like-minded gods and goddesses and together they overcame numerous trials. He returned in triumph with the other Lightbringer, Elasa at his side.

Lankor Mhy knows the laws, histories and customs in every land he is worshipped in. In addition, he knows much about the laws, histories and customs of foreign lands. His worshippers maintain a friendly rivalry with the followers of Issaries. His followers must always wear beards; female followers don false beards of wood or metal, some of them quite elaborate. He is depicted as a bearded man carrying a quill and scroll. Temples of all sizes exist throughout the barbarian belt and several great Libraries are found in the EWF and in the Kingdom of Night, the largest of these is the Final Knowledge Repository at Nocet. However, many shrines exist elsewhere as the God Learners have spread the religion along with the Middle Sea Empire. Shrines teach Analyse Magic.

Runes: Law, Truth.

Pantheon: Orlanth.

Worshippers: Scribes, scholars, philosophers.

Worshipper Duties: Gathering knowledge, then hoarding it.

Apprentice (Lay Member) Membership

Requirements: Candidate must pass an intelligence test (roll INT x 4 or less on 1D100) after paying a fee of 10 silvers.

Special Notes: Apprentices must devote 90% of their time and income to the cult. In exchange, they are given room and board and receive 120 days of training per year in Evaluate, First Aid, Influence, Language, Lore (Any) and Perception.

Initiate Membership

Requirements: Candidate must have 90% or more in one of the cult skills. If he was not an Apprentice, he must pass the standard tests of cult skills as well.

Cult Skills: Craft (Cartography), Evaluate, Language, Lore (all), Lore (Lankor Mhy Theology), Perception.

Cult Spells: Countermagic, Detect Paper, Detect Dragonewt (if raised in or near EWF territory) or Detect Timinit (if raised in or near God Learner territory), Mindspeech, Second Sight.

Common Divine Magic: All.

Special Divine Magic: Analyse Magic, Clairvoyance, Knowledge, Mind-Read, Reconstruction, Translate, Truespeak.

Grey Scholar (Acolyte) Membership

Requirements: Standard, except the candidate must have 90% or more in one cult skill.

Sage Priest (Runepriest) Membership

Requirements: Standard, except the skill requirements also require the candidate to have 90% or more in two cult skills.

Sword Sage (Runelord) Membership

Requirements: Standard. Candidate must have 90% or more in one Language plus 90% or more in four other skills. These can be from the cult skills and can include First Aid, Influence, Staff.

Special Notes: Sword Sages check for Divine Intervention on a 1D10 rather than 1D100. A Sword Sage must donate 90% of his time and income to the cult. Sword Sages are responsible for much of the new knowledge reaching the library-temples.

Special Benefits

By spending an hour in a library, cult members may gain a +10% bonus to any Lore skill, which lasts for six hours. At the beginning of each session, acolytes gain one free Second Chance roll, without expending a Hero Point, which may be applied to any Lore skill test.

Associated Cults

Issaries: Provides Create Market.

Orlanth: Provides Wind Words.

Lodril

Father of Volcanoes, Fire in the Earth

Lodril is the lusty, hearty god of volcanoes. He is the younger brother of Yelm and Dayzatar and descended from the heavens in the Golden Age to conquer the Underworld, freeing the bountiful goddess Oria. His nature and fires became those of the earth, and he founded many nations, protecting his descendants during the God War. With his wife Oria and numerous other lovers, his children are many. He has no cosmic ambitions or pretences and rules over Lodril's Portion – the Earth and the common man – and regards his lot as far superior to that of his brother. Lodril revels in plenty and sensuality rather than his brother's asceticism and denial. He presides over a sprawling, quarrelling family of gods and goddesses. Collectively, they define life for the peasantry of the Pelorian Basin.

Lodril and his family are the gods for most males in Peloria. He is known under a variety of names throughout the Pelorian Basin and the surrounding lands – even the Orlanthi acknowledge the existence of a lusty volcano demon. A Lodril worshipper is expected to be cheerful, robust and generous. Honest and usually peaceful, he is expected to fight to the death to defend his family. The cult of Lodril and his wife Oria is important and widespread and his temples come in all sizes. He is depicted as a



lusty peasant man of varying ages though sometimes he is depicted as a warrior with three spears of varying lengths. His most ancient statuary are giant stone phallic. Shrines to Lodril teach Earthwarm though variations to this exist.

Runes: Disorder, Heat.

Type: Fire, Ruler.

Pantheon: Solar.

Worshippers: Fiery warriors, sturdy farmers, peasant crafters, proud fathers.

Worshipper's Duties: Protect family, relish the earthly delights.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Craft (Any), Lore (Animal, Lodril Theology, Plant), Unarmed, Spear.

Cult Spells: Disruption, Endurance, Firearrow, Fireblade, Ignite, Vigour, Warmth.

Common Divine Magic: All.

Special Divine Magic: Create Bonfire, Create Wildfire, Earthwarm, Firespear, Heat Metal, Suppress Flame.

Acolyte Membership

Requirements: Standard.

Divine Magic: Cremate Dead.

Fire Priest (Runepriest) Membership

Requirements: Standard.

Divine Magic: Awaken Lodril, Cremate Dead.

Spear Lords (Runelord) Membership

Requirements: Standard. Must have 90% or more in Spear and four other skills. These may be drawn from the cult skills, plus Dodge, First Aid, Influence or Shield.

Divine Magic: Summon Lodril.

Special Benefits

Initiates of Lodril know best the earthy joys of life. They receive a +10% on any tests to become or avoid drunkenness.

Associated Cults

Dendara: Provides Bless Home.

Lokarnos: Provides Hie Wagon.

Yelm: Provides Fight Disease.

Lokarnos

Gods of Wagons and Trade

He began as a humble peasant but became a deity in the Golden Age, and is now the Moving Planet as a reward for his hard work and loyal service. First inventing wagons and carts to bring his crops to his lord, he found other uses for his invention. In times of plenty, he loaded his cart with goods, taking what was surplus to where it was needed. In times of war, his wagons carried supplies for the armies of his Lord and Emperor. Having invented trade, he needed a method to track its value and he invented gold coins as a medium of exchange.

Among the Dara Happans, Lokarnos is the deity of wagons. By extension, he is also the god of commerce and profitable trade. He is usually depicted as a merchant in an archaic tunic making a peaceful gesture with one hand and holding a pile of coins (usually donations) in the other. Occasionally he is represented by a wagon or gold coin. Lokarnos' cult is widespread but his worshippers are few. However, they are usually able to gather and his shrines are common with a few larger temples at important trading cities. His shrines teach Hie Wagon.

Runes: Light, Mobility, Exchange.

Type: Communication, Trade.

Pantheon: Solar.

Worshippers: Solar caravaneers, traders and merchants.

Worshipper's Duties: Trade profitably and peacefully, distribute goods between cities – especially local specialties, ensure the use of correct coinage.

Initiate Membership

Requirements: Standard.

Cult Skills: Craft (Wagoner), Drive, Evaluate, Influence, Lore (Lokarnos Theology, World), Perception.

Cult Spells: Detect Gold, Glamour, Light, Mobility, Repair.

Common Divine Magic: All.

Special Divine Magic: Hie Wagon, Steady Speed.

Acolyte Membership

Requirements: Standard.

Wagonmaster (Runepriest) Membership

Requirements: Standard.

Special Benefits

Initiates of Lokarnos gain a +10% bonus to all skills while driving a cart, wagon or chariot.

Associated Cults

Dendara: Provides Bless Home.

Lodril: Provides Heat Metal.

Yelm: Provides Command (Salamander).

Yelmanio Tharkantus: Provides Catseye.

Magasta

Lord of the Ocean

Magasta the Churner is the mighty lord of the Homeward Ocean and the great whirlpool that leads down into Hell. He rules over much of the world during the God's War, a time remembered by humans as The Flood. When the Spike exploded, the void left behind threatened to envelop the rest of the world. Magasta leaped into the void, calling upon all the waters of the world. From everywhere, they rushed to support their lord and the void was turned back upon itself became a vast whirlpool leading to the Underworld.

Magasta is worshipped by non-humans only, such as merfolk and sea monsters. He leads a great pantheon of gods, spirits and essences that make up the world's seas and oceans. Worshippers who are not intelligent sea creatures are rare. Most tribes of merfolk have at least a shrine to him but larger temples are rare. As is customary among them, they do not portray their gods. Shrines of Magasta teach Breath Water.

Runes: Death, Motion, Water.

Type: Sea God, Ruler.

Pantheon: Mermen.

Worshippers: Mermen, sea monsters, ocean terrors.

Worshipper's Duties: Fight stagnation, ensure the sea is honoured, avenge Tanien's Victory.

Initiate Membership

Requirements: Anyone wishing to become an initiate of Magasta must either live in the ocean or belong to one of his associated cults. The only other requirement is that he must sacrifice 1 point of POW to Magasta. Each High Holy Night, the initiate must sacrifice 1 POW to Magasta or lose his initiate status.



Cult Skills: Athletics, Craft (Any), Dagger, Dodge, Lore (Magasta Theology, Mermen, World), Survival, Unarmed, Spear.

Cult Spells: Co-ordination, Demoralise, Mobility, Protection, Strength, True (Spear).

Common Divine Magic: All.

Special Divine Magic: Command (Fixed INT Sea Creature), Command (Undine), Float, Purify Water, Submerge.

Acolyte Membership

Requirements: Standard.

Special Notes: Acolytes must sacrifice 1 point of POW to Magasta each High Holy Day or lose their status.

Runepriest Membership

Requirements: Standard.

Special Notes: Runepriests must sacrifice 1 point of POW to Magasta each High Holy Day or lose their status.

Special Divine Magic: Call Monster.

Special Benefits

Initiates gain a +10% bonus on Survival and Lore (World) while in their native sea. Acolytes increase their swim movement by 3m. Runepriests have a +50% to their STR when resisting or avoiding sea currents, whirlpools and undines.

Associated Cults

Wachaza: Provides Seastrength.

Maran Gor

Earth Shaker

Maran Gor is the goddess of the Earthquake. In the Green Age, Maran was lusty and bountiful, raising mountains and hills and just as readily splitting them with chasm, earthquake and volcano. When her favourite children, the Quakebeasts, were slain, she became bitter and vengeful.

As the world grew more violent and dangerous, she changed with it and became cruel and bloodthirsty. Now, she represents the dark side of the Earth Mother, even as her sister Ernalda shows its benevolence.

She is worshipped only Kerofinela and Esrolia, and her adherents cherish her for the carnage she brings. The Shaker temple in Dragon Pass is her greatest temple and the priestess there, Sorana Tor, is her avatar. The cult has relatively few adherents and most of her temples are small shrines in the temples of more beneficent goddesses. Her shrines teach Shake Earth.

Runes: Death, Disorder, Earth.

Type: Earth, War.

Pantheon: Orlanth.

Worshippers: Warrior women, earth fanatics, intelligent dinosaurs.

Worshipper's Duties: Bring earthquakes and blight to those who do not respect the earth.

Initiate Membership

Requirements: Standard. Males may become initiates if they become eunuchs.

Cult Skills: Athletics, Lore (Maran Gor, World), Influence, Dance, Survival, Throwing, 1H Axe, 1H Hammer.

Cult Spells: Befuddle, Bladsharp, Bludgeon, Demoralise, Heal, Strength, Vigour.

Common Divine Magic: All.

Special Divine Magic: Command (Dinosaur), Command (Gnome), Create Fissure, Earthblood.

Acolyte Membership

Requirements: Standard. Female acolytes need not be celibate, but may not be married.

Runepriestess Membership

Requirements: Standard. Runepriestesses must be an unmarried woman but need not be celibate. Any sons born to the acolyte must be sacrificed to Maran Gor. Any daughters born must be dedicated to the service of some dark Earth goddess such as Maran Gor or Babeester Gor.

Divine Magic: Blast Earth, Shake Earth.

Special Benefits

Initiates of Maran Gor gain a +5% bonus to all cult skills. Acolytes can communicate with Quakebeasts (Dinosaurs). Runepriestesses may move normally during earthquakes and landslides, though they may take damage.

Associated Cults

Babeester Gor: Provides Great Parry.

Ty Kora Tek: Provides Bless Grave.

Mastakos

Orlanth's Charioteer

Mastakos is Orlanth's charioteer and the god of Movement. He was kept captive by Magasta in Daliath's Well of Wisdom until Orlanth freed him. During the Storm Age, he travelled across the world with Orlanth and no place was beyond his seven league stride. He is a planet that crosses the sky faster than any other and then leaps across the Dome to resume its journey – never entering the Underworld. He has never faltered once in his journey except when evil gods hamstrung him for a time.

Mastakos' cult is rare and most of the members are Acolytes or Runemasters of Orlanth. As such, they wield considerable power but it is not in Mastakos' name. Followers of Mastakos are expected to wander and travel constantly except when employed as charioteer to a king or chief. Mastakos is depicted as a blue skinned man driving a chariot pulled by dragonflies or seahorses. His temples are rare and usually shrines in temples to Orlanth though a few rare sites where his footprints exist are sacred to him alone. Depending on a site, a given shrine may provide either Teleportation or Guided Teleportation.

Runes: Motion.

Pantheon: Orlanth.

Worshippers: Charioteers, homeless wanderers, Orlanthi Wind Lords and Storm Voices.

Worshipper's Duties: Always be on the move, visit new places, chariot race.

Initiate Membership

Requirements: Standard.

Special Note: Mastakos has no lay membership and most initiates are also initiates (or greater) in an Orlanth cult.

Cult Skills: Athletics, Dodge, Drive, Lore (Mastakos Theology, World), Ride.

Cult Spells: Co-ordination, Mobility, Shimmer.

Common Divine Magic: All.

Special Divine Magic: Guided Teleportation, Teleportation.

Acolyte Membership

Requirements: Standard.

Charioteer (Runepriest) Membership

Requirements: Standard, but must have a DEX of 16 or more. Priests of Mastakos must give 90% of their income to the cult but need only contribute 10% of their time.

Special Benefits

Initiates of Mastakos gain a +10% bonus to any test of running, charioteering or leaping. Acolytes may regain Mastakos Divine Spells at a rate of 1 point of Magnitude each day they spend in prayer and sacrifice at any Orlanth temple – even if it does not have a shrine to Mastakos. Runepriests may use their Guided Teleportation to visit any Mastakos temple or shrine they have visited as well as the spot the spell is sacred to.

Associated Cults

Orlanth: Provides Flight.

Odayla - Hunting God

Provider and Supporter

Odayla is the son of Orlanth and Velhara, the Lady of the Wild. Odayla was born to hunt and stalked every creature in the wild. Only the Great Bear evaded him. When he gave up the hunt, the Great Bear stalked him. When the fight was done, none knew whether Odayla wore the Great Bear's skin – or it wore his. He returned to his father's people and taught them the ways of the hunt but always remained a stranger. During the Great Darkness, he taught his followers how to hide from monsters, how to tell the living from the dead, and finally how to evade Death by going to sleep.

His worship is most popular in Sylila but is found in Ralios, Maniria and southern Peloria – wherever the Orlanthi are found. His cult was widespread at the Dawn but has declined in importance as the lands grew more populated and forests gave way to pasture and field. The hunt and all its aspects are an act of worship and hunters leave a portion of their catch for their god. He is depicted as a god, a bear or both. His wide spread worshippers maintain small shrines and sites but they gather at places of famous hunts. Shrines to Odayla teach Sureshot.

Runes: Death, Harmony.

Type: Hunter.

Pantheon: Orlanth.

Worshippers: Grizzled hunters, mountain men and isolated trappers.

Worshipper's Duties: Respect the hunt and the prey, ensure others treat hunting as sacred.

Hunter (Initiate) Membership

Requirements: Standard plus the candidate must participate in a Great Hunt and return with prey deemed acceptable by the clan Elders.

Special Notes: Initiates must always use Peaceful Cut on any animal killed for food. They must also hunt and kill one of the cult's prey animals and donate it to their band, clan or tribe.

Cult Skills: Athletics, Bow, Craft (Butcher), Lore (Odayla Theology), Mechanisms, Perception, Stealth, Survival, Spear.

Cult Spells: Clear Path, Hand of Death, Mobility, Peaceful Cut, Slow, Speedart.

Common Divine Magic: Consecrate, Excommunication, Heal Wound, Soul Sight.

Special Divine Magic: Command (Deer), Command (Rabbits), Command (Wild Cattle), Command (Wild Goats), Command (Wild Pigs), Command (Wild Sheep), Draw Beast, Sleep To Life.

The Great Hunt

Each year there is a Great Hunt in which normally only Hunters, Master Hunters and those aspiring to those roles take part. Participants may not wear armour and must hunt alone. Many hunting gods share this ritual and often celebrate their skills together in a joint hunt. Hunts may last for days or weeks.

If there is a vacancy for a new Master Hunter initiates who qualify are permitted to take part if they wish. The participant must then slay or capture the most impressive game animal alone and unarmoured. Captured animals are more impressive than dead ones. The tribal elders judge the quality of the kills or captures – and sacrifice the champion's catch to Odayla while all other prey becomes part of a celebration feast.

If an initiate manages to bring in the most impressive game animal, he is ordained as Master Hunter. Only one new Master Hunter can be created at each Great Hunt. If two or more hunters tie for first place, no new Master Hunter is chosen.

Odayla faces the Great Bear



Other Hunting Gods

Each region and culture has its own hunting god or goddess. The different cults are in effect separate religions though they all share similar beliefs and rituals. Odayla is but one of many such hunting gods. Each has its own secrets and special Divine Magic. Other hunting gods include:

Durbadath: The lion-god of Pelanda and Carmania. He teaches Command spells for antelope, bison, deer, lions and wild cattle. His followers gain the powers of lion strength and claws and a fiery divine radiance.

Orogeria: Worshipped by the women of Pelanda and Sylila. She teaches the Command spells for antelope, bears, deer, elk, wild cattle, wild sheep and trout. In addition, her hunters travel to the otherworld to hunt or evade prey.

Kenstrata: Worshipped by the males of Pelanda they learn similar suite of spells. His secret magic allow his followers to track a specific animal flawlessly or to become one of his prey for a time.

Velit Maniz: The invisible leopard hunts in the wilds of Teshnos. He provides Command spells for apes, deer, elephants, giant serpents and wild pigs. He grants his worshippers the ability to go unseen in the jungle and to hunt ghosts and spirits.

Zong: The troll hunter is worshipped by trolls throughout Glorantha. He teaches Command spells for all rodents and herbivorous insects. His hunters can pursue game even in the Underworld.

Master Hunter (Runepriest) Membership

Requirements: Standard plus the candidate must win the Great Hunt.

Special Note: Master Hunters also serve as the cult's priesthood. They must devote 50% of their time and income to the cult.

Special Benefits

Initiates gain a +10% bonus to Bow, Stealth and Survival skills while in the wilderness. Runepriests can hibernate through the winter.

Associated Cults

Orlanth: Provides Wind Words.

Yinkin: Provides Identify Scent.

Orlanth Adventurous

Wanderer, thief and lusty troublemaker

Orlanth is the King of the Gods, Master of Storms, Death Wielder and Bringer of Light. His worshippers know of several incarnations of Orlanth and when known as Orlanth Adventurous his skills as a poet, fighter and lover are legendary. Full of life and energy, the god lived by his wits and blade; loving goddesses and getting in and out of trouble. His contests with Emperor Yelm were renowned. Eventually, wrongs committed by him and others brought the Great Darkness and the Orlanth, now older and wiser, set off on a desperate journey to bring back light and life to the world. Many others joined him in his quest. After great hardships, these Lightbringers travelled to the Underworld. There, he made peace with the slain Yelm, saving the world from destruction. Since then, Orlanth has ruled the world as King of the Gods.

Orlanth's worship is widespread throughout central and southern Genertela known as the 'barbarian belt'. His

worship even extends even to Umalthea. His followers are expected to travel and seek out adventure. 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. His temples are wide spread and are often set on hilltops or stone circles. Most clans support a minor temple while tribes and kingdoms have major ones. Orlanth's shrines teach Lightning Strike.

Runes: Air, Mastery, Motion.

Type: Storm.

Pantheon: Orlanth.

Worshippers: Male adventurers, thieves, mercenaries, warriors.

Worshipper Duties: Fighting for the right, adventures, winning glory.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Dodge, Influence, Lore (Orlanth Theology), Perception, Stealth, 1H Sword, Spear, Shield.

Cult Spells: Bladsharp, Cover of Night, Mobility, Skybolt, Thunder's Voice.

Common Divine Magic: Consecrate, Excommunicate, Recall.

Special Divine Magic: Command (Sylph), Flight, Wind Words.

Storm Servant (Acolyte) Membership

Requirements: Standard.

Wind Lords (Runelord) Membership

Requirements: Wind Lords are the temporal leaders among the Orlanthi. A candidate must have 90% or more in 1H/2H Sword, plus 90% or more in any four of the following skills: Athletics, Dodge, Influence, Perception, Stealth, and any other Weapon skill.

Special Note: Wind Lords check for Divine Intervention on a 1D10 rather than 1D100. A Wind Lord must donate 90% of his time and income to the cult.

Divine Magic: Bless Woad. Wind Lords gain the magic of a Storm Voice (see Orlanth Thunderous), except for Bless Thunderstone.

Special Benefits

Acolytes can speak with foxes, alynx, and other small predatory mammals.

Associated Cults

Ernalda: Provides Earthweight.

Issaries: Provides Lock.

Lankor Mhy: Provides Analyse Magic.

Mastakos: Provides Teleportation.

Urox: Provides Face Chaos.

Valind: Provides Snow.

Vinga: Provides Pathfinder.

Yinkin: Provides Identify Scent.

Orlanth Dragonslayer

The Storm God in his aspect of Dragon Slayer

One of the most ancient roles of Orlanth was to slay the dragons that threatened his people. As Orvanshagor, he slew many dragons. The first of these was Sh'hakarzeel, whose body formed Dragon Pass, but many others followed. He slew Aroka and freed Heler to end the droughts. He broke Fenman the Coral Dragon when it devoured the land. He slew Drathdaw the Stone Dragon when it tried to mate with Kero Fin, his mother.

Since the Dawn, the cult has always had a small but important place, especially among those Orlanthi living around Dragon Pass. The cult led the Traditionalists in their fight against the nascent EWF but were scorched and seared by them. Survivors fled to Ralios, where prophecies spoke of a coming Dragonbreaker who would

cleanse the world of the EWF. Only a few scattered shrines to Dragonslayer remain but several holy places exist where dragons have been slain by Orlanth or his champions. Shrines teach Fight (Dragons).

Runes: Air, Death, Motion.

Type: Storm.

Pantheon: Orlanth.

Worshippers: Dragonslayers, fools, heroes.

Worshipper's Duties: Slay dragons, thwart the EWF, win glory.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Dodge, Lore (Orlanth Theology, Dragons), Stealth, Weapon skill (any).

Cult Spells: Bladsharp, Mobility, Pierce, Shimmer.

Common Divine Magic: Consecrate, Excommunicate, Heal Wound, Lightning Strike, Shield.

Special Divine Magic: Fight Dragons.

Storm Servant (Acolyte) Membership

Requirements: Standard plus the candidate must have slain at least one draconic being in the past year.

Dragon Slayers (Runelord) Membership

Requirements: Dragonslayers exist to slay dragons. A candidate must have 90% or more in 1H/2H Sword, plus 90% or more in any four of the following skills: Athletics, Acrobatics, Dodge, Lore (Dragons), Perception, Stealth and any other Weapon skill. He must also slay a draconic entity threatening his community or designated by Orlanth through divination.

Special Note: Dragonslayers check for Divine Intervention on a 1D10 rather than 1D100. Dragonslayers must donate 90% of his time and income to the cult – which often involves much questing.

Divine Magic: Know (Dragon) Weakness.

Special Benefits

Initiates of Orlanth Dragonslayer gain a +10% bonus on Sword skill when fighting any draconic entity. This includes members of EWF draconic cults and certain Kralorelan cults such as the Path of Immanent Mastery. Acolytes can spend sense the presence of any draconic being within POW x 5 metres. Dragonslayers gain an additional hero point after each adventure in which they have successfully fought a dragon (but not a dragonewt, wyvern or wyrm).

Associated Cults

Ernalda: Provides Earthweight.

Orlanth Adventurous: Provides Flight.

Orlanth Thunderous: Provides Cloud Call.

Mastakos: Provides Teleportation.

Orlanth The Leader

Orlanth Chieftain and King

Orlanth is the king of the gods. While others may dispute this, the Storm Tribe accepts him as their leader. During the Storm Age, Orlanth formed the first Tribal Ring, bringing together wise counsellors to help him lead. When threatened by the Bad Emperor, Eernalda suggested he build a tribe with him as king. With the strength of all the Storm Clans supporting him, the Emperor's Slaves could never conquer the Storm People.

Without Chieftains and Kings, there is no society other than squabbling clans. In one form or another, Orlanth the Leader is found. However, the Orlanthi do not follow their leaders blindly. Without the support of the clan's warriors, the loom-women, the carls and farmers, a King is merely an Emperor and his rule is without justice. Orlanthi leaders are expected to embody Orlanth's virtues of hospitality, piety, bravery, action and justice. He is depicted as a bearded warrior with the crown of kingship and the staff of justice. Sacrifices to Chieftain Orlanth include black bulls, rams and the banners of defeated foes. Shrines to Orlanth the Leader are found in the largest temples to Orlanth and they teach one of his three special spells. Shrines at sacred places to Orlanthi

Clan Chieftain

Kingship such as Lawstaff Mountain teach Eloquence, Outlaw and Summon Moot.

Runes: Air, Light, Mastery.

Type: Storm, Ruler.

Pantheon: Orlanth.

Worshippers: Wise councillors, clan chieftains, tribal kings.

Worshipper's Duties: Rule justly, raid your enemies, ensure the clan's prosperity.

Ring (Initiate) Membership

Requirements: Candidate must be an initiate of Orlanth or one of his associate cults and a member of a Clan or Tribal Ring.

Special Notes: Unlike most cults, Orlanth The Leader only has three different degrees of Initiation. Many Chiefs and Kings are also Wind Lords or Storm Servants.

Cult Skills: Evaluate, Influence, Lore (Orlanth Theology), Perception, Weapon skill (any).

Cult Spells: Glamour, Mobility, Thunder's Voice.

Common Divine Magic: All.

Special Divine Magic: Command (Sylph), Eloquence.

Clan Chieftain (Runepriest) Membership

Requirements: Hailed as clan chieftain by clan members.

Special Divine Magic: Outlaw, Summon Moot.

Tribal King (Runelord) Membership

Requirements: Hailed as tribal king by assembled clans.

Special Divine Magic: Outlaw, Summon Moot.

Special Benefits

Chieftains and Kings may always sense the presence of an Outlaw within $POW \times 5$ metres of them, no matter what clan or tribe they have been cast out from.

Associated Cults

Orlanth Adventurous: Provides Lightning Strike.

Orlanth Thunderous: Provides Thunderbolt.

Orlanth Thunderous*The Living Storm*

Orlanth is the great storm, son of Umath, the Primal Air and rules over much of his father's realm. In his aspect as the Lord of Storms his breath brings the fertile rains and he is every wind and breath taken by his people. In the God Time, his power overcame the other elemental powers, proving the superiority of Air, ushering in the Storm Age. He seized the axe, mace, spear and trident from them, taking these weapons for his own.

Orlanth Thunderous's power is everywhere and his worshippers wield great power among the Orlanthi – as much as do the Chieftains and Kings. Storm Servants and Storm Voices go skyclad (naked) during his rituals and often cover themselves with tattoos. Worshippers fly kites. Orlanth Thunderous is always depicted inside a storm wielding lightning. His temples are held in open places, on hilltops. Temples of all size are found throughout the lands of the Orlanthi. Shrines to Orlanth Thunderous teach Cloud Call.

Runes: Air, Mastery.

Type: Storm.

Worshippers: Storm-lovers, farmers, weather workers.

Worshipper Duties: Keep the wind moving; show the superiority of Air over all other elements.

Initiate Membership

Requirements: Standard.

Cult Skills: Influence, Lore (Orlanth Theology, World), Language, Spear, 1H/2H Sword.

Cult Spells: Demoralise, Detect Enemies, Mobility, Skybolt, Thunder's Voice.

Common Divine Magic: All.

Special Divine Magic: Cloud Call, Command (Sylph), Increase/Decrease Wind.

Storm Servant (Acolyte) Membership

Requirements: Standard.

Storm Voice (Runepriest) Membership

Requirements: Standard.

Special Notes: Storm Voices are the spiritual leaders of the Orlanthi. Many conflicts have arisen between the Wind Lords and Storm Voices.

Divine Magic: Bless Thunderstone, Orlanth Adventurous provides Storm Voices with Flight and Wind Words.

Special Benefits

Initiates always know a day in advance when a change in the weather is coming. Acolytes gain a +20% bonus on any tests involving commanding, controlling or influencing creatures with the Air rune. This includes sylphs, wind children and cloud-sheep.

Associated Cults

Chalana Arroy: Provides Sleep.

Ernalda: Provides Earthweight.

Runes: Air, Mastery.

Heler: Provides Rain.

Lankor Mhy: Provides Analyse Magic.

Mastakos: Provides Guided Teleportation.

Storm Bull: Provides Face Chaos.

Valind: Provides Freezing Wind.

Vinga: Provides Pathfinder.

Oslira - River Goddess

The Great River

Oslira is the Blue River Goddess and the Great River flowing through the Pelorian basin. It stretches from the hills north of Dragon Pass to the White Sea in the far north. She was wife to Shargash until he cast her away. When she revolted from the cruel treatment, Lodril's sons confined her with levees, ditches and irrigation. When Yelm died, many deities and powers revolted. One was Oslira, who said that the old laws no longer held and that now many new laws would begin. To prove her point, she flooded all the ancient dams and ditches that confined her. The diggers and workers ran to build them higher, but the goddess was determined to have her own way and no longer be constrained by the irrigation ditches. Only the intervention of Kendathalus, a son of Shargash, who forced her back into her bed, saved the Empire from her flood.

Mighty Oslira is the goddess of the river. She is the source of Dara Happa's bounty and worshipped by the thousands and thousands who live along her banks. She is at times turbulent and troublesome but the Ten Sons and Servants of Lodril control her within the dikes and ditches and her waters fill the paddies and fields. Her children are blue folk who live in the deepest pools. Her holy places are of all sizes with each tributary or irrigation complex having its own shrine or temple. Shrines to Oslira teach Breathe Air.

Runes: Water.

Pantheon: Solar.

Worshippers: Fishermen, waders and weeders, blue boatmen.

Oslira



Worshipper's Duty: Keep the river flowing, support the river's needs against the surrounding dirt-feet, break the river's bonds.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Boating, Craft (Netmaking), Lore (Oslira Theology, World), Mechanisms, Spear.

Cult Spells: True (Spear), Water Breath.

Common Divine Magic: Consecrate, Excommunicate, Extension, Command (Naiad), Command (Undine).

Special Divine Magic: Breathe Water, Float, Purify Water.

Acolyte Membership

Requirements: Standard.

Runepriest Membership

Requirements: Standard.

Special Benefits

Initiates gain a +10% with any swimming test while in their river's waters. Acolytes may talk to fish and other river dwelling creatures if they are air-breathing and acolytes who are intelligent fish, or similar, may communicate with air breathers such as humans. Runepriests cannot drown in their native river and may breathe either air or water at will.

Associated Cults

Other River Cults: Initiates of all river gods are considered to be initiates of all other river gods when travelling. This allows them to renew their spells at non-spirit, non-sorcery rivers.

River Gods, Spirits and Saints

Each important river has its own god, spirit or saint worshipped by those who ply his waters or swim in his currents. These creatures rule the waters from headwaters to mouth. Tributaries are the domain of subordinate entities, often the sons and daughters of the primary river.

The greatest rivers in Glorantha are all in Genertela and the majority of these are inhabited by deities. Oslira is a particularly powerful example of this type of being. However, others are inhabited by spirits and essences. The Zola Fel River in Prax is an example of a spirit-river and has a practice associated with it. Similarly, the Tanier in Ralios is home to a powerful essence, worshipped by many along its banks through veneration.

Typical Skills: Athletics, Boating, Lore (World), Mechanisms, Spear.

Typical Rune Spells: True (Spear), Water Breathing.

Common Divine Magic: Command (Undine), Consecrate, Find (Water).

Special Divine Magic: Float.

Ralia - Crop Goddess

Harvest Queen

One of Eralnda's many daughters; Ralia embodies the hardy fertility of her land, Ralios. The fields and pastures there are filled with her sacred grain – oats. Ralia, like many of her sisters, was sought by many as wife, lover, mate or sacred pair. She did not choose one husband but instead married whoever pleased her most for a circle of seasons. Her favourite two year-husbands were Elmal and Heler, with their sunshine and rain, who were famous for their rivalry. Valind kidnapped her and ever since, her grain has been hardest in the cold. However, during the

Great Darkness, she slept along with all the other Earth goddesses and woke with her mother in the depths of Hell where she participated in the Great Compromise. When the Sun rose, she joined in the great procession of gods and goddesses that returned to the reborn world.

Her worship is essential to the farmers of Ralios. Wherever her sacred grain and oats are sown, there too are her worshippers. Ralia is depicted as a young woman bearing a sheaf of wheat or as a ripe bunch of oats. Sacrifices to her are of the first and last sheaves of grain and her rituals are happy ones of sympathetic fertility.

The Grain Goddesses

Each region in Glorantha has its own special goddess, worshipped by those who live by the land's bounty. Genertelan tradition is to name her after the land itself – or perhaps to name the land after its Queen. Each goddess is associated with a particular staple crop. When that goddess' Bless Crop spell is cast upon a field of her own sacred grain, the harvest is 50% better than if it had been cast on some other crop.

While there are numerous grain goddesses, their worship takes similar form throughout Glorantha. All share the same Rune and Divine Magic spells, and have similar initiation rites with some local variation. A farmer's life is difficult no matter where they live, and all cultists share similar beliefs. Land or grain goddesses are often worshipped as daughters or aspects of the local Earth Mother such as Dendara. Worshippers of one grain goddess are accepted at the shrines and temples of any other grain goddesses and may learn or renew divine spells there without restriction.

Since the rise of the Middle Sea Empire, many sorcerers have turned their local the

Land Goddesses into a natural resource, freely tapping the ground and spirit of the land of magical power. Other God Learners have conducted experiments on these relatively powerless goddesses. In some cases, several goddess were forced to merge into a single entity, while others were switched between lands.

Some of the more well-known goddesses are summarised below:

Land	Goddess	Sacred Crop
Brithos	Britha	Wheat
Fronela	Frona	Barley
Justrela	Jrusta	Wheat
Kralorela	Krala	Rice
Maniria	Esrola	Barley
Peloria	Pelora	Wheat
Ralios	Ralia	Oats
Seshnela	Seshna	Rye
Slontos	Slonta	Rice
Teshnos	Tesha	Pulses
Wenelia	Wenela	Einkorn

Shrines and temples to the local grain goddess are found throughout her lands. These shrines provide the Bless Crops spell.

Runes: Fertility, Plant.

Type: Fertility.

Pantheon: Orlanth (Other Grain Goddesses are found in the Elf, Solar, Carmanian and other Pantheons).

Worshippers: Ralian Farmers, Healers, Earth Cultists.

Worshipper's Duties: Protect the fertility of the land, heal and bless family, find some way to overturn God Learner abuses of the goddess!

Initiate Membership

Requirements: Standard.

Cult Skills: Craft (any natural substance), First Aid, Healing, Lore (Plant, Ralia Theology, World), Perception.

Cult Spells: Heal, Second Sight, Shimmer, Vigour.

Common Divine Magic: Consecrate, Excommunication, Extension, Mindlink, Recall, Regrow Limb, Soul Sight.

Special Divine Magic: Bless Crops, Command (Gnome).

Acolyte Membership

Requirements: Standard, though the candidate must be a woman.

Runepriestesses Membership

Requirements: Standard, plus the candidate must be a woman who has given birth to a healthy child.

Special Benefits

Initiates of Ralia gain a +10% bonus on any Lore (Plant), or Lore (World) tests involving farming. Acolytes automatically succeed in any Lore (Plant) tests made to identify plants native to Ralios. Runepriestesses can control their fertility and may choose whether or not to conceive.

Associated Cults

Elmal: Provides Sunbright.

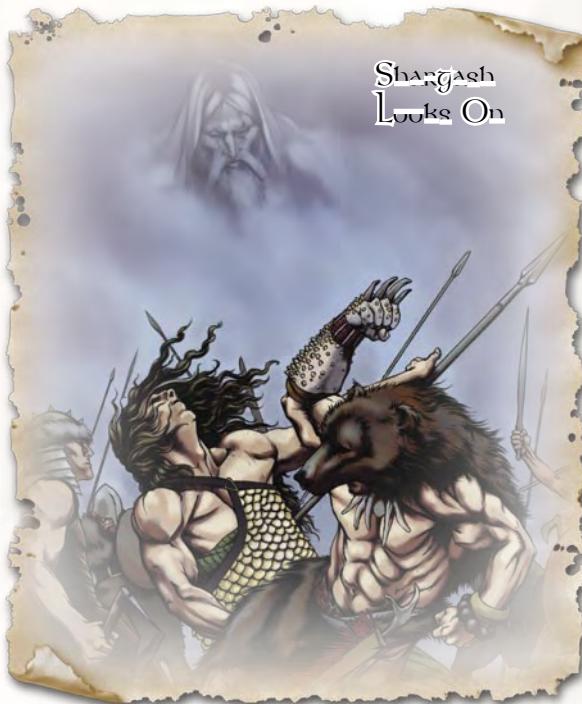
Ernalda: Provides Earthweight.

Heler: Provides Mist Cloud.

Shargash

The Destroyer

Shargash is the Dara Happan god of war. Yelm's most violent son was always trouble, rushing into every fight, eager to turn his anger against any foe. During the Golden Age, peace reigned and Shargash's powers were restrained by the Emperor's wisdom. When the cowardly Rebel Gods murdered Yelm, Shargash was released. He ruled the world in the absence of his father. He waged war against all the enemies of the Empire, defeating them one by one until only Death remained. He forced Kazkurturm to beg for mercy and freed Yelm. Shargash bears the Killer Bolt, and remains the foremost wargod of Alkoth. Sensible Dara Happans fear him and his bloody followers but they serve the Just Emperor loyally with their violent ways.



Shargash is the patron of Alkoth, the Hell City, one of the Dara Happan Triopolis. He is depicted as a fiery image of a powerfully built, red-skinned man with a long hair and a beard. He receives burned sacrifices and the blood of gladiators. Shargash temples are found throughout the empire but are rarely larger than shrines except where Alkothi military units are found. Shrines to Shargash teach Berserk.

Runes: Death, Fire.

Type: War, Underworld.

Pantheon: Solar.

Worshippers: Alkothi Citizens, Violent Killers, Bloodthirsty Sociopaths.

Worshipper's Duties: Destroy enemies of Shargash! Burn his offerings! Defend Alkoth!

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Dance, Lore (Military Tactics, Shargash Theology), Play Instrument (Drums), Shield, Spear, Unarmed, 1H Hammer.

Cult Spells: Bludgeon, Demoralise, Fireblade, Ignite, Strength.

Common Divine Magic: All.

Special Divine Magic: Crush, Sinews of Shargash.

Acolyte Membership

Requirements: Standard plus the candidate must slay a foe in ritual combat.

Divine Magic: Cremate Dead, Inspire Worshippers.

Ash Priest (Runepriest) Membership

Requirements: Standard. Must have subdued one of Alkoth's many demons and tamed it.

Divine Magic: Command (Specific Alkoth Demon), Jagrekriand's Bolt.

Son of Shargash (Runelord) Membership

Requirements: Sons of Shargash lead the warriors of Alkoth. A candidate must have 90% or more in 1H Hammer or Unarmed attack, plus 90% or more in any four of the following skills: Athletics, Dodge, Influence, Perception, Dance, Unarmed and one other Weapon skill. He must lead a group of warriors successfully on a dangerous mission.

Special Note: Sons of Shargash check for Divine Intervention on a 1D10 rather than 1D100. A Son of Shargash must donate 90% of his time and income to the cult. His duties include frequent fighting, particularly against the hated Darjiini Usurpers.

Divine Magic: Jagrekriand's Bolt.

Special Benefits

Initiates of Shargash gain a +2 damage bonus when using maces, javelins, or unarmed combat. Acolytes ignore the effects of Serious wounds while in combat, they continue to fight normally. Runelords may communicate with any denizen of the Underworld. Cooperation by such demons is certainly not assured.

Storm Dragon

Orlanth Dragonfriend

After fighting Sharz'aeel, the First Dragon, Orlanth closed his inner eye and blinded himself to his draconic nature. The Storm God fought against his nature, his struggles bringing violence and death into the world. He confronted his Draconic Other in the Underworld, and thus began healing the world that others called the Dawn. Obduran the Flyer, a mystic among the Heortling peoples of Dragon Pass, first realised these truths and went to the previously hostile dragonfolk. With the assistance of Speaking Friend, a dragonewt conciliator, he opened his Inner Dragon. The cult spread its message and soon people found draconic influences throughout their lives where they had gone unnoticed. Soon, Waltzing and Hunting Bands spread out from Dragon Pass to bring the EWF to all who could comprehend it.

The cult is wide spread but relatively rare. Most in the EWF embrace their draconic selves through mystic

rituals and practices. However, this cult is active in recruiting and converting others to the New Way. The Waltzing and Hunting bands sponsored by the Dragon Sages are wide spread. The cult is under the benevolent rule of Drang, the Diamond Storm Dragon. Use of special dragon powers is difficult and retards the worshipper on his journey towards awakening his true draconic self. The cult depicts Orlanth with a third eye, a forked tongue and bearing a klanth or simply as a dragon. Temples of all sizes are found throughout the EWF but those outside its boundaries are rarely larger than shrines. Shrines to Storm Dragon teach Become Wyrm.

Runes: Air, Dragon, Motion.

Type: Storm, Ruler.

Pantheon: Orlanth, Draconic.

Worshippers: Adventurers, nobles, mystics from the EWF.

Worshipper Duties: Defeating enemies of EWF, recruiting followers of the new dragon way.

Initiate Membership

Requirements: Standard. Candidate must know Language (Auld Wyrmish) at 25% or more.

Cult Skills: Athletics, Dodge, Influence, Language (Auld Wyrmish), Lore (Storm Dragon Theology), 1H Sword.

Cult Spells: Dragon Breath, Glamour, Second Sight, Skybolt, Thunder's Voice.

Common Divine Magic: All.

Special Divine Magic: Command (Sylph).

Dragon Servant (Acolyte) Membership

Requirements: Standard, plus Language (Auld Wyrmish) at 75%.

Divine Magic: Become Wyrm, Diamond Armour, Manifest Limbs.

Dragon Lord (Runelord) Membership

Requirements: A candidate must have 90% or more 1H Sword and Language (Auld Wyrmish), plus 90% or more in any four of the following skills: Athletics, Dodge, Influence, Lore (Draconic), Perception, Stealth and any other Weapon skill.

Special Notes: Dragon Lords check for Divine Intervention on a 1D10 rather than 1D100. A Dragon Lord donates 90% of his time and income to the cult. Dragon Lords are the temporal leaders among the less-draconic members of the EWF.

Divine Magic: Draconic Transformation.

Special Benefits

Initiates gain a +10% bonus to any Influence test involving draconic creatures. Acolytes can speak with reptiles. Dragon Lords take no penalty when riding dinosaurs or other draconic creatures such as wyverns or wyrms.

Associated Cults

Orlanth: Know (Dragon) Weakness.

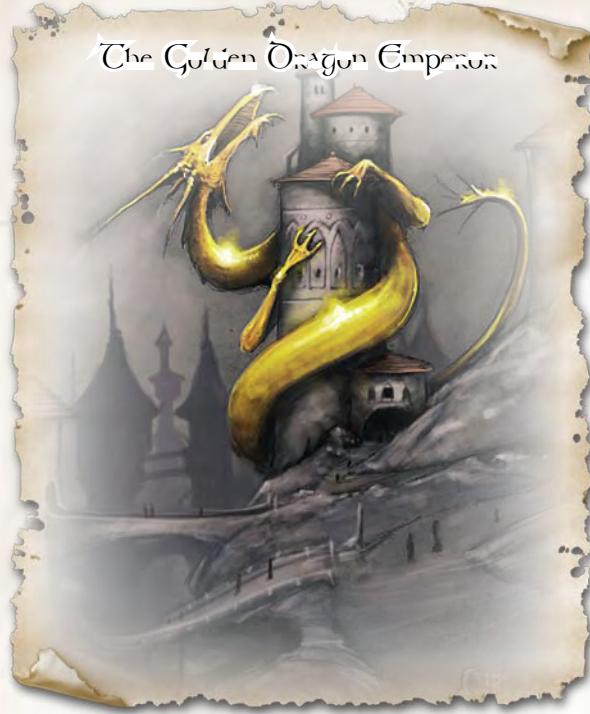
Mastakos: Provides Teleportation and Guided Teleport.

Star Bear

King Bear

The Star Bear is one of the primal powers of the cosmos, the storm of the heavens, and the hunter of the distant darks, whose progress across the sky makes the heavens revolve as the year turns. He is a passionate god, whose children prey on men, but who also spared a life and taught men to hunt when one showed the courage to face him down. The women say that the huntress Orogeria tamed the Star Bear. The men know that it was instead that the Star Bear taught her the ways of the hunt, so that she could keep her people's bellies full during the Long Winters when the Star Bear must sleep. He fathered his cubs on her, such that bears are found across Glorantha.

The Star Bear is the god of masculine authority and power across much of Saird and southern Peloria. He represents not so much human, political authority as the raw confidence and inevitability of nature. Thus, he is a



hunter, a warrior and a king, but always untamed. His worshippers tend to be similarly unruly and respectful of what people do rather than the privileges of their birth or title. His shrines are typically simple cave or woodland ones and he expects little in the way of formal rites, beyond a great feast before winter to fill his belly for the Long Sleep and a loud party to awaken him when the snows recede. His worshippers cannot abide disrespect to bears – they may hunt and kill them, of course, for that is the way of the hunter, but then he must sing the bear's spirit back to the stars. His shrines teach Beast Claw.

Runes: Beast, Death, Harmony.

Pantheon: None.

Type: Hunter.

Worshippers: Men only; hunters, warriors, chieftains.

Worshipper's Duties: Hunt and fish, channel divine masculine power.

Initiate Membership

Requirements: Standard; only men may join.

Cult Skills: Lore (Animal, Star Bear Theology), Perception, Survival, Tracking, Unarmed.

Cult Spells: Endurance, Frostbite, Strength, Warmth.

Common Divine Magic: All.

Special Divine Magic: Beast Claw, Command (Bear), Draw Beast, Great Roar, Identify Scent.

Acolyte Membership

Requirements: Standard.

Star Bear (Runepriest) Membership

Requirements: Standard.

Special Benefits

Initiates gain a +10% bonus on any Survival and Tracking tests while hunting. Acolytes can speak with bears, raccoons, badgers and wolverines. Runepriests gain the ability to hibernate through the winter season.

Sun Dragon

Every Star a Dragon

During the pre-mythic times, everything manifested its draconic nature. Gods and dragons strove, and the Sun relinquished its draconic nature to Yelm. In the 8th century, Berneel Arashagorm, an ancient deity known as Dragon Sun, grew in popularity. It taught that within each man is a star – a little sun – and each of these suns is a dragon. The cult soon merged with the Golden Dragon worshippers who lived among the EWF. In 878, the cult's leader, the Golden Dragon conquered the Emperor of Dara Happa. To the shock of all right-thinking Dara Happans, it completed the Ten Tests of Yelm and ascended to the Imperial Throne as the Golden Dragon Emperor.

Currently, the Golden Dragon Emperor rules over Dara Happa, his mile long body coiled about the Temple of Yelm in Yuthuppa. Thousands have converted to its worship and ways. The Emperor expects only that his worshippers embrace their inner dragon and to be loyal to the Emperor. The Emperor Dragon is depicted as a golden dragon wearing the Imperial Regalia. Shrines exist throughout the Empire and the EWF and a few minor and major temples are found in the largest of cities. Shrines teach Dismiss Solar Magic.

Runes: Dragon, Light, Mastery.

Type: Sun, Ruler.

Pantheon: Solar, Draconic.

Worshippers: Draconic traitors, power seekers, solar mystics.

Worshipper's Duties: Uphold the true Emperor, investigate the Draconic Mysteries, awaken your dragon.

Initiate Membership

Requirements: Standard. Candidate must know Auld Wyrmish at 25% or more.

Special Notes: Many of the cult members once belonged to various Yelmic cults and retain any divine spells.

Cult Skills: Athletics, Dodge, Influence, Language (Auld Wyrmish), Lore (Sun Dragon Theology), 1H Sword.

Cult Spells: Dragon Breath, Second Sight, Thunder's Voice.

Common Divine Magic: Consecrate, Dismiss Magic, Excommunicate, Extension, Find (Draconic Being).

Special Divine Magic: Command (Salamander), Dismiss Solar Magic.

Acolyte Membership

Requirements: Standard plus the candidate have Language (Auld Wyrmish) at 75%.

Divine Magic: Become Wyrm, Manifest Limbs, Radiate.

Sun Dragon (Runelord) Membership

Requirements: Sun Dragons must have 90% or more in 1H Sword and Language (Auld Wyrmish), plus 90% or more in any three of the following skills: Athletics, Dodge, Influence, Lore (Draconic), Perception, Stealth and any other Weapon skill.

Special Note: Sun Dragons check for Divine Intervention on a 1D10 rather than 1D100. A Dragon Lord donates 90% of his time and income to the cult.

Divine Magic: Draconic Transformation.

Special Benefits

Initiates gain a +10% bonus to any Influence test involving draconic creatures. Acolytes can speak with reptiles.

Associated Cults:

Elmal: Provides Sunbright.

Yelm: Provides Fight Disease.

Triolina

Mother of the Sea

Triolina is the Sea Mother, Giver of Life and the Great Ancestress. She mingled her waters with many others and her children are the naiads and tritons who are progenitors of the mermen tribes. All sea creatures, be they monster, animal or plant, can trace their ancestry to her or one of her children. The three most powerful of these children are Mirintha, Mother of the merfolk, Tholiania, Mother of sea animals and Murthdrya, mother of sea plants.

All sea creatures owe their existence to Triolina in some fashion and she is worshipped by almost all intelligent sea creatures as a contrast to Magasta's grim dominion. Her followers are expected to be nurturing and protecting the health of Mother Ocean. Temples to Triolina are all sizes, scattered throughout the ocean from the sunlight shallows to the nightmare deeps. Merfolk do not depict their deities but Waertagi portray her as a two-tailed fish-woman. Her shrines teach Command (Undine).

Runes: Fertility, Water.

Type: Sea.

Pantheon: Mermen.

Worshippers: Merfolk, intelligent sea creatures, oceanic shapeshifters.

Worshipper's Duty: Protect and nurture the school or pod, revel in being many-in-one, oppose stagnation.

Initiate Membership

Requirements: Standard. The candidate must be an intelligent sea-dweller. automatically accepted if either of the candidate's parents were initiates.

Cult Skills: Athletics, First Aid, Lore (Animal, Plant, Triloina Theology, World), Survival, Unarmed.

Cult Spells: Co-ordination, Detect Magic, Dispel Magic, Endurance, Heal, Mindspeech, Mobility, Protection, Second Sight.

Common Divine Magic: All.

Special Divine Magic: Command (Undine), Proteus.

Acolyte Membership

Requirements: Standard.

Sea Mother (Runepriestess) Membership

Requirements: Standard. Candidate must have acquired at least one other form through use of the Proteus spell.

Special Benefits

Triolina initiates gain a +10% bonus on any Lore or Survival tests when providing for their community. Acolytes who are air-breathing may speak to any other sea-mammal. Water-breathing acolytes are able to communicate with sea serpents, giant eels and other sea monsters. Runepriestesses are always able to see in the water, no matter what the depth.

Associated Cults

Magasta: Provides Call Monster.

Wachaza: Provides Seastrength.

Tskanth

Pirate God of Vormain

The savage pirates of Vormain worship Tskanth. Since the earliest days of the High Gods, Tskanth has guarded his homeland with fierce abandon, plundering invaders and neighbouring islands alike. His greed is insatiable and drove him from the island to seek out the weak and foolish, preying on these travellers with his swift ships and flashing blade. He drives his buccaneers to heap his temples high with loot, prizing runes above all – seizing the powers of foreigners for himself. Tskanth's superiors in the Celestial Hierarchy tolerate him so long as he does not visit his hungers upon Vormain, though many

outsiders consider him to be an anti-god. Vormain has a very insular culture and this god is the only one regularly encountered by the outside world.

At present, Vormain is surrounded by swarms of these pirates. Even the Justrei or Eastern Sea fleets have been unable to overcome them and set foot on the island. His worshippers embody his virtues: greed, ruthlessness and strength. The shores of Vormain are home to all sizes of temples to Tskanth. Pirate ships and bases away from Vormain usually only support a shrine. He is depicted as a slim Vormani with ships for shoes, a slim blade and plunder heaped before him. His shrines teach Call Barracuda.

Runes: Death, Water.

Type: Sea.

Worshippers: Vormani pirates, raiders, marauders.

Worshipper's Duties: Take from the weak, give to the strong. Prey on the outsiders who seek to desecrate and subjugate Vormain without mercy.

Initiate Membership

Requirements: Standard. Initiates are forbidden to learn the Heal spell.

Cult Skills: Athletics, Acrobatics, Boating, Craft (Boatbuilding, Tattooing), Dodge, Lore (Tskanth Theology, World), Shiphandling, Weapon skill (any).

Cult Spells: Bladsharp, Co-ordination, Disrupt, Endurance.

Common Divine Magic: Command (Undine), Consecrate, Excommunicate, Dismiss Magic, Extension, Repair.

Special Divine Magic: Bind Ship, Call Barracuda, Command (Barracuda), Float, Living Blade, Water Skating.

Acolyte Membership

Requirements: Standard plus the acolyte must have led at least one successful pirate raid himself.

Barracuda (Runepriest) Membership

Requirements: Standard.

Special Benefits

Initiates gain a +10% bonus on any Athletics, Dodge or Acrobatics tests made when they board an enemy ship. Acolytes may discern the nationality of any ship they can see and whether or not it is carrying a cargo.

Ty Kora Tek

Keeper of the Dead

Ty Kora Tek is one of the most powerful Goddesses of the Underworld. During the Gods War, she protected and sheltered the souls of the dead in her vast Caverns of Silence, but once in her grasp, they cannot leave. She kept everything lost during that hideous time safe and hidden until Ernalda brought her sister to her. At the Dawn, Ty Kora Tek gave all that she had taken so that the world could be filled with good things once more.

Her worshippers prepare the dead for burial, tend to the graveyards and ensure that the dead do not trouble the living. Ty Kora Tek's worship is uncommon but widespread. She is depicted as a gaunt and wasted goddess or as a cracked and empty pot. Her worshippers sacrifice black cows, black ewes and black chickens. Her temples are relatively rare, and are usually just shrines in larger temples to other Earth goddesses. One of her largest temples is found at the Necropolis, in Esrolia, which is a known entrance to the Underworld guarded by her cult. Her shrines teach Bless Grave.

Runes: Death, Earth, Fate.

Type: Underworld.

Worshippers: Gravediggers and undertakers, ghost hunters, cackling hags.

Worshipper's Duties: Prepare the living for death, ensure the dead do not trouble the living.

Initiate Membership

Requirements: Standard. In addition, the candidate must be a woman past childbearing age (usually over 50) with a 50% skill in Craft (Undertaker).



Cult Skills: Craft (Undertaker), Language, Lore (Ty Kora Tek Theology).

Cult Spells: Detect Magic, Dispel Magic, Extinguish, Second Sight.

Common Divine Magic: All.

Special Divine Magic: Banish Ghost, Bless Grave, Command (Ghost), Summon Dead.

Acolyte Membership

Requirements: Standard.

Crone (Runepriestess) Membership

Requirements: Standard plus the candidate must have a 90% or more in Craft (Undertaker).

Special Benefits

Initiates may speak to any ghost summoned by a Ty Kora Tek spell regardless of the language originally spoken by the ghost in life. Acolytes are not exposed to any diseases carried by corpses if they make a successful Craft (Undertaker) roll.

Associated Cults

Babeester Gor: Provides Great Parry.

Ernalda: Provides Command (Gnome).

Maran Gor: Provides Blast Earth.

Uleria

Transcendent Goddess of Love

Uleria is the goddess of Love in all its forms. Love is the invisible life force that binds people, communities and worlds together. Her power permeates all the worlds, physical, spiritual and magical. Uleria embodies this cosmic force and is worshipped by anyone wishing her blessings. She is one of the Ancient Powers who made up the Celestial Court and is the only one to have survived the Great Darkness.

Uleria transcends the limitations of divinity, spirit and essence. However, it is as a goddess that she is most commonly worshipped. Many cultures find her power of unquestioning love disturbing and she is sometimes demonized for this. But those wishing her special blessings may care little. Uleria is depicted in many fashions across the world, but she is always shown as a beautiful, sexually mature woman. Her worship is widespread but rare, though some places particularly devoted to love boast minor or even major temples to her. Shrines to Uleria provide Community.

Runes: Fertility, Infinity.

Pantheons, Churches, Traditions: Solar, Pamalt, Vithelan, Carmania, Orlanth.

Worshippers: Courtesans, mystics, lovers.

Worshipper's Duties: Explore Love in all its forms, physical, social and spiritual.

Initiate Membership

Requirements: Candidate must not be Chaotic and must sacrifice 1 point of POW to Uleria.

Cult Skills: Craft (Courtesan), Influence, Lore (Uleria Theology), Perception.

Cult Spells: None.

Common Divine Magic: All.

Special Divine Magic: Community.

Acolyte Membership

Requirements: Standard.

Runepriest Membership

Requirements: Standard.

Special Note: When checking for Divine Intervention, a Runepriest of Uleria rolls 1D10 rather than 1D100.

Special Benefits

Initiates gain a +10% bonus on any Evaluate, or Influence tests with members of their preferred sex. Runepriestesses may inspire feelings of love in all who see them and only those associated with the Death or Chaos rune may attack them.

Urox

Berserker God, Chaos Foe

Urox is the wildest of Orlanth's truculent brothers, second only to the now-destroyed Vadrus in his fury. During the Storm Age, he and his sons wed the Earth Goddesses and protected their peoples. He fought on behalf of the Earth against his brothers Humakt and Vadrus. During the Gods War, his power was unmatched and his rampages laid waste to entire territories and kingdoms. He gored Lodril and slew his traitorous brother Ragnaglar (but not before that god begat Wakboth the Devil). During the Great Darkness, he fought Wakboth. He should have been destroyed but he stood firm and was aided by all the world. He slew Wakboth but died himself. In the Underworld, he and the other Dead Gods confronted the Devil and slew him once more, allowing Arachne Solara to bind Chaos in her web.

Urox is the foe of Chaos, the last defender against the end of the world. For this, his brutal followers are tolerated among the Orlanthi. During the Gbaji Wars his followers distinguished themselves against the forces of Chaos, which they loathe above all other foes (and they loathe nearly everyone). However, most of his followers perished in the final struggles against the Deceiver. With Chaos in retreat, his worship has dwindled and is now the preserve of anti-social incorrigibles. His worshippers emulate him by defeating Chaos, getting drunk and making enemies.

He is depicted as a powerful, bull-headed man. Urox's temples are rarely larger than shrines. However, scattered throughout the barbarian lands are special places, sacred to the bull. These Holy Sites support major and great temples. Shrines to Urox teach Impede Chaos.

Special Notes: Among the Animal Nomads of Prax, they worship the Great Storm Bull. These two are the same entity and Uroxi Jarls can gain powers from the Storm Bull.

Runes: Beast, Death.

Type: War.

Pantheon: Orlanth.

Worshippers: Bullies, drunkards, troublemakers, chaos fighting warriors.

Worshipper Duties: Defeating Chaos, getting drunk, defeating enemies, making enemies.

Initiate Membership

Requirements: Standard plus candidates must be free of any Chaos taint.

Special Notes: Initiates gain the use of the Sense Chaos skill. Uroxi may only marry initiates, acolytes, and priestesses of Earth goddesses. Any initiate must obey the orders of the Jarl who initiated them until he becomes a Jarl himself.

Cult Skills: Dodge, Lore (Urox Theology), Perception, Sense Chaos, Unarmed, Weapon skill (any).

Cult Spells: Bludgeon, Bladsharp, Demoralise, Detect Enemy, Protection, Strength, Vigour.

Common Divine Magic: All.

Special Divine Magic: Command (Sylph), Face Chaos, Impede Chaos.

Acolyte Membership

Requirements: Standard.

Jarl (Runelord) Membership

Requirements: A candidate must have 90% or more in his main Weapon skill, and have 90% or more in four

of the following: Dodge, Ride, Perception, Sense Chaos, Shield, Tracking, a second Weapon skill.

Special Note: Jarls give 90% of their time and income to the cult but since their small bands *are* the religion, they can usually spend the money and assign the time as they see fit. Jarls gain access to Divine Intervention on a 1D100 rather than 1D100.

Special Benefits

Initiates gain the Sense Chaos ability and a +10% bonus to Unarmed when striking unexpectedly. Acolytes can sober up immediately, no matter how drunk they are, in response to danger. They are also unaffected by any fear or morale effect caused by a Chaos creature. Jarls feel no ill effects from non-magical cold and suffer no penalty should they be in the Spirit World.

Associated Cults

Ernalda: Provides Earthweight.

Orlanth: Provides Increase/Decrease Wind.

Valind: Provides Freezing Wind.

Zorak Zoran: Provides Seal Wound.

Urvairinus

Divine General

Urvairinus was one of the greatest Emperors of the Age of Darkness. He invented just war, obedient soldiers, and military discipline to protect Dara Happa from storm barbarians, digjelm monsters and the savage horse folk. To defend his people, he raised the first Dara Happan regiments, some of which still exist today. He taught them to march in formation, to fight as one, to stand fast against foes and to advance with unstoppable deliberation. Urvairinus is the Inspired General, capable of leading and inspiring his troops by his mere presence.

Many of Urvairinus's regiments have survived to the present day and they form an important part of the Dara Happan army. Taranirus, commander of the Imperial Army, is currently the most powerful cult hero. He commands all the remaining regiments from the ancient military temple at Yuthuppa, The Light of Action. The god is depicted as a patrician 'military man' dressed in



CARANIRUS

ancient armour and carrying the sacred baton of a general. Each regiment has its own temple. Those carried by the regiment while on the march are minor while the ones at the regiment's home city are usually major. Many of the regiments have their own tutelary deity that provides magic unique to that unit. Several other shrines and temples exist at the sites of prehistoric victories. Shrines teach Steadfast.

Runes: Air, Death.

Type: War, Ruler.

Pantheon: Solar.

Worshippers: Dara Happan officers, soldiers, traditionalists, mercenaries.

Worshipper Duties: Uphold traditions, fight well.

Initiate Membership

Requirements: Standard. Membership includes acceptance into the regiment.

Cult Skills: Athletics, Command (see *RuneQuest Legendary Heroes*), Lore (Military Tactics, Urvairinus Theology), Shield, Spear, Throwing.

Cult Spells: Bladsharp, Co-ordinate, Demoralise, Endurance, Fireblade, Heal, Light, Protection

Common Divine Magic: Consecrate, Excommunicate, Exorcism, Extension, Heal Wound, Shield, Spirit Block, True (Spear).

Special Divine Magic: Command Troops, Rally Troops.

Dedecuron (Acolyte) Membership

Requirements: Standard. Membership also includes promotion to becoming an officer in the regiment, which requires a vacancy.

Special Divine Magic: Command Troops.

General (Runelord) Membership

Requirements: Candidate must have 90% or more in the Lore (Military Tactics) and Command skills. He must have 90% or more in three of the following skills: Dart, Evaluate, Ride, Shield, Spear

Special Divine Magic: Command (Salamander).

Special Benefits

Initiates gain a +10% bonus on Spear and Shield skills when fighting in formation. They also gain +5 SIZ useable only for resisting Knockback. Acolytes' orders are heard and understood by any of their underlings within 100 metres, provided they are capable of shouting.

Associated Cults

Elmal: Provides Steadfast.

Yelm: Provides Sunspear.

Valind

Lord of Winter

Valind is the God of Winter and the god of the frozen northern wastes. He inherited his realm from his father Vadrus, who was destroyed by Chaos. He rules over a tribe of ice demons, blizzard gods and winter winds called the Vadrudi through a mixture of threats and subterfuge as well as constant raids on the gods and spirits of weaker, kinder lands. The rest of the Storm Tribe barely tolerates him but he cares little for his kin. Valind conquered much of the world during the Great Darkness, covering it all with his great glacier but this was destroyed by Zzabur the Arch-Sorcerer before the Dawn. Valind's glacier still covers the northern expanses of Glorantha but it is a shadow of its former strength.

Most of Valind's worship is propitiatory, as those dwelling in warmer, sunnier climes try to avert his wrath. Among the trolls and savage mountain peoples, he is worshipped for his own sake. His worshippers strive to be as cruel, rebellious, and obstinate as he. Valind is depicted as an icy giant, with a frozen beard and blizzard breath. His cult is minor, with shrines scattered throughout the northern continent. A few minor and major temples exist and his greatest temple, Valind's Winter Palace, is found in the heart of the Valind Glacier and peopled by hollri (ice demons), Vadrudi, trolls, and other cold-loving creatures. Shrines to Vadrus teach Snow.

Runes: Cold, Disorder.

Type: Storm.

Pantheons: Orlanth, Troll.

Worshippers: Snow trolls, ice demons, mountain-dwelling fanatics.

Worshipper's Duties: Never submit to authority, raid and bully the weak, spread cold and snow into warm lands again.

Initiate Membership

Requirements: Standard. The candidate must live in a land subject to winter.

Cult Skills: Athletics, Perception, Lore (Valind Theology, World), Survival, Weapon skills (any).

Cult Spells: Dispel Magic, Extinguish, Frostbite, Mobility, Strength.

Common Divine Magic: All.

Special Divine Magic: Cloud Call, Command (Hollri), Command (Sylph), Freezing Wind, Increase Winter Wind, Snow.

Acolyte Membership

Requirements: Standard. The candidate must survive one winter without help, relying only on his skills and magic. This must be spent either in icy mountains, Valind's Glacier or some other equally hostile arctic environment.

Runepriest Membership

Requirements: Standard. The candidate must survive a special ritual during the heart of winter which exposes the candidate to Valind's fury. He must make a Hard (-40%) Resilience test to pass the test. For each 2 points the skill test roll is failed by, Valind inflicts 1 point of hit point damage to all the candidate's hit locations.

Special Benefits

Initiates of Valind gain a +10% bonus on any Athletics or Survival tests made in mountainous regions or arctic terrain. Acolytes gain the ability to communicate with mountain or arctic dwelling predators such as bears, foxes and ice demons (Hollri). Runepriests are immune to cold whether it is magical or non-magical in nature.

Associated Cults

Orlanth: Provides Flight.

Urox: Provides Face Chaos.

Yigg: Provides Sail Through Ice.

Vinga

Warrior Daughter of Orlanth

During the Storm Age, Vinga was a good natured, loyal daughter of Orlanth and Eralnda. Vinga became one of the War Women, who joined the fyrd in battle. Her cleverness and bravery brought her admittance to the ranks of the Thunder Brothers – the only woman among that band. Her first great deed occurred after Orlanth had departed on his quest, when she protected Mahome, the hearth fire goddess against Valind and pierced him with her Mile Throw Javelin. Later, her wit, courage and tenacity helped many humans survive the horrors of the Great Darkness.

Vinga is known wherever Orlanth is, but her cult is only found in any great numbers in Esrolia, Kerofinela, Heortland and Ralios. The cult wields little political power but is a refuge for those women unable or unwilling to follow the ways of Eralnda and her daughters. Vinga is depicted as a young red-haired woman with spear and helmet. Her cultists are expected to protect the helpless, avenge women and kin, and be fiercely independent. Vinga's temples are of all sizes but few tribes support more than a minor temple. However, many large temples exist in Esrolia. Shrines to Vinga teach Hurl Javelin.

Runes: Air, Motion.

Type: Storm.

Worshippers: Women warriors, female adventurers, vengeful mothers.

Worshipper's Duties: Protect the weak, be bold and adventurous, live life with laughter and love.

Initiate Membership

Requirements: Standard. Candidates must be female.

Special Notes: Vingans often dye their hair red, particularly when on missions of vengeance. Initiates may join any other Orlanth cult provided they fulfil the entrance requirements. Vingans are treated as male Orlanthi for the purposes of all cult rituals.

Cult Skills: Athletics, Dodge, Influence, Lore (Vinga Theology), Perception, Stealth, Spear, Shield, Throwing

Cult Spells: Bladsharp, Cover of Night, Mobility, Shield, Shimmer, Speedart.

Common Divine Magic: Consecrate, Excommunicate, Find Enemy.

Special Divine Magic: Command (Sylph), Hurl Javelin, Lightning Strike, Pathfinder.

Acolyte Membership

Requirements: Standard.

Loyal Daughter (Runelord) Membership

Requirements: Loyal Daughters are often war leaders and explorers among the Orlanthi. A candidate must have 90% or more in Spear or Throwing, plus 90% or more in any four of the following skills: Athletics, Dodge, Influence, Perception, Stealth and one other Weapon skill.

Special Note: Loyal Daughters check for Divine Intervention on a 1D10 rather than 1D100. She must donate 90% of her time and income to the cult.



Divine Magic: Loyal Daughters gain access to the magic available to Storm Voices and Wind Lords (excepting Bless Woad and Bless Thunderstone).

Special Benefits

Loyal Daughters gain an additional Reaction each turn usable only to parry or defend a helpless individual such as children, incapacitated warriors or non-combatants.

Associated Cults

Babeester Gor: Provides Great Parry.

Chalana Arroy: Provides Heal Body.

Mastakos: Provides Teleportation.

Orlanth Adventurous: Provides Flight and Wind Words.

Orlanth Thunderous: Provides Cloud Call.

Wachaza

Ocean War Lord

Wachaza is the sea god of death and war. He prowls the seas along with his brothers and sisters, the waterspouts and doom-currents. He flowed from Magasta and led the Seas to encroach over the land. Three times his Flood washed over the land and none who fell into his grasp escaped. Only when his father drew upon all the Waters for aid did he retreat. With the other waters, he renewed the Churner and defeated the Stagnant Ones.

Wachaza is one of the few sea deities that allow humans and other surface dwellers to join. Many Justreli marines and magicians sacrifice to him to gain his powers and his worship has been spread to every shore touched by them. He is cruel and his worshippers are feared. Justreli and Waertagi portray him as a hideous jet- or blue-skinned man with great yellow eyes wielding a net and trident. Shrines and minor temples to Wachaza are found everywhere the Middle Sea Empire and larger temples are sometimes found among the merfolk and at the bases of the Justreli fleets. Shrines to Wachaza teach Drown.

Runes: Darkness, Death, Water.

Type: War, Sea.

Pantheon: Mermen, Malkioni.

Worshippers: Merfolk warriors, human pirates and Justreli freebooters.

Worshipper's Duties: Slaughter the enemies of the sea and feed them to the depths.

Initiate Membership

Requirements: Standard.

Cult Skills: Athletics, Dodge, Lore (Wachaza Theology), Perception, Unarmed, Weapon skills (any).

Cult Spells: Bladesharpen, Co-ordination, Demoralise, Mobility, Slow, Strength.

Common Divine Magic: All.

Special Divine Magic: Command (Undine), Seastrength.

Acolyte Membership

Requirements: Standard.

War Master (Runelord) Membership

Requirements: Standard. The candidate must have 90% or more in Spear or Unarmed skill, and 50% in all cult skills.

Special Divine Magic: Wachaza's Fang.

Special Benefits

Acolytes may speak with sharks, barracuda, sea-serpents, and similar oceanic predators. Runelords gain a 2m bonus to their Movement scores when charging an air-breathing foe.

Associated Cults

Magasta: Provides Call Monster.

Triolina: Provides Proteus.

Xiola Umbar

Solace of the Deep Dark Within

Xiola Umbar is the protective goddess of darkness and the most gentle of that grim tribe. She preserves and heals the weak and strong alike. Her earliest tales are of life-giving and healing in the pristine darkness of the Underworld such as when she aided Dehore to become the many Dehori or when she was midwife to the River Styx. Even in these earliest tales she is referred to as the brother of Zorak Zoran, and when the Gods War began she followed her brother to undo some of the destruction he wrought. She became the protectress of the weak and helpless. Many gods, spirits and peoples owe their existence to her.

Xiola Umbar has always been popular among trolls but many humans worship her as well. Her skills as a midwife are cherished by the Mothers of Kyger Litor and the warriors all bless her healing powers. Her cult was powerful at the Dawn, when trolls ruled much of the Surface world but is now relatively small. She is depicted as a clay pot inscribed with healing charms. She is no pacifist and her worshippers are expected to protect their charges when necessary. Her cult is small and her places of worship are mostly shrines except in areas of troll concentration where minor temples are sometimes found. Her shrines teach Healing Trance.

Runes: Darkness, Fertility, Harmony.

Pantheon: Troll.

Worshippers: Troll healers, smart trollkin, oppressed peasants.

Worshipper's Duties: Protect those worth protecting, teach the weak to be strong or lucky.

Initiate Membership

Requirements: Standard. The candidate must know at least one healing spell.

Cult Skills: First Aid, Healing, Influence, Lore (Plant, Xiola Umbar Theology), Survival.

Cult Spells: Countermagic, Darkwall, Heal, Protection, Shield, Shimmer.

Special Notes: Any fire or light based magic such as Ignite, Light or Fireblade are forbidden.

Common Divine Magic: All.

Special Divine Magic: Command (Shade), Couvade, Group Defence, Healing Trance, Solace.

Acolyte Membership

Requirements: Standard.

Runepriest Membership

Requirements: Standard.

Divine Magic: Turn Blow.

Special Benefits

Initiates gain a +10% bonus with all First Aid and Healing checks on their own species. Priestesses may command any trollkin within their line of sight, regardless of their prior allegiance. The trollkin will obey the Priestess to the best of their ability.

Associated Cults

Argan Argar: Provides Darkwalk.

Chalana Arroy: Provides Heal Chaos Wound.

Erissa: Provides Restore Vision.

Zorak Zoran: Provides Crush.

Yelm

Emperor of the Universe, True Sun

Yelm is the Sun God, the source of Light and Power. He is the Cosmic Emperor and all humans owe their existence to him. Even in lands where he is not worshipped, he is known and respected. In the Golden Age, Yelm created and sustained a Divine Order which ruled over much of central Genertela. The Rebel Gods, chief among them Orlanth, first troubled then shattered the Solar utopia. Eventually, Emperor Yelm was murdered by their chief god, Orlanth, who then tried to usurp his authority. Once in the underworld, Yelm reigned over the Hell of Bright Dead and all those slain during the Gods War by the barbarian gods and Chaos came to his court. Even Orlanth, repenting of his former deeds, came to him

seeking forgiveness. The two gods made peace, swearing oaths of truce and compromise. Through this act of forgiveness and justice; the murdered Sun was returned to the sky. Time began with this first Dawn.

Lukarius is the Power of Yelm for the Noble Warrior, It is the Divine Bow, MoonBreaker that slays the rebellious, It is the Light of Righteous Action.

Antirius is the Power of Yelm for the Just Emperor, The Divine Cloak covers the Emperor with Yelm's power, It is the Power from Above.

During the First Age, the most significant event was the Sunstop when the rituals of the Broken Council actually caused Yelm to halt in his path. This began Nysalor's Bright Empire, much loved by Pelorians to this day as a destroyed golden age. During the Second Age, Dara Happa vies with many outside forces, particularly the EWF. In 878, the Sun Dragon and its followers conquered the Empire and it now coils about the Footstool of Heaven.

Yelm is the god of nobles and royalty throughout the Dara Happan Empire, which occupies much of the Pelorian basin. His worship is supported by a complex array of gods and goddesses who acknowledge his authority as Emperor of the Universe. Yelm's worship is exclusive to male Dara Happans of noble blood but only the ruling nobility can attain worship of his higher aspects. Initiation into his worship is hereditary, and almost universal among those blessed with such a glorious lineage. Temples of all sizes are found throughout the Dara Happan Empire, ranging from small family shrines to the Great Temples found in largest cities. The greatest of these is the vast ziggurat known as the Footstool of Yelm at Yuthuppa, where the Emperor of Dara Happa, holds sway. Shrines to Yelm teach Cloud Clear.

Runes: Death, Fire, Light, Mastery.

Type: Sun, Ruler.

Pantheon: Solar.

Worshippers: Dara Happan nobles, royalty and emperors (and their kin).

Worshipper's Duties: Rule with Divine Right, accept the worship and fealty of underlings, uphold traditions of Yelm

The Young God (Lay Membership)

Requirements: If the candidate's father was an initiate of Yelm in good standing, the candidate may automatically join this cult and paying a fee of 10 silvers. Candidates must be able to claim one of their male ancestors within the past three generations as an initiate of Yelm.

Cult Skills: Bow, First Aid, Lore (Yelm Theology), Perception, Spear.

Cult Spells: Heal, Light, Protection.

Urengerum the Archer (Initiate) Membership

Requirements: Standard. Candidate must be a lay member in good standing for a year.

Special Notes: Members of this subcult are treated as normal initiates and must fulfil all normal requirements. This cult is also known as Yelm Saggitus.

Cult Skills: Bow, First Aid, Influence, Language, Lore (Military Tactics, World), Perception, Ride, Shield, Spear.

Cult Spells: Detect Enemy, Endurance, Firearrow, Mindspeech, Multimissile, Speedart.

Common Divine Magic: All.

Special Divine Magic: Command (Eagle), Command (Hawk), Command (Griffin), Command (Salamander), Cloud Clear.

Avivorus the Spearman (Initiate) Membership

Requirements: Standard. Candidate must be a lay member in good standing for a year.

Special Notes: Members of this subcult are treated as normal initiates and must fulfil all normal requirements. This cult is also known as Yelm Hastatus.

Cult Skills: First Aid, Influence, Language, Lore (Military Tactics, World), Perception, Ride, Spear, Shield, Throwing.

Cult Spells: Blade of Virtue, Bladsharp, Detect Enemies, Endurance, Fireblade, Mindspeech, Protection.

Common Divine Magic: All.

Special Divine Magic: Command (Eagle), Command (Hawk), Command (Griffin), Command (Salamander), Cloud Clear.

Arraz the Sun Servant (Acolyte) Membership

Requirements: Standard.

Special Notes: Sun Servants are otherwise worthy candidates who do not have noble enough birth to advance further in the cult. As such, there is a certain prejudice against acolytes in the Yelmic religion. Acolytes are often minor functionaries in temples or the holdings of nobler families.

Special Divine Magic: Fight Disease, Sunripen.

Lukarius the Sun Lord (Runelord) Membership

Requirements: The candidate must have been an initiate of the Archer or the Spearman subcult in good standing for five years or an acolyte for three. In either case, the candidate must be of legitimate noble birth. The candidate must have 90% or more in Bow or Spear Skill and 90% or more in Ride. He must have 90% or more in three of the following skills: Evaluate, First Aid, Influence, Lore (Military Tactics, World), Play Instrument, Ride, Language.

Special Notes: A Sun Lord only gives 10% of his time and 20% of his income to the cult. He is often involved with maintaining a post in the Imperial government (often hereditary), serving in the Dara Happan army or administering his family lands and holdings.

Special Divine Magic: Antirius Precepts, Fight Disease, Sunripen.

Antirius Imperator (Runepriest) Membership

Requirements: Standard plus the candidate must be a noble of Dara Happan blood and have been a Sun Lord in good standing for five years. The candidate must also be a hereditary noble in a position of authority.

Special Notes: When checking for Divine Intervention, a member of Yelm Imperator rolls 1D10 rather than 1D100. A worshipper of Antirius gives up 50% of his income and 10% of his income to the cult. They do not have to purchase the Runepriest Legendary Ability.

Special Divine Magic: Command Household.

Ordanestyu The Wise (Runepriest) Membership

Requirements: Any worshipper of Antirius can join this subcult automatically upon retirement. A Sun Lord or Sun Servant can join the subcult if there is a vacancy.

Special Notes: Members of this subcult are normal priests and must give up 90% of their time and income to the cult. Many are retired nobility. The cult has many names and distinctions throughout Dara Happa, but the most common is Yelm the Elder.

Special Divine Magic: Command Household.

Special Benefits

Initiates gain a +10% on Bow while riding and +10% bonus on Spear when fighting in formation. Acolytes have the ability to speak with horses and hawks as per Mindspeech. Sun Lords take half damage from the effects of magical and non-magical fire. Followers of Yelm the Elder gain a +20% bonus to all Dismiss Magic and Spirit Combat tests.

Associated Cults

Dendara: Provides Bless Home.

Erissa: Provides Remove Fear.

Lodril: Provides Earthwarm.

Lokarnos: Provides Hie Wagon.

Shargash: Provides Inspire Worshippers.

Yelmalio Tharkantus: Provides Sunbright.

Yelmalio Tharkantus

Loyal Son and Frontier Guardian

Yelmalio is Yelm's loyal son, one of many such sons who bravely served the Solar Court. Unlike his brothers, he took the initiative, bringing war to the enemies of the empire and settling his people in the hills between the cities of Dara Happan and the barbarian storm gods. Yelmalio fought many of Yelm's fiercest enemies as he strove to protect his people. He stood firm until he journeyed to the Hill of Gold. There he was disarmed by Orlanth, and then ambushed by Zorak Zoran. The darkness demon stole his fire powers, leaving him for dead. Only his honour and his bright light remained. Despite his maiming, he continued to struggle, helping the Elves to fight against Chaos. He was one of the few deities to survive until Dawn and was able to greet his Father as Time began.

The cult was strong at the Dawn among the surviving Aldryami forests and in the hills of Talastar and Brolia. During the wars that followed, it became very popular as a frontier war-cult for the Dara Happan Empire and then the Bright Empire, which spread the worship of the Sun Dome widely. Yelmalio is depicted as a warrior wearing gold armour and carrying a long spear. The cult of Yelmalio is also known as the Sun Dome Temple due to its habit of building immense temples which have golden domes. Many temples survive through the training and hiring of its worshippers as mercenaries, the famous Sun Dome Templars. The famous Sun Dome temples established along the frontier of the Dara Happan Empire are all major Temples. The most recently established, Ularovar, lies in Dragon Pass itself and houses a shrine to the Sun Dragon. Shrines to Yelmalio teach Sunbright.

Runes: Light, Truth.

Type: Sun, War.

Pantheon: Solar, Elf, Orlanthi.

Worshippers: Religious mercenaries, tough frontiersmen, converted barbarians, warrior elves.

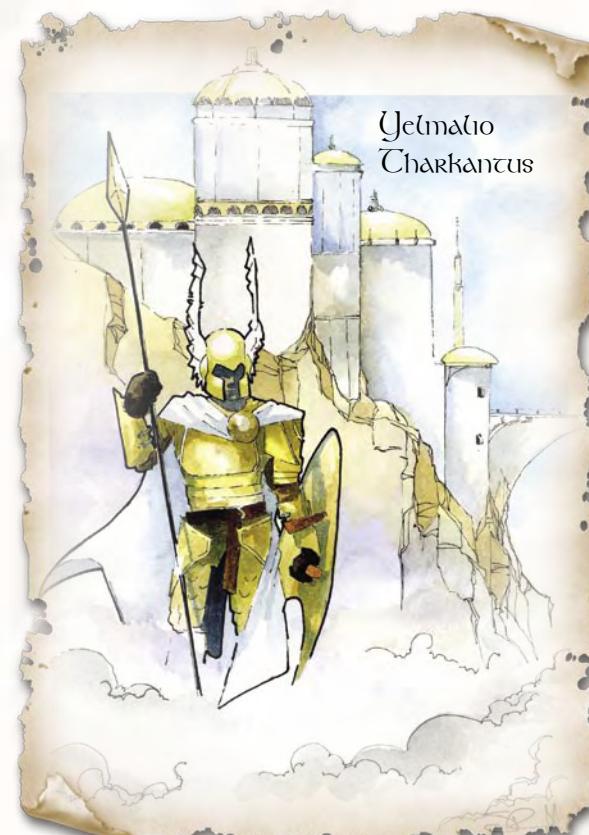
Worshipper Duties: Defending Dara Happan integrity and honour, fighting for a new Golden Age.

Initiate Membership

Requirements: Standard. Any son of a Yelmalio initiate may join automatically. Those who have served in the Sun Dome Templars for over two years must become initiates or leave the unit.

Special Notes: Upon initiation into the cult, initiates may, at their option, accept a gift from Yelmalio and its required geas(es). If an initiate refuses to take a gift when first joining, they may not take a gift until they become a Light Son, Light Priest or Light Servant. Gifts and their requisite geases are chosen randomly (see below). Initiates of Yelmalio are forbidden to learn or know the Bludgeon, Darkwall, Fireblade, Firearrow spells. If they know these spells, they immediately forget them.

Cult Skills: Athletics, Bow, Lore (Yelmalio Tharkantus Theology), Perception, Spear, Shield, Throwing.



Yelmanio's Gifts

Gifts are awarded randomly by Yelmanio, never chosen by the recipient. Below are listed some of the more common gifts (roll 1D20), though others have been granted as well. After each gift is an indication of the required number of geases which are also awarded randomly.

1D20	Gift	Required Geases
1	+10 to any cult skill, chosen by initiate	1
2	Ability to use Detect Enemy rune spell once per day (Magnitude 1 only) ¹	2
3-5	Immediate raising of Bow skill to 90% (including skill modifiers) ²	3
6	Immediate raising of Throwing skill to 90% (including skill modifiers) ²	3
7	Gain Catseye as a permanent ability ³	2
8	Communication (automatic Mindspeech) with all horses ³	2
9	Language skill at base score (type of language is Games Masters choice)	1
10	+1 to STR	1
11	+1 to CON	1
12	+1 to POW	1
13	+1 to DEX	1
14	+1 to CHA	1
15	+1 to INT	2
16	+1 or -1 to SIZ, no limits, at the option of the initiate ³	2
17	Ability Thunder's Voice rune spell once per day (Magnitude 1 only) ¹	1
18	Protection from all forms of fire (takes $\frac{1}{2}$ damage) ³	1
19	Recover Magic Points twice normal rate ³	2
20	Recover a level of Fatigue in half the normal time ³	1

¹ If this gift is received a second time the Magnitude is increased by 1 point.

² If this gift is received a second time, then replace it with gift 1 (+1 to any cult skill).

³ If this gift is received a second time roll again.

Cult Spells: Coordination, Detect Enemies, Farsee, Lantern, Light, Protection, Repair.

Common Divine Magic: All.

Special Divine Magic: Catseye, Command (Hawk), Sunbright.

Light Servant (Acolyte) Membership

Requirements: Standard.

Special Notes: A Light Servant may take another gift and its geases upon acceptance at their option. A Light Servant may not gain any further gifts or geases until they become a Light Priest or Light Son.

Light Priest (Runepriest) Membership

Requirements: Standard plus the candidate must know Farsee and Lightwall and possess the Language skill at 75% or more. Candidate must have been an acolyte for at least 5 years.

Yelmalio's Geases

Roll once on the Geas table for every geas indicated on the Gift table. Note that Yelmalio's cult weapons are Bow, Shield, Spear and Throwing.

Geas

1D100 Gift

- 01-02 Favoured by Yelmalio – no geas
- 03-05 Never eat meat on Fireday
- 06-09 Never eat meat in Fire Season
- 10-12 Never eat the meat of birds
- 13-16 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 the storm
- 37-40 Never let a horse suffer needlessly
- 41-43 Never wear any non-metal
- 44-46 Never wear any metal armour
- 47-49 Never wear any armour
- 50-52 Never wear any head protection
- 53-54 Never use any shield
- 55-57 Never use any axe

- 58 Never use a flail or whip of any kind
- 59-60 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 worshippers 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 or non-Fire worshippers in any way
- 82-84 Never speak to or help Orlanth worshippers 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 worshippers
- 93-95 Never bathe
- 96-97 Roll twice more
- 98-00 Games Master's choice

Special Notes: A Light Priest must take an additional Yelmalio gift and its requisite geases upon acceptance. He may take an additional gift and its required geases each year. Priests are not permitted to marry after being ordained.

Light Son (Runelord) Membership

Requirements: Light Sons lead the temple mercenaries. A candidate must have 90% or more in the following three skills: Bow, Perception and Spear. He must also have 90% or more in two of the following skills: Athletics, Command (see *RuneQuest Legendary Heroes*), Influence, Ride, Shield and Stealth.

Special Note: When checking for Divine Intervention, a Light Son rolls 1D10 rather than 1D100. He must give 90% of his time and income to the cult.

Special Benefits

Initiates gain a +10% Influence bonus on Dara Happans of lower rank, and on elves. Acolytes can speak with falcons and other predatory birds. Runelords gain a 2m bonus to their Movement scores when running toward the following enemies: Uz, Spolites, Carmanians, Mostali and Orlanthi.

Associated Cults

Dendara: Provides Bless Home.

Yelm: Provides Sunspear to Light Priests and Light Sons only.

Yigg

Lord of Storm and Sea

Yigg is the Raging Storm. His winds shred sails, freeze rigging. He sends icebergs to test his worshippers and to destroy their foes. One of the Vadrudi, he followed first Vadrus and then Valind but unlike most of his kin, he was never defeated or tamed. When the Great Glacier was destroyed, he fashioned a great longship, *Howling Stead*, from his father's bones and sailed it and a band of bloodthirsty gods across the icy seas.

He has few worshippers, most of whom are bands of fierce pirates who live along the Fronelan coast and the islands bearing his name. From these icy lairs, they sail swift longships to raid, burn and plunder. His worshippers are violent and rootless, hated almost everywhere. He is depicted as a fierce bearded man, a snarling figurehead or a hurricane cloud. His temples are usually shrines, each band of reavers having one on their ships, though larger temples exist in the cult's frigid home waters and among pirate fleets. Shrines teach Sail Through Ice.

Runes: Air, Cold, Water.

Pantheon: Orlanth.

Worshippers: Savage pirates, arctic fishermen, hardy whalers.

Worshipper's Duties: Raid and pillage for Yigg's glory!

Initiate Membership

Requirements: Standard plus the candidate must have participated in at least one successful pirate raid.

Cult Skills: Athletics, 1H Axe, Boating, Lore (Yigg Theology), Shiphandling, Spear, 1H Sword, Throwing.

Cult Spells: Bladsharp, Co-ordination, Frostbite.

Initiates of Yigg



Common Divine Magic: Berserk, Consecrate, Dismiss Magic, Excommunicate, Extension, Heal Wound, Shield.

Special Divine Magic: Command (Sylph), Command (Undine), Sail Through Ice, Shipspeed.

Acolyte Membership

Requirements: Standard.

Runepriest Membership

Requirements: Standard.

Special Benefits

Initiates are never surprised if attacked while drinking or wenching. Runepriests are immune to the effects of non-magical cold and take half damage from magical cold.

Associated Cults

Orlanth: Provides Wind Words.

Valind: Provides Freezing Wind.

Yinkin

Father of Shadow Cats

Yinkin is the son of Kero Fin, Mother of Mountains, and Fralar, Lord of Carnivores. He is Orlanth's half-brother and the loyalty between the two is legendary. When Yinkin was still a cub, Orlanth accidentally blew him out of their cave to plunge to the rocks far below. Orlanth then flew to his rescue. Yinkin was Orlanth's companion during the

picaresque misadventures of his youth and the two often competed for the same goddesses. During the Gods War, Yinkin defended Orlanth's family against the evil spirits, even to the point of giving up his own spiritual nature. After Orlanth left, he hunted monsters and helped the few remaining humans to survive. Eventually, Yinkin came to the Land of the Dead and woke the Frozen Man – this was his brother Orlanth – who then went on to complete the Lightbringer's Quest.

Yinkin is worshipped everywhere there are Orlanthi or alynxes. All alynxes instinctively worship him but his human worshippers are relatively rare. They spend their time protecting felines, hunting and seducing when they can. Yinkini always provide aid and loyal companionship to followers of Orlanth and many Wind Swords and Storm Voices are accompanied by divine alynxes. Most temples to Yinkin are shrines in larger temples to Orlanth Adventurous but some temples are hidden in the hills where Yinkin once hunted, loved or slept. Kero Fin is the most holy place and a large temple is found near his birthcave. Shrines to Yinkin teach Identify Scent.

Runes: Beast, Motion.

Pantheon: Orlanth.

Worshippers: Hunters, alynx breeders, lovers.

Worshipper Duties: Protecting felines, hunting, providing aid and loyal companionship to followers of Orlanth.

Initiate Membership

Requirements: Standard.

Special Notes: Yinkini are frequently bullied by Uroxi and Storm Bulls. On the other hand, they usually find great favour with the followers of the Earth Pantheon.

Cult Skills: Athletics, Dodge, Influence, Lore (Yinkin Theology), Stealth, Survival, Unarmed.

Cult Spells: Befuddle, Cover of Night, Emotion, Mobility, Stealth, Vigour.

Common Divine Magic: Consecrate, Excommunicate, Extension, Heal Wound.

Alynx & Orlanthi

Alynx are bobcat-like creatures favoured by the Orlanthi. These felines range in size from that of a housecat to almost the size of a lynx or bobcat. Their natural coloration and magical abilities make them very difficult to see if they do not wish it. Though never fully tamed, they accompany Orlanthi hunters on their foraging expeditions. Others help herdsmen tend their sheep, cattle or pigs. Some (the smallest and 'tamest') live among the steads and barns where they help control pests. In some regions such as Ralios, they are referred to as Shadow cats. For more details on shadow cats see *RuneQuest Monsters*.

Special Divine Magic: Beast Claw, Call Shadow Cat, Catseye, Charisma, Command (Shadow Cat), Identify Scent.

Acolyte Membership

Requirements: Standard.

Alynx Claw (Runelord) Membership

Requirements: Candidate must have 90% or more in Unarmed and at least four of the following skills: Athletics, Dodge, Influence, Perception, Stealth and Survival. Furthermore, the candidate must spend a year living in the wilderness, surviving alone and without human contact.

Divine Magic: Become Alynx.

Special Benefits

Initiates gain a +10% bonus to Stealth while travelling in forested areas. Acolytes may speak to cats of all kinds, including alynx.

Associated Cults

Orlanth: Provides Outlaw.

Taraheler (Heler): Provides Mist Cloud.

Vinga: Provides Pathfinder.

Zorak Zoran

God of Hate and Vengeance

Zorak Zoran is the god of hate and vengeance, a mindless explosion of fear and frenzy against both law and Chaos which finds its only justification and satisfaction in unlimited violence. Despite his later prominence, he figures little in the troll's earliest myths. If he is mentioned at all, Zorak Zoran is a follower, attending his sister Xiola Umbar or accompanying his friend Kyger Litor. When Death came into his hands, he slew Flamal, beloved father of seeds. When the Sun came to the underworld, Zorak Zoran fled to the Surface along with the other Darkness entities. During the Gods War, he defeated Yelmalio and stole his fire powers. He feuded with others, such as Orlanth, Humakt and the Logicians. He led the struggle against Chaos and became the favoured troll wargod, earning the title 'Lord Demon of the Legions of Death'. He participated in the Great Compromise and helped ensure that the world remains in Darkness for half the time.

Zorak Zoran was widely worshipped at the Dawn, both by trolls and by numerous remnant survivors. During the First Age, the cult grew even more powerful as the World Council of Friends became the warlike Second Council. However, the cult nearly exterminated itself at the end of the Age, fighting against Gbaji. Currently, the cult holds much power in the EWF, where they virtually control Dakori Inkarth. In any area where the trolls dominate, he is an important god. Many generals and other leaders belong to this cult. Even in non-troll areas this cult often has adherents – his savage power is greatly appreciated by some cultures. His temples are often also the headquarters of military organisations and these undisciplined mobs can support at least a minor temple. Shrines teach Crush.

Runes: Darkness, Death, Disorder.

Type: War.

Pantheon: Troll.

Worshippers: Berserkers, troll bullies, militant trollkin.

Worshipper Duties: Make war for Uz, fight Chaos, fight order.

Initiate Membership

Requirements: A candidate must have 50% or more in any Hammer skill, and must pass a brutal test by making a Difficult Resilience test (-20%).

Cult Skills: Influence, 1H Hammer, Lore (Zorak Zoran Theology), Perception, Stealth, Shield, Sling, Unarmed.

Cult Spells: Bludgeon, Darkwall, Demoralise, Detect Enemy, Dullblade, Extinguish, Firearrow, Fireblade, Ignite, Protection.

Common Divine Magic: All.

Special Divine Magic: Command (Undead), Command (Ghost), Command (Shade), Crush, Seal Wound.

Acolyte Membership

Requirements: Standard. In addition, the candidate must have 75% or more with 1H/2H Hammer skill. The candidate must also pass an ordeal represented by making a Hard Resilience test (-40%).

Divine Magic: Create Skeleton, Create Zombie.

Death Lord (Runelord) Membership

Requirements: Candidate must have 90% or more with 1H/2H Hammer and a POW of 14 or more (this eliminates all but the most exceptional trollkin candidates). He must also have 90% or more in three of the following skills: Another Weapon skill (any), Influence, Shield, Sling, Stealth or Throwing. He must also pass an ordeal represented by making a Very Hard Resilience test (-60%).

Special Notes: When checking for Divine Intervention, Death Lords roll 1D10 rather than 1D100. They also serve as the cult's priesthood.

Divine Magic: Command (Salamander).

Special Benefits

Initiates of Zorak Zoran gain a +10% bonus on Influence tests involving non-Zorak Zoran. Acolytes can terrorise an opponent, gaining the equivalent of a Demoralise spell when charging. The opponent may resist as normal and the effect can be blocked by Countermagic, Resist Magic or Shield. Death Lords are immune to fear.

DIVINE SPELLS

This chapter of *Cults of Glorantha: Volume I* expands the magic available to *RuneQuest* characters dramatically, adding the additional spells discussed in the various cults, practices, orders and schools. Presented here are scores of new spells to delight and bedevil characters.

New Skills

Language (Auld Wymish) (INT)

Anyone who is not initiated into a draconic cult cannot learn this language beyond 25%. To speak it properly, it is believed that a non-draconic speaker must have his tongue and brain magically split. If this is true, it is something performed in secret within the cult. Those who learn it to higher levels find that their thoughts and actions become more draconic and less human in nature until at 100% their behaviour becomes difficult to distinguish from that of a dragonewt.

Language (Tradetalk) (INT)

This is the Issaries cult language. It has spread all over the world and is now popular even among people who do not worship Issaries. It is of divine origin and thus is quite easy to learn.

Sense Chaos (INT + POW)

Only worshippers of Storm Bull (see *Cults of Glorantha: Volume II*) and Urox may gain this skill and they can only increase it through practice, never research or training. It allows the user to sense the presence of Chaos nearby; including animate or inanimate forms such as chaostainted materials or immaterial beings like spirits. The skill does not single out the source, as would a Detect spell. Instead, the user gains 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. The skill is effective within a radius equal to the user's POW x 3 metres.

New Divine Magic

Divine Magic is eldritch power granted not by a random rune the character has integrated, but rather by the direct action of the character's god. Unlike Rune Magic, Divine Magic is not available to everyone. It cannot be gained

by simply stumbling upon a rune out in the wilderness. Rather, Divine Magic is carefully meted out to the members of a cult. Generally, only worshippers ranked as initiates and above will have access to Divine Magic and even then, only to those Divine Magic spells appropriate to the cult.

The details of Divine Magic, its acquisition and use are found in the *RuneQuest Companion*.

Divine Spell Traits and Descriptions

Every Divine Magic spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by spells are detailed below.

Area (x): The spell effects all targets within a radius specified in metres.

Concentration (x): The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. The caster does not regain dedicated POW until he ceases concentrating on the spell.

Cult: The type of cult that offers this spell to its worshippers. If the cult is listed as 'All' the spell is a utility spell available in all cults.

Duration (x): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (x): The strength and power of the spell.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learned and cast at greater levels of Magnitude than the minimum (see page 68 of *RuneQuest*).

Ranged: Ranged spells may be cast upon targets or areas up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target

must make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive (see page 52 of *RuneQuest*) in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Analyse Magic

Instant, Magnitude 1, Progressive, Touch
Cult: Lankor Mhy

This spell gives a true statement about at least one function of a single magical item, entity or substance. For each point of Magnitude, an additional truth is discovered.

Antirius Precepts

Concentration, Magnitude 3, Progressive, Resist (Persistence)
Cult: Yelm

This spell only affects worshippers of Yelm and his subordinate deities. When cast, those within the area of effect know the Correct Way of Yelmic precedence. This gives a +10% bonus to all Evaluate, Influence, Lore and Perception skills to those who are of higher social rank when used against those of lower social rank. Military rank does not affect this and a lower grade officer of royal blood would benefit from this spell at the expense of a commander who is of lower birth. Non-Yelmic worshippers are automatically considered all of the same, lowest rank.

For every three points of Magnitude in this spell, the bonus is increased by 10%.

Awaken Lodril

Duration Special, Magnitude 1, Progressive
Cult: Caladra & Aurelion, Lodril

This spell must be cast on the lip of an active or dormant volcano. Each point of Magnitude gives a cumulative

Awaken Lodril



+1% chance of starting an eruption and takes 1 hour to cast. Several priests can add all their spells together to increase the total chances for success. The actual explosion is usually delayed for several hours after the first rumblings begin, so most groups have time to escape the volcano's fury.

Axe Trance

Duration 15, Magnitude 1, Touch
Cult: Babeester Gor

This spell can only be cast on Babeester Gor cultists and may be boosted with one or more Magic Points. Each Magic Point increases the target's 1H/2H Axe skill by +5%. The spell may be combined with other weapon enhancing spells.

Banish Ghost

Duration 15, Magnitude 2, Progressive, Resist (Persistence), Touch
Cult: Ty Kora Tek

This spell allows the caster to force a ghost to leave the mortal plane. The ghost is then permanently forced into Ty Kora Tek's Caverns of the Dead.

Battle Song

Concentration, Magnitude 1, Progressive, Ranged
Cult: Donadar

This spell is used in conjunction with a military 'entertainment' skill such as Play Instrument or Sing. If the skill roll succeeds, all friendly listeners gain a +5% on their attack and defence rolls so long as the caster continues to play.

For each point of Magnitude, the bonus is increased by +5%.

Beast Claw

Duration 15, Magnitude 1, Ranged
Cult: Star Bear, Yinkin

For each point of Magnitude in this spell, the recipient does an extra point of damage and increases the target's Unarmed Skill by +5%. The spell may be combined with other weapon enhancing spells. When cast, the user's hands develop claws and any existing claws elongate and sharpen.

Become Alynx

Duration 15, Magnitude 3
Cult: Yinkin

This spell transforms the caster into an alynx, though his SIZ remains the same. The caster retains his INT and memories and may use any applicable skills. In addition, the user gains the abilities, skills and limitations of an alynx while transformed. Since his hands are now paws, he may not use weapons or hold items. Armour, unless specially constructed, will not fit. For more details on the alynx see the statistics for a shadow cat in *RuneQuest Monsters*.

Become Wyrm

Duration 15, Magnitude 2
Cult: Storm Dragon, Sun Dragon

The caster manifests his knowledge of the draconic ways. When this spell is used, the caster turns into a wyrm (see *RuneQuest*) with the following stipulations: The caster receives all wyrm skills at their basic level. The wyrm's attributes except DEX are equal to the caster's human ones. His DEX, however, is reduced to $\frac{1}{2}$ of his human rating. To learn this spell, the initiate's Language (Auld Wyrmish) and Lore (Draconic) skills must both be greater than 50%.

As this spell impedes the future development of the caster's draconic self, it permanently reduces the caster's

Language (Auld Wyrmish) and Lore (Draconic) abilities by 1d6% each. Lost skill percentiles can be regained through training and research.

Bind Ship

Duration 15, Magnitude 1, Progressive, Range 1 km
Cult: Tskanth

This spell must be cast upon a ship. For each point of Magnitude in the spell, either increase the spell's range by an additional kilometre or add 1d10 points to a force that is matched against the ship's structure points. If the ship is overcome, it slows at a rate of 5 metres per minute, until it has completely stopped. When the spell expires, the ship may begin moving normally once more, though it must start moving from a standstill.

Blast Earth

Instant, Magnitude 1, Ranged
Cult: Maran Gor

This spell is cast upon an area of land geometrically proportional to the number of Magic Points expended when it is cast. One Magic Point affects one square metre, two Magic Points affect four square metres, and so on. No plants within the area blasted may flower or bear fruit for a full year.

Bless Crops

Instant, Magnitude 1
Cult: Fertility

This spell must be cast in when crops are sown. It blesses the area ploughed by farmer that day. The spell guarantees that the field will yield a minimum return of an average year's harvest in the fall.

Bless Grave

Instant, Magnitude 1
Cult: Ty Kora Tek

This ritual summons an invisible aspect of Ty Kora Tek to escort the soul of the deceased to her Caverns of the Dead. A successful ritual ensures that the soul of the departed will not return as an unfriendly ghost.

Bless Home

Instant, Magnitude 3
Cult: Dendarra

This is performed over a home and affects it and the family who lives there. Whenever a family member is within the walls of the blessed home, he receives a +10% bonus on all tests. The effect ends if the family hearth is shattered or the family moves from the house.

Bless Thunderstone

Duration 1, Magnitude 1, Progressive
Cult: Orlanth

Only a full Storm Voice may cast this spell. It requires a properly prepared thunderstone and can only be cast on the annual High Holy Day of Orlanth.

To work properly, the thunderstone must be activated before use. This requires the owner to spend 1 Magic Point while holding the thunderstone. When activated, the stone sparks and crackles. The stone may be thrown, slung, held by hand or struck against a target.

For each Magnitude point of Bless Thunderstone in the initial enchantment, the stone does 1d6 damage and destroys 1d6 Magic Points of a struck target. Armour protects normally against the damage and the Magic Point drain can be stopped by defensive magic.

Bless Woad

Instant, Magnitude 1, Progressive
Cult: Orlanth

This spell may only be learned by a Wind Lord. It may only be cast during the High Holy Day to Orlanth upon a properly prepared pot of woad (a blue dye common among the Orlanthi peoples), and thus may be cast only once per year.

The woad must be smeared over the naked body of the user for it to be effective. A casting of this spell enchant enough woad to cover one person. For each point of Magnitude, the woad acts as bestows 1 AP to all hit locations covered. Each day that the woad is worn, it declines in potency by 1 point. If the user ever puts on armour or clothing, the woad loses all its magical power immediately.

Once a pot of woad is enchanted, additional castings of Bless Woad have no effect on its potency. As long as it remains sealed, blessed woad never spoils.

Call Barracuda

Instant, Magnitude 1, Progressive, Ranged
Cult: Tskanth

This spell causes the nearest barracuda in range to cease whatever it is doing and race to the caster's location. For each additional point of Magnitude in this spell, one more barracuda can be summoned or the range can be increased by 100 metres. The barracuda are not under any form of compulsion to help or spare the caster when they arrive.

Call Monster

Duration Special, Magnitude 1
Cult: Magasta

This spell summons a deep sea creature or group of creatures. A group of worshippers, led by a priest, casts it. Each participant casts the spell in the same Combat 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 person leading the ceremony succeeds in a Lore (Magasta Theology) skill roll and if the total number of Magic Points expended exceeds the sum of the creature's STR, SIZ and POW. If several creatures are summoned simultaneously, the Magic Points expended must exceed the sum of all the creatures' relevant statistics. The creature or creatures' statistics are determined after the summoning is attempted. If the amount of Magic Points expended is insufficient, the spell fails completely.

It can be used to call a pack of sharks, a sea-serpent, whales, giant squid or other, more exotic, creatures. 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 on its way to the summoning location).

The creature(s) do not arrive under the control of the caster, and Command spells must be cast or some other arrangement made between the caster and the monster(s). Often the spell is used to summon powerful Tribal Ancestors, or intelligent Whirlpools or Waterspouts – all too powerful to be summoned by regular means.



Call Shadow Cat

Call Shadow Cat

Duration 1 day, Magnitude 1, Progressive, Ranged
Cult: Yinkin

This spell causes the nearest alynx in range to cease whatever it is doing and visit to the caster's location. The alynx will arrive sometime before the spell expires; depending on feline whim. For each additional point of Magnitude in this spell, one more alynx can be summoned or the range can be increased by 100 metres. The alynx are not under any form of compulsion to help the caster when they arrive.

Catseye

Duration 12 hours, Magnitude 1, Touch
Cult: Yelmalio Tharkantus, Yinkin

This spell affects the target's eyes so that he can see in any amount of available light for the next twelve hours. If there is no light whatsoever, he cannot see; but if there is so much as a distant candle or a dim star, he sees normally. The eyes of those under the effect of this skill reflect light like a cat's.

Celestial Divination

Duration One night, Magnitude 3
Cult: Buserian

The caster names a celestial object such as a star or planet when casting this spell. The spell must be cast in a specially sanctified area or temple to Buserian and the priest must be uninterrupted while casting it, which consists of a night of celestial observation. The caster may then ask the targeted celestial being a simple question. The question must be answerable by a short sentence of seven words or less, a brief vision or waking dream.

The celestial gods, like all Gloranthan supernatural entities, cannot see the future. The gods are limited to providing only what information the god knows. They are incapable of revealing what they do or do not know. The most consistent answers pertain to events the god participated in. Since a god's worshippers are also extensions of his nature, a god often knows what happened to his Runepriests, Runelords and acolytes. To a lesser extent, he may know what fates befall his initiates. The god does not know what his worshippers are thinking. Any knowledge given by the god's followers must be volunteered through prayer.

The limitations on the celestial being's knowledge are similar to those imposed by divine intervention (see *RuneQuest*). A competent Stargazer can usually find an appropriate celestial being to question. Gods have general information about events within their area of worship or realm of authority. Thus, Lokarnos will know something about a caravan's movement, but Shargash, the war god, would know that the caravan had been attacked by bandits. Gods cannot know what happens in the homes of other gods, spirits or sorcerous entities – this includes temples and areas consecrated to 'alien' faiths.

The Games Master should secretly roll 1D100 when a player requests an answer through Celestial Divination. If the roll is greater than the caster's POW x 5 then the caster failed to interpret the vision properly and the Games Master should make up a misleading or puzzling answer.

This spell takes three hours to cast and the star or planet targeted must be visible in the sky.

Charisma

Duration 15, Magnitude 1, Ranged
Cult: Yinkin

The spell doubles the basic CHA of the target.

Clairvoyance

Duration 15, Magnitude 2, Range 5km
Cult: Lankor Mhy

This spell gives the caster 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 caster has full visual and audio senses, as if he were in the area.

While the spell is in effect, the caster is in a trance and completely insensible to his surroundings. However, the caster may terminate the spell at any time.

Cloud Call

Duration 15, Magnitude 3
Cult: Storm

This spell brings or makes enough clouds to cover the area of sky that can be seen from the ground by the caster. Such a gathering of clouds may bring rain (50% chance).

Cloud Clear

Duration 15, Magnitude 3
Cult: Sun

This spell will dismiss cloud cover and allow the sun to shine through. Only the area of sky that can be seen by the caster can be affected.

Cloud Walk

Duration 15, Magnitude 2, Touch
Cult: Heler

The caster may walk on clouds, treating them as firm terrain for all purposes. He can even lie down on them for the duration of the spell. The uneven, changing surface of the clouds may require the use of Athletics or Acrobatics skills to navigate. When the spell ends, the clouds immediately become mists as far as the caster is concerned and he will immediately fall to the ground. The spell does not confer any flight ability and getting to and from the cloud is an altogether different problem.

Coin Bolg

Instant, Magnitude 1, Progressive, Touch
Cult: Argan Argar

This spell converts a lump of lead the size of a troll's fist (about 1 ENC) into lead bolgs (coins). About 100 coins are produced. Each newly minted coin has a picture of Argan Argar on the obverse and the reverse has the symbol of the caster or his local temple.

Comfort Song

Duration special, Magnitude 1, Range special
Cult: Chalana Arroy, Erissa

This spell allows the user to sing a Song of Power that keeps all hearers from feeling pain. The body is anesthetised while letting the hearer retain consciousness. It is often used during childbirth or after battles. Characters who suffer from Minor or Serious Wounds may function normally, though the effect of any damage remains unhealed. The spell lasts for the duration of the song and cannot be extended. While singing, the caster can do nothing else.

Command Household

Duration, Magnitude 1, Touch
Cult: Yelm

For the duration of this spell, the caster gains a +10% bonus to any Influence, Evaluate or Perception tests made against any member of her household. This spell works only upon those subordinate to the caster, and has no effect those of a higher or similar social rank. When cast upon another, it affects those who are below the caster's social level, not the recipients, as they are representing her.

In Yelmic society, a husband socially outranks his wife.

Command (Caste)

Duration 15, Magnitude 2, Progressive, Ranged, Resist (Persistence)
Cult: Carmanos Law-Bringer

This spell may only be used upon a Carmanian of a lower caste (Peasant, Hazar, Vizier). For each point of Magnitude, the caster gains +20% to all Influence tests involving members of that caste. In addition, the spellcaster gains a similar bonus to resist any hostile magic cast upon him by members of that caste.

Command (Mundane Species)

Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cult: Varies

While this spell lasts, the caster takes over the actions and will of a fixed INT creature. The caster must be able to see (or sense distinctly) the beast to cast the spell. If he succeeds, then the creature is in a special form of telepathic communication so long as it remains in line-of-sight. The caster must be able to form mental images of what he wishes the creature to do. Each command takes a full Combat Round to perform. If the animal leaves the caster's line of sight, control is lost but it is re-established should the creature reappear.

Command (Otherworld Species)

Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cult: Varies

While this spell lasts, the caster takes over the actions and will of an inhuman, otherworld creature such as an elemental or nymph. The caster must be able to see (or sense distinctly) the creature to cast the spell. If he succeeds, then the creature is in a special form of telepathic communication so long as it remains in line-of-sight. Each command takes a full Combat Round to perform.

Command Troops

Instant, Magnitude 1, Progressive, Ranged
Cult: Urvairinus

When issued, the caster is able to issue an order to as many members of the regiment as necessary. He may give a short message (no more than ten words) to these targets if they are within range. These troops must be under his orders. He may also target his direct superior with this spell as well.

For each additional point of Magnitude in the spell the radius of effect can be increased by 100 metres or the number of words in the message increased by 10.

Command Undead

Duration 15, Magnitude 1, Ranged, Resist (Persistence)
Cult: Zorak Zoran

Despite the grandiose title, this spell only allows the caster to command zombies and skeletons created by



Command Undead

the cult not created by the caster. Those skeletons and zombies created by the caster are otherwise permanently under their creator's control. Otherwise this acts exactly as a Command (Mundane Species) divine spell.

Community

Duration 15, Magnitude 2, Ranged
Cult: Uleria

This spell ensures the transmission of ideas and insights within a community. The casting of this spell does not assist in teaching spells or skills, nor does it allow those affected by it to read minds or otherwise affect thoughts and feelings save by the effect the new ideas or insights conveyed would have naturally had – though these may occur far more rapidly.

The spell affects every individual within range who belongs to at least one of the same communities as the caster – the spell affects all communities the caster belongs to when the spell is used. While the spell is in effect, all attempts at communication skill rolls are automatically successful when made to other individuals who are members of the same community and under the effects of the spell. Only skills in which the affected individual has 0% fail.

For the purposes of this spell, communities are defined as any closely-knit social group or class with common interests. People living in a small clan, worshippers at the same temple, members of a military unit, guild members or anyone related as part of an extended family all might qualify as differing communities. Larger groups have less personal contact so any organisations with more than a thousand or so members are not considered to be communities for the purposes of this spell.

Couvade

Duration length of pregnancy, Magnitude 2, Touch
Cult: Xiola Umbar

This ritual is used 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 the man instead of the woman, shielding the child from harm. At childbirth, the woman suffers only a few pains but the father is incapacitated. However, these pains cause the father no lasting harm and the spell ensures the safety of mother and child.

This spell is particularly useful to the trolls, as they have great difficulty in childbirth, especially with the cave troll births and with trollkin litters. This spell does not, however, enable the mother to be safe from birthing trollkin, but does ensure that the little runts are born alive and healthy.

Create Bonfire

Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cult: Lodril

This spell must be cast on a fire. For each point of Magnitude, the fire's intensity increases adding 1D6 to the damage it does, and increasing its heat output. The fire will also burn itself out much sooner, but the fire's size does not expand.

This spell affects Firearrow and similar spells, adding 1D6 to the damage per point of Magnitude. However, the weapon also takes 1D6 damage. It increases a salamander's damage by 1D6 per point of Magnitude but reduces the salamander's hit points by 1D6 per point of Magnitude.

Create Fissure

Instant, Magnitude 1, Progressive, Ranged
Cult: Maran Gor

This spell opens up a chasm five metres long, one metre wide and three metres deep per point of Magnitude of the spell.

If the crack is cast to undermine a wall or similar structure, the structure loses 1D6 hit points per point of Magnitude in the spell (armour points are not deducted from this damage). If the wall is reduced to 0 hit points, it collapses where it has been undermined (for more details see page 93 of *RuneQuest*).

If a chasm is formed underneath a target, he falls into it, though he may make an Dodge test to avoid this. See page 89 of *RuneQuest* for details on falling damage.

Create Great Market

Permanent until broken, Magnitude 1
Cult: Issaries

This ceremony is available only to High Priests of the cult. It allows all Trader Princes and merchants to combine their Create Market spells together to make one gigantic protected marketplace. Thus, if six Create Market spells were combined, anyone with ill intent entering the zone defined by those spells takes 6D3 damage.

Create Market

Permanent until broken, Magnitude 3
Cult: Issaries

This spell creates an invisible protected covering up to 100 square metres defined by four warding staves. Each of these is 1 metre long and carved in the likeness of Issaries. It is very similar to a Magnitude 1 Warding enchantment (see *RuneQuest Companion*, page 41). It activates when someone enters 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.

The spell remains as long as the staves remain undisturbed. Anyone other than the caster attempting to move or destroy the staves activates it.

Create Shadow

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Argan Argar

This spell creates a region of shadow that progressively blocks out light. Each round, its dimensions shift and range from 11 to 20 (2D6 + 8) metres in diameter with a height one quarter that. Once cast, it is immobile.

Additional points of Magnitude do not increase the volume covered by the shadow but instead intensify the darkness created. At 1 point of Magnitude, the spell creates a visible haze and permits the use of the Dark Walk spell within its confines. 2 points neutralises the effects of sunlight on light-sensitive beings such as trollkin or vampires. 3 points plunges the area into darkness equivalent to a moonlit night. 4 points creates a pitch-black area that is suitable for summoning or embodying shades.

Fire or other illumination within such magic is visible, but it illuminates nothing.

Create Skeleton

Duration 10, Magnitude 2
Cult: Underworld, Zorak Zoran

This spell creates animated skeletons as described on page 117 of *RuneQuest*.

Create Wildfire

Instant, Magnitude 1, Progressive, Ranged
Cult: Lodril

This spell must be cast on a fire. For each point of Magnitude, the fire's diameter increases by 1 metre, 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 original size.

This spell has no effect on a Firearrow or similar spells. It increases a salamander's size by 1 cubic metre per point of Magnitude but does not change its hit points or damage.

Create Zombie

Duration 10, Magnitude 3
Cult: Underworld, Zorak Zoran

This spell creates zombies as described in *RuneQuest* page 122. Zombies created by Zorak Zoran rituals do not have the spirit of the original owner bound into them, unlike those created by a shamanic ritual (see *Cults of Glorantha: Volume II*). Instead, they are mindless automata, similar to animated skeletons.

Cremate Dead

Duration special, Magnitude 1, Touch
Cult: Lodril, Shargash

This hour long ritual allows an official to fully destroy the bodily remains of any cultist after death. This spell guarantees that the ghost will not return to haunt the community. It also burns all the goods sent along with the corpse, allowing the deceased to carry some weapons and supplies in the Land of the Dead. It can be used on the still-animated skeleton, zombie or even vampire form of a Lodril cultist.

Crush

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Shargash, Zorak Zoran

This spell can only be cast on a blunt weapon such as a mace or club. For each point of Magnitude, this spell adds +5% to the user's chance to hit and adds 1 to the damage. Weapons under the effect of this spell take on a fiery red glow.

Cure (Disease)

Instant, Magnitude 1, Progressive, Touch
Cult: Chalana Arroy, Erißa

This spell combats a specified disease. When cast, the victim of the disease receives an immediate Resilience

against the Potency of the disease (see *RuneQuest*, page 92). A success means he is cured. For each point of Magnitude in this spell (including the first), the diseased victim receives a +10% bonus to this check.

Dark Walk

Duration 15, Magnitude 1
Cult: Argan Argar

This spell allows the caster to be completely invisible and soundless in darkness and shadow to anyone within range. If there are no shadows, or the caster cannot completely conceal himself in a shadow or is exposed to direct light, then the spell has no effect.

Detect Truth

Duration 15, Magnitude 1, Ranged
Cult: Lankor Mhy

This spell allows the caster to tell whether anyone within a five-metre radius of the spell's target area is lying. If lies are spoken, the speaker emits a dark, smoky glow visible only to Swords and initiates of Humakt.

Diamond Armour

Duration 15, Magnitude 1, Progressive
Cult: Storm Dragon



This spell is ineffective if the caster is wearing any armour. For each point of Magnitude, the caster gains 1 AP to every hit location. Each time the armour is penetrated, the armour on all hit locations is reduced by 1.

Dismiss Solar Magic

Instant, Magnitude 1, Ranged, Resist (Persistence)
Cult: Sun Dragon

This spell must be used with Dismiss Magic, Dispel Magic or Neutralise Magic. If the targeted spell is from a Fire, Light or Heat cult or based on those runes, the effectiveness of the associated spell is doubled against it. In all other respects, the Dismiss, Dispel or Neutralise spell works as otherwise described.

Draconic Transformation

Instant, Magnitude 4
Cult: Storm Dragon, Sun Dragon

This ritual takes 1 hour to perform and can only be learned by a Dragon Mystic such as Sun Dragons or Dragon Lords. If the caster can succeed in both a Language (Auld Wyrmish) and a Lore (Draconic) skill check, he is permanently transformed into a wyrm. Should either of these skill rolls fail, the spell fails and he loses 1d10 from each skill permanently.

Draw Beast

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cult: Hunter

This spell only affects animals which are native to the mundane plane it is cast upon and which possess fixed INT. If the target animal fails to resist the spell, it must move towards the caster at a walking speed. The caster can halt this motion, stopping the beast in its tracks then resuming its progress at will for the duration of the spell. For each point of Magnitude in the spell, an additional creature can be affected – each resists separately.

Each hunter god has his own array of local prey animals that his worshippers can summon.

Earthblood

Instant, Magnitude 1, Progressive, Ranged
Cult: Maran Gor

This spell takes one day to cast and affects the land ploughed that day by a single team of oxen (an area approximately 100 metres square). For each point of Magnitude, another ox and plough is affected. Until the next harvest, for every death that sheds blood on this ground, the field produces enough extra crops to feed an additional family. The deaths may be from raiders, defenders or sacrificed animals (sacrifices must be at least the size of a pig or sheep).

Earthwarm

Duration 12 hours, Magnitude 1, Progressive, Ranged
Cult: Caladra & Aurelion, Lodril

Causes an area of soil or rock 50 metres by 50 metres to increase in temperature by 5 degrees centigrade. Each point of Magnitude either increases the area by another 50 x 50 metres or increases the temperature by 5 degrees. This spell is usually used to protect fields and orchards from frost, but can also be used to protect travellers in frigid climes when no other heat is available. In extreme cases, it has been used in battle but the Magnitude required so the spell does damage is prohibitive.

Earthweight

Duration 15, Magnitude 1, Progressive, Ranged, Resist
Cult: Ernalda

The target of this spell grows heavier and heavier until movement becomes difficult. For each point of Magnitude in this spell, this reduces the target's movement by 1m. Flying creatures with a movement of 0m cease flying and plunge to the ground.

Ease Childbirth

Duration Special, Magnitude 1, Range Touch
Cult: Ernalda

This spell is cast when a woman enters labour. While labour progresses, the body is anesthetised while letting the mother retain consciousness. Should the baby be

breeched, the spell ensures they are born properly. This spell is to ensure healthy births but can do nothing about stillborn or magically damaged babies.

Eloquence

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Orlanth

Councillors, chieftains and kings all require the gift of eloquence. Orlanth learned it from his fool, Eurmali, and his herald, Issaries. For each point of Magnitude in this spell, the recipient gains a +5% to their Influence and Evaluate skills.

Entertain Audience

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Donadar

This spell is used in conjunction with any 'entertainment' skill with an audience. If the skill roll succeeds, the caster gains a bonus of +5% on any Influence tests involving the audience after the performance. This is usually used to persuade the onlookers to pay for the performance.

For each point of Magnitude, the bonus is increased by +5%.

Face Chaos

Duration 15, Magnitude 1, Ranged
Cult: Urox

This spell cannot be resisted and can only be cast on non-Chaotic targets. When cast upon a fighter, he stands his ground and fights any Chaotic foe he faces even if he would have run away ordinarily. In general, this spell is used on outsiders as Uroxi stand against Chaos regardless of fear.

Fearsome Din

Concentration, Duration 15, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cult: Donadar

This spell is cast in conjunction with the Play Instrument skill. If the entertainment skill succeeds, the caster rolls a



Fearsome Óin

single resistance check. All hostile listeners within range who fail to resist, suffer a -5% penalty to all skill tests for as long as they remain within range and the caster continues to play. For each point of Magnitude in this spell, the penalty is increased by -5%. While maintaining this spell, the caster can do nothing except play his instrument. Unless extended, the spell will expire after 15 minutes in any case.

Fertilise

Duration 1 year, Magnitude 1
Cult: Caladra & Aurelion

This spell takes twelve hours to cast and restores the soil's necessary minerals and vitality. It also neutralises any salt or other poisons present in the soil, making this spell popular in areas of volcanic outflow, marginal farmland or reclaimed soil. The spell increases the crop-bearing potential of an area by 100%.

Fight Disease

Instant, Magnitude 1, Touch
Cult: Yelm

This spell is cast upon a sick individual. It doubles his effective Resilience for the next disease resistance roll.

Firedweller

Duration 15, Magnitude 4, Touch
Cult: Caladra & Aurelion

This spell allows the recipient to live in volcanic heat. For the duration of the spell, any non-magical heat or flame cannot harm the recipient. Additionally, he can see through any smoke or fumes and can withstand any noxious vapour.

Firespear

Duration 15, Magnitude 1, Progressive, Touch
Cult: Lodril

This spell causes the blade of a spear to burst into flames. The weapon's normal damage is increased by 1D6 and is unharmed by the magical fire. The spell is incompatible with Fireblade, Bladesharpen and True (Spear).

For each point of Magnitude, the damage increases by 1D6.

Fight Dragons

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Orlanth Dragonslayer

For each point of Magnitude, the spell provides the caster with a +5% bonus on all cult skills used when fighting a dragon or draconic entity. This includes members of various EWF draconic cults and members of the Path of Immanent Mastery.

Flawless Scribe

Duration 15, Magnitude 1, Progressive, Touch
Cult: Buserian

This spell allows the user to flawlessly copy a document, illustration or manuscript. For the duration of the spell, the caster's quill or brush perfectly imitates the original, working with great speed. For each point of Magnitude, the caster creates an additional copy. Over the course of 15 minutes, approximately 2,000 words can be scribed, 100 words inscribed into stone or a single simple picture replicated. The caster must have the materials available to recreate the original or the spell will not function. Thus, if an illuminated document has gold leaf and red ink, both of these must be present in sufficient amounts.

Flight

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cult: Orlanth

The caster may transport one object of a SIZ equal to his POW, through the air for the duration of the spell. Convert any ENC to the equivalent SIZ.

An object affected by this spell moves at 3m per round.

Float

Duration 15, Magnitude 1, Progressive, Ranged
Cult: River God, Sea

This spell is intended to be cast on submerged items or objects that need to be conveyed over water. For each point of Magnitude, 100kg of material is transported just below the surface of the water. Heavier objects will not float but will continue to sink – albeit more slowly. Lighter objects will be raised about halfway out of the water, bobbing about.

Freezing Wind

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Valind

For the duration of this spell, the average wind temperature decreases by 1d10 degrees centigrade. All winds within 100 metres of the caster are affected. For each point of Magnitude, the caster can decrease the wind temperature by another 1d10 degrees or increase the radius of effect by 100m. The spell has no effect on wind strength or direction.

Fruition

Duration Instant, Magnitude 1, Touch
Cult: Flamal

This spell takes one entire day to cast and causes one tree or plants covering a patch of ground 3m x 3m to bear fruit. The casting time is to ensure that the plant spirit is appeased should the spell kill it. Depending on the season, the spell has a chance of killing the affected plant life: Sea 30%, Fire 15%, Earth 10%, Darkness 50%, Storm 70%. If the spell is cast during the Sacred Time, the plant always survives. Sentient or magical plants may make a Resist (Resilience) test against this spell at the Games Master's option.

Great Parry

Duration 15, Magnitude 3, Touch
Cult: Babeester Gor

The Shield of Arran once belonged to Babeester Gor's mother, Ernalda. She had little use for it and gave it to her daughter. When cast upon a shield, the spell gives it an unlimited number of armour points for the spell's duration. Knockback still affects the shield's wielder.

Great Roar

Instant, Magnitude 2, Resist (Persistence)
Cult: Star Bear

This spell lets the caster give forth a great roar. Anyone within earshot of this spell (50m) who is not an ally or follower will suffer the effects of a Befuddle spell. This Befuddle-like effect is similar to the Rune Magic spell except that those affected may elect to run away for the duration that they are affected.

Group Defense

Concentration, Magnitude 3, Progressive, Ranged
Cult: Xiola Umbar

This spell creates a veil-like barrier enclosing the caster in a circle with a 5m radius. All those within the barrier automatically lose 1 Magic Point when it forms – no more and no less. These Magic Points are absorbed into the barrier. Any creature attempting to pass the barrier automatically takes damage equal to the number of Magic Points in the barrier to a random hit location. Armour does not protect against this damage, but it can be blocked by Countermagic or Shield.

For every 3 points of Magnitude in this spell, those within the barrier lose an additional Magic Point and the damaging effects are increased accordingly. This spell remains active so long as the casting priestess maintains her concentration.

Guided Teleportation

Instant, Magnitude 3
Cult: Mastakos

This spell returns the caster to a specific spot made sacred to Mastakos through a complicated week-long ritual which is learned when acquiring the spell. A week spent performing the ritual again allows the caster to move the location. The spell has no range limitations.

Harmonise

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Cult: Donadar

If the target of this spell fails to resist it, they are forced to do exactly what the caster does. It works only on beings with the same bodily form as the caster (e.g. the same number and arrangement of limbs). The target will attempt to do whatever the caster does, though some things may be impossible, such as spell casting – in these cases, the victim's actions are simply irrelevant. However, if the victim is walked into a pool or pit, they will continue to walk rather than attempt to swim or grab for support.

If the target of a Harmonise spell is injured, the caster feels pain and will take a penalty depending on how severely wounded the victim is on their next action (this penalty is identical to the wound-penalty suffered by the target) though it only lasts for that round. If a Harmonised target is slain, the caster takes 1D6 damage to the relevant hit location.

For each Magnitude point, the caster can affect an additional target. The spell is commonly used to coordinate chorus lines or dance troupes.

Healing Trance

Duration as needed, Magnitude 1, Touch
Cult: Xiola Umbar

The target of this spell falls into a deep trance, during which their healing processes speed up by 500%. Thus, injuries or damage that might normally take five weeks to heal take only one. Diseased characters can heal (or fail to heal) much more rapidly under the influence of this spell. It also affects healing spells such as Regrow Limb.

The caster and recipient of this spell remain in a deep trance for the duration of this spell which lasts until all healing is done. Both participant and healer must be fed and cared for as if they were catatonic throughout this period. The recipient of this spell must willingly accept this spell or be unconscious when it is cast.

Heat Metal

Duration 15, Magnitude 1, Progressive, Touch
Cult: Lodril

This spell causes 1 ENC of metal to heat up. The metal heats rapidly, as if it was in a forge, reaching maximum temperature within a minute of the spell being cast. After the spell expires, the metal cools normally which may take some time.

Each point of Magnitude increases the amount heated by 1 ENC.

Hie Wagon

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Lokarnos

This spell must be cast on a moving wheeled vehicle, such as a wagon, cart or chariot. Each point of Magnitude increases the entire vehicle's speed (including all the draft animals) by 1m per Combat Round. This amount is rolled when the spell is first cast and does not change. Animals drawing the wagon return to normal speed if they are cut loose.

Hurl Javelin

Duration 1 Round, Magnitude 1, Progressive
Cult: Vinga

This spell is only affects javelins. For each point of Magnitude, the range is increased by one increment and the weapon gains a +1D6 damage bonus. The spell takes effect on the caster's next throw, which must be taken by the end of the next Combat Round.

Identify Scent

Duration 15, Magnitude 1, Ranged
Cult: Yinkin, Star Bear



This spell allows the target to smell and follow familiar scents. It effectively gives the caster +50% Tracking for the duration of the spell.

Impede Chaos

Duration 15, Magnitude 1, Ranged
Cult: Urox

The recipient of this spell becomes difficult for Chaotic opponents to hit. All Chaotic attackers have a -30% penalty to hit the target. Impede Chaos has no effect against non-Chaotic opponents.

Increase/Decrease Wind

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Orlanth

For the duration of this spell, the average wind speed increases or decreases by one increment, i.e. from Moderate Wind to Stiff Wind (see pages 74-75 of *RuneQuest Companion*). For each point of Magnitude in this spell, the caster can increase or decrease the wind by one increment. The spell has no effect on wind temperature or direction.

Increase Winter Wind

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Valind

For the duration of this spell, the average wind speed is increased by up to two increments (i.e. from Moderate Wind to Stiff Wind) if the spell is cast in winter, per point of Magnitude in the spell. In all other seasons, the winds increase by only one increment per point of Magnitude in the spell. All winds within 100 metres of the caster are affected.

Inspire Audience

Duration 1 day, Magnitude 1, Progressive, Ranged
Cult: Donadar

This spell is used in conjunction with an 'entertainment' skill such as Sing or Play Instrument. If the skill roll succeeds, all friendly listeners gain a +5% on all Persistence checks for the next 24 hours.

For each point of Magnitude, the bonus is increased by +5%.

Inspire Worshippers

Duration 15, Magnitude 2, Progressive, Ranged
Cult: Shargash

Every 2 points of Magnitude in this spell provides a +5% bonus to a number of Shargashi worshippers equal to the caster's POW. This bonus is applied to a single cult skill determined by the caster.

Jagrekriand's Bolt

Instant, Magnitude 1, Progressive, Ranged
Cult: Shargash

This spell draws a bolt of energy from the War Planet and directs it at a single target, inflicting 3D6 points of damage to a single hit location. Neither armour nor spells can protect against this damage. For each additional point of Magnitude, the caster may select another target.

Obviously, this spell may only be used outside.

Know (Dragon) Weakness

Instant, Magnitude 1
Cult: Orlanth Dragonslayer

This spell may only be learned by a Dragonslayer. It may only be learned during the High Holy Day to Orlanth, and thus may be cast only once per year. The spell works only upon one particular dragon and those beings descended from it such as dream dragons or dragonewt nests formed from its eggs.

When cast, this spell makes the next blow struck by the caster an automatic critical hit, provided that the target is the designated dragon, and the caster successfully hits with a melee or ranged weapon.

Knowledge

Duration 15, Magnitude 2, Touch
Cult: Lankor Mhy

This spell allows the caster to read the past history of an item. If the information cannot be assimilated fully within the duration, parts may be lost. If the item has a long history, the item starts at the beginning unless the caster dictates a particular time at which to start.

Light of Idovanus

Duration 15, Magnitude 2, Progressive, Ranged
Cult: Carmanos Law-Bringer

The recipient of this spell begins to glow with a pure, inner light. While the spell is in effect, they shed light equal to daylight in a 10m radius around them. All members of Darkness, Shadow or Chaos cults have a -10% penalty to all actions they take while within this light. The effect may be blocked by Countermagic, Shield, Resist Spell or similar magic. For every 2 points of Magnitude in this spell, the radius of effect increases by 10m and the penalty also increases by -10%.

When cast upon a member of a Darkness, Shadow or Chaos cult, or a member of a Malkioni Church, the spell automatically fails.

Living Blade

Duration 15, Magnitude 4, Ranged
Cult: Tskanth

When the target is under the influence of this spell, he moves with lighting speed and has one additional Combat Action per round.

Lock

Duration 8 weeks, Magnitude 3, Touch
Cult: Issaries

This spell may be cast on a door, chest lid, bag opening or similar item. It cannot thereafter be opened by any physical means. Only Dispel Magic, Dismiss Magic, Neutralise Magic or similar spells can remove the Lock spell. A Passage spell can be used to bypass Lock but will not annul the Lock spell.

Manifest Limbs

Duration 15, Magnitude 1
Cult: Draconic, Storm Dragon, Sun Dragon

This spell requires the caster be in his wyrm form. It provides him with the use of hands and arms, as if he had hands – though no hands or limbs are present. These phantom limbs allow the caster to use any of his skills that require the use of hands. The arms have the strength of his human form unless the caster has undergone Draconic Transformation, at which point, the limbs use the strength of his wyrm form. The limbs do not change

the caster's hit locations, nor do they take damage or block blows.

Mind-Read

Concentration, Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cult: Lankor Mhy

This spell allows the caster to read the conscious thoughts of a target without his consent. The target of the spell knows that there is an intruder in his mind. The caster cannot read information that the target is not thinking about or has forgotten. It does not probe memories or knowledge.

Mist Cloud

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Heler

This spell creates a natural looking cloud of mist 2m in diameter per point of Magnitude in the spell. Visibility through the mist is limited to a 1m radius. Wind disperses the mist rather than moves it.



Morale

Duration 1 day, Magnitude 2, Progressive
Cult: Humakt

This spell requires an hour-long ritual to cast. It blesses the battle standard of a warband or company of soldiers. Each point gives up to one hundred initiates in that cult a +10% to their unit's main Weapon skill. It lasts until the next sunrise or sunset, whichever comes first.

Outlaw

Instant, Magnitude 1, Range Special
Cult: Orlanth

This ritual spell takes one hour to complete and can only be cast upon a target who is cast out from the clan or tribe. It immediately brands the target as an enemy of the clan or tribe. The target will always register as such with Detect Enemy and similar spells for as long as the outlawry continues. The target immediately loses any special tribal or clan magic they possessed and all members of his former community will know of his status.

Passage

Duration 8 weeks, Magnitude 1, Progressive, Touch
Cult: Issaries

This spell must be used to bypass a Lock spell. For each Magnitude of Passage, one additional person may pass through or open the Lock besides the caster. It is cast upon the door (or relevant item) and those allowed Passage must be present, laying their hands upon the opening while the spell is cast.

Pathfinder

Duration Special, Magnitude 2, Touch
Cult: Vinga

This spell is used when exploring new or dangerous territory. It functions so long as the recipient has not travelled down the path he is on or visited the locale before. Should the recipient enter an area that they have been to before, the spell ends immediately. While in effect, spell alerts the caster to the location and number of all enemies and traps within 100m of him.

Plough Strong

Duration 1 day, Magnitude 2
Cult: Barntar

This spell allows the user to plough twice the amount of land he would ordinarily be able to till over the course of the day. The spell requires the user to pull the plough along with his oxen for the duration of the spell.

Proteus

Duration 15, Magnitude 3
Cult: Triolina

This spell allows the caster to change his shape to that of another creature. The caster must have had physical contact with the creature he wishes to change into. He can also use any special innate powers of the creature he has become such as a troll's Earth Sense.

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 Combat Round, during which the caster can do nothing else.

Purify Water

Instant, Magnitude 1, Progressive, Ranged
Cult: Sea, Magasta

This spell causes a body of water no larger than 10 cubic metres to purify of all contaminants and extraneous particles (such as salt or grit) making it suitable for drinking.

Radiate

Duration 15, Magnitude 3
Cult: Sun Dragon

The caster's body immediately begins to radiate an incredible heat. Anything touching him takes 1D6 damage (if they touch him with a body location, they take that damage on each hit location in contact with the caster). The heat drops off with great rapidity over distance and anything more than a few centimetres from the caster is unaffected.

Rain

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Heler

This spell can only be cast when the sky is at least half overcast. Rain will then fall within a 100-metre radius of the caster. Each point of Magnitude increases the radius of effect by 100 metres. When the spell duration ends, the rain stops.

Rally Troops

Instant, Magnitude 2, Progressive, Ranged
Cult: Urvairinus

All members of the caster's unit who are under his command and affected by the effects of Demoralise, Fear, Panic or other morale-influencing spell, who are within range gain an immediate Persistence test against whatever created the effect. However, they receive a bonus equal to +5% per point of Magnitude over the initial amount needed to cast the spell.

This spell will also provide the same bonus to an officer using Influence or Command to rally his troops if the battle starts to go against them.

Reconstruction

Duration 15, Magnitude 3, Ranged
Cult: Lankor Mhy

This spell causes any 15 minute sequence from the past to replay for the caster's senses, as long as he is in the immediate area in which the events took place, or is in Mindlink with someone who is. While the spell is in effect, the caster is in a trance state and no one else can sense what he does. The caster must state the time and date of starting the vision.

Regal Aura

Duration 15, Magnitude 2, Touch
Cult: Ermalda

The recipient of this spell gains a +25% bonus on all Influence tests for the duration of its effect.

Remove Fear

Instant, Magnitude 1, Ranged
Cult: Erissa

This spell removes the effect of any fear or panic-inducing spell from the target. This includes the effects of the Demoralise, Fear and Panic spells or any creatures that might induce fear.

Restore Sanity

Instant, Magnitude 1, Touch
Cult: Erissa

This spell instantly removes the effects of any sanity or mind-destroying spells from the target. This includes the effects of Befuddle, Berserk, Madness and Mindblast spells.

Restore Vision

Instant, Magnitude 4, Touch
Cult: Erissa

This spell restores sight to any creature immediately, including the replacement of damaged or destroyed eyes. If the recipient is unable to see due to being engulfed in darkness or some other environmental effect, this spell has no effect.

Safe

Duration 8 weeks, Magnitude 2, Progressive, Resist (Dodge)
Cult: Argan Argar

This spell is cast upon a container or opening to bar unwanted passage. When someone other than the caster, or someone designated by him at the time of casting, attempts to open the container or pass through the opening, he is attacked by the spell. The caster may choose to imbue the passageway or container with the following Rune Magic spells: Disruption, Dragon Breath, Frostbite, Multimissile or Skybolt. He must spend an additional number of Magic points up to the Rune Magic spell's Magnitude and may overcharge it as normal (see page 66 of *RuneQuest*). Successfully passing the barrier destroys the spell.

Sail Through Ice

Duration 12 hours, Magnitude 1, Progressive, Ranged
Cult: Yigg

This spell must be cast upon a ship. While this spell is in effect, the ship gains an additional 2 Seaworthiness and



Sail Through Ice

4d6 Structure Points (see *RuneQuest Companion*, page 70) usable only for dealing with the effect of ice impacting on the hull. For each additional point of Magnitude, the ship gains 1 more point of Hull and 4d6 Structure Points. Any ice damage to the ship is taken on the additional Hull and Structure Points first.

Seastrength

Duration 15, Magnitude 2, Ranged
Cult: Wachaza

This spell doubles the recipient's STR, with no restrictions on maximum limit. The target must be in contact with seawater when the spell is cast. The spell does not double any bonuses to STR. For example, the increases to STR provided by the Strength spell would not be affected (though it would add to the doubled STR attribute).

Seal Wound

Duration 15, Magnitude 1, Ranged
Cult: Zorak Zoran

Damage done by the weapon this spell is cast on cannot regenerate or heal magically. Only the passage of time

and natural healing can cure the wound. Thus, a Heal spell cauterises a bleeding wound but does not heal any hit points of damage. Limbs can be restored (via Restore Limb) but damage from the wound is not healed. First Aid is also ineffective although it does stop bleeding.

See the Unseen

Duration 15, Magnitude 1, Trigger
Cult: Buserian

This spell automatically pits the caster in an opposed Persistence test whenever an unseen entity is present. This can include an invisible ghost, a concealed magician or a spell-hidden door. If the opposed test is successful, the concealed being is revealed to the caster. This spell will function even if the caster is not actively seeking concealed beings, but will be used up as normal.

Shake Earth

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Maran Gor

This spell affects an area of land equal to the caster's POW in metres square.

All character within the area affected have a -5% penalty on all DEX related rolls (Dodge, Riding and so on) for each point of Magnitude in the spell. Each round, anyone standing up must succeed in an Athletics or Acrobatics (whichever is best) test or fall down. Other results such as toppling trees, avalanches, collapsing buildings, and so on, are up to the Games Master.

Shipspeed

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Yigg

This spell must be cast upon a ship. While this spell is in effect, the ship adds 5m to its Speed (see *RuneQuest Companion*, page 70). For each additional point of Magnitude, the ship gains an additional 5m Speed.

Silvertongue

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Issaries

This spell greatly enhances the user's bargaining and communication ability. It provides a +10% bonus per point of Magnitude to the target's Influence skill.

Slash

Duration 15, Magnitude 1, Progressive, Touch
Cult: Babeester Gor

This spell must be cast upon an axe (one or two handed). Each point of Magnitude increases damage done by 1D4.

Sleep

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Cult: Chalana Arroy, Erissa

The target falls into a deep sleep for the duration of the spell. The target only awakens if injured or if a hostile spell is targeted on them. For each additional point of Magnitude, the caster can designate another target.

Sleep to Life

Duration varies, Magnitude 2, Progressive
Cult: Odayla

The caster can heal even terrible wounds on himself, by sleeping them off. He decides in advance how long he will sleep for: for every hour, he heals 1 hit point and the effects of Minor and Serious Wounds are lost as his hit points recover (although the scars and other physical signs remain). Major Wounds and – title of the spell notwithstanding – death cannot be reversed this way. The character is helpless and very hard to awaken during this restorative sleep, but if he is roused, then all the healing effects accrued during that nap are lost.

Smashing Downpour

Duration 10, Magnitude 2, Progressive, Ranged
Cult: Heler

This spell can only be cast when it is raining or snowing. Each round, the driving hail pounds the area doing 1D3 points of damage (roll random hit location) to anyone exposed to it. Armour and magical defences such as Shield and Protection reduce this damage as will taking shelter under something sturdy enough to resist the damage. Acolytes and Runepriests of Heler are immune to this damage.

For every 2 points of Magnitude in this spell, the Hail does 1D3 more points of damage or the radius of effect increases by 100m. When the spell ends, the rain or snow ends as well.

Snow

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Valind

This spell must be cast when precipitation is present. For the duration of this spell, if it is raining, the spell changes all the rain to snow, sleet or hail (at the Games Master's discretion) within the area of effect. If it is already snowing, the spell doubles the amount of snow falling. For each point of Magnitude in this spell, the caster can increase the radius of effect by 100 metres.

Solace

Duration 1 day, Magnitude 1, Touch
Cult: Chalana Arroy, Xiola Umbar

This spell is cast upon a sufferer. While it lasts, the spell cancels mental distress and anguish, be it grief over the loss of a loved one, fear of death, or any other sort of angst and anguish. The target is able to continue with his regular actions, relieved of the stress and sorrow. It does not alleviate the effects of physical pain such as that caused by disease, wounds, nor does it promote healing. However, it permits the recipient to deal with their impending fate bravely.

Speaking Ritual

Duration 1 hour, Magnitude 1, Touch
Cult: Issaries

This spell allows the caster to learn the basics of a new language. During the course of the hour-long ritual, the caster and a person who knows the language the caster desires to learn sit together. They must talk uninterrupted for the duration of this spell. At the end of the spell, the caster must successfully roll his Language (Tradetalk) and the other person must succeed on a test of his own Language skill. If both are successful, the caster learns the new language at a percentage equal to his INT and the other participant learns Language (Tradetalk) at a percentage equal to his own INT. Should either of them fail, the spell is unsuccessful.

Spell Trading

Instant, Magnitude 2, Touch
Cult: Issaries

This spell allows the caster to trade one use of any of his currently known Divine spells (except for Spell Trading) in exchange for one Divine spell known by another. Its original owner loses their ability to cast the spell immediately.

Spell trading requires special circumstances for the magic to work properly:

1. Trade items accompanying the magic must be stated in advance. Exact prices are negotiable but Issaries insists that the caster have a clear profit in one form or another.
2. Some sort of token must be passed as a part of the trade. This item must symbolise in some way the spell being traded. For example, a dagger might represent a Humakti spell, or trading a Mindblast spell might require the exchange of a cracked skull.
3. Each participant must simultaneously roll 1D100. If 01-95 is rolled by both, the spell was passed successfully. A 96-00 result by either participant means that the spell was activated against the other one and immediately takes effect. If Sunspears were being traded, for example, the intended recipient would be stuck by the blast.

Spirit Blade

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Kab Tolat Solf

This spell allows the recipient to fight spirits or other incorporeal beings with a sword. For each point of Magnitude in this spell, the recipient gains a +10% bonus on their rolls and does an additional point of damage to their foe on a successful attack. When this spell is effect, the user's sword takes on an unearthly, translucent shimmer.

Sprout

Duration 15, Magnitude 2, Touch
Cult: Flamal

This spell causes a single seed to germinate and sprout. Over the course of 15 minutes, it will grow roots, a

Sprout



shoot, and unfurl small leaves. The spell will affect any seed provided it is still viable. Seeds which have been damaged by storage, ravaged by disease, afflicted with parasites or partially eaten may not sprout. The chance of the spell working successfully in these cases is equal to the percentage of the seed which remains undamaged.

Steadfast

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Elmali, Yelmalio Tharkantus

For each point of Magnitude in this spell, the recipient gains a +10% bonus when parrying with all Spear and Shield skills as well as a +3 effective SIZ usable only for resisting Knockback.

Steady Speed

Duration 8 Hours, Magnitude 3, Touch
Cult: Lokarnos

This spell must be cast upon a moving, wheeled vehicle, such as a wagon, cart or chariot. For the duration of the spell, and while the vehicle remains on a road, track or path, the vehicle's speed remains constant, moving as fast as it would upon smooth, level ground. The spell does not protect the vehicle from mishaps caused by travelling on narrow roads, around narrow bends or from other traffic; nor does it protect the vehicle from damage from such mishaps. Should the vehicle leave the road for whatever reason, the spell ends.

Strength of Shargash

Duration 15, Magnitude 3, Touch
Cult: Shargash

This spell swells the muscles and sinews of the recipient, effectively doubling their STR. Each subsequent round, the recipient must succeed at a Resilience test or suffer a level of fatigue.

Submerge

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Magasta

For each point of Magnitude of this spell, the buoyancy of 1 cubic metre of any floating object is cancelled out, causing it to sink. Large objects require more points to pull down. Objects already sinking will sink more swiftly under the influence of this spell. A Magnitude 1 Submerge spell is enough to sink a human swimmer beneath the surface.

If this spell is cast at a ship, each point of the spell cancels out 1/10 ton of the vessel's capacity. When the capacity is reduced to 0, the ship is swamped. Thus a five point Submerge spell would be necessary to sink the typical rowboat with its 0.5 ton capacity. It would take 170 points of Submerge to swamp a typical knorr.

Summon Dead

Duration 30, Magnitude 3
Cult: Ty Kora Tek

This ritual must be performed over the corpse, grave or other remains of the being to be summoned. The name of the individual must be known as well. If the person being contacted resides in Ty Kora Tek's Caverns of the Dead, his ghost arises from the earth at the end of the summoning which in all other purposes is treated as a normal summoning spell.

Summon Husband-Protectors

Duration 1 day, Magnitude 2, Progressive, Range 5 km
Cult: Ermalda

This spell can only be cast by the Ermaldan queen of a clan or tribe and is used to gather Ermalda's protectors. When cast, all members of the Husband-Protector cults within a 10 kilometre radius know that they are needed to protect Ermalda. During this time, the caster must stay

on the same spot, or the spell is immediately dispersed. There is no compulsion to this, but all receiving it know that Ermalda's need is dire. For each point of Magnitude in this spell, the Range of this spell increases by 5 kilometres. In the case of chieftains, this affects only her clan's Husband-Protectors. In the case of queens, it affects all Husband-Protectors in their tribe or queendom.

Ermalda's Husband-Protectors include Argan Argar, Elmal, Heler, Orlanth, Yelmalio and several other minor gods. The spell also summons any Babeester Gor worshippers in the vicinity.

Summon Moot

Duration 2 days, Magnitude 2, Progressive, Range 5 km, Resist (Persistence)
Cult: Orlanth

This spell is used to gather the clan or tribe. After a two hour ritual, all members of the caster's tribe or clan within a 15 kilometre radius finish their business, gather their equipment and report to the summoning chief or king within one day. During this time, the caster must stay on the same spot or the spell is immediately dispersed. For each point of Magnitude above the initial 2, the Range of this spell increases by 5 kilometres.

Sunbright

Duration 15, Magnitude 2, Ranged
Cult: Elmal, Yelmalio Tharkantus

This spell puts a circle of light around the recipient of this spell. The circle's radius is equal to the caster's POW in metres. This light gives the effect of full daylight, affecting creatures such as trollkin and vampires appropriately. It also gives the recipient the equivalent of a Magnitude 1 Shimmer spell.

Sunripen

Duration 1 year, Magnitude 1, Progressive, Range 10m radius
Cult: Elmal, Yelm

This spell must be cast on the first day of spring. It allows the newly germinated plants to draw upon the sun's powers to grow without mould or disease. The sun helps it resist insects and to grow ripe and full. For each additional point of Magnitude, the radius of effect increases by 10m.

Suppress Aether

Duration 15, Magnitude 3, Progressive, Ranged
Cult: Argan Argar

This spell allows the imprisonment of solar and fire creatures – a rare victory of darkness over fire. The spell creates a shadowy sphere two metres in diameter centred on any specified spot within range. If anyone initiated into a Light, Heat or Sky rune-based cult tries enter or exit the sphere, they take 1D6 damage to a random body location, ignoring all armour. The sphere's boundary also acts as a Magnitude 1 Countermagic spell against spells cast by anyone initiated to the above cults. The spell may be used to enclose a member of such a cult inside the globe, trapping them.

Each additional 3 points of Magnitude increases the Countermagic effect by Magnitude 1 and the damage done by 1D6.

Suppress Flame

Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cult: Lodril

This spell must be cast on a fire. For each point of Magnitude, the fire's diameter decreases by 1 metre and its intensity by 1D6 damage. If both size and intensity are reduced to nothing, a candle-sized flame remains.

Teleportation

Instant, Magnitude 3, Ranged, Resist (Persistence)
Cult: Mastakos

The caster can teleport to any spot within range that he can see, either on his own, through the eyes of a familiar or through a Mindlink spell. The spell carries the caster and his SIZ in ENC worth of gear. For every 3 Magnitude points, it allows one other living thing to be teleported with the caster, or to double the range to be teleported (this doubles the range for all creatures being Teleported). It can be used to teleport someone else, with the same limitations. Unwilling targets are allowed to resist.

Tolat's Fury

Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cult: Kab Tolat Solf



Tolat's Fury

The caster and the target of this spell must be an Amazon of Kab Tolat Solf's cult. While under the effects of this spell, the recipient is filled with power of Tolat. Her Close Combat Weapon skills are increased by +50% but her Dodge score is halved. The effects of this spell are automatically cancelled by the Fear spell or by Demoralise. The spell can be resisted if the recipient does not wish to be affected by it.

Translate

Duration 15, Magnitude 1, Touch
Cult: Lankor Mhy

This spell translates all the words touched by the caster's index finger at a normal reading speed (about 5,000 written words in 15 minutes) while the spell operates, leaving an impression of meaning afterwards. Untranslatable words remain un-translated, though the caster receives a general idea of the word's meaning.

Truespeak

Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cult: Lankor Mhy

This compels the victim to speak only the truth for the duration of the spell and to answer all questions in a literal manner. The target can refuse to speak at all, but if he does speak he must tell the truth. With Mind-Read, this spell makes the caster a potent inquisitor.

Turn Blow

Duration 1, Magnitude 3
Cult: Xiola Umbar

If the caster is struck by a blow either from a weapon, missile or natural weapon, any damage that penetrates his armour and magical defences is also immediately applied to his attacker as damage (targeting the same hit location). In addition, damage caused by poison, weapon-enhancing spells and similar effects is also applied to the attacker. Turn Blow's reflected damage is not affected by the attacker's armour but defensive spells such as Countermagic and Resist Magic could block the Turn Blow spell and negate the effect.

Turn Undead

Instant, Magnitude 1, Progressive, Ranged
Cult: Humakt

This spell affects one undead creature per point of Magnitude. Undead creatures include skeletons, zombies, ghosts, mummies and vampires. The caster makes an opposed roll of Lore (Theology) against the target's Resilience. Use the Turn Undead table to determine the effect.

Turn Undead

Undead Roll (Resilience)

Attacker's Roll (Lore Theology)	Failure	Success	Critical Result
Failure	Undead flees if possible. If not it is Befuddled as per the Rune spell	No effect	No effect
Success	Undead destroyed, released or otherwise annihilated	Undead flees if possible. If not it is Befuddled as per the Rune spell	Undead Befuddled as per the Rune spell (mindless undead are Befuddled for 10 rounds)
Critical Result	Undead destroyed, released or otherwise annihilated	Undead Befuddled as per the Rune spell (mindless undead are Befuddled for 10 rounds)	Undead flees if possible. If not it is Befuddled as per the Rune spell

Wachaza's Fang

Duration 15, Magnitude 5, Ranged
Cult: Wachaza

This spell must be cast upon an impaling weapon such as a spear or javelin. While under the influence of this spell, the point of the weapon takes on the appearance of old ivory. The weapon will inflict an additional 1D6 damage for the duration of the spell.

Waste Loins

Instant, Magnitude 3, Ranged, Resist (Resilience)
Cult: Gorgorma

If successful, the target becomes forever sterile or barren. He or she can never again bear or sire children.

Water Skating

Duration 15, Magnitude 2, Ranged
Cult: Tskanth

This spell allows the target to skim across the top of water as if it were a solid surface. He moves at a normal walking speed. The effects of waves and storm may require the caster to make appropriate Athletics or Acrobatic tests.

Wind Words

Duration 15, Magnitude 1, Progressive, Ranged
Cult: Orlanth

If downwind, the caster can cause the wind to bring conversations to his ears just as if he was standing next to the speakers. For each point of Magnitude, the distance these words can travel increases by 100m.

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