

6. Magic

Magic is universal in Glorantha. Natural processes that take place due to physics in the real world are magically caused in Glorantha, and magic can affect them. The ability to use magic to make changes is widespread, and has been developed by different cultures into different forms of magic. The most widespread is Divine magic, which is practiced through most of the world, including Dragon Pass. The same areas usually have Shamanism as a minority tradition. The people of the western lands use sorcery, and are believed to be athiests. In the east a mysterious mystical form of magic is used. Plus, there are numerous alien forms of magic used by non-human races such as the dragonewts, the elves, the dwarves, and others. These rules will only deal with the first two of these forms, Divine Magic and Shamanism.

6.1 GENERAL RULES

Most forms of magic have some similarities. These are described here. Additional details on specific forms are provided in the following sections.

Terminology

Spell: Many magic effects are done by "Casting Spells". Casting a spell means actually using a magic ability, whether that ability is learned through study, gifted from a deity or spirit, or a power gained on a quest. A spell is the actual magic itself, either in action or effect (such as saying "My sword is stuck in my scabbard by a spell") or in ability (as in "I have the Befuddle spell").

Rituals: A magical casting that involves some amount of improvisation based on a basic body of knowledge. For example, Divine rituals can be done by reenacting myths, and shamanic rituals are usually done by appealing to and appeasing spirits (though there is some cross over between these two). Rituals do not have the preset, exactly specified effects of spells. Some think that most spells were once rituals that became well known, well used, and perfected.

Magic Points: The energy used to cast most spells and rituals. Magic Points are generated by POW; a being with POW will regenerate her POW in MPs every day. If it matters, assume one forth of your POW is regained at midnight, at dawn, at noon, and at sunset. No person may have more MPs than her POW without magic aid, such as the effects of a certain spells, or magical devices.

Intensity: The power or strength of a spell. Usually each intensity of a spell requires one MP (though more MPs may be required for other aspects of the spell). Most spells can be cast at different intensities; these are said to be Variable. Spells that may only be cast at a specific intensity are called Fixed or Non-Variable. Divine spells that can be cast at different intensities are called Stackable; in general, the intensity of divine magic is not based on MPs, but on the number of castings used at once (see the Divine Magic section).

Magic Resistance: Spells cast on targets with POW or MPs may have to overcome their Magic Resistance. To do this, oppose the roll made to cast the spell with a roll against the target's MPs.

Attack vs. Non-Attack Spells: An "attack" spell, such as Disrupt, must overcome a target's MPs in order to take effect. However, a target can choose not to resist, in which case the spell takes effect once cast. A non-attack spell, such as Heal, normally does not have to overcome a target's MPs; but a target can choose to resist such a spell, in which case it must overcome the target's MPs. The only time that the difference between these spells is meaningful is when the target is unaware of the incoming spell; in such a case she would normally resist Disrupt, but not Heal.

Boosting: A spell may be boosted to help it penetrate defensive magic. Boosting a spell is done by casting it with more MPs than the spell needs. These extra MPs add nothing to the intensity, range, duration, or any other aspect of the spell other than it's ability to penetrate defensive magic. The number of MPs the spell is boosted with (which is limited only by amount of MPs the caster has available) is added to the spell's intensity to determine if it penetrates any defensive magic.

Range: How far away the target of the spell can be from the caster. Possible ranges are Self, Touch, Ranged, and Special.

- Self: the spell may only be cast on the caster.
- Touch: the caster must be touching the target. Touching the clothing or armor of the target is sufficient unless the spell description declares otherwise.

- Ranged: the spell can be cast at any target within the standard range of the form of magic used.
- Special: the range is non-standard, and specified in the spell description

Duration: How long the spell is in effect. Possible durations are Instant, Passive, Active, Transient, Triggered, and Special.

- Instant: the spell takes effect instantly, and has no real duration, though the effects may linger. For example, a Heal spell is instant; the HPs are restored at once, and remain until lost through additional damage.
- Passive: the spell lasts for the standard duration of the form of magic used, independent of the caster.
- Active: the spell lasts for the standard duration of the form of magic used as long as the caster concentrates on it. When an active spell is up, you cannot cast any other spells. An active spell can be allowed to lapse into quiescence, and then later brought back into activity by concentration, as long as the standard duration has not expired.
- Transient: like active, but if you end your concentration the spell is cancelled. If you want to re-use it, you have to re-cast the whole thing.
- Triggered: a passive spell that ends if a certain condition occurs during it's duration, which usually activates the spell. Examples of this are most missile spells, that are triggered if fired anytime during the duration of the spell.
- Special: the duration is non-standard, and specified in the spell description.

Example: A Passion Spirit attacks Suboti in spirit combat. Its POW is 13, hers 11. In the first round of spirit combat, the spirit rolls 8 and Suboti rolls 3. The spirit won the resolution, and Suboti loses 3 magic points. Since she achieved a partial success, the spirit loses one point.

Petty Magic Casting Table

Critical Success: Only one MP spent; magic is cast successfully.
Success: Full MP cost of magic spent, magic is cast successfully
Failure: No MPs spent, magic fails
Fumble: Full MP cost of magic is spent, magic fails

Example of Casting: Suboti is casting Demoralize on a troll. Her POW is 11, the troll's is 12. She roll 12 so her spell didn't work. She tries again, and rolls 7, a success; the troll has to resist, and rolls 4. The Demoralize overcomes the troll.

Petty Magic Spell List

spell	size, range, duration
Befuddle	2, ranged, passive
Bladesharp	var, touch, passive
Bludgeon	var, touch, passive
Coordination	var, touch, passive
Countermagic	var, ranged, passive
Darkwall	2, ranged, active
Demoralize	var, ranged, passive
Detect (substance)	1, ranged, active
Dispel Magic	var, ranged, instant
Disruption	1, ranged, instant
Dullblade	var, ranged, passive
Extinguish	var, ranged, instant
Fanaticism	var, ranged, passive
Farsee	var, ranged, passive
Firearrow	2, touch, triggered
Fireblade	3, touch, passive
Glamour	var, touch, passive
Glue	var, ranged, passive
Heal	var, touch, instant
Ignite	1, ranged, instant
Ironhand	var, touch, passive
Light	1, ranged, passive
Lightwall	4, ranged, active
Mindspeach	var, ranged, passive
Mobility	var, ranged, passive
Multimissile	var, touch, triggered
Protection	var, ranged, passive
Repair	2, touch, instant
Second Sight	3, ranged, passive
Shimmer	var, ranged, passive
Silence	var, touch, passive
Slow	var, ranged, passive
Speeddart	1, touch, triggered
Spirit Screen	var, ranged, passive
Strength	var, touch, passive
Vigor	var, touch, passive
Visibility	2, ranged, passive

Casting Time

The casting time for most forms of magic is based on the number of MPs expended. If the spell has 5 MPs or less, including boosting, then it can be cast in a single melee round. If it has more than 5 MPs, the casting will take one melee round per 5 MPs, or fraction thereof, in the spell

Combining Spells

In general, the effects of multiple spells do not combine; the most powerful effect is used. Spells with different effects may be cast on the same item, and all the differing effects are present, but only the most powerful of any similar effects will be; i.e. Bladesharp 4 and the sorcery spell Damage Boosting Intensity 6 are cast on the same sword, it would do 6 extra points of damage (from the Damage Boost), and have +4 to hit (from the Bladesharp). Some spells can combine with certain others, but these are specifically stated in the spell descriptions.

Enchantment

Most forms of magic have the ability to create permanent magic items, or enchanting. This involves the enchanter using a ritual to place some of her personal POW into an item to power the magic. Additional POW over what the enchantment calls for can be used to place conditions of the use of the item. See specific rules below.

Spirit Combat and Possession

It's possible to do magical battle directly, without casting spells. This is called spirit combat, and normally one or both participants must be disincorporate. The two participants make an opposed roll of their POW. The loser loses d3 magic points. If she also made his roll, the winner loses one magic point. If there is no winner, no result occurs that melee round. If the winner criticals, the loser's magic points are reduced by d6.

When one combatant is reduced to zero magic points and the other is not, the victor can perform an appropriate action (bind a spirit, possess a person, etc.).

Possession: Possession occurs when a disembodied spirit of some sort inhabits the body of a being. There are two sorts of possession: Dominant and Covert.

Dominant Possession: This is when the personality of the possessing spirit takes control of the body. The personality of the owner is suppressed and imprisoned within the body beyond normal reach, and cannot act, communicate, or regain MPs. The possessing spirit can only be exorcised by another spirit, or perhaps some rare magic spells or rituals. If magically viewed, the aura of the possessed being has the appearance of the possessor's natural aura, with the entrapped spirit visible as a cyst or smudge within is. Only one spirit may dominantly possess someone at a time.

Covert Possession: In this case the possessing spirit exerts no control over the actions of the owner of the body, but can alter the body or emotions. Examples of this are passion spirits, disease spirits, spell spirits, and others. The aura of the possessed being appears as the natural aura of the owner of the body, except it is cloudy where the spirits overlap. Usually, the only way to exorcise the spirit is by possessing the body with another spirit of the correct type (i.e. healing spirits drive out disease spirits, and then leave). Any number of spirits may covertly possess someone.

6.2 PETTY MAGIC

Petty magic is a broad set of low level spells offered from numerous sources. Most deities gift their worshippers with the ability to cast some "Low Magic" spells, shamans can summon spirits to steal powers from, and there are rituals to pass on esoteric secrets of families, guilds, secret societies, and other groups. Minor magics from all these sources are treated similarly in the game rules, and in the rules are called, collectively, Petty Magic.

6.2.1 Basics

Petty Magic is cast by the caster expending her own Magic Points (MPs) to power the spell. To cast a petty magic spell, the adventurer makes a POW roll. If the adventurer fumbles, all the magic points of the spell, are spent, but the spell is not cast. If the roll fails, the spell is not cast, but no magic points are spent. On a success, the magic points of the spell are spent, and the spell is cast. On a criticals, only one magic point is expended.

The standard duration for petty magic is POW minutes. The basic range is POW x 5 meters. Spells described as variable may be cast at up to the caster's Max Magic score (POW/3). Some cults will increase this with favored spells; for example, Chalana Arroy initiates can cast the Heal spell four points higher than their Max Magic score. There is no limit to spending magic points for boosting. Some places (such as a temple or clan hearth) are inherently magical and allow larger spells to be cast.

A fixed point spell must be cast at the number of MPs shown in the spell description. If the caster's Max Magic is less than this, the spell may not be cast.

Learning and Using Petty Spells

An adventurer may know as many different petty magic spells as her Memorize skill. If she knows that many and wishes to learn a new spell, she must first forget one; the player erases the spell from her sheet.

Petty magic spells can be learned as part of a winter's extra learning. To learn spells over the winter, one takes that as the training done; 1d3 Petty spells may be learned, up to the limit of the Memorize skill. Spells may also be learned in play; the character must go to some place or person who can teach the spell, and spend the time and money required. The most common sources of learning Petty Magic are temples and shamans. Another source is communing with any of a variety of nature spirits, but that would need to be done in game.

6.2.2 Spell Descriptions

Befuddle 2 points, ranged, passive

This spell confuses an opponent who succumbs to it. It causes him to wonder such things as: Why am I here? What is happening? Who are they? Which ones are my enemies? Why is everybody fighting?

When this spell successfully overcomes the POW of its victim, he can take only defensive actions and cast only defensive spells. Depending on the natural inclinations, he may choose to stay put, seek cover, cast healing or protective spells, put his back to a wall, or run. If attacked, the victim's confusion is resolved, and he will no longer act as confused (the guy that attacked me is my enemy, and once he is dead his obvious allies are my enemies).

Each round the affected person may try a Recognize roll to figure out friends and foes are. If successful, he may act normally. If he fails, he remains confused. If the roll is a fumble, he will attack his friends. Has no effect on unintelligent targets.

Bladesharp variable, touch, passive

This spell works on any cutting, stabbing, or hacking weapon. It adds +1 to skill and +1 damage with that weapon. It's incompatible with the other weapon-enhancing spells of Bludgeon and Fireblade.

Bludgeon variable, touch, passive

Similar to Bladesharp, except it works only on crushing weapons.

Control (species) variable, ranged, active

This spell lets the caster control the actions of the being it's cast on. This spell only works if the target is unable to resist, either because it's in a binding, or because it's MPs have been reduced to 0 through spirit combat.

Coordination variable, touch, passive

Each point of this spell increases DEX by 2 points, thereby increasing DEX rolls, Movement Rate, and skills whose initial chance is based on DEX. A creature's DEX may never be increased to more than twice its unadjusted DEX.

Countermagic variable, ranged, passive

This spell defends against spells. If an incoming spell isn't at least 1 point less than Countermagic, it fails. If within 1 point of Countermagic, lower or higher, both spells are eliminated; if it is 2 points or more greater than the Countermagic spell, countermagic is eliminated.

Darkwall 2 points, ranged, passive/active

Creates a 10m square x 10 cm thick wall of darkness. The wall can be moved 5m with one action, or changed to a different shape; it is active while either is done. It blocks all sight from either direction.

Demoralize variable, ranged, passive

If this spell overcomes the target's POW, he must make a Cowardly roll, at +2 for each magic point in the spell. If this succeeds, he loses faith in the ability of himself and his party to win a fight, find treasure, rescue the princess, etc. He uses no offensive tactics, and casts only defensive and heal spells. If practical, he will withdraw from combat. Any Valorous rolls needed are at 2 per point while the spell is active.

This spell counteracts Fanaticism; if it's larger than the Fanaticism, it forces a Cowardly roll based on the excess.

Detect <enemies, magic, substance, species> 1 point, ranged, active

Will guide one toward nearest source of whatever is being detected. It is blocked by dense material or countermagic. Detect enemies works only on those who knowingly wish to harm the caster specifically.

Dispel Magic variable, ranged, instant

Removes an existing spell if intensity is greater than or equal to the spell cast on. May be cast at a target without specifying a spell; will knock out defensive spells first.

Disruption 1 point, ranged, instant

This spell damages the target's body. If the target's POW is overcome, a wound of d3 points is inflicted. This damage is not absorbed by armor.

Dullblade variable, ranged, passive

This spell works on any weapon, sharp or blunt. It reduces damage by two points per point of spell. Dullblade can also be used to counteract the effects of Bladesharp or Bludgeon on a one to one basis.

Extinguish variable, ranged, instant

Puts out fires. 1 point for a torch, 2 for a campfire, 3 for a small bonfire, etc.

Fanaticism variable, ranged, passive

If this spell overcomes the target's POW, he must make a Valorous roll, at +2 for each magic point in the spell. If this succeeds, he becomes concerned only with fighting. He may not use the Defense tactic, and may not cast magic other than attack spells. Any further Valorous rolls are at +2 per point while the spell is active.

Fanaticism counteracts Demoralize; if it's larger than the Demoralize, it forces a Valorous roll based on the excess. If cast on an unwilling target, the caster must overcome his POW.

Farsee variable, ranged, passive

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision, exactly as if a telephoto lens was being used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Awareness skill is increased by one for each magic point spent powering the spell.

Firearrow 2 points, touch, triggered

This spell creates a missile of fire which does +2d6 damage when it strikes. It must be cast on an ordinary arrow, rock, or dart which bursts into fire and is consumed as the missile leaves the hand of the caster. Armor will help protect a target. A Firearrow will ignite flammable material. This damage cannot be resisted (i.e. POW vs POW) because it is actually physical damage from the heat of the fire. This spell is incompatible with Multimissile and Speedart.

Fireblade 3 points, touch, passive

Cast on any edged weapon or spear, adds +2d6 to damage. The weapon is unharmed by this magical fire. Fireblade is incompatible with Bladesharp and True <weapon>.

Glamour variable, touch, passive

Adds 2 APP per point of spell, to a maximum of twice normal APP. Targets with over 1.5 times normal APP are hard to recognize.

Glue variable, ranged, passive

Fastens a 10 square cm patch of two things together with a STR of 10 per point of spell. Items must be non living and held still during casting

Heal variable, touch, instant

This spell repairs damage done to hit points. For creatures of the caster's species, Heal replaces 1 hit point for each point of Heal used. The part of the body being healed must be touched. The effect is immediate. Creatures of species other than the caster's cost 2 points of healing per hit point repaired. A wound may only be magically healed once.

Heat Metal variable, touch, passive

This spell is used to heat metal, to make it malleable and easier to work. Different metals take more points to melt, as shown below. Metals become malleable 2 points below their melting point. The hot metal will do damage equal to the intensity in d6 it touched to skin.

<i>Metal</i>	<i>Melt</i>	<i>Metal</i>	<i>Melt</i>
Zinc	4	Silver	9
Gold	5	Copper	11
Aluminum	6	Nickel	14
Bronze	8	Iron	15

Ignite 1 point, ranged, instant

Makes a small flame. Must overcome resistance to ignite part of a creature (e.g. hair).

Ironhand variable, touch, passive

Similar to Bladesharp, except it works only on natural weapons.

Light 1 point, ranged, passive

Must be cast on something (coin, fingertip, wall). Makes 10m radius light, enough to read by. Can cast on someone's eyes to blind him if overcome MPs.

Lightwall 4 points, ranged, passive/active

Creates a wall the size of Darkwall, but glows brightly and can be seen through from one side.

Mindspeech variable, ranged, passive

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster.

Mobility variable, ranged, passive

Each point of this spell adds one to the target's movement rating for its duration.

Multimissile variable, touch, transient

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, throwing axe, or crossbow bolt creates a magical missile the instant that the original is fired. Each of the missile attacks is rolled separately; the first roll is for the original, which is the only one that can critical. This spell is incompatible with Speedart and Firearrow.

Larger missile weapons require several points of this spell to create a single missile. An arbalest, for instance, requires 2 points of spell per missile.

Protection variable, ranged, passive

Each point of this spell adds a point of armor protection to the whole body or object. Naked humans (and others with no natural armor) receive twice this protection. It acts in every way like magical armor.

Repair 2 points, touch, instant

This spell repairs broken items (such as weapons broken by a fumble), provided all the pieces are available. If used to Repair magic items, the spell does not return any broken enchantments or released spirits. If a successful Industry or Devise roll is made before casting Repair, the item will show no visible scar.

Second Sight 3 points, ranged, passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. Can tell if POW is within 5 points own, five or more points less, or five or more points more.

Shimmer variable, ranged, passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts one from the skill of any enemy attempting to hit the affected target.

Silence variable, touch, passive

Each point of this spell adds 2 points to the Stealth skill of a person attempting to keep down his

noise, and will muffle incidental noises (the brush of pants, soft footsteps, etc.) made by the target. It will not stop someone from chanting a spell, issuing commands, clumsily stepping on a large twig causing a loud snap, knocking over a vase and having it shatter, or similar loud and sharp sounds caused by fumbled Stealth rolls.

Slow variable, ranged, passive

This spell slows down an enemy at a rate of one meter per point of spell. It may reduce the movement of a creature to zero. A creature whose movement is reduced to zero may still move by increasing its movement rate by running or sprinting, but this increases the target's chance of fatigue.

Speedart 1 point, touch, transient

This spell adds +1d6 points of damage to any missile, and adds +3 to the weapon skill with that missile.

Spirit Screen variable, ranged, passive

This spell protects the target in Spirit Combat. Make the opposed roll normally. If the target wins, she rolls for damage as normal (and may lose magic points for a partial success). If the target fails, add double the number of points of Spirit Screen to his POW for the purpose of determining his opponent's success.

Example: Suboti, in spirit combat with a passion spirit, casts Spirit Screen 3 on herself. Her POW is 9, the spirit's 12. She rolls 11, a failure, and the spirit rolls 2. Normally, she would lose magic points, but the spell gives her a defensive ability of 15 which makes her roll a success, so she takes no damage. The next round, she rolls 8, and the spirit rolls 4. She wins, but still loses 1 magic point for the spirit's partial success.

Strength variable, touch, passive

Each point of this spell adds 2 points of STR to the target for the spell's duration. This spell affects damage and movement rate for the duration of the spell. A creature's STR may never be increased to more than twice its unadjusted STR.

Vigor variable, touch, passive

Each point of this spell adds 2 points to the target's CON. This increases Major Wound, Total Hit Points, Unconscious, and Current Hit Points. A creature's CON may never be increased to more than twice its unadjusted CON.

Visibility 2 points, ranged, passive

This special spell transfers an otherworld creature from the spirit plane to the mundane plane, giving it a translucent form.

Shamanic Tradition Format

Name of Tradition Runes

Common Titles of Shaman

Followers: Types of people who follow the tradition

Duties: Duties of shamans in the tradition

Taboos: Forbidden actions or associations

Favored Spells: Petty magic spells favored

Forbidden Spells: Petty magic spells which are forbidden

Abilities Taught: Shamanic abilities taught by this tradition

Forbidden Abilities: Shamanic abilities forbidden to be learned.

Friendly Traditions: Other traditions shamans are allowed to cross initiate into.

Notes: Any additional notes

Shamanic Traditions

Esrolian E e S

The Earth Witch

Followers: Female shamans in Orlanthi society

Duties: Bless the Earth, ensure the life cycles, tend the ill and wounded, prepare the dead, midwifing.

Taboos: Never desecrate the earth, never use any weapons not made of copper, wood, or bone, abilities at half strength unless standing on earth.

Favored Spells: Befuddle, Heal, Shimmer, Vigor

Abilities Taught: Cure Disease, Discorporation, Mind Expansion, Second Sight, Show Spirit, Spirit Trapping, Earth Affinity

Forbidden Abilities: None

Friendly Traditions: Daka Fal,

Notes: Has a semi friendly rivalry with the Kolatings.

6.3 SHAMANISM

Shamanism is a different way of looking on the world. Everyone knows there are spirits everywhere, but most are content to ignore them and go on with their lives. Shamans see the spirits as a part of their community. The Well Toad and Hearth Gnome are part of your family; the Fox Woman will try to cheat you if you let her; Uncle Bolder sleeps most of the time, but knows deep wisdom if you can get him to talk. Just like your neighbors. Only more so.

Shamans and Society

Shamans are often on the fringes of society. Most people feel strange hanging around someone who talks to thin air at random moments, is seen doing inexplicable things, and sometimes smells funny. However, most people recognize the value of a shaman. Like the hedge-witches and wise women of old, shamans provide a service that often can't be had elsewhere. Do you think you've been cursed? Go see old Hattie. Did you lose your favorite dog? Windy Wose can find it for you. Would you like a blessing on your child? Neela the Earth Witch can help.

Cults and Shamans

Most cults, however friendly to shamans, do not permit shamans as other than initiates. A few cults allow shamans to become acolytes and priests. In such cases, the shaman can only sacrifice for a few special Rune spells, and often not all that. But there are some cults that require their priests to be shamans. In general the less civilized, and the lower the population of an area, the more relaxed the cults are about shamans. The priests are part of their communities first, and a shaman can give them a hand with the spiritual well being of the people.

Shamanic Traditions

Since shamans are on the fringes of society, and are seldom in cults, they do not have the normal channels for training and preserving knowledge. Instead they have what are called Shamanic Traditions. A shamanic tradition is a group of shamans who share common descent from some "ancestral" teacher. The shamans in that tradition will train their assistants as their teacher taught them. It is possible for shamans to break with their tradition, but would need to acquire significant wisdom from outside of it to do this.

Each shamanic tradition has a body of wisdom which it passes on. This includes duties and taboos, particular abilities, favored spells, knowledge of spirits, and rituals. A small list of some traditions in Dragon Pass is given on the next page, in the format given in the sidebar.

6.3.1 What Makes A Shaman?

A shaman has several abilities that set her apart from other people. Some are skills, which she learned from the shaman who trained her, but most are based on the shaman awakening a Fetch.

Shamanic Skills

The first two of these skills listed can be learned by non-shamans, but are learned in a very different manner. The third can be, but only with magical assistance, and only under extraordinary circumstances will it be taught to any but a shaman's assistant, who is in training to be a shaman.

Ritual: Most people learn Ritual from a cultic point of view; which has fairly well established patterns to follow. Shamanic ritual, on the other hand, is a seat-of-the-pants type of thing. All spirits are different, and each must be dealt with it's own way. Their rituals are much more flexible than the cult's, in general, but are not as assured of success. For example, where a divine enchantment basically consists of asking a deity to make a magic item for you, a shamanic enchantment is often getting the right kind of spirit to inhabit the item.

In addition to the rituals given later, the Ritual skill can be used to enhance the chance of casting a spell. Each melee round spent in Ritual increases the chance to cast a spirit spell by +1. A ritual magic requires an hour of Ceremony for each +1 increase. The modifier gained cannot exceed either the base casting skill or the Ritual skill.

Spirit Lore: Gives the shaman's chance to know something about a spirit encountered, such as its affinities, abilities, or what will appease or drive it away. Spirit Lore cannot be increased by experience. A non-shaman can learn this skill, but will not be able to use it in many of the ways a shaman can. For instance, a shaman can donate MPs directly to a spirit through the Fetch, and use the Spirit Lore skill to help make a bargain with it. This is not possible for a non-shaman.

Shamanism: This skill concerns secret knowledge possessed by shamans, and governs, among other things, disincorporate shaman's ability to travel the spirit world and track down specific spirits. It can be increased by experience, but non-shaman can only learn this spell if they are under the direct training of a shaman, and then certain magical herbs or devices will be required (to allow the non-shaman to separate spirit from body).

Awakening the Fetch

The fetch is a spiritual entity which can be connected to, or awakened, through certain trials and rituals, some of which are very dangerous. Shamans believe that anyone can awaken a fetch, but very few have the courage, luck, or insight to do so. Once awakened it can never be lost, dispelled, or separated from the shaman.

To become a shaman, you must first become an assistant shaman. You must find a shaman willing to take you as an assistant. You will be required to work for the shaman, doing whatever is asked, from hunting to cleaning to sitting in one spot and chanting all day. In exchange the shaman will teach you the shamanic skills of Ritual, Sprit Lore and Shamanism, and prepare you to try to awaken your fetch.

Once the shaman feels you are ready, which will usually take a year, or more, you will attempt the ritual to gain a fetch. You should have, at minimum, skills in Ritual and Shamanism of 10. The actual ritual done varies with the tradition, but it nearly always has the following steps:

1. Meeting the First Shaman: Usually after a lengthy ordeal, the assistant meets the source of shamanism for the tradition. The First Shaman will escort the nascent shaman along the path to shamanhood.
2. The Sacrifice: The first step on the path is the sacrifice. A number of points of POW are sacrificed to the sleeping fetch; the assistant loses them, and the magic points, immediately. At least one point of POW must be sacrificed. If the ritual is successfully completed, this becomes the POW of the awakened fetch.
3. Waking the Fetch: A successful summoning must be made; roll against Shamanism skill. This can be aided by Ritual, as described above. If the roll is successful, the fetch is awakened, and has the POW sacrificed to it. If it fails, the POW is lost, no fetch awakens, and the ritual ends; it must be completely redone if a fetch is still desired.
4. The Fight With the Enemy: At the ritual's end, the tradition's Enemy must be faced. Each tradition has an enemy; the Bad Man is common to several, but most are unique. The Enemy will not attack the First Shaman, nor will the First Shaman defend the assistant. The Enemy usually has a POW of 10d6, but cannot stand the presence of a fetch for longer than 2d6 rounds. If the Enemy reduces the assistant to zero MPs by that time, then she is possessed and killed. If she survives until the Enemy flees, then she is now a shaman.

The Fetch

What is the fetch? The fetch may be a number of things, depending on the mystical tradition of the shaman. It might be one of the shaman's own ancestors, or a totemic spirit. It might be a spirit double of the shaman, evoked from the subconscious. Among non-humans, it might be a premortal monster, an unborne spirit, or a fragment of divine overmind. Whatever the source, it is certain that the maintenance and evocation of the fetch is dependent upon something within the shaman -- a special organ, a new bone, a secret name. Whatever the source, every fetch shares many things in common, and yet every fetch is different.

Standard Fetch Benefits

1. Additional POW and Magic Points: The fetch provides POW and magic points to the shaman. Its magic points are always accessible, and its POW can be sacrificed at will. A Divine Intervention can be paid for partially or wholly with the fetch's POW (but the die roll is still based on your own POW alone). The fetch's POW does not rise on its own, but is increased only by sacrifice to it. The shaman's Maximum Magic are based only on personal POW, not fetch POW.

The fetch's MPs regenerate at the normal rate, in parallel to the shaman's. If the fetch's POW is 24, it regains 1 MP per hour, regardless of the shaman's POW.

The fetch shares the shaman's mind, and can act and react as just as can the shaman. When the shaman is disincorporate, things the fetch sees and does are not made aware to the shaman until she returns to her body. However, the fetch is privy to all that the shaman is experiencing and doing and can communicate this knowledge to others. When the shaman is not disincorporate, the fetch is present on the spirit plane, and both parties are fully aware of everything that the other is doing.

Shamanic Traditions (continued)

Kolating **AVS**

The Wind Shaman

Followers: Wind or breath shamans

Duties: Ensure the freedom of the winds.

Taboos: Always challenge shamans to magic duels, live where the winds blow free.

Favored Spells: Coordination, Disrupt, Dispel Magic, Mobility, Strength

Forbidden Spells: None

Abilities Taught: Air Affinity, Magic Attack, Soul Expansion, Spell Barrage

Forbidden Abilities: None

Friendly Traditions: Praxian

Daka Fal **MS**

The Speakers to the Dead

Followers: Ancestor worshipping shamans

Duties: Communing with ancestors, watching over the family, obedience to ancestors

Taboos: Never dishonor an ancestor, never bind or possess a relative without permission

Favored Spells: Detect Enemies, Dispel Magic, Heal, Spirit Screen

Forbidden Spells: None

Abilities Taught: Discorporation, Second Sight, Possession, Daka Fal Affinity

Forbidden Abilities: None

Friendly Traditions: many, based on culture

Subere **DMS**

The Hell Witch

Followers: troll and kitori human shamans

Duties: Fighting the Sky, aiding the dark

Taboos: Never deal with a fire spirit, never eat cooked meat on Freezeday

Favored Spells: Darkwall, Demoralize, Extinguish, Spirit Screen

Forbidden Spells: Firearrow, Fireblade, Ignite, Light

Abilities Taught: Discorporation, Magic Attack, Magic Defense, Show Spirit, Spirit Defense, Spirit Trapping

Forbidden Abilities: Fire Affinity

Friendly Traditions: Kyger Litor

Example: When Bottasin's fetch was first formed, it had a POW of 3, entitling him to 1 ability level. He chose Possession. When his POW rose to 5, he added another level of Possession. When his POW reached 11 he summoned his clan wyter in a ceremony and learned a level of Mind Expansion.

Abilities:

Conceal Fetch	Second Sight (enhanced)
Cure Disease	Self-Resurrection
Discorportation	Show Spirit
Hide Soul	Soul Expansion
Magic Attack	Spell Barrage
Magic Defense	Spirit Defense
Mind Expansion	Spirit Mastery
Possession	Spirit Trapping
(Tradition) Affinity	

2. Second Sight: A shaman automatically has permanent Second Sight, as per the spell. She can see other people's POW, and tell whether their POW is about the same as hers, five or more points less, or five or more points more. When looking at a shaman she sees both the shaman's spirit and the shaman's fetch. She can see POW in the dark.

Example: Temuchin the shaman has a POW of 17. He can tell whether a target has a POW of 12 or less, 13-21, or 22+, but cannot zero in closer than that unless he chooses the ability of enhanced Second Sight.

3. Spirit Defense: The shaman can draw MPs from the fetch at will, to replace her own, even during spirit combat. If an attacking spirit comes solely from the spirit plane, she can intercept it with the fetch, and have the fetch fight it instead of her. However, if the shaman is disincorporate, the fetch cannot intercept an attacker, nor can the shaman draw the fetch's MPs while in combat. (but she can afterwards). In any case, the shaman can put MPs into her fetch as well, should she so desire.

If a shaman loses a fight on the spirit plane, her soul automatically retreats to her body, accompanied by the victorious spirit. There, the spirit must now battle the fetch. If the fetch is victorious, the spirit is expelled. If not, the shaman remains possessed.

4. Shamanic Abilities: Each shamanic tradition teaches different abilities. These are described in their own section, below.

The Costs of Being a Shaman

Of course, shamans don't get all these abilities for nothing. They have a cost, in the form of taboos, tasks, and drawbacks.

Taboos: All shamans have these. If you break 'em, you suffer. If you're lucky, you'll just lose the use of one or more abilities, until you make restitution, if you can. Taboos are given with the tradition descriptions.

Shaman Tasks: Shamans are expected to perform a number of jobs in their community, for which they are, of course, fed, protected, and honored. Some of these are:

- Exorcism: those possessed or covertly possessed with evil spirits are brought to shamans to be cleansed. A shaman can cast out an evil spirit in a number of ways. If the target is overtly possessed, the shaman can cast out the evil spirit by using his own overtly-possessing spirit, or by Discorporating, casting Visibility, and engaging the enemy spirit himself in spirit combat. If the target is covertly possessed, the task is more difficult. Normally the shaman will need to send a special curative spirit into the target to heal him.
- Dealing with spirits that affect the society.
- Spell Teaching: shamans have access to spell spirits, and are often hired to teach spells to others.
- Worship: shamans are called to tend to the spiritual welfare of their people.
- Any duties given in the tradition description.

Special Shamanic Abilities

Typically, a shaman receives 1 ability for every 4 POW in her fetch (round up). Most abilities are always in effect, and take no special force of will to muster. It is simple to add increased levels to a given ability. If a shaman wishes to add a completely new ability, however, she must generally contact the First Shaman, or engage in some other spiritist action. This is often called a Vision Quest.

If a shaman wants to learn an ability that is not granted by her tradition, a shaman that has that ability must be sought out. This will most likely be a shaman of another tradition. The shaman must face the Enemy of the new tradition to gain the ability. Most traditions have some other traditions that they favor, and will allow, if not encourage their shamans to initiate into both. No shamanic tradition teaches all abilities.

Conceal Fetch (rare)

This is a rarely-available ability. It is known only to a few secretive sects, such as the cult of Black Fang. Each level of Conceal Fetch conceals the fetch's presence from one selected magic spell. Normally Second Sight is chosen as the first spell, after which Mystic Vision and Soul Sight are selected. After that, weirder sensory spells such as Pamalt's Earthtouch or similar things are taken.

Cure Disease

By laying her hands on a diseased individual, the shaman can roll 1d6 per level of ability, matching the total vs. an infecting spirit's POW. If the shaman overcomes the spirit, it is extracted, usually in the form of a stone, bit of fluff, or small bloody organ. If the sick person does not have a disease spirit, then instead the shaman adds her 1d6 per level of ability to the target's next roll for disease resistance.

Discorporation

A shaman, by doing a successful Shamanism roll and taking an amount of time given below, can free her spirit from her body and enter the Spirit Plane. Her fetch stays behind to watch over her body. She can stay on the Spirit Plane as long as she wants, but there is, of course, danger from the inhabitants thereof. Also, her body can starve to death.

By casting Visibility, the shaman's spirit can manifest on the mundane plane, and engage other individuals in spirit combat. While she is gone, the fetch can cast any spells she knows, automatically succeeding. The fetch normally has an extremely high POW, so its spells are to be feared. It can also release spirits trapped within it, or contained on the shaman's person. The fetch can communicate in the shaman's absence by the use of Mindspeech or similar spells. While the shaman is disincorporate neither she nor the fetch regenerate MPs.

<i>level</i>	<i>time required to disincorporate</i>
1	16 hours
2	4 hours
3	1 hour
4	15 minutes
5	1 Turn
6	1 Melee Round

Hide Soul

This allows the shaman to hide from an enemy spirit on the spirit plane, if not already engaged in spirit combat. To do this, the shaman expends one or more magic points. Her chance of success is equal to the magic points expended x 2, x the level of Hide Soul, minus the attacking spirit's MPs divided by 5. For instance, if a shaman with Hide Soul 3 was trying to hide from an evil wraith with 17 MPs, she could spend 1 MP for a 6-3 = 3 or less on a d20, or she could spend 2 MPs for a 9 or less, up to 4 MPs for 21 or less. Critical successes and fumbles mean nothing on this die roll.

Magic Attack

Each level adds 1 to the shaman's effective MPs for the purpose of overcoming a foe's MPs when casting a spell.

Magic Defense

Each level adds 1 to the shaman's effective MPs for the purpose of resisting a foe's MPs when attacked by a spell.

Mind Expansion

This gives the fetch it's own Memorize skill for the purpose of memorizing spells only. Each level adds 1d6 more to the fetch's Memorize skill for this purpose.

Possession

If a shaman can disincorporate and engage other folks in spirit combat, this ability lets her actually take over the body of a possessed victim, and control him as she sees fit. If the victim is killed while the shaman is in possession, the shaman's spirit is immediately returned to her own body, and she takes 1d6 general HP damage. The results of increased level are given below.

<i>level</i>	<i>ability</i>
1	Possess same species only
2	Possess any other species with same body shape (ie. 2 arms, 2 legs, 1 head)
3+	Possess 1 other body shape for each level of the ability

Second Sight (enhanced)

This gives the shaman additional abilities for her innate Second Sight power. The first two levels are automatic. After that, other abilities can be chosen, according to the list below.

<i>level</i>	<i>ability</i>
1	Can tell a target's POW within a range of 10 (ie., 1-10, 11-20)
2	Can tell a target's MPs as above.
3+	gain one of the following: the chosen by GM
a)	Can determine the MPs in petty spells cast on an individual.
b)	Can determine a target's exact MPs.
c)	Can determine a target's exact POW.
d)	Can determine the POW of any divine spells cast on an individual.
e)	Can tell if someone knows any petty magic.
f)	Can tell if someone knows any sorcery at all (can only be taken if [e] above is already chosen)
g)	Can tell if someone knows any divine magic at all (only if [e] above is already chosen)
h)	Can determine the exact petty spells active

(only if [a] above is already chosen)

- j) Can determine the cult providing active Rune spells (only if [d] above is already chosen).

Self Resurrection

The shaman can heal himself and return from the dead. To do this, the shaman must heal himself up to 1 positive hit point -- however, it costs POW rather than MPs to heal himself in this way. Once the healing is performed, the body and spirit are rejoined, but the shaman must remain in a deep coma for a length of time depending on the level of Self Resurrection known, as shown below.

level	ability
1	1 season (8 weeks)
2	1 week
3	1 day
4	1 hour
5	1 minute
6	1 melee round

Show Spirit

This exposes disincorporate spirits, making them visible to others. The shaman must expend one or more magic points to activate this ability. She cannot spend more magic points than her level of Show Spirit. The first magic point spent causes all spirits within a radius of the shaman's POW in meters to become visible as vague, half-unseen shadows. Each additional magic point increases the radius by another increment of the shaman's POW. Magic points spent can be used to heighten the spirits' visibility rather than increase range. One MP spent for this purpose allows a person to see a particular spirit in some detail by use of a successful Awareness roll. Two MPs spent for this causes all the spirits to be easily visible, no rolls needed.

Soul Expansion

Each level of Soul Expansion adds 1 to the shaman's Max Magic score.

Spell Barrage

One level of Spell Barrage allows the fetch to throw petty magic even when the shaman is not disincorporate. Each additional level lets the fetch cast one more spell at the same time. A shaman with level 3 in Spell Barrage could cast 4 spells in one

round -- one by herself, and three by her fetch. The fetch automatically succeeds at casting.

All the spells go off at the same melee round, based on whichever is the largest spell in the barrage. If multiple spells are launched at a single target, the shaman can decide whether the target must defend against each spell separately, or just make a single MP vs. MP roll to see if he was affected by all the spells at once.

The MPs used to determine whether the fetch overcomes the defender's MPs are the shaman's, not the fetch's.

Spirit Defense

Levels in Spirit Defense gives the shaman some protection even when she is very weak magically. Each level of Spirit Defense lets the shaman engage in spirit combat as if she has 3 MPs, no matter what her real score is. For instance, a shaman with Spirit Defense 3 would always act as if she had at least 9 MPs. A shaman with Spirit Defense 5 would act as if she had at least 15 MPs.

If the shaman's true MPs are reduced to 0, she can still be possessed.

Spirit Mastery

Each level adds +1 to the MPs lost by a defending spirit when the shaman overcomes it in spirit combat.

Spirit Trapping

Allows the shaman to hold spirits within his fetch. Each level lets the shaman hold 1 spirit at a time. No trapped spirit may have MPs exceeding the fetch's current MPs. The shaman can use a spirit's abilities as if it were in a binding enchantment.

(Tradition) Affinity

Each shamanic tradition has one or more affinities that their followers automatically gain. A shaman may only gain a new affinity if she goes through the awakening ritual for the tradition that offers it, and faces the appropriate Bad Man spirit. An affinity reflects a bias for spirits associated to a particular tradition. The most direct benefit is that

spirits tied to that tradition tend to be friendlier, though spirits tied to enemy traditions may be more hostile.

In addition, each level of (tradition) Affinity gives the user a +2 modifier when casting a control or command spell on an affected spirit. It also gives a -2 modifier for an enemy to wrest control away from the user. Wind Children have an automatic Storm Spirit Affinity 5, which is how they get such great control over Sylphs.

Also, the affinity reduces the time required to search for appropriate spirits by half for each level; i.e. level 3 would reduce the time needed to one eighth normal. Since the amount of time needed to search for a spirit doubles for each 3 points of difficulty factor (see below), this means a shaman with a level four affinity for an elemental spirit could find a difficulty 20 version in the time it would take a typical shaman to find a difficulty 8 version.

Finally, an affinity allows the shaman to more easily conduct spirit cult worship with those spirits she has an affinity with. Normal spirit cult worship is performed as specified under the Horned Man writeup in Gods of Glorantha. This requires a large number of worshippers to each donate a point of POW to establish a link to the spirit, and gives a percentile chance of working equal to the number of such worshippers present. If a shaman who has an affinity for the spirit in question leads the service, however, she may sacrifice magic points to aid this chance, increasing by one percent per point sacrificed. Each level of the ability increases the bonus gained from the sacrifice, by a factor equal to her level. In other words,

Worship chance bonus = MPs sacrificed by shaman times (level of ability)

The shaman must still donate one POW for the initial link to the spirit, but as long as the worship is successfully performed each season, no further sacrifice of POW is needed (other than POW given to the shaman's fetch to raise this ability, of course).

6.3.2 Shamanic Rituals

There are a number of rituals that shamans can do, by the nature of them having a fetch. The first of these, Finding Spirits, is most important, and dealt with first.

Finding Spirits: Shamans often hunt spirits. They hunt down and capture many types of spirits to capture and bind, or to consult or commune with. Shamans use the Shamanism skill to seek out and find the specific spirits they need. The length of time taken is based on the difficulty factor of the spirit. To figure a spirit's difficulty, use the following guidelines:

1) Each 1d6 in the spirit's MPs, acts as 3 difficulty. If the spirit has a bonus to its MP die roll, add the full bonus to the base difficulty. For instance, a spirit with 1d6+6 MPs has a base difficulty of $3 + 6 = 9$ (3 for the 1d6, and 6 for the +6). A ghost, with 4d6 typical POW, would have a base difficulty of 12.

2) Take the base difficulty as figured in step 1 and multiply it by a factor based on the spirit's rarity level to get the final Rarity. A common spirit multiplies by 1/2. An uncommon spirit multiplies by 1. A rare spirit multiplies by 2, and a very rare spirit multiplies by 4.

Take the difficulty and find the time needed on the Spirit World Search Table in the sidebar. The time shown assumes the shaman has the Disincorporation ability. If this is not so, double the time listed; the shaman can still hunt spirits, but does it in the mundane plane with Second Sight and other abilities. Roll the shamanism skill, and check the result against the Spirit Search Results Table.

Spell Spirit Rarity: An Uncommon spell spirit might be a ritual spell, a Control spell, or an uncommon Detect. A Rare spirit might be an uncommon ritual spell, a minor spell variant (i.e., Toothsharp, Frostblade), or a cult special spell. A Very Rare spirit might be a significant spell variant (i.e., a variable Fireblade or a ranged Healing) or an uncommon cult's specialty magic.

Other Rarity factors:

- If a spirit is otherwise typical, but has some strange feature in its nature, its rarity factor is increased a level. For instance, a Rage passion spirit would be Rare, instead of Uncommon, as would a Wraith that attacked POW instead of STR, or CON. A stone nymph would be Very Rare, not just Rare.
- The vicinity being searched affects rarity. It may make contacting a spirit easier by one level of rarity, or more difficult by one, or even two levels. Or it may make contacting the spirit totally impossible. Example: a tree spirit is normally uncommon. Within a major forest, these would be common. On the other hand, in the Wastes it would be rare. Atop Valind's glacier it would be very rare. And in the middle of the ocean, hundreds of miles from any land, it would just simply be impossible. As another example, a troll spirit could not be found in the East Isles.
- A weaker version of the spirit sought is one degree less common, regardless of the degree weaker that is sought. Example: a ghost is typically POW 4d6 for a Rarity of 12. To find a POW 3d6 ghost, the shaman increases rarity to uncommon, for a total Rarity of 18. Some spirits cannot be found in weaker versions. All Krarshtides are at least 2d6+12 MPs. The Bad Man is always POW 10d6. And so on.

Spirit World Search Table

difficulty	base time
<= 8	1 day
9 - 11	2 days
12-14	4 days
15-17	8 days
18-20	16 days
Each +3	double previous

Spirit Rarity

Common Spirits: Elemental, Ghost, Intellect Spirit, Magic Spirit, Power Spirit, Spell Spirit

Uncommon Spirits: Disease Spirit, Healing Spirit, Passion Spirit, Wraith

Rare Spirits: Chonchon, Ghoul, Hellion, Nymph (auloniad, dryad, naiad, oread), Rune Spell Spirits (cult specialties are Very Rare, or impossible if the god has no presence in the area)

Very Rare Spirits: The Bad Man (not rare enough), Dreamwraiths, Hollri, Krarshptides, Spectres, Sorcery Spell Spirits (impossible outside sorcery-using lands)

Spirit Search Results Table

Critical Success: Spirit found in 1/8 normal time. Alternately, a spirit node found (see below).

Success: Spirit found.

Failure: Spirit not found. Another try must be made.

Fumble: The wrong spirit is found. Very wrong. Dang.

Ritual Modifiers

- 10 Shaman does not have ritual memorized
- 2 Shaman has never done ritual before
- +5 Shaman has a teacher who has spell memorized
- +4 Shaman is working from written instructions

Enchantment Conditions

Trigger Condition: Specify conditions under which enchantment will activate. Must be an readily perceptible occurrence, not something such as a lie being told. Cost: +1 POW per trigger

User Condition: Specify who can use the item. This can be non-perceptible if inclusive, i.e. any shamans of Tradition x, but not anyone except shamans of tradition x

Resolving the Search: Once the spirit has been found, there are a number of things that can be done.

- If the spirit is a spell spirit, the shaman can attempt to learn it's spell on the spot. No spirit combat roll is needed, as the time listed includes the time required stalk it and strike when it's weak.
- Force it to reveal it's true name for later summoning. If the spirit is non-sentient, and it's POW less than or equal twice the shaman's POW, no spirit combat is required, for the reason given above. Otherwise the shaman must resort to Spirit Combat, or negotiation. Note that finding the true name of a spell or magic spirit may not be very helpful unless it is summoned promptly; if another person uses these spirits, then the new spell they get will likely be different.
- Capture: The shaman may try to capture the spirit if the Spirit Binding ability is known or an appropriate binding matrix is available. Again, if the spirit is non-sentient, and it's POW less than or equal twice the shaman's POW, this is automatic, otherwise the shaman must resort to spirit combat, or negotiation.

Nodes

These are sites that create, attract, or imprison spirits. A shaman can always revisit a previously-known Node, unless of course she is far from it.

Overall Node Affinities

1d20	result
1-4	roll once on the Element table
5-8	roll once on the Power table
9-12	roll once on the Form table
13-14	roll once on the Element, and once on the Power table
15-16	roll once on the Element, and once on the Form table
17-18	roll once on the Power, and once on the Form table
19	roll once on each table.
20	combination: roll twice and combine. If another "20" is rolled, add and roll again.

1d20	Power	1d20	Element	1d6	Form
1-2	Change	1-3	Dark	1	Beast
3-4	Stasis	4-6	Water	2	Chaos
5-6	Harmony	7-9	Earth	3	Man
7-8	Disorder	10-12	Sky	4	Plant
9-10	Life	13-15	Storm	5	Spirit
11-12	Death	16-18	local dominant *	6	Roll twice more, combining the results
13-14	Truth	19-20	reroll on 1d6, picking a subrune of the chosen element **		
15-16	Illusion				
17-20	Other Rune (pick any, even a non-Power Rune)				

* choose the element which seems most manifest in the vicinity.

** for example: if Sky is rerolled, select Light or Heat.

Ritual Magic

To do Ritual Magic, the caster spends at least a number of hours equal to the points in the ritual squared (unless it's ritual description specifies otherwise) plus any hours spent using Ritual to raise chances of success. During the ritual she may not eat, drink, sleep, or lose concentration. At the end of the ritual, she rolls against the modified Ritual skill. If she succeeds, the spell goes off and the MPs or POW is lost. If the roll fails, the POW and MPs are also lost, with no benefit. Some Ritual modifiers are given in the sidebar.

Reverse Spells: many ritual spells have a reverse effect that can be cast instead of the normal, beneficial form. In such cases, the reverse effect's name is included in parentheses after the normal spell title. The reverse spell does not have to be learned separately. If a smith learns Enchant Iron, she also receives the ability to Disenchant Iron.

Special Summoning Rules, Power Within: take 1 melee round and concentrate, gathering your inner strength. It is legal to Summon for several rounds in a row. At the end of the round, you lose 1 hp, and receive one of the following bonuses:

- MP equal to 1d6.
- +2 to your chance to cast the next petty spell you try, provided that you attempt this on the round following your Summoning(s).

Special Enchantment Rules: Typically, you cannot place more POW in an enchantment than your Max Magic score. For instance, if a shaman has Max Magic 4, she can put 4 POW into the enchantment, but no more. Once an enchanted object is finished, no more points can be added to it.

Special Materials: Very fine or semi-magical materials permit an enchanter to put more POW into the object. This is largely up to GM discretion. Thus, a common pebble could only contain 1 POW of enchantment. A simple pine staff might only be able to hold 4 POW. The carved branch of an awakened sapient tree might hold 10 POW. A carved length of ebonywood with a demon's stoney heart as the end knob might be able to hold 20 or more POW.

Enchanted Tattoos and Ritual Scarification: Normally, enchantments are engraved into an inanimate object. However, enchantments can be tattooed or scarred, or otherwise permanently attached to a living being (body paint could be used, but when the paint rubs off, so would the enchantment). This is not as easy a process as crafting an object, and the enchanter needs to spend an extra point of POW for each enchantment she places onto a live person. Undead or dead-but-animate entities are exempt from this extra POW requirement. Of course, beings lacking SIZ or permanent SIZ can't have anything permanently tattooed onto their bodies. Note that a living being has no limit to the amount of POW that can be enchanted into her.

Tattooing or Scarifying a body requires the caster or an assistant to use the Tattoo skill.

Conditions: when placing Enchantments, the caster can emplace Conditions at the same time. Conditions do not make the Enchantment any harder, but do increase the POW cost. (And thus may render an enchantment impossible, by forcing the total cost above the points in his Enchant spell).

Memorized Rituals: Shamanic rituals do not need to be memorized (i.e. have a point of Memorize skill devoted to it), or indeed even known beforehand; shamans can try to do any ritual they have heard about or seen. But if the ritual is not memorized, there is a -10 modifier to the Ritual skill. If the shaman has never done the ritual before, there is a -2 modifier.

BINDING (Ban), ritual Enchant

Lets the caster spend POW to create an item which can contain spirits. The base cost is 1 POW per 3d6 POW the spirit has. The caster should double the base cost if the spirit is to be released without breaking the enchantment. The binding can be enhanced at the following costs:

+1 POW	Can communicate with the bound spirit as with Mindspeech
+1 POW	Can access the bound spirit's MPs
+1 POW	Can access the spirit's spell knowledge
+1 POW	The spirit can cast spells out of the binding (if the spirit can cast spells)
x3 Base	The spirit can manifest while still bound (i.e. bind a salamander to make a flaming sword).

Once made, a binding is specific as to species. Thus, an Undine binding could not contain a Gnome. Creatures in bindings cannot resist magic cast on them.

Note: when you initially summon an elemental, you need the appropriate amount of element present. Once the entity is bound, it can be called forth at will, but there must be a trace of the appropriate element present, or it cannot take shape. As a rule, figure you need around a liter of the element for each cubic meter it has. For instance, a good-sized torch will serve to call forth a 2m elemental.

The reverse spell, Ban, can be used on an object or as an area enchantment to keep a specific type of entity out. Used this way, MPs must be placed within the Binding. Whenever the banned type of entity tries to enter the object or area, it must successfully overcome the Binding's MPs with its own. Once it succeeds, it must make the die roll again on each melee round or it is unceremoniously expelled. If the entity has MPs 20 or more above the ban, it can ignore this effect.

BLESS, ritual Ceremony

A common ritual typically used at births, funerals, and other occasions. The ritual can take from a few minutes to a few days, depending on the occasion. At the ritual's end, all participants expend a number of MPs less than or equal to the Blessing. Thus, if a Blessing 2 were cast, everyone would spend 2 MPs. The GM adjudges the effect, if any. In general, longer rituals, with more participants and a higher value Bless cast, have more tangible results.

BREAK ENCHANTMENT, ritual Enchant

The shaman takes an enchanted object, spends 1 POW, and rolls Ritual modified by -2x the amount of POW in the enchantment. If she succeeds, the enchantment is broken, and she receives all the POW in the magic item added directly to his fetch's POW, unless the item had conditions preventing him from using it, in which case the POW is simply lost.

CURSE, ritual Summon

A ritual used to send curses against one's foes. The mechanics of performing a Curse are similar to the Bless ritual, and the results equally vague.

ENCHANT [stat] (Decrease [stat]), ritual Enchant

Lets the caster increase a statistic of the target. If a living being is the target (the normal case), she must be tattooed. It cannot be used for SIZ or POW. Each POW in the spell ups the selected characteristic by 1. Thus, Enchant STR 4 increases a man's STR by 4 and costs the caster 5 POW, (the extra point because it was tattooed).

Only one enchantment on a given statistic is in effect at a time. For instance, if a man receives both Enchant CON 6 and Enchant CON 8, his CON is boosted by 8, not 14.

This spell can be used in reverse, as Decrease [statistic]. If so used, the chosen characteristic is reduced by 1d3 per POW. Decrease can be used to decrease POW (but still not SIZ). If someone has both Enchant and a Decrease on him, the higher of each adds together. A man with Enchant CON 8 and Decrease CON 6 has a +2 CON.

ENCHANT [metal], ritual Enchant

Lets the caster temper one of the magic metals of Glorantha, by spending 1 POW per 10 ENC of metal. An appropriate Industry skill is generally handy to use at the same time.

MAGIC POINT MATRIX, ritual Enchant

Allows a magician to create an MP storage device. The caster must have an appropriate object before her, and she then performs the ritual, marking runes onto the object's surface, or tying a medicine bag onto it. While she does this she sacrifices POW. If she succeeds, she creates a matrix capable of

holding 1d10 MPs. If she spends 2 POW instead, when first making the matrix, it becomes capable of regenerating MPs as if it had true POW.

SPELL MATRIX, ritual Enchant

This lets you place a spell in an item, so you don't have to memorize it any more. For each point of POW you place in the item, 1 spell may be emplaced. For each extra POW spent per spell, the matrix gives a +1 to Max Magic for that spell. For example, if Subatai enchanted Bladesharp into her sword, using 4 POW, then whoever uses the sword can cast Bladesharp at her Max Magic score +3.

The spell you put into the Matrix is forgotten by you. A spell inside a Matrix can be emplaced into another Matrix, but this causes the first spell to be "forgotten", so the first Matrix is now useless.

STORE SPELL, ritual, Enchant

Lets the shaman make a one use magic item. This is done just like spell matrix enchantment, with any desired conditions (trigger, user, etc.) except that instead of POW, 4 times the cost in MPs is spent.

STRENGTHENING (Debilitation), ritual Enchant

Increases an attribute of an object by 1d3 for 1 POW. Normal attributes that can be affected are Armor, Armor points (for weapons, for instance), Hit Points, (living beings only), etc.

Can be used in reverse, as Debilitation, to decrease an object's APs by 1d10. If APs are reduced to 0 or less, any rough touch will shatter the object -- the lower the APs, the more fragments are produced. All enchantments on the object are permanently destroyed when it shatters. Debilitation can be used with a Condition so only certain beings would destroy the object with their touch. A shaman who tries to Break a Debilitation must subtract 10 from her Ritual skill for each negative AP (see the Break spell for details). If the roll fails, the object shatters.

SUMMON, ritual Summons

Lets the caster summon a creature from the Otherworld. The total points in the Summon must be at least 1 per 1d6 of the summoned creature's MPs.

If the caster knows the actual name of the creature being summoned, she gets it. Otherwise, she gets a random member of the targeted species. The spirit is under no compulsion to obey the summoner, so the shaman should be prepared to deal with it..

If the Summon roll is fumbled, a link to the Otherworld appears anyway, and a creature shows up, but not of the desired species. Only hostile and dangerous entities appear on such a bungled Summoning.

6.4 DIVINE MAGIC

Divine magic is based on petitioning deities and reenacting their deeds to gain powers. To gain access to divine magic, one must normally join a religion or cult. There are three types of magic gained from cults, petty magic, Rune Magic, and Ritual magic. Rune magic can be the most powerful form of magic on Glorantha.

6.4.1 Divine Cults

Divine cults are organizations of people who worship the same deity. Often, several cults that worship allied deities are grouped together into a pantheon. Most cults offer their magic only to initiates, or people who have dedicated themselves spiritually to the deity.

Initiates

A candidate for initiation must pass a rigorous test to determine suitability for membership. This test can be abstracted as follows: you must make a gift to the temple worth at least 50 pennies; understand the requirements and obligations of an initiate (make trait rolls for the cult's five virtues and succeed in at least three); prove knowledge of the religion's specialty skills, and of Religion (make skill rolls for five cult skills and succeed in at least three). These requirements are waived if the applicant's parent was an initiate. The initiate must sacrifice a point of POW to his god.

Duties of Initiates: Initiates must donate one tenth their yearly income and one tenth their time to the temple. In a clan, this is usually included in the work you do and the donations you make to the clan. Initiates are expected to attend worship ceremonies regularly. They are expected to defend and support the cult, based on their abilities and the nature of the cult.

Benefits of Initiation: Initiates may learn cult petty magic and can petition to learn Rune magic. They may take part in cult ceremonies, and can gain benefits from that.

They may purchase petty magic offered by the cult at the normal price. They may learn any reusable Rune magic, though not spells that are one-use (see the Rune Magic section). Learning Rune magic involves sacrificing a point of POW per point of spell, and paying for the time of the priest, typically 16 pennies per day it takes to learn the spell. It takes one day per point to learn a Rune spell. Initiates can recover used Rune magic by attending seasonal holy day and yearly high holy day worship services.

Initiates have a link to their deity through the POW they sacrificed. This allows their prayers to be heard by the deity (though what actions the deity takes, if any, are up to the GM). It also allows a special type of prayer known as Petitioning for Divine Intervention. This should only be done in situations of mortal need, because, if it works, it reduces the petitioner's POW, sometime fatally so.

Some cults offer specialized training, either magical or mundane, to initiates. This, and any other specific benefits, are given in the cult writeups, below.

Priests

Priests are the spiritual representatives of the deity. Priests are expected to lead worship services, teach magic, and advance the deities goals.

To become a priest, there must be an opening; a congregation or temple that needs a priest. The candidate must have been an initiate of the cult for at least two years, must have at least 10 points of unused Rune magic, and have at least a 10 skill in Religion or Ritual and four other cult skills (skill requirements are listed in the cult writeups where different). The applicant must pass the Test of Holiness (make a POW roll, and at least four trait rolls out of the five cult virtues; Love (Deity) or Piety may replace one virtue). If all rolls in the test are successful, the candidate will be sent an allied spirit by the god.

Duties of Priests: Priests must donate 90% of their time and income to the temple. Priests may not become rune lords, sorcerers, shamans, or priests of another cult, unless the cult description specifically says so. Priests may become initiates or acolytes of associated cults. They are expected to hold regular worship services, and lead the cult.

Benefits of Priests: Priests can learn both reusable and one-use divine spells and cult petty magic by simply sacrificing any POW required and spending the time needed; no money is charged. Priests can recover 1 point of cast reusable Rune magic by spending 1 day in prayer at a temple. They also regain magic by attending worship services, but at a faster rate than initiates. A priest is supported by the cult, and may use cult resources for her needs, accountable only to higher ranking priests and rune lords. If the priest leads a congregation in the high holy day services, and makes a successful Religion roll, she gets a point of POW. Priests may also Petition for Divine Intervention.

Acolytes (Godi or Gyda): The requirements are typically the same as for priests, but vacancies are more common. Allied spirits are not granted to acolytes. Acolytes gain most of the benefits of priests, but do not lead congregations.

Rune Lords

Rune Lords are the temporal representatives of their deity, and are usually only found in martial cults. Some especially martial cults have no priest; the rune lords perform those tasks as well. Rune lords are agents for the cult and deity, performing necessary tasks out in the world. They hunt down cult enemies, avenge crimes against the faith, teach cult skills, and guard priests and temples.

To become a rune lord, a candidate must belong to a cult that has rune lords, and must have five cult skills at 18 or better, and pass the Test of Holiness (make a POW roll, and at least three trait rolls out of the five cult virtues). She will be granted an allied spirit if she succeeds in four virtues.

Duties of Rune Lords: Rune lords can be initiates or acolytes of an associated cult, but may not be priests, shamans, sorcerers, or rune lords of another cult

unless the cult description specifically says so. They must donate 90% of their time and income to their cult. They are expected to attend regular worship services when not on missions.

Benefits of Rune Lords: Rune Lords can learn cult magics, both petty and Rune, at no monetary cost. They can learn both reusable and one-use Rune magic. They can recover 1 point of cast reusable Rune magic by spending 1 day in prayer at a temple. They also regain magic by attending worship services, at higher rate than initiates. They are supported by the cult, and may use cult resources for their needs, subject only to higher ranking rune lords and priests. They also have a much greater chance to Petition Divine Intervention.

Allied Spirits

An allied spirit is a spiritual representative of the deity. If a priest or rune lord was not given an allied spirit when she was ordained, she may try to gain one each year at the high holy day services until successful, by retaking the test.

An allied spirit is an awakened animal or bound spirit that is in permanent Mindlink with the priest or rune lord. The two can share MPs, spell knowledge, etc., just as described in the Rune spell Mindlink, with all the benefits and drawbacks of the spell. It is are friendly to it's ally, and will use it's abilities to aid her. The allied spirit is an initiate of the cult, with an initiate's access to magic, Divine Intervention, etc.

Divine Intervention

Divine Intervention is a petition for divine aid. If successful, the deity will do what is in his power to aid the petitioner, along the lines of what was specifically asked for and the deity's temperament. Asking Chalana Arroy to help you kill things, or Storm Bull to calm everyone down, is fruitless. Also, deities will not act directly to harm others; they may heal you and make you a killing machine, but will not kill, or even wound, another directly.

An initiate or priest attempting Divine Intervention must roll a d100 less than or equal to her POW for success. A rune lord needs only to roll a d10 vs. POW. In either case, the petitioner loses POW equal to the rolled number. If the number rolled equals the POW score, the request is granted, but the petitioner is taken up to serve the deity.

Learning Petty Magic

Most cults teach some petty magic to their members. To learn a petty spell, you schedule time with a priest, and when one's available, pay him 100 pennies. She performs a spellteaching ritual, which takes about an hour. Some cults give members the ability to cast certain spells at higher intensities than their Max Magic score; this is only the case if the spell was learned from the cult.

Associated Cults

Associated cults are allied, and cooperate. Usually associated cults offer specific Rune spells to each other; unless stated otherwise, any cult member may learn the offered spell, but no other Rune spells may be learned. Any petty magic an associate cult teaches maybe learned by an associated cult member, but will not receive any bonus to Max Magic.

Cult Descriptions

Cults will be presented in the following format:

Deity Name Runes

Common title of deity

Worshippers: Those who commonly join the cult

Skills: Favored skills in the cult

Duties: Tasks expected of cultists

Virtues: Personality traits stressed by the cult

Bonus: Gift gained if all virtues are 16 or more

Petty Magic: Petty magic taught by the cult. Any that are marked with a "+number" mean the cult gives the number as a bonus to Max Magic for casting those spells.

Forbidden Spells: Petty magic spells cultist must not know, if any.

Priest (Name): Requirements for becoming a priest, if the cult has the class.

Rune Lord (Name): Requirements for becoming a rune lord, if cult has the class.

Rune Magic: Rune spells taught by the cult.

Associated: Associated cults (magic they provide)

Notes: Miscellaneous notes, if any.

Chalana Arroy **H X H**

Goddess of Healing and Comfort

Worshippers: Healers, doctors, herbalists, midwives.

Skills: First Aid, Chirurgery, Plant Lore, Religion, Ritual, Singing.

Duties: Healing, caring for the sick, comforting those in distress.

Virtues: Diplomatic, Forgiving, Merciful, Modest, Trusting.

Bonus: +3 to POW for resisting spells

Petty Magic: Befuddle, Dullblade, Endurance, Heal+4, Light, Shimmer, Sleep.

Forbidden Spells: Bladesharp, Bludgeon, Control, Demoralize, Disruption, Fanaticism, Firearrow, Fireblade, Ironhand, Multimissile, Speedart.

Priest (Doctor): 18 in one cult skill, 10 in two others and Religion or Ritual, and must know Heal.

Rune Magic: all common, Comfort Song, Command Healing Spirit, Cure Chaos Wound, Heal Body, Regrow Limb, Restore (any), Restore Vision, Resurrect, Summon Healing Spirit

Associated: Issaries (Create Neutral Ground), Lhankor Mhy (Analyze Magic), Orlanth (Shield), Urox., Yelm (Fight Disease).

Notes: Initiates must swear an oath of non-violence, eat no meat, and cannot study weapon skills or use spells that harm others, including Warding. Initiates and priests may become shamans. They are considered inviolate, and never attacked.

Eernalda **X e e H**

Earth Mother

Worshippers: Herders, farmers, healers, homemakers, women.

Skills: Animal Lore, Chirurgery, First Aid, Mineral Lore, Plant Lore, Religion, Ritual, Stewardship.

Duties: Providing food and shelter, healing, delivering animals and babies, blessing the herds, blessing crops, conveying sovereignty.

Virtues: Lustful, Forgiving, Generous, Merciful, Prudent.

Bonus: +2 to Childbirth, +1 to Child Survival rolls

Petty Magic: Endurance, Farsee, Heal+2, Second Sight, Shimmer+2, Strength, Vigor, Visibility.

Priest (Earth Priestess): women who have given birth to a healthy child. 18 in one cult skill, 10 in two others and Religion or Ritual, and must know Stewardship.

Rune Magic: all common, Bless Cow, Bless Crops, Command Gnome, Command (domestic animal), Command Snake, Enchant Copper, Earthpower, Heal Body, Regrow Limb, Restore CON, Restore STR, Speak with Cows, Summon Gnome.

Associated: Argan Argar (Create Shadow), Asrelia (Hide Wealth), Babeester Gor (Great Parry), Eiritha (Speak With Beast), Elmal (Earthwarm), Maran Gor (Blast Earth), Orlanth (Cloudcall), Ty Kora Tek (Bless Grave), Urox (Impede Chaos), Voria (Invigorate).

Gustbran **W f**

Bonesmith, God of the Forge

Worshippers: Smiths

Skills: Industry (Smithing), Mineral Lore, Religion

Duties: Creating arms, armor, and metalwork

Virtues: Energetic, Generous, Honest, Proud, Prudent

Bonus: +3 to Industry skill

Petty Magic: Bludgeon, Firearrow, Fireblade, Heat Metal +4, Ignite, Ironhand, Protection, Repair, Strength.

Priest (Smith): 18 in Industry (Smithing), 15 in Mineral Lore, 10 in Religion.

Rune Magic: Command Salamander, Dismiss Magic, Divination, Enchant (Bronze, Iron, Silver), Extension,

Sanctify, Spellteaching, Summon Salamander, Warding, Worship Gustbran.

Associated: Eernalda (Enchant Copper), Orlanth (Shield)

Notes: Protection spells count for double vs. heat or fire damage.

Humakt **T Y T**

God of Death, War & Endings

Worshippers: Warriors, mercenaries, bodyguards, adventurers.

Skills: Awareness, Battle, First Aid, Religion, Ritual, Orate, Riding, Sense Assassin, Sword, Dagger.

Duties: Soldier, bodyguard, teaching combat skills, destroying undead.

Virtues: Energetic, Honest, Just, Temperate, Valorous

Bonus: Opponents swords can break on ties and fumbles.

Petty Magic: Bladesharp+4, Coordination, Demoralize, Detect Enemies, Detect Undead, Disrupt, Fireblade, Heal, Parry, Protection, Repair, Strength, Vigor.

Forbidden Spells: Dullblade.

Rune Lord (Sword): 18 in Sword, and four of: any other sword, any other weapon, Awareness, Battle, Conceal, First Aid, Orate, Riding, or Sense Assassin; 5 in Religion and Ritual.

Rune Magic: all common, Berserk, Create Ghost, Detect Truth, EnchantIron, Morale, Oath, Sever Spirit, Shield, Truesword, Turn Undead

Associated: None

Notes: Initiates and Swords may never be brought back from the dead by any means. They must accept gifts and geases. They may learn Sever Spirit reusably.

Issaries **H # V**

God of Trade, Communications and Travel

Worshippers: Merchants, messengers, heralds, explorers, travelers.

Skills: Bargaining, Compose, Memorize, Recognize, Religion, Ritual, Speak (Own), Speak (Tradetalk), Speak (language)

Duties: Trading, Conveying messages, acting as herald, telling stories and poems, reciting genealogies, teaching languages.

Virtues: Diplomatic, Energetic, Honest, Analytical, Prudent.

Bonus: +2 Movement Rate

Priests: 18 in Bargaining, Compose, or Speak, and 10 in four cult skills.

Petty Magic: Glamour+2, Glue, Mindspeech, Mobility+2.

Rune Magic: all common, Create (Great) Market, Lock, Passage, Path Watch, Spell Trading.

Associated: Chalana Arroy (Regrow Limb), Eormal (Clever Tongue), Lankor Mhy (Analyze Magic), Orlanth (Flight).

Lankor Mhy **L Y**

God of Lawspeaking, Lord of Knowledge

Worshippers: Sages, lawspeakers, seers.

Skills: any Lore, Courtesy, Custom (Orlanthi), Memorize, Oratory, Recognize, Religion, Ritual.

Duties: Knowing the Law, resolving lawsuits, remembering agreements, teaching.

Virtues: Just, Analytical, Prudent, Temperate, Suspicious.

Bonus: +3 to Memorize skill

Petty Magic: Detect (any), Farsee+2, Mindspeech+2

Priest (Sage): 18 in two Lore and Custom, and 10 in Religion or Ritual.

Rune Magic: all common, Analyze Magic, Clairvoyance, Enchant Iron, Knowledge, Mind-Read, Reconstruction, Translate, Truespeak.

Associated: Chalana Arroy (Restore CON), Eormal (Clever Tongue), Issaries (Create Market), Orlanth (Wind Words).

Notes: Initiates must have 18 in a cult skill.

Orlanth **V A A W**

King of the Gods, the Storm King

Worshippers: Adventurers, warriors, farmers, herders, chieftains, kings, lawspeakers, poets, thieves

Skills: Athletics, Compose, Orate, Religion, Ritual, Speak (Stormspeech), Speak (own), Weapon, World Lore

Duties: Leadership, defending worshippers, fighting chaos

Virtues: Energetic, Generous, Honest, Just, Valorous.

Bonus: +1 Armor, +1 Movement Rate

Petty Magic: Bladesharp+2, Demoralize, Glamour, Heal, Mindspeech, Mobility+2, Protection, Strength.

Priest (Storm Voice): 18 in two of Awareness, Stealth, Oratory, Speak (Stormspeech), Weapon, and 10 in three of Compose, Religion, Ritual, and World Lore.

Storm Voice Rune Magic: all common, Bless Thunderstone, Cloudcall, Cloudclear, Command Sylph, Decrease Wind, Enchant Silver, Increase Wind, Summon Sylph, Thunderbolt, Wind Warp

Rune Lord (Wind Lord): 18 in Sword and four of Awareness, Battle, Oratory, Riding, Speak (Stormspeech), Stealth, Weapon.

Wind Lord Rune Magic: Bless Woad, Command Sylph, Dark Walk, Enchant Iron, Flight, Great Parry, Lightning, Mist Cloud, Sanctify, Shield, Summon Sylph, Wind Run, Wind Words, Worship Orlanth.

Associated: Chalana Arroy (Restore CON), Eormal (Charisma), Heler (Rain), Issaries (Path Watch), Lhankor Mhy (Truespeak), Mastakos (Guided Teleport, Teleport), Eernalda (Restore STR), Urox (Face Chaos), Yinkin (Catfoot).

Notes: Many subcults exist, including Orlanth Rex, worshiped by rulers and poets; Orlanth Thunderous, worshiped by herders and farmers; Orlanth Lightbringer, worshiped by questers; Orlanth Adventurous, worshiped by adventurers and thieves; the weapon subcults (Lightning Spear, Shield of Arran, Scarf of Mist, and Sandals of Darkness), and Vinga the Adventuress, worshiped by female adventurers (who dye their hair red). Temples often have a shrine to Drogarsi, deity of war dances and bagpipe music.

Urox, the Storm Bull **A B T**

Berserker God, Chaos Killer

Worshippers: Warriors, berserks.

Skills: Animal Lore, Awareness, Hunting, Religion, Ritual, Sense Chaos, Weapon.

Duties: Seeking and killing chaos.

Virtues: Combative, Indulgent, Reckless, Suspicious, Valorous.

Bonus: +1d6 Damage

Petty Magic: Detect Enemies, Dispel Magic, Fanaticism, Heal, Protection+2, Strength+2.

Rune Lord (Storm Khan): 18 in Weapon, know Heal, and 18 in four of Awareness, Hunting, Riding, Sense Chaos, Weapon.

Rune Magic: all common, Berserk, Command Sylph, Enchant Iron, Face Chaos, Impede Chaos, Summon Sylph.

Associated: Chalana Arroy (Cure Chaos Wound), Orlanth (Shield), Valind (Cloudcall), Zorak Zoran (Fear).

Rune Magic Recovery

HHD=High Holy Day service
SHD=Seasonal Holy Day service,
WWS=Weekly Worship Service,
DSP = Day Spent in Prayer at temple

Initiates: Recover 1 point per SHD attended.
Recover Max Magic score if attend
HHD. Religion must be rolled
successfully for recovery.

Acolytes: Recover 1 point per DSP, and 1 per
WWS attended. Recover Max Magic
score if attend SHD. Recover all used
magic if attend HHD.

Rune Lords: Recover 1 point per DSP.
Recover Max Magic per WWS.
Recover all magic each SHD or HHD

Priests: Recover 1 point per DSP. Recover
Max Magic per WWS. Recover all
magic each SHD or HHD

Common Rune Spells

<i>spell</i>	<i>cost</i>	<i>type</i>
Armoring Enchantment	1	Stackable
Binding Enchantment	1	Fixed
Cult Magic Enchantment	1	Stackable
Dismiss Magic	1	Stackable
Divination	1	Fixed
Excommunicate	1	Fixed
Extension	1	Stackable
Find Enemy	1	Fixed
Find (substance)	1	Fixed
Heal Wound	1	Fixed
Initiation	1	Fixed
Mindlink	1	Stackable
Sanctify	1	Fixed
Soul Sight	1	Stackable
Spellteaching	1	Fixed
Spirit Block	1	Stackable
Summon (species)	1	Fixed
Warding	1	Stackable
Worship	1	Fixed

Special Rune Spells

<i>spell</i>	<i>cost</i>	<i>type</i>
Absorbion	1	Stackable
Analyze Magic	1	Stackable
Berserk	2	Fixed
Bless Crops	1	Fixed
Cloudcall	1	Stackable
Cloudclear	1	Stackable
Command (species)	1	Stackable
Command Cult Spirit	1	Fixed
Conceal	3	Fixed
Darkwalk	1	Fixed
Detect Truth	1	Fixed
Enchant (Metal)	1	Stackable
Fear	1	Fixed
Fly	1	Stackable
Great Parry	3	Fixed
Heal Body	3	Fixed
Impede Chaos	1	Fixed
Lightning	1	Stackable
Pathwatch	2	Fixed
Reflection	1	Stackable
Regrow Limb	2	Fixed
Resurrect	3	Fixed
Restore (Statistic)	1	Fixed
Sever Spirit	3	Fixed
Shield	1	Stackable
Sunspear	3	Fixed
Sureshot	1	Fixed
Thunderbolt	3	Stackable
True (Weapon)	1	Fixed

6.4.2 Rune Magic

Learning Rune Spells

To learn a cult's Rune magic spell, you must be at least an initiate in the cult. You must learn the spell from a priest who knows the spell, unless you are a priest, acolyte, or rune lord of the cult. If the spell is one-use, then initiates cannot learn it; acolytes and rune lords must learn on-use spells from a priest that knows the spell.

To learn a Rune spell, you must sacrifice one point of POW for each point of the spell. It takes one day per point of spell. Initiates must also pay for the time of the priest that teaches them the spell, typically 16 pennies per day.

Rune magic requires no memorization (i.e. they do not need a point of the Memorize skill assigned to them). Cult members can learn as many Rune spells as they can sacrifice POW for.

Rune spells must be learned at a temple (except under some very unusual circumstances). The size of the temple may limit what spells can be learned there; the fewer worshippers that attended the last seasonal holy day service, the more limited the selection of spells.

The classes of temple sizes are:

- **Site (0-50 initiates, usually 0):** A site is a simple place of reverence where no true worship occurs. No divine spells may be learned or regained at a site.
- **Shrine (1-100 initiates, usually 25):** Shrines are common. Every clan or villiage will have at least a shrine to the main deities worshipped there. Any place that is sacred to a cult is at least a shrine. At a shrine one can only learn the Rune spells Initiation, Sanctify, Worship, and one spell special to the shrine. One can also learn cult petty magics. Maintaining a shrine requires the sacrifice of at least 10 MPs each seasonal holy day. If the shrine is not sanctified, then 50 MPs are required.
- **Minor Temple (10-400 initiates, usually 100):** Most towns will have one or more minor temples. At a minor temple, one can only learn the Rune spells Initiation, Sanctify, Spellteaching, Worship, and cult special spells. One can also learn cult petty magics. Maintaining a minor temple requires the sacrifice of at least 50 MPs each seasonal holy day. If the temple is not sanctified, then 250 MPs are required.
- **Major Temple (100-1000 initiates, usually 400):** Major temples are commonly found in cities. At a major temple, one can learn all common and special cult Rune spells, plus some associate Rune spells. One can also learn cult petty magics. Maintaining a major temple requires the sacrifice of at least 250 MPs each seasonal holy day. If the temple is not sanctified, then 1250 MPs are required.
- **Great Temple (500+ initiates, usually 1600):** Great temples are only rarely found outside of large cities. At a great temple all Rune spells taught by the cult, including some obscure or rare spells, plus all associate Rne spells. One can also learn cult and associate petty magic. Maintaining a great temple requires the sacrifice of at least 1250 MPs each seasonal holy day. If the temple is not sanctified, then 5000 MPs are required.

Spell availability is also dependent on the culture; a cult in one area may offer spells that are not offered by the same cult elsewhere. What spells are to be found where will have to be found out in game.

Using Rune Magic

Rune magic requires no casting roll; it's casting is automatic. If the spell is cast offensively on a target, then an overcome roll may be needed. It usually requires no MPs to cast, though some specific spells may need to be boosted with MPs to work.

Once a Rune spell is cast, it is gone. If it is a reusable spell, then it can be recovered; see below for details. If it is one-use, it cannot be recovered; to regain it it must be sacrificed for again.

Multiple points of the same rune spell may be learned, to have more than one casting. If the spell is listed as Stackable, then these multiple casting can be used another way; they can be "Stacked", or cast several at a time, to get a more powerful version of the spell. The caster controls how many castings are stacked together; if 6 castings of a stackable spell are known, then any number from 1 to all 6 may be cast at once, with the remainder still available for later use. If a spell is not stackable, it is said to be fixed.

Standards

- **Intensity:** The intensity of a Rune magic spell is twice the number of points in the spell. If the spell is stacked, then the intensity is twice the total number points in all the spells cast at once, i.e. twice the cost per spell times the number of spells stacked together.
- **Range:** The standard range of Rune spells is 100 meters.
- **Duration:** The standard duration of Rune spells is 15 minutes.
- **Casting Time:** Rune magic is a standard action to cast, regardless of the number of spells stacked. If the spell is boosted with MPs, then each 5 MPs its boosted with takes 1 melee round to cast, not counting the first five, that is, boosting a Rune spell with up to five MPs takes the same amount of time to cast as the unboosted spell.

Recovering Rune Magic

Initiates recover Rune magic slowly; only if an initiate attends the seasonal holy day services or the yearly high holy day service will she recover any Rune magic. Acolytes, priests and rune lords recover rune magic more readily. See the table in the sidebar for recovery rates.

Recovery of Rune spells is also limited by temple size. No spells can be recovered at a site. Spells can be recovered from other temples if they could be learned from the next larger size temple. Thus all common spells can be recovered at a shrine, etc.

Rune Spell List:

Absorbition: 1 point

Ranged, Passive, Stackable, Reusable

This spell absorbs incoming spells, converting them to magic points that the target can use. The effects of the absorbed spell are cancelled.

Each point of Absorbition stacked soaks up any one point of Rune magic, or any two points of petty magic or sorcery. The Absorbition spell will not affect part of a spell; if the incoming spell has more MPs than twice the points of (or is a Rune spell of more points than) the Absorbition, the incoming spell is unaffected; boosting can be used to enhance this.

If the spell is absorbed, then all its MPs (or double its points in MPs, if a Rune spell) become suspended in an aura around the target, usable as she wishes. They add to her MPs for purposes of resisting magic, and may be used to cast spells. Once the spell ends, any MPs in excess of her POW are lost.

Analyze Magic: 1 point

Touch, Instant, Stackable, Reusable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. The statement is detailed, and tells how to use the function and what limitations (if any) apply to the use of the function. If more than one point is cast simultaneously, more than one truth is discovered. If the spells are not cast simultaneously, the same truths may be repeated.

Though the range is touch, it is possible to cast the spell just above the surface of an item, to avoid triggering any curses or other effects.

Armoring Enchantment: 1 point

Ritual (enchant), Stackable, Reusable

Each point of this spell allows one point of POW to be enchanted into increasing the armor of something. Each point of POW in the enchantment increases the armor value of a single object by 1d3. The spell can affect a single weapon, shield, or a piece of armor covering a single location of the body (locations for humans are: arms (2), legs (2), head, chest, and abdomen). Enough points must be enchanted at once to affect the entire item, so for a mail coat that covers arms, chest, and abdomen, a multiple of four points of POW must be enchanted (giving that multiple of d3s to the entire coat).

This can be applied to a person's skin, but each location requires a point of POW, so at least seven points must be done at once.

Berserk: 2 points

Ranged, Passive, Fixed, Reusable

This spell sends the recipient into a murderous fury. Personal safety and all but the strongest loyalties are forgotten, but the stamina and combat skills of the target are greatly enhanced.

A berserker is preserved from incapacitation, shock, unconsciousness or exhaustion; all other effects of a major wound will be suffered. All poisons do only minimal damage. The target will fall unconscious when HPs drop to 0 or below.

Berserkers add 10 to any attack skills, and to Valorous, Vengeful, and any Hate passions. They will not parry (so a shield provides no additional damage) or use any other tactic except Berserker Attack. They cannot cast magic.

A person under the effects of this spell may not flee the combat, or attempt to shake off its effects before the spell expires unless extenuating circumstances, as judged by the GM, allow the berserker to snap out of the battle rage before that. If

ruled possible this requires an opposed roll of the modified Vengeful against the extenuating passion.

When the spell expires the berserker collapses, exhausted. An Energetic roll must be made to move, modified by -30 the first round, -29 the next, until the 31st round when an unmodified roll is needed.

Binding Enchantment: 1 point

Ritual (enchant), Fixed, Reusable

Lets the caster spend POW to create an item which can contain spirits. The base cost is 1 POW per 3d6 POW the spirit has. The caster should double the base cost if the spirit is to be released without breaking the enchantment. The binding can be enhanced at the following costs:

+1 POW	Can communicate with the bound spirit as with Mindspeech
+1 POW	Can access the bound spirit's MPs
+1 POW	Can access the spirit's spell knowledge
+1 POW	The spirit can cast spells out of the binding (if the spirit can cast spells)
x3 Base	The spirit can manifest while still bound (i.e. bind a salamander to make a flaming sword).

Once made, a binding is specific to species.

Bound creatures cannot resist magic cast on them.

Note: when you release an elemental, you need the appropriate amount of element present.

Bless Crops: 1 point

Ritual (ceremony), Fixed, Reusable.

This spell is cast on the amount of ground that a farmer can plow in a week when it is planted. It increases crop yields by 10% above what they would otherwise be; given the weather conditions, this may still be a less than average yield. A priestess must assist in the casting, and it is generally a community event, with all fields blessed together in a festival.

Cloud Call: 1 point

Special range, Instant, Stackable, Reusable.

This spell affects the area of sky that can be seen by the caster. Each point of spell increases the overall cloud density by 1 per cent.

The effects can vary based on local climate and season. In particularly stormy regions, or in Storm or Sea seasons, the GM may have each point add up to 5%, or up to 10% if both conditions apply.

Cloud Clear: 1 point

Special range, Instant, Stackable, Reusable.

This spell affects the area of sky that can be seen by the caster. Each point of spell decreases the overall cloud density by 1 per cent.

The effects can vary based on local climate and season. In particularly dry regions, or in Fire season, the GM may have each point remove up to 5%, or up to 10% if both conditions apply.

Command (creature or spirit): 1 point

Ranged, Passive, Stackable, Reusable

This spell allows the caster to force the specified creature to do her bidding. The creature's POW must be overcome for this spell to work. If successful, the creature is in a special telepathic communication with the caster. The caster must form mental images of what actions she wishes done; this requires a standard melee action, and the creature will begin to act the next round.

This spell may be stacked to enhance chance to overcome; each extra point of spell adds 5 to caster's POW for purposes of overcoming.

Command Cult Spirit: 1 point

Ranged, Instant, Fixed, Reusable

This spell is used to cause a cult spirit to perform a single task. If the cult spirit is unwilling, the caster must over their POW. This must be cast in a temple or area sanctified to the cult in question.

Different cults each have their own variety of cult spirits. Not all spirits of a given type are cult spirits of any cult; for instance, not all, or even most, sylphs are Orlanth cult spirits.

Conceal: 3 points

Ranged, Passive, Fixed, Reusable

This spell causes someone to be unnoticed by any viewers by diverting their attention elsewhere. Any round a Concealed character enters melee she gets a +5/-5 reflexive modifier to her attack; after the first round of melee this modifier goes away. When she disengages or ends melee, she will vanish again the following round.

If she attacks someone with missiles or magic, then she may be attacked in return with a -5 modifier.

Cult Magic Enchantment: 1 point

Ritual (enchant), Stackable, Reusable

This spell allows the caster to place a cult petty spell or Rune spell into an item. The caster has to know the spell before starting, and will forget the spell once cast; Rune spells enchanted into items cannot be recovered by the enchanter. Each point stacked allows 1 POW to be enchanted.

Petty magic: for each point of POW you place in the item, 1 spell may be emplaced. For each extra POW spent per spell, the matrix gives a +1 to Max Magic for that spell. For example, if Pelli the priestess enchanted Shimmer into an amulet, using 4 POW, then whoever uses the amulet can cast Shimmer at their Max Magic score +3.

Rune Magic: for each point of POW placed into the item, one POW of a particular Rune spell can also be placed, up to the amount of points of the spell known. For example, Pelli enchants Shield into the same amulet. She knows Shield 3, so can enchant three points of Shield into it; she loses the points of the spell herself, and cannot recover them (though she can sacrifice for more later).

A divine spell matrix recovers used spells as does a priest; someone must be praying over it to get the daily recovery, since it cannot pray; being on the altar at worship services counts for this.

Darkwalk: 1 point

Ranged, Passive, Fixed, Reusable

This spell allows the user to be totally invisible and soundless in darkness and shadow to any potential viewers. Blend in is total. If the user attacks from the darkness, the effect is the same as attacking from a Conceal spell.

Detect Truth: 1 point

Ranged, Passive, Fixed, Reusable

This spell allows the caster to detect if anyone within 5 meters of the spell's target site is consciously lying. If a conscious lie is told, the speaker emits a dark, smokey glow visible only to cultists of the god.

Dismiss Magic: 1 point

Ranged, Instant, Stackable, Reusable

This spell eliminates magic from the target. Each point of Dismiss eliminates 4 intensities of

magic; it can partially eliminate a spell. When cast against a general target, without specifying any particular spell to affect, Dismiss will always first reduce defensive spells, beginning with the most powerful spell. Excess points will go on to reduce other spells on the target, if any, starting with other defensive spells. It can always be cast against a specific spell if the caster specifies that spell. This does not have to be by name, "the spell that's blocking magic", or such, is sufficient.

Divination: 1 point

Ritual (ceremony), Stackable, Reusable

This spell allows the caster to receive an answer from her deity to a question posed during the ceremony. Each point of spell stacked gives the caster a message of up to seven words, or a brief vision, or the equivalent, based on the method of divination used by the cult.

Unfortunately, the messages of the gods are seldom subject to clear interpretation by even the most skilled diviners. The gods exist outside of the mundane world, and much of their knowledge of what occurs there is based on what they hear in prayers, and is therefore highly subjective in nature.

Enchant (metal): 1 point

Ritual (enchant), Stackable, Reusable.

This allows the caster to enchant up to 20 pounds worth of the specified metal per point of spell. The metal should already be forged and crafted, as reforging (or breaking) an enchanted piece of metal destroys the enchantment. A point of the caster's POW is used up for each point of enchantment.

Different metals gain different properties when enchanted. Bronze is rarely enchanted, as it changes little. All enchanted metal weapons can damage creatures normally affected only by magic, such as werewolves and wraiths.

Excommunicate: 1 point

Ritual (ceremony), Stackable, Reusable.

This spell severs the mystical link between an initiate and her god, ending her membership in the cult. Only the priest that initiated the cultist, or a priest who has authority over her, can do this. The Excommunication ritual takes an hour to perform.

Excommunication can be performed at any distance from the target. Once completed, she is stripped of all atatus in the cult. Any unused Rune magic is retained until used, but cannot be regained. Petty magic is retained, but any bonuses to Max Magic for spells are lost, as well as any religious bonuses for virtuous behavior.

Priests cannot use the Soul Sight spell to tell if someone is excommunicated from their cult; this will only show that she is not currently a member.

Extension: 1 point

Special range, Special duration, Stackable, Reusable

This spell increases the duration of a petty magic or Rune spell; it must be cast simultaneously with the spell (the only case where simultaneous casting of Rune or petty magic is allowed) and has whatever range that spell has. The first point increases duration to 30 minutes, then to 1 hour, until sunrise or sunset, whichever comes first, full day, 1 week, 1 season, 1 year, permanent (until dispelled). Note: an extended diving spell, and the Extension spell itself, cannot be recovered until the spell lapses.

Fear: 1 point

Ranged, Instant, Nonstackable, Reusable.

This spell causes the target to feel an intense, incapacitating fear. To be effective, the caster must overcome the POW of the target. The effects of the spell are based on the result of the overcome roll.

Roll *Result*

Critical: Victim collapses for 15 minutes, and must make a Valorous roll or die.

Success: Victim is Demoralized for 15 minutes.

Failure: Sapient creatures are unaffected.
Nonsapient creatures are Demoralized for 15 minutes as per the petty spell.

Fumble: Victim is unaffected.

Find Enemy: 1 point

Ranged, Passive, Fixed, Reusable

This spell alerts the caster to danger. The caster psychically knows if anyone within the spell's intends to harm her, whether or not the person can be seen. The caster can cast the spell on another, in which case both the caster and the target would detect the target's enemies. This spell is blocked by a meter or more of any solid substance.

Find (substance): 1 point

Ranged, Passive, Fixed, Reusable

This spell This spell informs the caster of the presence of the substance sought. The spell is cast on an object that is used as a "divining rod", which will point to the nearest occurrence of the substance within range. The caster can cause the spell to ignore any known instances, and thereby find as many instances as possible limited by the range and duration of the spell. This spell is blocked by a meter or more of any solid substance.

Fly: 1 points

Ranged, Active, Stackable, Reusable

When cast on a person or object, this spell allows the caster to cause it to fly. Six SIZ points can be affected per point of spell. The object will move under the caster's control, at a maximum speed of her Movement Rate; each extra level of spell stacked beyond what is needed for the SIZ increases the speed by the Movement Rate. If the caster wants to affect another being, a POW overcome roll must be made.

Great Parry: 3 points

Ranged, Passive, Stackable, Reusable

This spell is cast on a shield. It gives the shield an infinite amount of armor; if the user rolls a partial success, no damage will be taken, and the shield cannot be broken. Knockdown can still affect the user.

Heal Body: 3 points

Touch, Instant, Fixed, Reusable.

This spell cures the total damage done to a body, regardless of the number of wounds. It will not, however, regrow or heal a maimed or severed limb, or eliminate the need for Chirurgery.

Heal Wound: 1 point

Touch, Instant, Fixed, Reusable

This spell repairs hit point damage. It converts magic points into HPs. The caster must expend a number of MPs equal to the HPs to be healed. The spell cures a single wound, but does not eliminate a major wound's need for Chirurgery.

Impede Chaos: 1 point

Ranged, Passive, Fixed, Reusable

This spell reduces all attack skills of any chaos creatures attacking the recipient by 5. This includes

both wapon and natural weapon attacks, as well as attack spell resistance rolls

Initiation: 1 point

Ritual (Ceremony), Fixed, Reusable

This ritual sets up the link between an initiate and the deity. It costs a point of POW from the recipient.

Lightning: 1 point

Ranged, Instant, Stackable, Reusable

This spell causes a small bolt of lightning to shoot from the hand of, or some item held by, the caster toward a target. Each point of Lightning will cause 1d6 points of wound damage if an overcome roll is made. No armor protects against this, but spells that protect from physical damage will.

Mindlink: 1 point

Ranged, Passive, Stackable, Reusable

Each point of this spell allows mind to mind communication between two people. It must be cast on both people at once, and allows the transmission of conscious thought, magic points, and spell knowledge.

Mindlink may be stacked to link more than two people together. Each point connects only two people; if person A is linked to person B and person C, B and C are not linked. Each person in the link may use the spell knowledge and MPs of the others at will, without their consent, though they must consent to the Mindlink in the first place.

Mind affecting spells, such as Befuddle, Demoralize, or Fear, cast against one member of a Mindlink can affect all members. The caster of such a spell rolls a single overcome roll that each member tries to resist separately. Thus the person cast on may not be affected when someone she is Mindlinked to is, if their POW scores are different.

Pathwatch: 2 points

Self, Special duration, Nonstackable, Reusable

This spell is used when traveling. It is cast on a visible path or road which the caster is travelling on. The spell alerts the caster to the direction and number of any enemies and traps within 100 meters of them as they travel. The spell lasts as long as the road lasts and the caster stays awake..

Reflection: 1 point

Ranged, Passive, Stackable, Reusable

This spell reflects spells which fail to overcome the protected being. At the end of the round cast, the reflected spells will strike their caster. The caster makes a resistance roll based on their current MPs (i.e. MPs reduced by casting the spell, if personal MPs were used); if this fails against their original overcome roll, the spell affects them.

The spell reflects up to two intensities of magic per point. Any number of spells may be reflected at once, as long as they are resisted and do not exceed the spell. Reflection has no effect if the incoming spell is too powerful.

Regrow Limb: 2 points

Touch, Special duration, Nonstackable, Reusable

This spell regrows a severed or mangled limb, and can be used to treat any major wound. It doubles the Healing Rate for a particular wound (allowing that wound to heal concurrently with other wounds taken) and eliminates the wound's need for Chirurgery. E.g. Ambrose has a Healing Rate of 3, and has taken wounds totalling 12 points and 1 great wound for 16 points, on which Regrow Limb is cast. His other wounds heal in 4 weeks, and his great wound heals in 3, for a total of 4 weeks healing.

Resurrect: 3 points

Ritual (ceremony), Fixed, One-use

This spell restores a dead person to life. The body must first be healed to a positive HP total. If the person is dead from disease, the disease must be eliminated or Resurrect is futile.

Each day after the first that the person is dead reduces their STR, CON, DEX, and APP scores by 1d3 points each.

Restore (Statistic): 1 point

Touch, Instant, Stackable, One-use

This is actually group of 5 similar spells, each of which affects a different statistic. Each will restore points of the statistic that have been lost to disease, major wound, or the effects of the sorcery spell Tap. They do not cure any damage or disease that may be present, nor statistics lost due to aging.

Each point of Restore (statistic) restores 1 point of the specified statistic. This can only be used to restore points to their original (i.e. untrained) value.

Sanctify: 1 point

Ritual (ceremony), Fixed, Reusable

This spell blesses the volumn of a 10 meter radius sphere. The Sanctified sphere is not normally visible or otherwise sensible, but will detect as magic and is visible to Soul Sight. Each additional point stacked increases the radius of the sphere by half (i.e.2 > 15m, 3 > 22.5m, etc.)

Ceremonies can be performed within the Sanctified area as if it were a temple. This is the main way that new temples are consecrated. The Sanctified area lasts as long as the caster doesn't recover the spell. As soon as the spell is recovered, the previously Sanctified area becomes unsanctified.

Sever Spirit: 3 point

Ranged, Instant, Fixed, One-use

This spell cuts the bond between the body and spirit of the target. If the caster overcomes the target's resistance, the target dies. If the target successfully resists, he still takes 1d6 HPs of damage. The damage taken on a failed resistance roll is not wound damage, and so is not treatable by First Aid or most healing magics.

Shield: 1 point

Ranged, Passive, Stackable, Reusable

This spell protects the target from damage and magic. Each point of Shield acts as 2 points of the Protection spell and 2 points of Countermagic, with the bonus that spells that penetrate the Shield spell do not eliminate it. The effects of this spell are cumulative with both Protection and Countermagic.

Soul Sight: 1 point

Ranged, Passive, Fixed, Reusable

This spell allows the target to see both the POW aura and current MPs of beings, including the MPs in currently running spells. Soul Sight does not identify spells, but some knowledge of their nature can be surmised from their appearance; i.e. a spell that forms an aura around someone is probably a protection spell of some sort.

In addition, Soul Sight shows whether a person viewed is an initiate of the caster's cult, or any allied cult. Actual cult rank is not discerned.

Spellteaching: 1 point

Ritual (ceremony), Fixed, Reusable

This spell is used to teach a cult Petty magic spell to someone. It must be cast within a temple or

other holy place of the cult, and the recipient of the spell must be there for the entire ritual.

Spirit Block: 1 point

Ranged, Passive, Stackable, Reusable

This spell protects the target in spirit combat. The opposed spirit combat rolls are made normally. If the target wins, she rolls for damage as normal, and may lose MPs if the opponent got a partial success. If the target loses the roll, each point of Spirit Block adds 10 to his MPs for the purpose of determining whether the opponent succeeded. If the MPs of the attacking spirit fall below the value of the Spirit Block, it can no longer attack.

Summon (Species): 1 point

Ritual (ceremony), Fixed, Reusable

This ritual spell summons a particular type of cult spirit or creature. Large cults often have a wide variety of cult spirits, and thus many varieties of this spell.

Some common types of cult spirits are: allied spirits, elementals, messenger spirits, spirits of retribution, and temple spirits. Some cults have access to other spirits. For instance, Chalana Arroy has cult healing spirits, Humakt has cult ghosts, and Urox has cult Rage Spirits.

Sunspear: 3 points

Ranged, Instant, Fixed, Reusable

This spell only works in direct sunlight. When cast, a cylinder of sunfire blasts anything inside a 1 meter diameter circle specified by the caster. No overcome roll is needed, but the target does need to be visible to the caster.

Each living thing in the circle takes 6d6 points of non-wound damage. Only the target's physical armor will protect against this damage; spells are ineffective, including armor-like spells such as Protection or Shield.

Sureshot: 1 point

Ranged, Triggered, Fixed, Reusable

This spell is cast on a missile. The next shot taken with that missile will hit except on a roll of 20, regardless of modifiers for movement, range (as long as the target is within maximum range for the weapon), concealment, etc. Chances for a critical or fumble are based on the user's own missile skill.

Thunderbolt: 3 points

Ranged, Instant, Stackable, Reusable

This spell draws a bolt of divine energy from the stormclouds and directs it to a specified target, without needing to overcome his resistance. The sky must have a cloud cover of at least 51%. Each additional casting adds another target that can be affected.

The spell does 5d6 points of non-wound damage to the target. Neither armor nor spells that protect against physical damage are effective against this, though Countermagic will work.

True (Weapon): 1 point

Ranged, Passive, Fixed, Reusable

Different cults offer variations of this spell that work on a specific weapon types. Thus Humakt offers Truesword, Yelm offers Truespear, etc.

The weapon this is cast on will do +3d6 damage. It is incompatible with Fireblade, but can be used with Bladesharp or Bludgeon.

Warding: 1 point

Ritual, Special duration, Stackable, Reusable

This ritual spell creates an area of safety for those inside. It requires 4 wands 15 centimeters long to act as props. The wands are spaced to define the 4 corners of an area of up to 81 square meters. The spell encloses a volume that include the area, extends upward from the wands for 3 meters, and is even with the lower end of the wands. The wands need not be visible to work.

Once cast, the surface of the defined volume is invisible, but detectable by magic. When physical or spiritual enemies of the caster cross the surface, or a spell is cast through it, an audible alarm sounds, which may be suppressed by the caster (though she is still alerted).

Each point of spell stacked in the casting protects all inside with 1 point of Countermagic

against spells cast across the surface, 1 point of Spirit Screen vs. enemy spirits, and does 1d3 points of wound damage, ignoring armor, to any physical enemy crossing the surface in either direction. Alternatively, extra points of Warding can be used to increase the area; each point used for this purpose gives another 81 square meters of coverage.

The Warding spell remains in effect until the wands are removed. Anyone except the caster who touches the wands will set off the alarm and suffer the effects of the spell. The spell cannot be regained until the spell ends.

Worship: 1 point
Ritual (ceremony), Fixed, Reusable

This ritual spell allows a priest to lead a formal worship service to the deity. If held in a temple on a holy day of the god, it gives priest a POW check. If held on a high holy day, it gives all the attendee initiates POW gain rolls as well.

This spell can be used to start any divine ritual not defined with a Rune spell, such as mythic reenactments and Heroquests. The Worship spell is cast to start the magical energies flowing, to link the participants to the divine. The actions then taken in the ritual determine what the effects will be, based on which deity's worship spell is used, what myths are reenacted, number of participants, and other factors. See the Divine Rituals section for more information.

6.4.2 Divine Rituals

Some divine are given in the Rune spell list; these are those rituals that have become well defined and formatted. But there are other rituals done, perhaps the most often actually done, that are not preset spells. These rituals are usually mythic reenactments, staged for numerous reasons. Some of these are:

- Renew or bolster the benefits gained in the original myth.
- To deal with a problem that is similar to the problem dealt with in the myth.
- To gain a benefit or power that was gained in the original myth.
- To head off a coming problem.
- To seek aid or help.

Background

Glorantha is a magical world, and actions taken may have far reaching effects due to magical resonances. The magnitude of the effects, and how extended they are, is based on many factors, such as social position, state of mind, proximity to holy sites or other places of power, etc. Degree of focus also has an effect; actually working to reproduce a particular effect by reenacting a particular myth in just the right way will tend to maximize the desired effect. But is also possible to "accidentally" heroquest, and have one's unregarded actions cause unintended magical effects. For example, if a beggar casually kills his brother, nothing magical will likely come of it; if, on the other hand, a king's son commits fratricide, however casually done, the magical repercussions will likely engulf the tribe, if they don't extend further.

For this reason, most cultures in Glorantha are theocratic in nature. Kingships are both sacral and temporal in nature; indeed, most cultures define kingship in sacral terms, and require a ritual, if not actual, marriage between the king and the local land goddess, to ensure the fertility of the land. As the king fares, so does the land. The movie *The Lion King* is an excellent illustration of this; it is very Gloranthan in that way.

In Orlanthi society, a position equal to the king in status and power was the High Priestess. Her power was of a different nature than the kings; kings are primarily warleaders, whereas the high priestess is concerned with the day to day business of survival. These two, High Priest of Orlanth Rex (for that is what the king is) and High Priestess or Ernalda, represent the ruling deities of the universe to the tribe. Most ceremonies will involve one or both of them, mainly because most of the myths told are about Orlanth and Ernalda. These ceremonies can ensure the fertility of the land, or grant military prowess against enemies, or any number of other things affecting the tribe as a whole.

Ordinary Folk

But all rituals do not have to involve either of those two. Gloranthans treat mythic reenactment as real world people treat prayer; something done daily, whenever a problem come up. Sure you go to church on Sunday, but when you have a rough moment during the week, you ask for help. Orlanthi attend the services run by the king and high priestess, but during the week they do their little mythic rituals. Starting on a journey? Pour some beer into a well or river, reenacting Issaries gift to the River gods before he went searching for friends. Looking for a lost sheep? Perhaps you step on a lizard, reenacting Orlanth's killing of the Dragon Aroka, where he rescued Heler, the Rain God (the clouds are Heler's sheep, after all; they

both have fleecy fur). Trouble with unruly neighbors? Bake them some cookies, reenacting Ernalda offering grain to Argan Argar, gaining his friendship and protection. Little rituals are done every day, each a tiny magic ritual that has real, albeit small, effects.

The Typical Adventurer

So how does this apply to the player characters? They would fall somewhere in between, I would guess. If you would like a little more magical oomph to your side in a fight, do a ritual beforehand. Have some broos been stealthily raiding your herds? Try Orlanth's Summons of Evil to draw them to you in the open. Preparing for a big battle? Go through the Arming of Orlanth. Someone bringing a lawsuit against you? Reenact Heort's Blessing of the Lawstaff. The Bless Crops spell is nothing more than a reenactment of Orlanth's Wooing of Ernalda. You won't get the magnified results you would if you were the king or high priestess, but if you are dedicated, focused on what you want, and try to include a lot of detail from the myth, then significant results can be had.

In The Game: #1 Roleplaying

So how do we represent this in the game? Well, a lot of it will be roleplaying. None of us know as much of the myths as the natives would, but creativity can fill in the blanks. If you want to do a ritual for some purpose, make it up. Tell the story, at least a capsule version, with just enough detail to give something to roleplay. I guarantee, I will accept anything that sounds reasonable; the more detail you include, the better. After all, how many of the mythettes I mentioned above here did I make up? The answer is greater than 0. And just as many things may happen in a myth, a given myth can be reenacted to produce any of several results, depending on what is stressed in the reenacting.

Some Sample Mythic Reenactments

<i>myth</i>	<i>result sought</i>
Orlanth Slays Aroka	kill a monster, rescue a friend, make a new friend, end a drought.
The Arming of Orlanth	protection in battle, might in battle
Orlanth Tames Urox	calming a bull, dealing with a violent neighbor
Ernalda Welcomes Argan Argar	peaceful relations with trolls, calming an unruly neighbor, getting a protector
Eurmal Brings Fire to Humans	ending a freeze, looking for a smith
Humakt Severs his Kinship	escaping from pursuit, breaking a curse
Humakt Frightens Eurmal	sobering up fast, getting rid of a freeloader

In The Game: # 2, Mechanics

When trying to do a mythic reenactment, the first step is have someone involved cast the Worship spell. This is not necessary, but will amplify the effects and bring more potent results.

Next, most of the rolls made in the course of the enactment will be trait and passion rolls. State of mind is vitally important. Trying to recreate a Storm Bull myth while clear headed and peaceful will defeat the purpose; get someone short tempered and unruly to play the part of Urox, and you'll do better. High Piety scores will be useful also, as well as someone with good Ritual and Religion (cult) skills. But mostly it will be roleplaying; if that's done well, with good preparation, few rolls will be needed.