

LEGEND

Changes Throughout:

The name of the game was changed from *RuneQuest* to *Legend*

The sample character was changed from Edric to Alaric

All references to Glorantha were removed

All errata was corrected

“Rune Priests” are now “Priests”

“Rune Lords” are now “High Priests”

Chapter 0: Introduction

MRQII

What you hold is a fully revised and updated edition of the classic game system, originally released in 1978 and republished by Mongoose Publishing in 2006. *RuneQuest* is a complete roleplaying game, enabling adventures in fantasy landscapes but not limited to them. The rules presented in this volume can be tailored to a wide variety of settings and genres although the focus is primarily on gritty fantasy with a heroic feel.

RuneQuest has traditionally been associated with the world of *Glorantha*, Greg Stafford's epic masterpiece of mythic world creation that has been steadily developed and expanded since 1966. Greg created *Glorantha* as a way of exploring myth and heroism, along with the consequences of both, but *Glorantha* has become something far more than that. It is one of the most extensive and detailed roleplaying worlds ever devised and that tradition continues with the support of *RuneQuest* in this latest edition.

Yet *RuneQuest* is not confined to just one world: the rules are characterised by flexibility and intuition, permitting Games Masters, players and their Adventurers to explore just about any milieu they care to. The game focuses on characters and their capabilities, grounding everything from an adventuring perspective. Using *RuneQuest* as the basis,

Legend

This book contains all you will need to go adventuring in worlds of sword and sorcery, where a good blade is all that stands between you and certain doom. The rules presented in this volume can be tailored to a wide variety of settings and genres although the focus is primarily on gritty fantasy with a heroic feel. These rules are not confined to just one world: the rules are characterised by flexibility and intuition, permitting Games Masters, players and their Adventurers to explore just about any milieu they care to. The game focuses on characters and their capabilities, grounding everything from an adventuring perspective. Using Legend as the basis, many different settings and worlds are possible – all it takes is imagination.

MRQII

New To Runequest?

It is expected that many old hands will be reading this book but, if you are new to *RuneQuest* as a system, then welcome indeed. *RuneQuest's* concepts and rules are easy to understand and implement with a series of unified mechanics underpinning the separate elements of character creation, combat and magic. Most character actions are based around a percentile skill or ability with a roll equal to, or below, the value indicating success. Of course different rules and circumstances add a certain degree of sophistication and complexity but at its heart *RuneQuest* is a very simple, logical system that can be grasped from a glance at the character sheet and a scan through these rules.

Legend

New to Legend?

The *Legend* rules are part of a family of popular percentile-based systems that are renowned for their ease of use and adaptability. *Legend's* concepts and rules are easy to understand and implement with a series of unified mechanics underpinning the separate elements of character creation, combat and magic. Most character actions are based around a percentile skill or ability with a roll equal to, or below, the value indicating success. Of course different rules and circumstances add a certain degree of sophistication and complexity but at its heart *Legend* is a very simple, logical system that can be grasped from a glance at the character sheet and a scan through these rules.

MRQII

RuneQuest is about fun, first and foremost. Its strength as a game, reflected in its longevity, is because it is a fun game to play. *RuneQuest II* maintains and promotes that tradition.

Go out there and adventure – Have Fun!

Legend

(CUT)

Chapter I: Adventurer Creation

MRQII

Strike Rank

How frequently an Adventurer acts in combat is defined by Combat Actions. How *quickly* he acts is defined by Strike Rank. Strike Rank is described in more detail in the Combat chapter but essentially, the higher an Adventurer's Strike Rank the quicker he acts in a Combat Round.

Strike Rank is based on two components and is calculated as follows:

- Add together SIZ, INT and DEX and divide the result by three (rounding up). An Adventurer's speed of action is a combination of his stature, ability to weigh-up his opponents and spot potential openings and opportunities, and his overall speed and quickness of action. Although SIZ is generally an indication of mass, rather than height, reach and stature, larger creatures tend to have a greater reach than smaller ones.

- Subtract the Strike Rank penalty incurred through wearing armour. This is described in more detail on page XX but Adventurers who are wearing armour of any kind tend to have their movements restricted and have to handle the additional weight of their protection; this slows down the ability to react in a combat situation. The Strike Rank penalty for armour is the total amount of Armour Points the Adventurer is carrying, divided by 5 (rounded up).

Natural armour – such as a dragon’s scales – does not inflict a Strike Rank penalty. Similarly, armour provided by some magic spells does not inflict a Strike Rank penalty either.

Legend

Strike Rank

How frequently an Adventurer acts in combat is defined by Combat Actions. How *quickly* he acts is defined by Strike Rank. Strike Rank is described in more detail in the Combat chapter but essentially, the higher an Adventurer’s Strike Rank the quicker he acts in a Combat Round.

Strike Rank is based on two components and is calculated as follows:

- Add together INT and DEX and divide the result by two (rounding up). An Adventurer’s speed of action is a combination ability to weigh-up his opponents and spot potential openings and opportunities, and his overall speed and quickness of action.
- Subtract the Strike Rank penalty incurred through wearing armour. This is described in more detail on page XX but Adventurers who are wearing armour of any kind tend to have their movements restricted and have to handle the additional weight of their protection; this slows down the ability to react in a combat situation. The Strike Rank penalty for armour is the total amount of Armour Points the Adventurer is carrying, divided by 5 (rounded up).

Natural armour – such as a dragon’s scales – does not inflict a Strike Rank penalty. Similarly, armour provided by some magic spells does not inflict a Strike Rank penalty either.

MRQII

Every Adventurer possesses the skills listed in the Common Skills table; however there are three other categories of skills that, whilst considered to be Common, are not automatically listed: Close Combat styles, Ranged Combat styles and Common Magic. These skills, and their basic values, are defined in the following table but they do not automatically appear in the Common Skills section of the *RuneQuest* Adventurer Sheet.

Whilst all Gloranthan Adventurers have some magic, other *RuneQuest* settings may not grant or use Common Magic or it may be restricted to certain professions.

Legend

Every Adventurer possesses the skills listed in the Common Skills table; however there are three other categories of skills that, whilst considered to be Common, are not automatically listed.

Close Combat styles and Ranged Combat styles are special skills for using weapons. Instead of having a single Close Combat or Ranged Combat skill, an Adventurer possesses a number of different Close Combat styles for different combinations of weapons. For example, one

Adventurer might be much more adept at using a Sword and Shield Close Combat Style than she is at wielding two shortswords. All Close Combat and Ranged Combat Styles start at the basic percentages listed in the following table, but are tracked separately and do not automatically appear in the Common Skills section of the *Legend* Adventurer Sheet.

The existence of Common Magic in a game is up to the Games Master. In a high-fantasy setting, then every Adventurer may know a few useful spells. In a grittier, lower-magic game, then only those who have studied a form of magic can cast spells. Ask your Games Master if Common Magic is available in your game; if it is, it starts at the basic percentage listed below.

Legend

Barbarians now have the *Sling* combat style

Legend

Remove Dance from the Advanced skills of Bard, Diplomat, Noble

MRQII

Advanced Adventurers Table

Status	May be an initiate member of a cult, a journeyman in a sorcery order, or a votary in a shamanic cult, if appropriate.	May be an acolyte member of a cult, an adept in a sorcery order, or a shaman in a shamanic cult, if appropriate.	May be either a Rune Lord or a Rune Priest of a cult, a Mage in a sorcery order, or a high shaman in a shamanic cult, if appropriate.	May be either a Rune Lord or a Rune Priest of a cult, a Mage in a sorcery order, or a high shaman in a shamanic cult, if appropriate.
--------	---	--	---	---

Legend

Status	Level 1: May be an initiate member of a guild or church, a journeyman in a sorcery order, or a votary in a shamanic cult, if appropriate.	Level 2: May be an acolyte member of a guild, an acolyte in a church, an adept in a sorcery order, or a shaman in a shamanic cult, if appropriate.	Level 3: May be either a master of a guild, a Priest of a church, a Mage in a sorcery order, or a high shaman in a shamanic cult, if appropriate.	Level 4: May be either a Lord of a guild, or a Priest of a church, a Mage in a sorcery order, or a high shaman in a shamanic cult, if appropriate.
--------	--	---	--	---

MRQII

Background Events Table

12 – Born Runetouched

Legend

12 - Born under a significant conjunction of the stars and thus marked for greatness.

Legend

Adventurers begin with 2 Hero Points. (Left unstated in MRQII)

MRQII

Edric's Saga

Edric is nearly complete. All that is left to do is decide his Common Magic. Being a Gloranthan character and a member of a barbarian clan, Edric has 6 points to spend on Common Magic spells. He can only choose spells common to all cultures and those from the Barbarian column of the Cultural Background Magic table.

Edric chooses Bladesharp 2 (meaning he can cast it at Magnitude 2), Dragon Breath (Magnitude 2), and Heal 2 (Magnitude 2).

He casts all three of these spells at his Common Magic skill of 34%; but, as Glorantha is an inherently magical world, he gains an automatic +30% bonus to Common Magic, taking his Common Magic skill to 64%.

Legend

Alaric is nearly complete. All that is left to do is decide his Common Magic. Alaric has 6 points to spend on Common Magic spells. He can only choose spells common to all cultures and those from the Barbarian column of the Cultural Background Magic table.

Alaric chooses Bladesharp 2 (meaning he can cast it at Magnitude 2), Thunder's Voice (Magnitude 1), Heal 2 (Magnitude 2) and Vigour (Magnitude 1).

He casts all four of these spells at his Common Magic skill of 34%.

Equipment he will decide upon later, but all the essential components for Alaric are in place. His completed Adventurer sheet is shown on page XX.

Chapter 2: Skills

Legend

Add the following text to the Athletics skill

Throwing: - Athletics is also used for throwing items and is used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown use their own specific skill, such as Spear for javelins.

A thrown object has a maximum range of one metre for every point the character's STR exceeds the object's ENC. The Athletics roll measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack, as described on page 93, if the situation warrants it.

MRQII

Boxed text "Common Magic in Glorantha"

Legend (CUT)

Chapter 3: Game System

MRQII

Training Costs

	Learning a New Advanced Skill to Base Score	Adventurer's Current Skill %			
		Up to 50%	51% – 70%	71% – 100%	101%+
Magic Skill	500 SP	500 SP	600 SP	800 SP	1,000 SP
Lore Skill	400 SP	400 SP	500 SP	700 SP	900 SP
Common Skill	—	200 SP	300 SP	500 SP	700 SP
Advanced Skill	300 SP	300 SP	400 SP	600 SP	800 SP
Combat Skill	300 SP	300 SP	400 SP	600 SP	800 SP

Legend

	Learning a New Advanced Skill to Base Score	Adventurer's Current Skill %			
		Up to 50%	51% – 70%	71% – 100%	101%+
Magic Skill	500 SP	500 SP	600 SP	800 SP	1,000 SP
Lore Skill	400 SP	400 SP	500 SP	700 SP	900 SP
Common Skill	—	0 SP	50 SP	100 SP	300 SP
Advanced Skill	300 SP	150 SP	200 SP	400 SP	700 SP
Combat Skill	150 SP	150 SP	300 SP	600 SP	900 SP

Chapter 4: Equipment

Armour	AP	Cost in Silver per Hit Location
Soft Leather	1	50
Hard Leather	2	100
Linen	2	75
Ringmail	3	200
Scalemail	4	250
Chainmail	5	400
Plate	6	1,200

Armour	AP	ENC	Cost in Silver per Hit Location
Soft Leather	1	1	50
Hard Leather	2	2	100
Linen	2	1	75
Ringmail	3	2	200
Scalemail	4	2	250
Chainmail	5	3	400
Plate	6	3	1,200

Chapter 5: Combat

MRQII:

Adventurers trying to decide what sort of combat style to select should consider the following:

- Two handed weapons normally grant an advantage in both inflicting and parrying damage and give the user a greater reach (see *Weapon Reach*).
- Shields allow the user an extra Combat Action per round, as well as protecting against missile attacks – which most other weapons cannot parry.
- Using two weapons simultaneously also permits the wielder an extra Combat Action per round and maintains their effectiveness if one weapon is pinned, entangled or dropped. Secondary off hand weapons must be one size category smaller than the main weapon, unless both are small.
- Unarmed combat styles have few direct benefits save that the user is always able to fight and protect themselves when lacking a weapon and can freely combine unarmed attacks with any other combat style at no penalty (as long as the opponent is within reach). An unarmed attack can be made with any part of the body, except for the torso. Thus limbs, wings, tails and even the head can be used.

Legend

Adventurers trying to decide what sort of combat style to select should consider the following:

- Two handed weapons normally grant an advantage in both inflicting and parrying damage and give the user a greater reach (see *Weapon Reach*).
- Shields allow the user an extra Combat Action per round, as well as protecting against missile attacks – which most other weapons cannot parry.
- Using two weapons simultaneously also permits the wielder an extra Combat Action per round and maintains their effectiveness if one weapon is pinned, entangled or dropped. Secondary off hand weapons must be one size category smaller than the main weapon, unless both are small.
- One handed weapon styles do not give an extra Combat Action, but allows one hand free for casting Sorcery spells and touch-range spells.
- Unarmed combat styles have few direct benefits save that the user is always able to fight and protect themselves when lacking a weapon and can freely combine unarmed attacks with any other combat style at no penalty (as long as the opponent is within reach). An unarmed attack can be made with any part of the body, except for the torso. Thus limbs, wings, tails and even the head can be used.

Legend

Movement in Combat

In a combat round, an Adventurer may move up to his standard Movement allowance. This movement is divided across all the Adventurer's Combat Actions. Each Combat Action may include all, some or none of the Adventurer's remaining Movement in addition to an attack or other action. For example, an Adventurer with a Movement of 8m and 3CA could:

1st Combat Action: Move 3m, make an Attack

2nd Combat Action: Move 1m, make an Attack

3rd Combat Action: Move 4m, make an Attack

or

1st Combat Action: Move 0m, make an Attack

2nd Combat Action: Move 0m, make an Attack

3rd Combat Action: Move 8m, make an Attack.

The total amount moved may not exceed the character's Movement (except when Sprinting).

Legend

Drop "Charge" from the list of Combat Actions

MRQ

Wind¹

Strong wind	-10%
High wind	-20%
Fierce wind	-40%
Hurricane	Attack automatically fails

Legend

Wind¹

Light wind	-5%
Moderate wind	-10%
Strong wind	-50%
Gale force and above	Attack automatically fails

Legend

Add a new section ahead of Damage & Wound Levels

Full-Round Manoeuvres

Some manoeuvres take up almost all a character's effort and attention in combat. A character who makes a Full-Round Manoeuvre must dedicate all but one of his Combat Actions for the round to the manoeuvres (usually moving). Full-round manoeuvres must be declared when the character first acts in the round.

Full-round manoeuvres include:

- **Charging (see page XX):** The character moves a total of 3x his normal Movement and attacks along the way. During the round, all the character's Combat Actions but one must be spent on Move, but in each action he moves up to 2x his normal Movement.
- **Sprinting (see page XX):** The character moves up to 5x his normal Movement. During the round, all the character's Combat Actions but one must be spent on Move, but in each action he moves up to 3x his normal Movement.

For example, Alaric is in the middle of a pitched battle between his clan and another band of barbarians. He is currently unengaged with any particular foe as the battle swirls around him. In the distance, he sees Thrace being menaced by a trio of foes. Alaric decides to sprint to his friend's side. At the start of the next round, when it is Alaric's turn to act, he declares that he will spend this round Sprinting. Alaric's movement allowance for this round increases to 40m (5x his normal movement of 8m). For his first combat action, Alaric moves 16m. For his second, he moves 16m. He still has one Combat Action left, and as he has spent all but one of his Combat Actions on moving and thus fulfilled the requirements for Sprinting, he can spend this last Combat Action to move 8m and make a sling attack on his foes.

Charging

Charging gains a number of benefits but is subject to a number of additional rules;

- During the round in which he charges, all the character's Combat Actions but one must be spent on Move, but in each action he moves up to 2x his normal Movement.
- During a charge a bipedal creature improves its Damage Modifier by one step. Quadruped creatures improve their Damage Modifier by two steps. For example, a charging horse with a Damage Modifier of +1D6 would improve its Damage Modifier to +1D10.
- The recipient of a charge has the choice of either standing firm to receive the charge, or attempting to evade the charge.
- Standing firm allows the recipient the opportunity to strike at the charging opponent but he will potentially suffer the brunt of the charge attack, usually resulting in serious damage and/or knockback. If the opponent is mounted they might also face a potential further attack from the mount or be trampled by it. Unlike normal initiative, whichever combatant has the longest reach attacks first (see *Weapon Reach*).
- Evading the charge permits the recipient to make an Opposed Test of his Evade skill verses the charging opponent's attack skill or combat style(as required). If the recipient wins he throws himself completely clear of the charging opponent (and the mount if they are riding one). If he loses he is instead caught at an inopportune moment and is treated as being defenceless. Using Evade prevents the recipient from making a counter attack.
- If the recipient possesses a long shafted impaling weapon (such as a two handed spear or polearm) he may set it against the charge and use the Damage Modifier of the charging opponent (or its mount if the opponent is riding) instead of his own.
- Any charge made against a static *formation* of defenders, which does not inflict Knockback on the target, staggers the charging creature into immobility. The charger can also be stopped if one of its legs is incapacitated (assuming it does not have six or more legs!).
- A mounted character has the choice of continuing (if he has enough movement left to get clear of the enemy's Weapon Reach) after the Combat Action or stopping. If the charging character is on foot, then the defender may choose to let the charger continue; if he does not, then the charger is now engaged with the Defender and must stop moving.

- If the charging creature continues, the charge only allows a single Combat Action for the Attacker, their mount (if combat capable) and the Defender during that round, because the speed of the charging creature carries it clear of the engagement zone. The recipient of a charge may not make a further 'Free' Attack if the charger continues past and away, since charging is different from disengaging.
- If the charging creature stops, he is now engaged in close combat with his opponent.

Treat Flyby Attacks the same as Charging.

Chapter 6: Magic Introduction

The removal of runes means that the whole "Rune" section is dropped, along with the concept of being runetouched. The philosophy of the various magics were rewritten to remove references to runes. In short, all the fluff text got replaced.

Legend

Using Magic Points

Whenever Magic Points are used to power a spell, the total is temporarily reduced by the amount used. The Magic Point total cannot fall below zero. Using all one's Magic Points takes its toll on the body's physical reserves; if an Adventurer reaches zero Magic Points he must make a successful Resilience roll (see Game System, page XX for more on skill rolls) to remain conscious.

If the Resilience roll is successful, he gains a level of Fatigue (see page XX for more on how Fatigue works); if he fails it and falls unconscious, he remains that way for a number of minutes equal to his CON subtracted from 21.

Chapter 7: Common Magic

MRQII

Paying for Common Magic

Legend

Cut

Chapter 8: Divine Magic

MRQII:

Pact Improvement

Circumstance	Pact Improvement
Undertaking and completing a HeroQuest successfully.	1D10+1
Undertaking a unsuccessful HeroQuest.	1D6
Undertaking a successful mundane quest for your god or cult.	1D4+1
Undertaking an unsuccessful mundane quest for your god or cult.	1D2
Dedicating more POW to the Pact.	1 per point of POW dedicated
Emulating the behaviour of your god in extreme circumstances.	1 point per instance

These improvements are in addition to any Improvement rolls an Adventurer wants to use for developing the relationship with his god.

As the Pact increases, so does the propensity to act in the way or ways the god or focus of veneration acts – much in the way that Myth Resonance (see page XX) influences behaviour. *The higher the Pact, the more like the god, or object of veneration, the character becomes.* Thus his character, judgements, deeds and actions reflect those of his god, because the character is essentially becoming more and more like his god. This kind of behaviour requires roleplaying for its effectiveness and Games Masters should watch for situations where the strength of the Pact will assert itself in a character's actions. Characters can, as their Pact increases, undergo complete personality changes as a result, although the circumstances where this happens are judgement calls for the Games Master.

Limits to Dedicated POW

The amount of POW that can be dedicated to any particular Pact is dependent on the rank and the cult itself. Some cults will have a minimum dedication but all cults have a maximum dedication, based on the rank. The Cults section of this chapter provides more detail on the different ranks.

- Lay Member – No Dedicated POW
- Initiate – $\frac{1}{4}$ of POW
- Acolyte – $\frac{1}{2}$ of POW
- Rune Lord – $\frac{3}{4}$ of POW
- Rune Priest – All POW

Legend:

Pact Improvement

Circumstance	Pact Improvement
Undertaking and completing a great quest for your god or cult.	1D10+1
Undertaking an unsuccessful great quest.	1D6
Undertaking a successful lesser quest for your god or cult.	1D4+1
Undertaking an unsuccessful lesser quest for your god or cult.	1D2
Dedicating more POW to the Pact.	1 per point of POW dedicated
Emulating the behaviour of your god in extreme circumstances.	1 point per instance

These improvements are in addition to any Improvement rolls an Adventurer wants to use for developing the relationship with his god.

As the Pact increases, so does the propensity to act in the way or ways the god or focus of veneration acts. *The higher the Pact, the more like the god, or object of veneration, the character becomes.* Thus his character, judgements, deeds and actions reflect those of his god, because the character is essentially becoming more and more like his god. This kind of behaviour requires roleplaying for its effectiveness and Games Masters should watch for situations where the strength of the Pact will assert itself in a character's actions. Characters can, as their Pact increases, undergo complete personality changes as a result, although the circumstances where this happens are judgement calls for the Games Master.

Quests

Gods demand service from their followers, in the form of quests. The nature and scope of the quest varies from deity to deity. A servant of the Thunderer, for example, might be sent to slay a terrible frost-worm that dwells atop a distant mountain. Those who worship the Green might be charged with bringing water to the desert lands, so they bloom with new life. Most quests involve furthering the god's aims, protecting other worshippers, gathering new followers, or thwarting enemies. Not every quest involves travel or adventure; the god of knowledge might demand that a petitioner solve an ancient riddle or obtain a copy of a lost book of secret wisdom.

Many cults have rituals or myth-cycles that must be enacted again and again as lesser quests. For example, to advance in the cult of the Thunderer, Alaric must enter the underground pits in the Vale of Storms and fight his way past the snake-men who dwell there until he finds the Great Green Gong and sounds it. Completing this lesser quest increases his Pact score by 1D4+1%. Every aspiring follower of the Thunderer in Alaric's tribe undertakes this quest.

By contrast, every great quest is unique and extremely perilous. Great quests do not re-enact tired old ancient myths – they forge brave new legends!

Limits to Dedicated POW

The amount of POW that can be dedicated to any particular Pact is dependent on the rank and the cult itself. Some cults will have a minimum dedication but all cults have a maximum dedication, based on the rank. The Cults section of this chapter provides more detail on the different ranks.

- Lay Member (Level 0) – No Dedicated POW
- Initiate (Level 1) – ¼ of POW
- Acolyte (Level 2) – ½ of POW
- Priest (Level 3) – ¾ of POW
- High Priest (Level 4) – All POW

Chapter 9: Sorcery

MRQII

Attract (Harm)

Autonomous, Resist (Persistence)

This spell steers attacks of a singular type *within its range*, so they strike the recipient instead. It works differently according to the type of harm affected by the spell variant. This can even cause a spell or missile attack to turn back upon its own caster!

- Magic – Draws offensive spells of up to 1 Magnitude per 10% known in the Sorcery (Grimoire) skill.
- Missiles – Attracts all missile attacks which inflict up to a maximum (including magical augments) of 1 Hit Point per 10% known in the Sorcery (Grimoire) skill.
- Spirits – Baits any hostile spirit with up to 3 POW per 10% known in the Sorcery (Grimoire) skill.
- Runes – Redirects all sources of harm linked to a particular rune, whether they are magical, spiritual or physical, using the guidelines above (for example Attract (Darkness) would draw the missile fire, darkness spells and spirits of creatures associated with the Darkness rune to the victim).

Legend

Attract (Harm)

Autonomous, Resist (Persistence)

This spell steers attacks of a singular type *within its range*, so they strike the recipient instead. It works differently according to the type of harm affected by the spell variant. This can even cause a spell or missile attack to turn back upon its own caster!

- Magic – Draws offensive spells of up to 1 Magnitude per 10% known in the Sorcery (Grimoire) skill.
- Missiles – Attracts all missile attacks which inflict up to a maximum (including magical augments) of 1 Hit Point per 10% known in the Sorcery (Grimoire) skill.
- Spirits – Baits any hostile spirit with up to 3 POW per 10% known in the Sorcery (Grimoire) skill.
- Energy – Redirects all sources of harm linked to a particular energy or effect, such as fire, poison, cold, undeath and similar forces.

Chapter II: Guilds, Factions and Cults

This chapter has been heavily rewritten.

Instead of focussing on cults, the system now covers:

- Cults
- Guilds
- Sorcerous Orders
- Martial Orders

The rank structure for such groups has been abstracted into five membership levels.

Comparative Rank Titles

Although the different factions have, for the sake of simplicity, the same structure of ranks, the names given to each rank differ between faction types. The Comparative Rank Titles table provides the comparisons:

Comparative Rank Titles

Rank Title	Divine Cult	Spirit Cult	Sorcery Order	Guild	Martial Order (chivalric)	Martial Order (monastic)
Level 0	<i>Lay Member</i>	<i>Follower</i>	<i>Novice</i>	<i>Novice</i>	<i>Man-at-Arms</i>	<i>Novice</i>
Level 1	<i>Initiate</i>	<i>Votary</i>	<i>Apprentice</i>	<i>Apprentice</i>	<i>Squire</i>	<i>Initiate</i>
Level 2	<i>Acolyte</i>	<i>Seer</i>	<i>Adept</i>	<i>Journeyman</i>	<i>Knight</i>	<i>Brother</i>
Level 3	<i>Priest</i>	<i>Shaman</i>	<i>Mage</i>	<i>Master</i>	<i>Knight Captain</i>	<i>Elder Brother</i>
Level 4	<i>High Priest</i>	<i>High Shaman</i>	<i>Archmage</i>	<i>Grand Master</i>	<i>Grand Master</i>	<i>Abbot</i>

Several new cults have been added as examples.