

Hero Wars

A roleplaying game set in the fantasy world of Glorantha

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Getting Started

Roleplaying Basics

Welcome to *Hero Wars*! *Hero Wars* is a roleplaying game, where you and several friends act out the parts of inhabitants of an amazing fantasy world. During the game, you will face foes, slay monsters, defend kingdoms, rescue princesses, and overcome any obstacles that are set before you. Although your goals might be different, your destiny is the same: to become one of the immortal heroes of legend!

Roleplaying is a form of entertainment in which the players tell a collective story. It has its formal roots in the fantasy and wargaming communities, but dates back much farther than that. Since the dawn of time children have told stories through playacting. Whether it is playing Romans and Greeks using old sticks as swords, or playing teatime with dolls, these are the true roots of roleplaying. As adults we often lose this side of ourselves, leading to the current fad of "releasing your inner child."

If you're unfamiliar with roleplaying games, you may be expecting to have to get up and act out your part, wear a costume, or wave a fake sword around. Like most roleplaying games, *Hero Wars* doesn't match that description. Everybody usually remains seated; the telling of the story is entirely oral. When you take part in a roleplaying game, you gather with a group of other players, either in person or through an Internet chat facility. By talking, and every now and then rolling some dice, you together create an unpredictable adventure story featuring characters you and your friends created, set in the fantastic world of Glorantha.

One player takes the part of the **narrator**; everyone else plays a fictional character. These characters are called **heroes**; their actions in the world of Glorantha give shape to the story. It's the narrator's job to place entertaining limits on the characters, confronting them with suspenseful challenges as they try to accomplish their goals in the world of Glorantha. Some game groups may have only one narrator who runs all the games; others may rotate the narrator position, allowing everyone a chance to play and to narrate.

Players portray one or more character each; the heroes together are the most important characters in the story. The narrator plays a wide range of minor characters called **narrator characters**. Heroes are not usually lone wolves

One of the most important features of a hero is his ability to recruit followers who aid him in fights, support him in debates, and guard his back while he explores the cosmos. Heroes may also have a community that they guard (whether this is a single village or an entire nation is up to the players) which can give the hero followers, support, or even worship.

Individual *Hero Wars* stories are referred to as **episodes**. All together, a number of episodes sharing characters and other plot elements is called a **series**.

Example of Play

If you were to eavesdrop on a group beginning a *Hero Wars* episode, they might sound like this:

Kathy (the narrator): "Sasara Strawbeard, the village chieftain, summons the greatest warriors and magicians of the village hall. That means all of you. I assume everyone shows up ...?"

[The players all nod their heads in agreement.]

Sasara announces that a catastrophe has befallen the community--the Emerald Sword, your most precious magical treasure, a relic from the days when gods and men walked the earth together, is missing! She needs you to find it and bring it back."

Rick (speaking in character as his hero, Kallai, a hotheaded warrior): "We should also punish whoever shamed us in this way!"

Kathy: "The assembled villagers grunt their agreement with Kallai: 'Whoever has done this must pay!'"

John (playing Rurik Horsefriend, even more hotheaded than Kallai): "They should do more than pay--they must die for what they have done!"

Peter (playing Rollo, a light-fingered merchant adventurer): "Rurik is always quick to call for blood, but we do not know what has happened. Perhaps we should investigate the case first. It may be that there is more here than meets the eye."

Nick (playing Koschei, a Kolating shaman): "Let's find the truth first, then argue about what must be done."

Colin (playing Bundri, a fool): Bundri ignores the argument and takes three mouse skulls from his pouch. He sits in a corner and juggles them until the others have settled on a course of action.

Kathy: "Sasara says she trusts the group of you, who have saved the village so many times in the past, to do what is right when the time comes. She urges you

to get started immediately!"

The narrator and players continue in this fashion until one of the heroes tries to do something difficult in the game world. They then must resort to the rules to find out whether the character succeeds or not. This introduces suspense-- because you want your characters to succeed, and feel for them when they fail-- and ensures that no one participant, not even the narrator, can entirely control the outcome of events.

A Note on Pronouns

What You Need

In order to play this game, you need the following:

- This book.
- A group of players. You can find them via the Internet if you can't find a group near you.
- A twenty-sided die (also called a **d20**) for each participant. These are available at most specialty game stores.
- Paper, pens, and pencils.
- Sometimes the rules call on you to quickly add or subtract a couple of two-digit numbers. The author finds it handy to keep a calculator nearby for this purpose, but you may be way better at simple mental arithmetic than he is.
- Some players like to have miniature figures to represent their heroes. These may be used to show relative positions in combat, location on a map of the countryside, or support of opposing sides in a contest.
- At least one book from our *Hero Wars Player's Guide* series is handy for story ideas, but is not absolutely necessary.

Icons

Throughout the book, you will see text marked with icons. These have different meanings and are meant to bring attention to the notes therein.

or descriptive elements of these sources in your games.



Example: Examples of the rules in play.

Other *Hero Wars* Publications

The world of Glorantha is home to many different cultures besides the two portrayed in this book. Issaries, Inc. will publish a set of *Hero Wars* books for the most prominent of these cultures.

Each set includes a *Player's Guide* and a *Setting* book. To expand directly from this rulebook see *Thunder Rebels* and *She Guards Us*.

The *Player's Guides* help players to create characters from the culture at hand and provides special rules for playing those characters.

The *Setting* books are aimed at narrators; each describes a single area dominated by the culture in question. Each provides adventures, advice on running a series based in that area, information on other groups and cultures found in the area, profiles of prominent narrator characters, and more. *Sartar Rising!* is the first of these, and details the ignition of the Hero Wars.

Of special interest is *Glorantha: Introduction to the Hero Wars*, which serves as an excellent introduction to this rich setting.

Other Glorantha Publications

Issaries produces other books on Glorantha which do not refer directly to the *Hero Wars* game, but which contain lots of information of great use to any *Hero Wars* series.

Welcome to the Hero Wars.

The Hero Wars are between...

The Hero Wars are many struggles that all occur together. The conflicts between these various groups threaten to end the world.

The Hero Wars are between ... Storm and Sky

War has raged between Orlanth, the Eternal Rebel, and Yelm, the Infinite Emperor, ever since the beginning of myth and memory. Overhead the storm clouds rage, embroiled forever against the burning arrows of the Sun's power. They have fought for leadership before, and their worshippers claim it is time to settle the score for good

The World Is Ending

The Hero Wars mark the end of Glorantha--or at least, the End of the World As We Know It. Monstrous dangers have risen, great causes have been born, and the gods have woken. Cataclysms like this have occurred before. Everyone knows it. The only real question is, "What will **you** do about it?"

You will make your own part.

All heroes are extraordinary and destined for at least moderate and temporary fame in the world of Glorantha. This is guaranteed since they are individually guided by a higher power: you, the player.

We assume that your hero characters will be involved in the great events of the Hero Wars like raising the Jarn Dragon, the Bejeweled Invasion of the East Isles, and the War against War. Such events are not just for the super-powerful, but will require the participation of your hero character, whatever level or power he has achieved. Your hero is not expected to become a god, though he could.

It is up to you and your narrator.

The Hero Wars Begin in Dragon Pass

Dragon Pass is the fuse of Glorantha. From it have burst many of the cataclysms that have ripped the world apart before.

About 500 years ago dragons exterminated all human life in Dragon Pass.

About 250 years ago humans moved back in. They crowded out the Elder Races, who retreated to strongholds where they've grown angry after centuries of abuse.

About 20 years ago the Lunar Empire of the north invaded and conquered the natives of Dragon Pass.

Rebels and Empire

The explosion of the Hero Wars starts with the conflict between the barbarian rebels of Sartar and the invaders, the Lunar Empire.

The rebels, called Heortlings, worship the great god Orlanth and his wife, Ernalda. They are tribal and fiercely independent, resentful that the Empire has invaded their homelands to destroy their god. They have suffered war, taxes, and many savage suppressions since the Empire invaded, but are still undefeated in spirit and effort. A new generation of warriors is now of age, ready to throw their lives into the Hero Wars.

The Empire, meanwhile, strives to bring its peaceful rule to the wild and unreasonable barbarians. The Empire is an urban and sophisticated culture, worshipping Sedaya, the Red Moon goddess, and the celestial family of

Yelm, Emperor and Sun god.

For centuries the empire of Dara Happa suffered invasion by barbarians. About four centuries ago the lunar goddess came to the world and reorganized the ancient empire. She tamed its ancient brutality, loosened its social rigidity, and freed women and the underclass to have opportunity and recognition in the world. The new Lunar Empire became inclusive and enclosing, willing to encompass anyone who would simply accept Sedenya. Orlanth refuses that simple thing, and so is a foe.

Other powers are watching. The Seshnegi, a western power whose people are slowly encroaching on Dragon Pass, have entrenched themselves here too. They are neither Empire nor barbarian. They worship a single god who gives them terribly effective powers of sorcery. Small in numbers in the area so far, they might be helpful to either barbarian or Empire, but only for a short time. Indeed, everyone fears them because they so despise all other gods but their own, and also have armies nearby. Everyone fears the powers of the East, where the draconic Kralori Empire sits, coiled in upon itself and watching events in the mythic land of Dragon Pass. Across the seas the peoples of Pamaltela face their own crises, but even they feel the pressures of Dragon Pass.

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Characters

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The Hero Wars are between... Tradition and Novelty

Upstarts and opportunists have appeared to disrupt the ancient proven ways of life and peace. Elders and traditionalists are outraged and see this as social breakdown. Youngsters and the creative see themselves as innovators and saviors.

Heroes

"Hero" is a broad definition of a special type of person and includes a huge span of possible powers. At one end are ambitious beginners, like a beginning character, and at the other are megabeings with superhuman perfection, such as Harrek the Berserk and JarEel the Razoress, wielding the power of demigods.

All heroes are extraordinary individuals, capable of being the great movers and shakers in the world, and destined at least for moderate and temporary fame in the world of heroes. Your character is a hero and will do great deeds.

Heroes are not static creatures like photos or statues; they grow and change. This growth is recorded as improved abilities, more followers, or better equipment.

Hero Wars uses **Hero Points** as a measure of the advancement of the character. Hero Points are the currency of the game; mostly they are used to make permanent changes to the character. Hero Points can be used to "buy" skills, magic, followers, equipment, or other abilities noted on the character sheet. If you want to make a change to the character sheet, Hero Points are used. Character advancement is explained at the end of this chapter.

Hero Points may also be used during play to change the quality of a die roll. This is called a "bump up" and is explained more fully in Chapter 3.



Opening Questions

Before you create your hero, you need to know the following specifics about your series. You will have to ask these questions of your narrator.

What Magnitude Is This?

Is this series intended to be low-, medium-, or high-powered? Remember that Glorantha is an old and magical world, and everyone knows that there are some really powerful beings. They exist at all levels of magnitude, like a magical part of the terrain. Your narrator will tell you or discuss what level the series will operate at.

Low Power means your characters will start relatively inexperienced. They probably won't be the movers and shakers of your clan or tribe, let alone be known in the kingdom. They are unproven heroes, and will have a struggle ahead of them to gain the skills needed to fight in the Hero Wars. Only a few really great and powerful characters will be encountered.

Medium Power means that your characters are known locally as

Closed Range means that the narrator will tell you what keywords you can use in your origins, usually being a single cultural reference. A closed range makes the series much easier since the shared worldview of the heroes doesn't require the narrator to know everything, or be able to explain from multiple perspectives. Stories imbedded in a closed perspective easily take on meaning and significance for the player heroes. A series based upon a single clan or tribe would be a typical closed range.

Moderate Range means that the characters can come from different cultures, even different races, most of them presumably having left their homes for personal reasons. A moderate range will probably still require either a pro-rebel or pro-empire stance. Hero bands are the natural meeting points for these individuals. The hero bands' adventures are among the great actions of the Hero Wars, so that the player heroes can be among the movers and shakers of the world.

Open Range means that anything goes, and that players can be from races or cultures that are natural enemies, hereditary foes, or sworn antagonists. Furthermore, the normal cultural limitations are lifted, so that your narrator will welcome your Amazon Halftroll Yinkin worshipper.

Getting Started

Before you start creating a character, you must decide which method of character creation to use: **Narrative**, **List**, or **Quick Start**. If you choose the narrative method you will write a short description of your character which tells the narrator what he can do. If you choose the list method you will simply list your skills instead. The quick start allows you to discover your character's abilities during play.

We've provided character sheets at the back of the book. You may photocopy these for your own use.

Using the Narrative Method

Write a 100-word description of your character which includes the following elements:

- Your character's name.
- His culture (unless a common culture is assumed or specified by the narrator).
- The exact names of any character keywords you want to use (described below).
- Your character's main goal in life.
- Things your character can do.

When creating characters, a single strong idea is always more powerful than a dozen unconnected ones. The 100-word limit encourages you to keep your character simple and provides you with a challenge: The 100 words you choose will determine the capabilities of your character. The types of abilities you weave into your character description are the same as those available to players using the list method, as described below.



Backstory

Some players like to write much more than one hundred words about their characters. This helps them to find the essence of their characters. Backstories are not essential to the game, and a narrator should never force her players to write one.

You can use the backstory to explain where the character got certain abilities, or to justify the purchase of abilities between sessions. The character description gives the current condition of the character; the backstory tells how he got that way.

At the end of each episode, check to see how much of your material has actually been heard by the other participants. Turn this to your advantage by choosing a part of the backstory to focus on before each episode and try to work it into the story, taking one element of your backstory and making it part of the *present* story, the one everyone is telling together.

As a narrator, you can take part of a backstory and use it as a jumping-off point for a session. If several characters have the same or similar backstories, that can be used to tie the group closer together--if they all hate the same clan, or served together in the same unit in the army, you can bring in characters from their past, even if they are not currently listed under "Relationships."

Your description must be composed in complete, grammatical sentences. No lists; no sentence fragments. Your narrator may choose to allow sentences like the preceding one, which break the rules of formal grammar for emphasis or rhythmic effect. She shouldn't permit sentences bent simply to squeeze in more information about the cool things your character can do.

Don't bother describing how good the character is at his abilities; his degree of competence is decided for you, so any words you use to quantify your character's abilities are wasted.

Not everything in your description needs to pertain to an ability. You may want to describe a flaw or flaws that disadvantage your character. You might want to write about his past history or current situation. While none of these choices make your character more effective, they do give you additional

control over the course of the narrative. Your narrator will draw upon these elements of your character description to inspire plot developments during her series. These elements of your description provide you with the opportunity to tell the narrator what kind of stories you want your character to take part in.



Kathy is running a game wherein all the characters will be Heortlings. Rick decides to play Kallai, a mercenary who has come back to his home village. He writes the following:

"Kallai is a mercenary warrior, a devotee of Humakt. He has traveled widely and knows the languages and customs of many lands. Kallai went to the East and learned the secrets of Six Cuts Silk. There he joined the Shadow's Breath Alliance, swearing a blood oath of mutual protection to its members. Kallai owns the Sack of Black Winds, in which the Four Collapsing Words have been trapped since the War of the Straw Giants. Now he supports his aging parents and just wants to raise a family. Kallai's chain byrnie and equipment are in excellent shape."

Sure, it can be tightened up, but Rick doesn't want to worry about it right now, he wants to get on with the game. He has included some items which he has only vague ideas about--the Sack of Black Winds, the Four Collapsing Words, the secret of Six Cuts Silk and the Shadow's Breath Alliance are all things he has added to his description without specifying what they do. Together, Rick and Kathy will find out.

He already has the Heortling keyword, and chooses Merchant for his trade.

Rollo wants to become rich--as rich as King Cyrellos, a cursed king who lost all the things he loved in the pursuit of wealth. Rollo doesn't want to lose his friends, just be rich...

He wants to be able to do a little breaking and entering, so chooses Climb Walls and Sneak.

For personal protection he chooses Knife Fighting

For yet more protection, he takes Charming and two Followers as "muscle."

He decides that a little magic couldn't hurt, so Rollo has a magical rope that can stick to any surface until the command word releases it, and a knife that can open any latch.

Finally, he chooses Quick Hands and Pickpocket to round out his skills.

Rollo is certainly the kind of character that gives "traveling merchants" a bad name!

Using the Quick Start Method

Finally, if you would like to start your game right away and make up your character as you go along, you can use the quick-start game option. Ask your narrator for permission before doing so.

You can apply the quick-start rules to either the narrative or list method. As the name implies, quick start is best used to allow you to start playing right away, without having to spend an entire game session thinking up your new character.

In quick start, you pick only your best ability and name. We recommend that you take a keyword as your core ability.

During the course of play, you proceed to add abilities until you reach your limit--either ten additional abilities (for list method) or 100 words of character description (for the descriptive method).



John arrives late (as usual, but at least he brought drinks for everyone!). He jumps right in, taking the Heortling keyword as his

only characteristic. He's not sure if his character--he quickly chooses the name Rurik--will be a warrior or a god-talker, so he'll just wait until something comes along that requires him to make a choice.

Later, the group needs to send a message quickly to the village. John volunteers, and decides that Ride is Rurik's best ability, so he writes it in on his sheet. He continues in this way, adding abilities and other traits as he goes along. Once he figures out his profession, he'll write that in, too.

Assigning Ability Ratings

Each ability is given a numerical rating. Higher ratings are better than lower, and mastered ratings (those marked with the Mastery Rune ") are better than those without. The narrator should take into account the magnitude of the game being played when setting up the target numbers for the beginning character. For a Medium-Powered series, we suggest these starting target Numbers:

- Give all the abilities listed in your Culture keyword a value of 13.
- Give all the abilities listed in your Occupation keyword a value of 17.
- Give all the abilities listed in your Magic keyword a value of 17.
- Any starting ability outside of those in your keywords gets a rating of 13.
- Choose one ability as your best ability and raise it to 5.
- Choose two second-best abilities and raise them both to 1.
- All other abilities have a default rating of 6.



For high- or low-powered series, the narrator should adjust the numbers upward or downward to match the magnitude of the likely opposition. The minimum target numbers should be in the 12/10/8/6 range. For an extremely high-powered series it is not beyond reason to start all or most skills with two or even three masteries. The narrator may also adjust the keyword values, perhaps making the Cultural and Magic keyword less than the Occupation keyword, or all three the same rating.

Format for Abilities

When listing an ability, the target number (also called the ability rating) follows the name, like so:

Strong 14

Masteries follow the target number:

Fast Talk 5

Multiple masteries are indicated by a number following the rune:

Devoted to Humakt 4 2

Edges or handicaps are put on the end (edges and handicaps are explained in Chapter 4):

Greatsword Combat 13 2 5

Common Characteristics

Name

Give your character a name. It should be based on his culture. Your *Player's Guide* will have a list of sample names from the culture in question, giving you a rough idea of what is appropriate.

Culture

Every *Hero Wars* character is rooted in one of the many cultures of Glorantha. The major cultures of Glorantha are described in detail in the various *Player's Guides*. Ask your narrator which *Player's Guide* she'll be using as the basis for her series. Each guide contains a culture description, the common experiences and attitudes of people raised in that culture. Before creating your character, read the culture description. Your character doesn't have to embody all of these attitudes, but he will be considered unusual if he doesn't. Your narrator may stipulate that all characters in the group belong to the same culture.

Keywords

A keyword is a quick description of the character's role in society. Your keywords represent those things that your hero excels at. Most characters in a medium-powered series will have three keywords: culture (Heortling, Lunar), an occupation (Merchant, Warrior, Healer), and a magic keyword (a god, saint, shamanic tradition, or mystic philosophy that he follows). Your *Player's Guide* may explicitly bar you from choosing certain keywords. Narrators running high-powered series may allow multiple Occupation or Magic keywords at the start of play.

A few character keywords appear in this book. Many more appear in each *Player's Guide*. The keywords in this book are only brief overviews. The keywords in the *Player's Guides* will have more information, as well as alternatives and options to customize your character even further.

Goals

Describe your hero's main goal in life. If this changes during the course of play, be sure to change the description. Think of your own personal goals: graduate school, get rich, get married, have kids, retire early, become famous. Then think of what greater goals your hero can have: bring civilization to the barbarians, find the original *Book of Zzabur*, or defend your people from the forces of the chaos-influenced Red Moon. Think of the heroes of old, and emulate or surpass them. Walk the hero-paths of Arkat or Sheng Seleris, travel to Hell like Orlanth, Harmast, and Sir Ethilrist, or wrestle with gods and demons. Is there a villain in your life that needs defeating? A town that needs defending? Are you a champion of the weak and oppressed, or a mighty conqueror? Will you become the greatest swordsman in the world, or a sorcerer to rival Zzabur himself?

Additional Traits

Once you have defined your hero's common characteristics, you may list additional traits. If you are using narrative generation, simply be sure to list appropriate abilities, relationships contacts, and such in your description. If you are using the list method, you may choose ten traits. These may be additional mundane or magical abilities, special items, wealth, or supporting characters.

Mundane Abilities

Mundane abilities can be just about anything that your character can do that does not require magic of any kind. Abilities are divided into two categories: Physical and Mental. Most skills are easily classified into one of these two categories, though some might overlap. How you see your character determines where an ability falls: If you can *Cheat at Cards*, does this mean you can deal from the bottom of the deck and palm cards (Physical), or that you can count cards and determine probabilities (Mental)? *Good Eyesight* can be better than 20/20 vision, or mental acuity that lets you see details others miss. Usually the difference won't matter, but on occasion the narrator can impose modifiers based on the category of the skill.

When choosing abilities, you can use any words or phrases you want to describe them. It doesn't matter whether the ability is described with an adjective, noun, or verb; use whatever sounds good to you. It's no big deal if you give your character the ability *Fast*, another player picks *Runner*, and a third picks *Sprint*.

An ability may be as broad as you like, but the narrator is within her rights to ask you to narrow your definition, or she may apply improvisational modifiers during play. An ability like "Smart" might help you remember or figure things out, but you will suffer penalties if it is used to in place of an ability that requires training or expertise. You may know the theory, but not have the practice.

Combat Abilities

Combat abilities are a subset of Physical abilities. The base combat abilities are *Close Combat* (the use of melee weapons, grappling, and use of natural weapons such as hands or feet) and *Ranged Combat* (the use of missile weapons such as bows, slings, and crockery). Combat skills are always used with an improvisational modifier unless you specify what sorts of weapon (sword, axe, javelin, etc.) or style of fighting (Hoplite Fighting, Skirmishing, etc.) you use. If you specify a weapon or style, your target number for the ability when using that weapon or style is as normal, but you still suffer the improvisational modifier if not using it. You may add another preferred style by spending a Hero Point and changing the character description.

You will probably suffer an improvisational penalty for fighting while mounted if you don't have an ability like "Riding" or "Horsemanship" noted on your character sheet. Some cultures, such as the nomadic Pentans, are assumed to know many physical abilities mounted, and may suffer a penalty if dismounted. Combat definitely fits under this category, and the narrator may assign the penalty to other abilities as well.

Magical Abilities

All cultures have magic in one form or another. Your keyword will usually offer a chance to gain magical abilities. In a theistic culture, this will normally be a chance to become an initiate or devotee of a god. In the West you can be a sorcerer or a member of a saint's cult; in animistic societies you may become a shaman or have a spirit fetish or talent; and in the East you may join a school that teaches mystic powers.

Glorantha is a magical world, and its heroes will have access to many magical abilities. Like more mundane abilities, magical abilities are divided into categories. There is no set number of magical categories; each hero, god, goddess, shamanic tradition, sorcerous, order and mystic school has its own spheres of influence.

Magical abilities are typically called **feats**, **spells**, **powers**, or **spirits**. Each type of magical ability works in a different way, both in the reality of Glorantha and in the mechanics of *Hero Wars*. Starting magical abilities will be listed in the keywords. Mark down all magical abilities listed in your keywords. Chapters 5-8 detail the abilities, obligations, and benefits of various aspects of particular magical systems.

You may select additional feats, spells, or spirits that fit into one of the affinities, grimoires, or traditions that you received when you chose your keyword. The narrator must approve a new affinity, grimoire, or tradition.

Personality

Personality primarily covers behavior and emotions. These are normally used

to enhance other abilities, but there will be occasions when the narrator will ask you to roll a personality trait directly. Examples include Angry, Calm, Crazy, Determined, Emotionless, Enduring, Fanatical, Fearless, Focused, Frenzied, Gentle, Implacable, Ingratiating, Inquisitive, Rebellious, Sensitive, Spiritual, Uncouth, and Wanderlust

Relationships

The relationships that your character forms with other people are an important part of the game. Without friends and companions, the hero will have no chance of rescue when defeated. Without the support of a community, the dangers inherent in gaining the powers of magic will be greatly increased. The abilities listed under relationships represent people or other beings who help or oppose the hero.

Communities

Heroes will have ties to many different groups of people. These groups are called *communities*, and they represent the people of the world surrounding the hero. A hero's family is one community, his village another, and his temple yet another. Not all these communities need be specified when creating a character. As the character grows and become important, he may gain different support from different communities--a warrior may become less attached to his family and more attached to his fellow soldiers, for instance. Unless otherwise specified, a new character has a Community rating of 13 with his family, village, or clan, and with his temple or church.

Supporting Characters

Supporting characters are individuals with whom the character has a relationship. First, indicate the nature of the relationship. The relationship can be with an **adversary**, **ally**, **contact**, **dependent**, **follower**, or **patron**. Two types of supporting characters, adversaries and dependents, are really flaws. The types of supporting character are explained more fully in Chapter 3 of the *Hero Wars Narrator's Book*.

The Relationship ability rating marks how close the supporting character is to the hero. This could be a rating of loyalty (for a follower), hatred (for an adversary), or tolerance (for a patron).

Supporting characters need not be intelligent; if you decide that your horse is important enough, you can treat him as a follower; you can describe your dog as a dependent, or your alynx as an ally.

Supporting Character Abilities

When a player chooses dependents or followers for his hero, he should consult the following chart to determine the ability ratings in the supporting character's primary and secondary skills or keywords. As the hero gains in


ability, his follower characters rise at the same rate (they are always –8 and –12 from the hero's best ability). This does not require any Hero Point cost; it happens automatically. Dependents never raise their abilities; they are always meant to be frail. Dependents may have better ability ratings in a craft, but should never be fully independent (otherwise, they wouldn't need the hero). To determine the starting abilities for your supporting characters, see the Supporting Character Ability table.

Narrators may choose the ability ratings for all other supporting characters. Sometimes they lag behind the hero, sometimes they surpass him. The narrator should assign an ability rating to the adversary or ally at the beginning of an episode based on narrative factors (will the adversary be particularly tough this time? will the ally be the focus of a rescue attempt?).

Describing Your Supporting Character

Name the character and write down two things he can do, putting the most important thing first. You may substitute a keyword for either of the two abilities.

The format for indicating a supporting character is Name: Relationship [ability rating] (first ability or keyword [target number], second ability or keyword [target number]).

	<i>Rollo's followers are brothers, Orlaf and Arnal. Rollo's best skill is 5.</i> His followers are listed as:
	<i>Orlaf: Follower 12 (Warrior 17, Look Impressive 13)</i>
	<i>Arnal: Follower 12 (Warrior 17, Strong 13)</i>

Gods, Spirits, or Saints

A hero may have a relationship to a supernatural being (or beings), usually as a worshipper of one form or another. Your keywords will indicate if your character may make such a relationship.

Special Items

Your character may have a special piece of equipment that helps him to solve problems. The most obvious examples in a fantasy world are the proverbial magic weapon or suit of armor, but any ability can be placed in an item. Invent a cool name for your item. If its use is not obvious, you can add a phrase that explains what it can do. These abilities may be physical or magical.

Flaws

You have the option of listing any disadvantages the hero faces, whether these arise from his personality or his circumstances. A flaw can be anything: a relationship (adversary or dependent), a personality (berserk), wealth (poverty or target of thieves), etc. The target number represents how strong an influence the flaw is on your life. You can use Hero Points to "buy down" the flaw between adventures, or settle the problems during play and use a Hero Point to "cement" the change.



There is no numerical reward for giving your character a flaw. Some players may wonder why they should bother. Your hero, like any protagonist of an adventure story, is going to face more than his share of obstacles and adversities. The narrator is going to make sure that your character gets into trouble. By listing a flaw, you get to select the type of trouble he'll be facing, at least part of the time.

Wealth

You can describe your character as wealthy (or prosperous, or well-heeled, or whatever synonym you prefer) or poor during character creation. The effects of this are described below. This counts as one of your ten traits if using the list method. If you don't specify wealth in your description or list, then your character uses the default wealth given in the keywords.

Finishing Your Character

Whether you've used the narrative system or the list method, you should now have all the basics for your character. If you wrote a narrative, you'll first need to convert your description to a listing of skills. Then you must give each ability a rating as noted below.

Reading Your Narrative

If you have been using the narrative method of character creation, mark any keywords that you have written with a double underline. Mark any other word or phrase which reflects something the character can do with a single underline. Then repeat these key phrases on your character sheet.

There is no limit to the number of abilities you can gain from a single sentence of description, as long as the sentence is more than a bald list of capabilities. If your narrator decides a sentence is just a simple list, all but the first two listed abilities are discounted.

If you describe a supporting character, specify the type of relationship in the Relationships section of your character sheet. You must specify one or two abilities of each supporting character as part of your description.

Some players may fail to underline certain things which can be used as

abilities in *Hero Wars*, like personality traits. Narrators should check over all character descriptions to ensure that any possible abilities are wrung out of any given description.



Rick checks through his narrative:

Kallai is an experienced Heortling warrior, a devotee of Humakt and veteran of numerous battles. He has traveled widely and knows the languages and customs of many lands. Kallai went to the East and learned the secrets of Six Cuts Silk. There he joined the Shadow's Breath Alliance, swearing a blood oath of mutual protection to its members. Kallai owns the Sack of Black Winds, in which the Four Collapsing Words have been trapped since the War of the Straw Giants. Now that he is home, he supports his aging parents. Kallai's chain byrnie and equipment are in excellent shape.

*Rick assigns his ability ratings. Looking in Chapter 3, he finds his three keywords: Orlanthi, Warrior and Humakt. He writes the abilities on his character sheet and assigns his target numbers. He chooses Close Combat as his best ability. His keywords provide two specific combat abilities (Sword and Shield, and Spear and Shield) and these are noted. He chooses Bravery and Traveled Widely as his second-best abilities. [Note: We have used **boldface** to indicate the abilities below which are specified in Kallai's description; the rest are found in his keywords.]*

Note how several similar abilities are derived from the phrase "He has traveled widely and knows the languages and customs of many lands. Kallai went to the East."

<p>Physical Skills</p> <p>Acute Hearing 17 Craft weapon 17 Hide in Cover 17 Riding 17 Running 17</p>	<p>Relationships</p> <p>Dependent 13: Mother (Cook 10, Nag 8) Dependent 13: Father (Farmer 10, Complain 8) Loyal to Leader 17 Shadow's Breath Alliance 13BR> Veterans 13</p>	<p>Magic Type: Theist</p> <p>Runes: <input type="checkbox"/> Pantheon: Storm Great Deity: Orlanth 13 Initiate of: Humakt Devotee of: Humakt 17</p>
<p>Mental Skills</p> <p>Detect Lie 17 Eastern Customs 13 Eastern Languages 13 Foreign Customs 13 Foreign Languages 13 Heortling Customs 17 Heortling Geography 17 Heortling Religion 17 Mythology of Humakt 17 Recognize Foe 17 Six Cuts Silk 13 Stay Awake 17 Traveled Widely 1 <input type="checkbox"/> Traveled Widely in the East 1 <input type="checkbox"/> Sense Assassin 12</p>	<p>Personality</p> <p>Brave 1 <input type="checkbox"/> Boastful 17</p>	<p>Affinities</p> <p><i>Combat</i> 17 (Enchant Iron, Great Blow, Shield Destroyer, Truesword Stroke, Weapon Destroyer) <i>Death</i> 17 (Bless Corpse, Death Song Berserk, Kill Undead, Lay Ghost, Visage of Fear) <i>Honor</i> 17 (Empower Oath, Know Truth, Rally Warriors, Sever Relationship, Shame Coward)</p>
<p>Wealth</p> <p>Rating: Prosperous Items: Sack of Black</p>	<p>Flaws</p> <p>Mother & father are dependents Never participate in an ambush</p>	<p>Combat</p> <p>Weapon Rating / Rank Close Combat 5 <input type="checkbox"/> Dagger Combat / 1 Greatsword Combat / 5</p>

Sack of Black Winds 13, chain byrnie and helmet, sword, spear, dagger, shield	in an ambush	Greatsword Combat / 5 Sword and Shield / 3 Spear and Shield / 3 Missile Combat 17 Bow / 3 Armor / Rank Chain and Shield / 5 Other Bonuses
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Wealth is explained later

Magic Type is explained in Chapters 6-9

Affinities are explained in Chapter 6

Weapon Rank is explained in Chapter 4

[Continue to part 2 of chapter 2](#)

Latest revision: 1 Mar 2000, new

Characters

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Character Tips and Hints

Here are some tips on creating entertaining characters who are effective in play.

Sympathy

Heroes of adventure fiction have one thing in common: Even though they might be deeply flawed in one way or another, they are sympathetic to the audience. In the case of a roleplaying game, your audience consists of your narrator and fellow players. See to it that your character is likeable or admirable in some way. If you do, you'll find that your character has a longer life span. No character in *Hero Wars* is guaranteed to live forever, but if everyone likes your character and enjoys having him in the game the narrator will be more likely to shade things in his favor to keep him around when the chips are down. Likewise, the other players will be more likely to risk the well

being of their own characters in order to rescue him when he gets into trouble. If your character is a creep, they'll be happy to see him meet his final reward. They might even participate in his downfall.

Indispensability

If you create as unique a character as possible, your narrator and fellow players will likewise contrive to keep him alive. Maybe your character has some ability or status that makes him central to the continuing story line of your series. Maybe he's just plain entertaining. Either way, you've made him indispensable, which is as useful a technique in roleplaying games as it is in the workplace.

On the other hand, if your character is an uninspired, run-of-the-mill creation, or if you tend to play the same character every time out, regardless of his abilities or character description, neither the narrator or players will care much when he bites the dust. They'll expect you to create another one just like him, anyway.

Ambiguous References

Fantasy authors often create the illusion of depth and wonder in their world backgrounds by making reference to things they will either flesh out later, or leave as a hook on which the reader can hang his own imagination. When creating characters, it is often fun and effective to borrow this technique.

Sometimes an ambiguous but poetic phrase can get you more than a precise but prosaic one. Glorantha is a world of fantasy and wonder, so the more evocative your description is the better. This is particularly true of supernatural abilities, which are open to a number of possible interpretations. You might have only a vague idea of what a phrase means when the character begins his career, waiting for an appropriate moment in the course of play to propose an exact meaning for your cool and ambiguous reference.



Rick's character description includes the sentence, "Kallai owns the Sack of Black Winds, in which the Four Collapsing Words have been trapped since the War of the Straw Giants."

Rick has no idea what the Sack of Black Winds or the Four Collapsing Words do, nor does he know anything about the War of the Straw Giants: he's just using them because they sound cool.

she allows Rick an action roll to attempt to knock the walls down.

Later, Rick may find another, quite different circumstance in which Collapsing Words might be appropriate, and convince Kathy to use it. Thus, through the use of evocative language, he gets two abilities for the price of one, in exchange for which he helps to create the magical atmosphere of Glorantha for the rest of the group.

Ambiguous details can be used for things other than magical treasures. They might be used to describe supporting characters or even exotic skills.



Rick's character description includes the following references: "Kallai went to the East and learned the secrets of Six Cuts Silk. There he joined the Shadow's Breath Alliance, swearing a blood oath of mutual protection to its members." Kathy can play with these; perhaps there are enemies of the Shadow's Breath Alliance who are tracking down the members and eliminating them one by one. Kallai may be called upon to aid one of his brethren, or may find a mysterious assassin after him. Is Six Cuts Silk a weapon, a technique of folding cloth, a type of magical silk made only by the larvae of Moon moths, or a combination of all three?

Hero Points



Growing and Improving

In epic adventure fiction, characters are often young or incompetent when you first meet them, and improve noticeably over time. They gain more abilities, mature in their relationships and personalities, and gain items and followers or even political power. This progression from callow youthfulness to maturity is a key component of *Hero Wars*. Your hero starts out as an important part of your local area, but must gain experience to face the challenges of the wide world.

One of the more exciting and gratifying parts of roleplaying games is that characters do get better at things. Here are the rules to explain how to do that in game terms.

As noted at the beginning of the chapter, Hero Points are the currency of the game. They are the way that the players note permanent change in the game. They are also the way that heroes can perform extraordinary actions, or just ensure their own health and safety.

Gaining Hero Points

1. At the start of each session, each hero gets 1 Hero Point.
2. At the end of each session, each hero gets 1-5 Hero Points, depending upon the narrator's interpretation of the group's success or failure.
3. At the end of a long, multisession, or difficult adventure, a narrator may choose to give the heroes 1-5 additional Hero Points.
4. At the end of each session, the narrator may choose to give certain heroes 1-3 additional Hero Points, depending on her interpretation of each hero's personal success, or whether a hero performed unusually amusingly or dramatically.



Using Hero Points

Hero Points have these uses in the game:

1. During game play they may be used to Bump any action roll by your hero (see Chapter 4).
2. Add, cement, or increase character abilities between game sessions.
3. Other improvements as noted below.

Improvement Relation to Game Play

Improvements to a character are often related to the session just played. These improvements make sense in the context of the game. Other improvements seem to come from left field--the player just decides that it would be neat to have a certain ability. To keep the improvements related to the game, there is a higher cost to improvements that have no narrative flow. If the character has not been specified to have been studying, actually used the skill, or whatever, the player must pay the Hero Point cost in the Unrelated column of the chart below.

	<i>In the last episode, Kallai found the magical treasure called the Wheel of Stasis, so the sentence "Kallai owns the Wheel of Stasis, which wins</i>
	<i>John decides that "Rurik was trained in the rudiments of two-sword fighting by his uncle, the great weaponthane Radigan", which relates</i>

Character Development Costs

Improvement	Related to Session	Unrelated
Improve ability by +1	1	2
Improve ability by +2	3	6
Improve ability by +3	6	12
Improve ability by +4	10	20
Improve an affinity, grimoire, or tradition knowledge by +1	3	6
Learn a new mundane ability at 12	1	2
Learn a new affinity, grimoire, tradition, or mystic power at 12	3	6
Learn a new feat or spell	1	2
Learn a new weapon or fighting technique, or a subset of an ability at the current ability rating	1	2
Capture a spirit in a fetish	1	2
Integrate a spirit	2	4
Gain new supporting character	1	2
Replace lost followers	0	--
Cement benefit	1	--
Gain a new flaw	0	--
Buy down a flaw by -1	1	2
Buy down a flaw by -2	3	6
Remove a flaw at 12	1	2

Improving Abilities

Hero Points can be spent to permanently improve a hero's abilities. This represents training or practice for some abilities, a greater commitment to a community, temple, religion, or school, or a deeper friendship with or understanding of a foreign culture. Like many things in life, speed of advancement must be balanced against total advancement over time. It costs more to advance quickly, but if you are on the border of gaining a mastery it may be worth it to use the extra Hero Points.

If you improve an affinity or grimoire, all your feats or spells included in it are improved as well.

Gaining Levels of Mastery

When your target number is 20 you don't increase it to 21. Instead, the expenditure of Hero Points gives you a level of Mastery in that ability. Your ability is now written as 1□.

New Abilities

At the end or beginning of any episode (whichever is most convenient to you and your narrator) you can gain a new ability. Add an extra sentence or phrase to your character sheet. The sentence should provide only one ability or other benefit. The ability is rated at 12.

Learning a New Magical Ability

Characters must usually join an organization to learn a new magical ability like an affinity, grimoire, tradition knowledge, or mystic power. This may be a subcult in a theistic society, an order or school in sorcerous or mystic societies, or a tradition in an animist culture. The Hero Points spent represent the character being accepted by the organization, as well as being taught their secrets.

Capture or Integrate a Spirit

Animist characters have the opportunity to interact with the spirit world, capturing spirits and placing them in fetishes, or integrating a spirit into their own bodies. A captured spirit gives the character the ability to "refill" the fetish once it is used (see Chapter 8). An integrated spirit gives the character a talent or increases an ability.

Supporting Characters

Loyalty to charismatic leaders is considered a virtue in almost every culture of Glorantha. Most followers expect to be well-treated and to share in their leader's reflected glory. Some serve out of fear and cultural obligation, but these types of minions will usually be more available to adversaries and villains than to the player characters. Whenever the heroes do something notable or heroic, they are likely to be approached by potential followers hoping for some combination of loot, glory, experience, knowledge, or training.

Replacement Followers

Followers can be useful, but they are also fragile, having a much higher mortality rate than heroes. Heroes whose followers have been killed can replace them at no Hero Point cost, but may need to overcome obstacles or to

complete challenges in order to recruit suitable ones. If their previous followers died in a famously bloody manner, the character may face heavy negative modifiers on action rolls associated with the recruitment process.

Other Supporting Characters

You can add supporting characters other than followers to your character sheet. Decide with the narrator into which category the new character falls. If you establish a relationship with a character in the story but do not cement that relationship by spending Hero Points, the narrator is free to sever that relationship at any time.

The ability ratings of a new follower are related to the current ratings of the player character. The follower's target number in his keyword or best ability is 8 less than the potential leader's rating in his best ability. His target numbers for his second ability will be 12 less than the leader's best ability.

Supporting Character Ability Table

Character Name	Keyword	Best Ability

Number of Hero Points spent on this character: _____

Character Name	Keyword	Best Ability

Changing a Supporting Character's Role

As time goes on, a supporting character grows and changes. The dependent kid brother may grow up to become a follower, an ally, or even an adversary. Your father, who has always been there to lend a hand and give you tasks (patron), may become old and infirm and come to rely on you for help (dependent).

It takes no Hero Points to move an existing supporting character into another, similar role. It takes a Hero Point to move a character out of the roles of adversary or dependent.



During the course of the game Rurik's younger sister grows up from a pest into a helpful young woman interested in Rurik's travels. John had originally conceived of Frieda as the tomboy who was always getting into trouble and needing to be bailed out by her older brother. After several sessions, however, Frieda's role has changed from dependent to something else. It takes a Hero Point to "buy off" her dependent role, but John can then make her into an ally or follower for free. If Frieda grew up to hate her older brother, she could move straight from dependent to adversary without spending the point.

Cementing Benefits



Characters in serial adventure shows often succeed at their goals, gaining wealth, the love of another character, useful gadgets, technology, or magical knowledge. Just as often, however, they seem to have forgotten them entirely by the opening of the next episode.

If your character wins some benefit or advantage in the course of an episode, and you want to ensure that this benefit continues, you must spend a Hero Point and add an appropriate new sentence to your character description. This is called *cementing a benefit*. Otherwise, the benefit is considered to be temporary; your narrator will come up with a way to deprive your character of it before the next episode begins. Abilities cemented with Hero Points are still fair game for the narrator to steal or threaten, but the hero must have an opportunity to perform a rescue or retrieve a stolen item. Without being cemented, the item or ability can simply disappear between episodes with no chance of recovery.



Kallai found the magical item called the Wheel of Stasis in the course of the last episode. If he does not spend a Hero Point to cement the

benefit, Kathy might start the next episode by saying, "The clan elders are very pleased that Kallai gave them the Wheel of Stasis to use as part of their clan regalia."

Gaining New Flaws

With your narrator's permission, you may at any time add another flaw to your character sheet. Like a flaw chosen during character creation, this doesn't cost you anything, or gain you any benefit beyond increased control over the story line.

Buying Down flaws

Players may reduce flaws through the use of Hero Points as shown. Once a flaw has been reduced to 12, it may be removed totally by spending a further Hero Point. Reducing a flaw to 12 and buying it off at the same time costs the same as reducing it a further level



Kallai gained the flaw Lustful during a heroquest on the Other Side. Through several sessions he has bought it down to a rating of 13. If he reduces it and buys it off in one between-episode, it will cost 3 points.

Assigned Hero Points

In some circumstances, the narrator may assign benefits or flaws for you, relating to the events of the session. These can be a gift from the narrator, or she may require you to spend some of your Hero Points on specific choices.



The players have finished a session wherein they rescued the daughter of the king, foiling the plans of the king's brother. Kathy decides that the king is grateful enough to become a Patron of the hero band, while the brother has become their implacable Foe. The players are instructed to note these new relationships on their sheets.



The players have finished a long trek across Pent, and Kathy feels that this extended time has resulted in either a greater knowledge of the culture or better riding ability. She informs the players that they must spend at least one of their Hero Points on their choice of one of the two abilities: Pentan Culture or Ride. They may elect to spend one on each, but she doesn't require that.

Wealth

Wealth matters in the world of Glorantha. Farmers, peasants, and craftsmen work to earn enough to live on. Traders move money and goods around. Bandits and outlaws survive by stealing from others. Kings must have wealth to reward their supporters. Warlords need it to feed and equip their soldiers. Priests require sacrifices to offer up to their gods. Even the gods are concerned with the creation of wealth; many myths deal in some way with the economic well-being of the peoples who believe in them.

However, *Hero Wars* is not an economic game. Simplified rules are made to deal with this issue. Heroes don't have to deal with pennies and guilders. Your character will, most of the time, have enough money to live on. It is provided by his clan, hero band, or whatever profession he follows in daily life.

Every Occupation keyword includes a *Living Standard* entry. This shows the normal status that a person in this profession expects to obtain. Variances, such as very rich peasants or impoverished noblemen, also exist. The wealth level is a starting point for newly created characters and will fluctuate as play progresses.

The standard of living below indicates what your character is used to in his lifestyle. It also gives a rating in Wealth, just as with any other ability. If the character wishes to purchase an item that has a cost rating of half or less than his wealth, he can probably purchase it with his pocket change. Other items must be "purchased" with some sort of contest. The Wealth rating represents not only the cash (or goods) on hand, but also the ability to borrow small sums of money, ease of getting credit, reputation for honest dealing, and other nontangible sources of wealth.

If the character is created with a description of "Wealthy", "Well Off", or the like, it raises the standard of living one level, so a wealthy petty nobleman has a Wealth rating of Rich instead of Prosperous. "Poor" or similar words lower the standard of living by one level, so a poor petty nobleman has a Wealth rating of Common instead of Prosperous. You cannot change standard of living by more than one level during character creation. A Wealth rating may be bought up with Hero Points, as any other ability.

Standards of Living

Minimal

Standard for: hungry people, such as menials, prisoners, slaves, drafted common laborers, beggars, recluses, etc.

Wealth: 5

Common

Standard for: most people, such as farmers, minor crafters, civilized soldiery, servants to those of moderate wealth, peddlers, boat captains, lesser priests, most shamans, assistant sorcerers, village clergy

Wealth: 15

Prosperous

Standard for: master crafters, servants who command other servants, professionals, shop-owning merchants, large traders, ship captains, knights, thanes, weaponthanes, other minor nobility, notable champions, powerful priests or shamans or sorcerers

Wealth: 5□

Rich

Standard for: nobles, Heortling clan chiefs, counts, earls, secretaries and factotums to nobility, important priests, shamans with high connections, heads of sorcerous schools

Wealth: 15□

Very Rich

Standard for: high nobles, Heortling tribal kings, high priests, Rokari and Loskalmi dukes, bishops

Wealth: 10□²

Sumptuous

Standard for: archdukes, princes, archpriests

Wealth: 10□³

Regal, Opulent

Standard for: great kings and queens, pontiffs

Wealth: not applicable anymore

Beyond Wealth

Standard for: emperors, empresses, sovereigns, king of kings

Wealth: "Money? How quaint."

Money

Most people receive their income in goods, not in coins; the most common currency is food. That said, coinage in Glorantha works as follows. Most Gloranthans never have cause to use anything more valuable than the clack, a copper coin. The silver coin is used for large transactions and is worth 10 clacks. The silver coin goes by many different names, depending on where you

are: silver, crown, lunar, guilder, penny, sovereign. The very rare gold coins called wheels are worth 20 silvers each.

Trolls use a lead coin called a bolg, but these are rarely accepted by human merchants. Certainly no Sun worshipper would handle one, fearing spiritual pollution just from the touch of the Darkness metal.

Price Lists

These price lists are intended to be a crude standard for the entire Dragon Pass area. They are provided to help the narrator and players gauge the relative value of various things. These are the costs to buy something at the retail level; if you are selling, expect to gain wealth equal to 1/10 the price shown, but unless cemented with a Hero Point, the extra wealth will disappear at the start of the next episode (through impulse buys, drinks on the house, or other "frivolous" purchases). The normal way of trading is to barter goods (or services) for items of equal wealth, rather than selling them and accumulating the wealth. To reflect this, it costs a Hero Point to cement wealth gained through selling, but not to cement the ownership of a purchased item.



Rurik has acquired three cows as his portion of a raid. With these cows, he can buy a chain shirt, or he can sell them and expect to gain about 4 points of wealth. However, it will cost a Hero Point to cement the new wealth level (but not the chain shirt).

Bargaining (or similar abilities) can be used to augment wealth (this may increase your wealth to the point that you can buy the item with pocket change). The narrator may reduce your wealth by 1 if you purchase an item that costs more than your wealth. Remember, if your hero wants something, he will normally go to his supporters and ask for it. If they feel he is worthy, they will give or lend it to him if they have it. It may require a contest using the appropriate Relationship ability.

If the character wishes to make a major purchase (above his wealth level by 1/2 or more) he can liquidate assets, borrow the money, or simply go in debt to the seller--allowing him to double his wealth for the contest. If he wins and purchases the item, he will lose 2 or more points of wealth (about 1/5 the difference between his wealth and the item's cost) to reflect his debt or cash-poor status. He need not cement his purchase with a Hero Point, however. Even if he does not manage to purchase the item, the narrator may reduce his wealth as the extent of his poverty comes to light. Groups can pool their money using the normal AP lending mechanism.

Any place will have a variant of this list. Some "standard variations" are: an item is always less expensive close to its origin; an item is always less expensive where it is common; seasons make food prices wildly variable; shortages tend to make things more valuable.

In all cases, normal accoutrements of the item are included in the price. Thus, armor includes padding underneath, a saddle includes a blanket and stirrups, etc.

Item	Cost
Space in a public room	1
Common barracks type	2
Private single room, lockable door	10
Large private suite, lockable door	15+ depending on client &
Additional for bath service provided	+2 to +10, depending on client
Leather armor	15
Chainmail byrnie	~15
Plate armor	~15
Sword	~10
Spear	10
Crossbow	~10
1 week of preserved rations	10
Commoners clothing	5
Prosperous clothing	10
Rich clothing	20
Horse, riding	~10
Horse, war	~15
Horse, pack	20
Cow	15
Bull	~10
Ox	12
Goat, pig, sheep	5

Goat, pig, sheep	5
2-wheeled cart	15
4-wheeled wagon	20
Rowboat, canoe	20
Simple raft	10
Freight barge	15□
War galley	15□ ₂
Bireme	15□ ₂
Longship	5□ ₂
Small cog	10□ ₃
Large cog	10□ ₄
Build poor shack	10
Build commoner's house	10□
Build superior home	10□ ₂
Build noble manse	10□ ₃
Build simple stone tower	10□ ₃
Build small log fort	15□ ₃
Small stone castle	15□ ₄
Moderate castle	15□ ₅
Short wood bridge	5□
Short stone bridge	10□ ₂
Dry-dock	10□ ₄
Simple boat dock	15
Shrine	10□

Small temple (100 worshippers)	10 [□] 2
Standard temple or church	10 [□] 3
Large temple or church	10 [□] 4+
Hire a mercenary, daily	5
Hire a mercenary, weekly	5 [□]
Hire a mercenary, monthly	10 [□] 2
Writing supplies	5
Locally made book or scroll	10
Magical book or scroll	10 [□] +
An ounce of pure gold	10 [□]
An ounce of pure silver	5 [□]
Hire a healer's help	10/Hurt, 10 [□] + for Injured, 10 [□] 2+ for Dying

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Character Keywords

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The Hero Wars are between ... Life and Death

Life and Death are both a part of the world. Plants, animals, peoples, even the world itself live, die, and then are reborn. This is the way of existence. But there are those who seek to interrupt this cycle, so that everything that dies remains dead. The defenders of Life are starting to awaken again to resist the destroyers, and they will not allow their world to be destroyed.

Here are several sample character keywords from four cultures of Dragon Pass: the Storm worshipping Heartlings; the Lunars, a civilized, inclusive society

that is trying to include the Heortlings against their will; Sir Ethilrist's Black Horse County, the last remnant of a sorcerous church; and the Grazers, a conservative, nomadic animist society. Many more keywords will appear in each future *Player's Guide*.

The spells, feats, and abilities listed here do not have detailed explanations. They are deliberately evocative rather than definitive. A core concept of *Hero Wars* is to let the players and narrator determine and discover what the characters can do.

Keyword Layout

There are three basic types of keyword: the Cultural keyword which applies to all members of the culture (we examine two here, the Heortlings and Lunars), the Occupation keyword, and the Magic keyword. First-time narrators should allow only these templates or those found in the various *Player's Guides*. As you grow to know the system, you can experiment with mixing and matching templates and creating entirely new ones. Most of the Magic keywords below are for gods and goddesses, as both the Heortlings and Lunars are theistic peoples. We include a few shamanic, sorcerous and mystic keywords, and the narrator is encouraged to make new ones to fit her saga.

Cultural Keyword

Physical Skills: Skills taught to members of the culture by family, friends, and cultural leaders.

Mental Skills: Skills taught to members of the culture by family, friends, and cultural leaders.

Relationship: Standard relationships that a member of the culture can expect to have.

Magic: Type of magic available to members of the culture.

Occupation Keyword

Entry Requirements: Some advanced keywords require previous experience, birth, or luck. If you do not fit the requirements, you cannot take the keyword.

Physical Skills: Abilities taught by the master of a craft or a teacher, or just through experience.

Mental Skills: Abilities taught by the master of a craft or a teacher, or just through experience.

Personality: Typical temperament of a member of the occupation.

Relationships: Other organizations or people that can be counted as a

Relationship.

Magic: Type of magic readily available to this occupation.

Benefits: Typical benefits, usually most applicable to advanced keywords.

Disadvantages: Typical disadvantages of this occupation.

Living Standard: Typical living standard provided by the occupation.

Equipment: Typical equipment carried or owned by members of this profession.

Magic Keyword

Entry Requirements: Any requirements to take the keyword. This may be sex-related (men or women only), a minimal requirement (must be educated), or something else. If you do not fit the requirements, you cannot take the keyword.

Physical Skills: Abilities taught to all members, if any.

Mental Skills: Abilities taught to all members, if any.

Affinities/Grimoires/Spirits/Powers: Magic available via the keyword. Affinities and grimoires will also list feats or spells available. These are not meant to be exclusive lists, and many more feats and spells may exist than those listed here.

Secret: Most cults, orders, traditions, and schools have secrets, though some do not.

Worshippers: Who normally joins the organization.

Other Side: Otherworld location from which the worshippers derive their magic.

Other Connections: Other groups with which the organization has connections; these may or may not be present as Relationships.

Disadvantages: Any disadvantages faced by members of the organization.

Ability Notes


Berserk Attacks

Several gods provide magics that are listed as "Berserk." The Axe Berserk feat of Babeester Gor is an example of this type of magic.

Once a character invokes berserker magic, he has become a raving death machine, and will attack anyone or anything in their way. The berserk fit lasts until the end of the combat contest, which may be prolonged if the berserker does not recognize his friends and attacks them even after all the enemy are put out of the fight! The berserker may attempt to recognize his friends by using an appropriate ability, but must do so with a penalty equal to 1/4 his rating in the berserk magic ability.

The berserker can be brought out of his fit by certain magics, or by someone trying to talk him out of it. To talk a berserker out of his rage, the person must use an appropriate ability against the ability which produced the berserk rage in the first place.

Berserk magic requires that the user bid at least 1/2 his current AP each round, but provides an edge equal to 1/4 the user's ability rating in the berserker magic.



Kallai is in a life or death fight with a Chaos monster and calls upon his Death Song Berserk feat from his Death affinity (ability rating 18). He must bid at least 1/2 his current AP every round, but gains a +4 edge for the remainder of the combat. He may try to use his Recognize Foe ability to refrain from attacking his friends, but has a -4 penalty to the target number. He will remain berserk until the fight ends or he is "talked down" by a friend, who can use any appropriate ability opposed to Kallai's Death affinity.

Healing Affinities

Unless otherwise noted in the keyword, all healing magic uses the following resistance:

Wound	Modifier or Resistance
Hurt	-1/hurt
Injured	20
Dying	10 <input type="checkbox"/>


Gifts and Geases

Some gods require specific sacrifices of behavior, called **geases**, but in return give their followers specific gifts, feats, or skills not otherwise available. As long as the worshipper follows the restrictions of the geas, he may use the gift. If the geas is broken (even accidentally), the geas is removed and the god will impose harsh penalties on the worshipper. Devotees are the most likely

worshippers to be given geases, though a god can grant one to an initiate or even a communal worshipper. Most cultures equate geases and gifts as marks of the god's favor.

The exact mechanism of receiving a geas depends on the cult of the god. Some require a devotee to choose a geas and its associated gift, some allow the devotee to pick and chose, and some assign them in a manner known only to the high priests. Gifts and geases are noted on the character sheet under Magic.

We provide a detailed list of gifts and geases under the Humakt keyword. Narrators are encouraged to create their own lists using this one as an example.

	<i>Kallai devotes himself to Humakt and receives the geas Never participate in an ambush. As long as he holds to this geas, he will have the benefit of the special Humakti mental skill Sense Assassin. Rick notes it on his character sheet: "Geas: Never attack from ambush; Sense Assassin 12."</i>
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The Heortlings

The Heortlings are the primary barbarian culture in the Dragon Pass region. They are a proud and fiercely independent people whose ancestors ruled the world during the Storm Age. Before the Storm Age everyone was ruled by tyrants and their despotic deities, who clutched the world in an unyielding grip that squeezed the joy and spontaneity out of everything. Heort joined with the storm gods, who were ruled by Orlanth, and helped liberate the cosmos. Since that time many oppressors have tried to crush the Heortlings, exactly as the Lunar Empire is trying to do today. They have always failed, thanks to the Heortlings' courage and determination to be free.

Heortling society is primarily clan based, with temporary or more permanent tribes formed by several clans. Heortling society follows the laws of Orlanth, the first two of which are "No one can make you do anything," and "There is always another way." Feuds are common, with wergild exchanged between clans for injuries or death. While much of Heortling society follows the roles laid down by age and gender, a large minority act outside the norm, and are accepted by the community. For example, while most women are home-makers and mothers, a few are warriors.

Clans are led by a chief, who has advisors known as the **clan ring**. The members of the clan ring are appointed by the chief, who may remove them at any time (subject to public pressure). Most clans have clan rings based on the Lightbringers, with prominent followers of the Lightbringer gods taking their gods' place in the ring, and the chief taking the place of Orlanth. There are many other types of clan ring, however.

Heortling Cultural Keyword

Physical Skills: Spear and Shield Fighting.

Mental Skills: Dragon Pass Geography, Heortling Customs, Heortling Myths.

Relationships: to Clan; Worship Storm Pantheon.

Magic: Most Heortling adults are initiated or devoted to a specific god.

Suitable gods are listed below for each profession. Heortlings fear sorcery as soul-draining. Shamanism is rare, and shamans are generally outcasts and hermits. Mysticism is extremely rare, normally equated with dragonewts and outsiders.

Heortling Occupation Keywords

Here are several typical occupations which would likely spawn adventuring heroes like yours. These should not be taken as the whole of Heortling society: there are many other occupations, such as farmer, brewer, or crafter.

God-talker

You are a holy person, one who talks to and about the deities. You have a natural closeness to the immortals and have learned how to maintain the sacred lifestyle. What you know you have learned from the community or, more often, from the god itself. Other cultures might call you a priest, though "priest" is as much a political as a magical occupation among your people.

Mental Skills: Initiate to [god], Mythology of [god] , Perform Sacrifice, Pray to [god], Sense Gods Nearby, Sense Spirits Nearby.

Personality: Most deities have behavior requirements, and failure to adhere to them causes a handicap when using magic from the deity. Every deity has some requirements, even if they appear to be quite minimal such as the Orlanth and Ernalda requirements of "behave like everyone else." Other deities are very strict and severe in their minimal standards from their worshippers. Check with the narrator for details.

Relationships: to Temple.

Magic: Choose any Heortling god listed below. Most god-talkers have an established devotional relationship to a specific god.

Living Standard: Common.

Equipment: Ritual equipment and clothing.

Healer

You are a healer in a world which can be hostile to life. You regenerate that which is damaged, cure that which is ill, and bring solace to that which is troubled.

Physical Skills: First Aid, Gentle Touch.

Mental Skills: Calm Patient, Herbalism, Recognize Illness.

Personality: Calm, Empathetic.

Relationships: to Patients.

Magic: Choose a god from among Bevara, Chalana Arroy, and Ernalda the Healer

Living Standard: Common.

Equipment: First aid kit with bandages, salves, and ordinary medicines.

Hunter

You are a person of the wilds, a provider, a stalker of game and a slayer of beasts. Heortling hunters stalk larger animals with bows, but trap small animals.

Physical Skills: Archery, Butcher, Hide in Cover, Set Traps, Stalk.

Mental Skills: Know Animals, Listen, Mimic Animal Sounds, Track.

Personality: Patient.

Relationships: None significant.

Magic: Choose a god from between Odayla and Yinkin.

Living Standard: Common.

Equipment: Bow and arrows, snares, traps.

Lawspeaker

You are a person of knowledge among the ignorant. You know the laws, customs, and ways of your people. You are literate, where most folk among the Heortlings are not. Most clans have a lawspeaker who can recite the laws of the clan, tribe, and Heortling culture.

Physical Skills: Emphatic Gestures.

Mental Skills: Detect Emotions, Know Heortling History, Know Heortling Laws, Read Heortling, Speak with Authority, Write Heortling.

Personality: Discerning.

Relationships: to Temple; to Clan Ring.

Magic: Choose a god from between Lhankor Mhy and Orlanth Rex.

Living Standard: Common.

Equipment: Quills, scrolls, books.

Merchant

You are a wandering trader, a person knowledgeable in recognizing marketable goods, evaluating their worth, and obtaining them for a good price. Communication is a necessary component of your occupation.

Physical Skills: Care for Mule, Carry Heavy Loads, Load Pack Animal.

Mental Skills: Bargain, Fast Talk, Gauge Value, Lie.

Personality: Clever.

Relationships: to a Trade Guild.

Magic: Choose a god from between Issaries and Orlanth Adventurous.

Living Standard: Common.

Equipment: Trade goods, pack, mule.

Spirit-Talker

You are what other cultures call a shaman. You can talk to, combat, and bargain with spirits. You may be known and accepted by a local village or clan, but are just as likely to be a hermit in the hills who is sought out when your abilities are needed.

Physical Skills: Craft Fetish, Draw Summoning Circle.

Mental Skills: [great spirit] Tradition Knowledge, Shamanic Escape, Spirit Combat, Spirit Sight, Spirit World Travel.

Personality: Slightly mad.

Relationships: to Followers.

Magic: Only one Heortling Spirit-talker magical keyword is presented here: Kolat.

Living Standard: Common.

Equipment: Several fetishes, support from followers, ritual objects.

Warrior

You are a warrior, a defender of the people and a slayer of foes. Combat is your lifestyle, the most dangerous profession known. Heortling warriors generally fight on foot.

Physical Skills: Acute Hearing, Hide in Cover, Riding, Running, Sword and Shield Fighting.

Mental Skills: Recognize Foe, Stay Awake.

Personality: Boastful, Brave.

Relationships: to Clan, Tribe, or Warband; loyalty to leader.

Magic: Choose a god from among Babeester Gor, Hedkoranth, Humakt, Orlanth Adventurous, Orlanth Thunderous, Urox, and Vinga.

Living Standard: Common.

Equipment: Leather armor, leather helmet, shield, spear, sword, dagger, horse.

Heortling Magic Keywords

Most Heortling adults are initiated to a specific god. A few are devoted to one. Rarely, a person may be initiated to one god and initiated or devoted to another. Initiates get the affinities of the god, and devotees get both affinities and feats.

Players are encouraged to work with the narrator to create new skills or feats as appropriate for these deities.

Babeester Gor

Babeester Gor is the Earth Avenger, who hunts and punishes those who harm, abuse, or steal from the earth. She is a women's fighting goddess. She was born during the Darkness out of Ernalda's corpse and diligently guarded the body against everything, and so allowed the Great Goddess to return herself to life. She serves Ernalda and all Earth goddesses as their special honor guard and avenger. She and her worshippers are considered to be fanatics.

Entry Requirements: Open to women only.

Physical Skills: Axe and Shield Fighting, Great-axe Fighting.

Mental Skills: Mythology of Babeester Gor, Stay Awake, Track.

Affinities:

Combat (Axe Berserk, Enchant Copper, Enchant Iron, Hurl Axe, Slashing Blow, Unbreakable Shield)

Terror Bellow (Roar of Command, Scream of Fear, Shout of Pain, Snarl Darkness)

Vigilance (Acute Hearing, Follow Any Trail, Go without Sleep, See in Darkness, Smell Enemy Nearby)

Secret: **Earth Avenger** (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of avenging an Earth temple or a worshipper of a Heortling Earth goddess.)

Worshippers: Women seeking revenge, warrior women.

Other Side: Babeester Gor's Axe Hall is on the Screaming Isle amidst the Sea of Blood that collected at the bottom of the Valley of the Corpse in the Earth Realm. From there initiates may exit to the Darkness Age. After death initiates of Babeester Gor become agents of revenge sent by the goddess to earth to answer the curses of women wronged by men.

Other Connections: Babeester Gor has a shrine in every Heortling Earth goddess temple.

Disadvantages: Babeester Gor devotees frighten most normal people, especially men, and are avoided under normal circumstances. Babeester Gor devotees cannot bear children.

Bevara

Bevara is a minor healing goddess commonly called "Stretcher and Sticker." During the Darkness she was important in the Dragon Pass area. She once carried the hero Heort out of danger. Her specialty is in attending to the types of wounds which are inflicted by combat or other types of violence, and being able to do so even when distracted by death and violence. Worshippers of Bevara have no restrictions on carrying or using weapons, and often function as "combat medics" for war bands.

Entry Requirements: None.

Physical Skills: Restrain Patient, Splint and Bandage.

Mental Skills: Brew Healing Potion, Mythology of Bevara.

Affinities:

Healing (Diminish Injury, Heal Self Fully [$D+20\boxed{}$], Remove Hurt, Stop Dying)

Self Defense (Carry Patient to Safety, Dodge, Earsplitting Scream, Evade Pursuers, Hide Self)

Secret: **Combat Healing** (Instantly use **Healing** affinity on others during combat, even while taking another action.)

Worshippers: Field medics, village healers.

Other Side: Bevara lives in Heort's Hall, which lies on Orlanth's Stead in the Storm Realm. From it initiates may exit to the Darkness Age. After death Bevara's initiates stay with her for a time and strengthen their souls for their

next life.

Other Connections: None significant.

Disadvantages: None significant.

Chalana Arroy

Chalana Arroy is the greatest healing goddess in Glorantha, due in large part to her total dedication to nonviolence and helping anyone who needs her assistance. No initiate or devotee may ever bear or use any weapon, tool, or magic that is intended to harm others, nor may they participate in any activity that will cause harm. Thus, they can help build a wall, but not a lethal trap. During the Darkness she was a Lightbringer, and opened the way to the Land of the Dead. She restored life to Orlanth there when he had been slain, and her worshippers can travel into the Otherworld to restore other souls to life as well.

Entry Requirements: None.

Physical Skills: Restrain Patient.

Mental Skills: Brew Healing Potion, Find Herbs, Mythology of Chalana Arroy, Mythology of Lightbringers, Treat Disease, Treat Poison.

Affinities:

Calm Fear (Quiet Everyone, Sleep, Soothing Song, Stop Berserk Rage, Stop Panic)

Cure Disease (Fight Disease God, Fight Disease Spirit, Heal Abilities Lost to Disease, Stop Brain Fever, Stop Chills, Stop Shaking Disease, Stop Wasting Disease)

Heal Wounds (Heal Chaos Wound, Heal Dying [$D+5$ □], Heal Injury [$D+15$], Heal Poisoned Wound, Regenerate Damage Fully [$D+10$ □], Stop Bleeding)

Secret: **Resurrect Other** (Otherworld magic.)

Worshippers: Dedicated healers.

Other Side: Chalana Arroy has a Hall of Healing in the Storm Village, on Orlanth's Stead in the Storm Realm. From there initiates may exit to the Golden Age, Storm Age, or Darkness Age. After death Chalana Arroy's initiates work with her in her Healing Hall, helping to heal the wounds of the cosmos before returning to heal the wounds of the inner world.

Other Connections: Chalana Arroy is one of the Lightbringers.

Disadvantages: Chalana Arroy devotees are absolutely nonviolent. They may not bear or use weapons of any kind at any time. Their only defense is to cause their foes to go to sleep. They must protect those under their Sleep spell and those who have surrendered to them. Some healers make exceptions for Chaos creatures.

Ernalda

Ernalda is a great goddess, worshipped by almost all Heortling women. She is the source of all feminine spirituality, peace, and fecundity, the Broad Earth that is the foundation of all creation. She releases the power of growth every spring and collects it in the autumn. She is Power, not Matter, and her sisters

are both Earth goddesses. In the Great Darkness Ernalda conquered the secrets of life and death by simply sleeping. Now Ernalda rules the Storm pantheon and its worshippers alongside Orlanth, her husband. Ernalda is the default goddess for Heortling women.

Entry Requirements: None, though many aspects are open to women only. Worshippers must normally choose an aspect from among those listed below.

Great Secret: **Be Earth** (Character becomes one with Ernalda and is taken out of play.)

Worshippers: Women.

Other Side: Ernalda's Home is on Orlanth's Stead, where her Loom House (also called the House of Women) can be found right next to Orlanth's Hall.

Ernalda's palace is concurrently at the center of the Earth Realm. From her house initiates may exit to the Golden Age or Storm Age. After death Ernalda's initiates come to her house to help make the Great Tapestry, to eat from the Great Garden, and to be fed by the goddesses of the home.

Other Connections: Ernalda is the great goddess of the Earth pantheon.

Disadvantages: None significant.

Major Aspects of Ernalda

Eninta, Goddess of Childbirth

Affinities: **Midwife**

Secret: **Assist Painless Birth**

Ernalda the Healer

Affinities: **Heal Animals, Heal Earth, Heal People**

Secret: **Earthpower**

Ernalda the Leader

Affinities: **Command Earth, Find Another Way, Leadership**

Secret: **Get Job Done**

Ernalda the Mother

Affinities: **Bless Crops, Bless Family, Bless Mothers**

Secret: **Mother Knows Best**

Esrola, Grain Goddess

Affinities: **Bless Barley, Harvest**

Secret: **Grow Barley**

Uralda, Cow Mother

Affinities: **Bless Cows, Milking**

Secret: **Aid Bovine Conception**

Voria, Goddess of Spring

Affinities: **Bring Springtime, Call Earth Goddess, Innocence**

Secret: **Breath of Spring**

Ernalda the Healer

Ernalda is the soft and loving earth who heals her children with a touch, and this aspect focuses on those healing abilities. While not as renowned a healer as the more specialized gods, such as Chalana Arroy, she still has her place. She does not have the ability to resurrect the dead, but can cure wounds or diseases of people, plants, or animal, and even the earth itself.

Entry Requirements: None.

Physical Skills: Splint and Bandage.

Mental Skills: Make Healing Plaster, Midwife, Mythology of Ernalda.

Affinities:

Heal Animals (Cure Bullsitch, Cure Hoof in Mouth Disease, Cure Mange, Heal Animal Wound, Speak to Domestic Beast)

Heal Earth (Close Hole, Flower Quickly, Heal Plants)

Heal People (Cure Minor Disease, Fight Disease Spirit, Heal Hurt, Heal Injury, Make Less Tired)

Secret: **Earthpower** (Instantly use **Heal People** affinity on self while skin is in contact with bare earth, even while taking another action.)

Worshippers: Female healers, village wise women.

Other Connections: None significant.

Disadvantages: None significant.

Ernalda the Leader

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Ernalda is not the meek wife of Orlanth, but the co-equal ruler of the Storm Tribe. She gives her followers the ability to match their male counterparts in council. While she often allows the men to bellow and strut, she still is the one to see that the job gets done.

Entry Requirements: None.

Physical Skills: Meaningful Glare.

Mental Skills: Bully, Entice, Mythology of Ernalda, Orate.

Affinities:

Command Earth (Command Earth Animals, Command Earth Gods, Dismiss Earth Spirit, Enchant Copper, Force Flyer to Ground, Make Person Heavy)

Find Another Way (Calm Anger, Rally Women, Stop Argument, "Think of the Children" Cajole)

Leadership (Command Meeting, Intimidate, Stare Down Man)

Secret: **Get Job Done** (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of getting the job done. This bonus is gained only against the appropriate community--a woman's household, a clan leader's clan, a matriarch's tribe or city, etc.)

Worshippers: female leaders, matriarchs.

Other Connections: None significant.

Disadvantages: None significant.

Ernalda the Mother

Ernalda is the loving mother who always knows what is best for her children, and this is the aspect of Ernalda as the Mother of Life. She is the source of all the animals, plants, and people in the world, through her many daughters.

Entry Requirements: Bear live children.

Physical Skills: Cleaning, Cooking, Sewing.

Mental Skills: Chide, Control Children, Midwife, Mythology of Ernalda.

Affinities:

Bless Crops (Protect Crops from Birds, Protect Crops from Insects, Protect Crops from Storm)

Bless Family (Beautify Self, Conceal Family, Ease Fears, Heal Sick Child, Make Husband Laugh)

Bless Mothers (Bless Birth, Bless Eggs, Bless Livestock, Bless Marriage, Bless Pregnancy)

Secret: **Mother Knows Best** (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of convincing or forcing the mother's children to do what she says, as well as any of her daughters' husbands or children.)

Worshippers: Mothers.

Other Connections: None significant.

Disadvantages: None significant.

Hedkoranth

Hedkoranth is a minor god, the best fighter among the Thunder Brothers. He is followed by warriors who wish to gain his power over thunder stones, enchanted pieces of rock that can shock an opponent with their energy.

Hedkoranth is the Thunderbolt of Orlanth made manifest. His weapon is thus always available, even when it has been thrown, and whether or not he hit or missed.

Entry Requirements: None.

Physical Skills: Sling, Throw Rock.

Mental Skills: Find Enemy Weakness, Mythology of Hedkoranth, Mythology of Thunder Brothers.

Affinities:

Clouds/Rain (Bruising Rain, Call Clouds, Call Lightning, Rainmaking, Start Thunderstorm)

Combat (Enchant Thunder Stone, Hurl Thunder Stone, Lightning Sword, Throw Far, Thunder Sling)

Wind (Aid Throw with Winds, Call Wind, Lift Objects with Wind, Raise or Lower Wind, Snatch Breath)

Secret: **Return Thunder Stone** (Acts as a mystic strike against the distance the stone was thrown; if the "distance" AP are reduced to 0 or below, the stone returns to the character's hand in time to be thrown again.)

Worshippers: Warriors

Other Side: Hedkoranth's Thunder Oak stretches wide on Orlanth's Stead in the Storm Realm. From beneath its great shaded interior initiates may exit to the Storm Age or Darkness Age. After death Hedkoranth's initiates join him in great hurling matches and hunts across the realm, and competitions against other Thunder Brothers.

Other Connections: Hedkoranth is one of the Thunder Brothers. His cult is often viewed as a specialized version of Orlanth Thunderous.

Disadvantages: None significant.

Humakt

Humakt is the Heortling god of War and Death. He is the greatest fighter and warrior in the tribe. He is the Separator, the Divider, and he made the Great Darkness; he is Death, and he is able to bring others to him, whether he does it with a sword, stare, or word. He lives in swords; his magic is to fight and to kill and destroy. Only when Orlanth made peace with Humakt did the Darkness end. Humakt is slow to rouse until Justice is violated, whereupon he finds the Truth of it and delivers death to the loser. Humakt welcomes all his initiates to his house in the Underworld, and does not allow his worshippers to be resurrected.

Entry Requirements: None to join. Initiates and devotees must choose a gift and its associated geas.

Physical Skills: Craft Weapon, Dagger Fighting, Greatsword Fighting, (Sword) Fighting.

Mental Skills: Detect Lie, Mythology of Humakt.

Affinities:

Combat (Enchant Iron, Great Blow, Shield Destroyer, Truesword Stroke, Weapon Destroyer)

Death (Bless Corpse, Death Song Berserk, Kill Undead, Lay Ghost, Visage of Fear)

Honor (Empower Oath, Know Truth, Rally Warriors, Sever Relationship, Shame Coward)

Secret: **Death** (Acts as a mystic strike; in addition to contest results, if the target's AP are driven to 0 or below he dies.)

Worshippers: Weaponthanes, warriors, men with no name.

Other Side: Humakt's Sword Hall lies at the bottom of the measureless Cliffs of Shadow where a broken gash called the Vale of Death lets dead air enter the Storm Realm. From it initiates may exit to the Storm Age or Darkness Age, or travel into the Underworld. After death initiates of Humakt serve their grim god by fighting so hard that they regularly chop each other to pieces to prepare for the next divine battle, then are healed to do better next time.

Other Connections: None significant.

Disadvantages: Humakti may never be resurrected. Humakti are usually avoided by normal people simply because they are servants of Death. Many worshippers are or become mercenaries and so are mistrusted by most people.

Humakt's Gifts and Geases

Humakti gifts are tied to specific geases. Most temples allow the worshipper to choose his gift (and its associated geas) freely. Initiates are required to take a gift when joining the cult. Devotees must take a gift when joining, and may take another gift during the Sacred Time ceremonies each year.

Gift	Geas
+5 to any Sword Fighting ability	Never use one specific type of non-sword weapon
+5 to one Humakt or Warrior keyword skill (other than Sword)	Remain silent one specified day of the week>
+3 to a non-Humakt or non-Warrior keyword skill	+10% duty to the cult (initiates must spend 40% of their time, money, and dedication, devotees 70%)
Increase armor 1 rank	Never lie
Begin the Sense Assassin skill at 12	Never participate in an ambush
+4 resistance vs. disease and poison>	Never use poison
Begin the Sense Undead skill at 12	Never be an initiate of another god
Raise a specific weapon's rank by 5 against a specific foe species	Never accept minor magical healing
Raise a specific weapon's rank by 5 against all foes	Never accept magical healing of any kind
Recover 1 AP per round (as long as AP above 0)	Never refuse a challenge to one-on-one combat

Issaries

Issaries is the god of communication, travel, and merchants. He invented barter, gifts, and profits, and can make an equal exchange with anyone, even so far as to trading the personal magic they have learned. He traveled everywhere, at first to trade and enjoy, and later to learn foreign ways. During the Darkness Issaries even went to the Land of the Dead as a Lightbringer. Issaries is the greatest speaker and storyteller; so great is his fame that he is called Goldentongue.

Entry Requirements: None

Physical Skills: Identify Goods by Touch, Staff Fighting.

Mental Skills: Identify Jewels, Identify Metals, Mythology of Issaries, Mythology of Lightbringers, Speak [language], Speak Tradetalk.

Affinities:

Communication (Clear-voice Shout, Convince Buyer, Convince Seller, Entertain with Voice, Talk with Hands)

Merchant (Bless Market, Hide Booby Trap, Lock Box, Make Safety Alarm, Recognize Magical Value)

Travel (Cover Tracks, Detect Ambush, Find Escape Route, Find Trail, Protection While Sleeping)

Secret: Trade Feats (Ritual magic. The character and a willing target each give knowledge of one feat to the other. The feat may be used in a single contest, at the original owner's ability rating. The feat becomes unavailable to the original owner until it has been used in this manner. Use of the feat by one party to the exchange does **not** require that the other person immediately use the feat he received.)

Worshippers: Local merchants, middlemen, traveling merchants.

Other Side: Issaries has his Market on Orlanth's Stead in the Storm Realm. From his tent initiates may exit to the Golden Age, Storm Age, or Darkness Age. After death Issaries' initiates travel across all the world carrying messages and news between the various steads, halls, and even other realms, until they are reborn.

Other Connections: Issaries is one of the Lightbringers.

Disadvantages: None significant.



Kallai hears that a wandering Goldentongue merchant is in town. Hoping to gain some additional magic to help him during his next adventure, he seeks out the merchant, Orkarlman. After a period of bargaining, during which Kallai is forced to pay Orkarlman two sheep, the merchant agrees to trade magic feats with Kallai.

the Scent 12 ability of the Telmori leader and the 4 ability rating of Orklarman's Travel affinity. Despite this high ability rating, the Telmori leader's two followers give him an advantage, and after the contest is resolved the magic has failed to protect him, leaving Kallai to awaken at the mercy of the werewolves.

Kolat

Kolat is a great spirit of storms; he is the wind, which can go anywhere. His followers are shamans, of which there very few in Dragon Pass, or among Orlanthi in general. Kolat deals mostly with spirits of the air and weather.

Entry Requirements: Must have a fetch that can be awakened.

Physical Skills: Build with Snow, Craft Fetish, Draw Summoning Circle, Leaping.

Mental Skills: Kolat Tradition Knowledge, Mythology of Kolat, Sense Change in Weather, Shamanic Escape, Spirit Combat, Spirit Sight, Spirit World Travel.

Traditional Spirits: Air Spirits, Cold Spirits, Water Spirits, Weather Spirits, Wind Spirits.

Special Spirits: Wind of Above, Wind of Below.

Spirit Allies: Wind Spirits, Weather Spirits.

Fetch: Wind Spirits (see *Elementals*).

Fetishes: Kolatings use a variety of materials for fetishes, including flint carvings, hawk or eagle feathers, and alynx teeth and claws.

Secret: **Travel as Wind** (Ritual magic. Character transforms into a wind and can travel in that form until he reaches his desired location.)

Worshippers: Kolatings are rare, and generally serve themselves or their family only.

Other Side: Kolat's demesne inside the Spirit World is called the Horn Zone, which lies within a larger region called the Vale of the Four Winds. After death Kolat's worshippers join him in the Spirit World until chosen to become wind spirits which, through service, grow larger until they eventually become a wind that blows through the Inner World.

Other Connections: Many Darkness and Water spirits are traditional enemies.

Disadvantages: Kolat is accepted by the Storm pantheon, but members are still outcasts from normal Heortling society.

Lhankor Mhy

Lhankor Mhy is the wisest of the Heortling deities. He knows the laws, customs, and histories of the people, as well as things about foreign places, peoples, and gods. He knows or can discover any fact or secret, whether it is known by a person, manifest in nature, or contained in a book. Lhankor Mhy is called Greybeard, and his priests must all have beards, so women and other worshippers without them wear false beards. Lhankor Mhy is a Lightbringer, through whom he liberated the Light of Knowledge which had been extinguished by the Darkness.

Entry Requirements: All worshippers must have beards.

Physical Skills: Craft Writing Supplies.

Mental Skills: Know Trivia, Mythology of Lhankor Mhy, Mythology of Lightbringers, Read Heortling, Read [language], Write Heortling, Write [language].

Affinities:

Knowledge (Clairvoyance [*use the range table*], Find Obscure Fact [*D+10 to D+10* *depending on the obscurity*], Read Mind [*D+20*], See Past Events [*D+10 to D+10* *2 depending on how far in the past*], Interpret Spoken Language)

Law (Force Truth, Impress Jurors, Invoke Law, Recite Precedent)

Literacy (Reconstruct Document, Search Library, Translate Written Language)

Secret: **Reveal Truth** (Acts as a mystic strike with the asking of a single question; in addition to contest results, if driven to 0 AP or below the target person or object is forced to speak, reveal, or otherwise make the Truth known.)

Worshippers: Lawspeakers, scholars.

Other Side: Lhankor Mhy has his Great Study near Orlanth's Stead in the Storm Realm. >From it initiates may exit to the Golden Age, Storm Age, or Darkness Age. After death Lhankor Mhy's initiates study with the Grey Lord to obtain great knowledge and understanding in their next life.

Other Connections: Lhankor Mhy is one of the Lightbringers.

Disadvantages: None significant.

Odayla

Odayla is the god of hunting. He is famous for wrestling the Great Bear into submission, though some say that he is actually the Great Bear, who dies but awakens again each year. He is one of the Thunder Brothers, and during the Darkness he gave the Heortlings the skills and feats they needed to stay alive amid the monsters.

Entry Requirements: None.

Physical Skill: Wrestling.

Mental Skill: Find Shelter, Mythology of Odayla, Mythology of Thunder Brothers.

Affinities:

Bear (Bear's Strength, Foraging, Hibernate, Scent Food)

Hide (Hide in Foliage, Move Silently, Remain Motionless)

Hunt (Acute Vision, Arrow Sureshot, Attract Game Animal, Run over Snow)

Secret: **Sleep Back to Life** (Otherworld magic.)

Worshippers: Hunters.

Other Side: Odayla's Camp is in Engiziland near the Storm Eagle Tree, on the border of Orlanth's *tula* in the Storm Realm. From it initiates may exit to the Storm Age or Darkness Age. After death Odaylans range the wilds of the Storm Realm stalking and trapping wild, immortal beasts in the eternal thrill of the immortal chase. They also search for the best place to be reborn in the Inner World.

Other Connections: Odayla is one of the Thunder Brothers, and is a frequent

companion of Yinkin.

Disadvantages: None significant.

Orlanth

Orlanth is the chief of the Storm pantheon, worshipped by almost all Heortling men; he is the Middle Air, the Great Storm that moves all winds. He is a warrior and leader who overthrew the Emperor and freed Ernalda. Though he welcomes specialists to his household, he is also good at all the things his followers can do. Thus he can fight, judge, recite, farm, and make things as well as husband, father, and lead. With Ernalda and his storm companions Orlanth formed the Storm pantheon. In the Darkness Orlanth set off with his companions and completed the great Lightbringer's Quest, and released the Sky from the grip of Kyger Litor. Now he rules the world and oversees the Heortling gods and peoples. Orlanth is the default god worshipped by Heortling men.

Entry Requirements: none, though some aspects are open to men only.

Worshippers must normally choose an aspect from among those listed below.

Great Secret: **Be Air** (character becomes one with Orlanth and is taken out of play).

Worshippers: men, leaders, warriors

Other Side: Orlanth's Hall stands in the center of Orlanth's Stead, which lies at the center of the Storm Realm. From it initiates may exit to the Storm Age or Darkness Age, or travel into the Sky or Underworld, depending on where the constellation of Orlanth's Ring is. After death Orlanth himself welcomes all Orlanthe, who spend eternity feasting and hunting, riding border patrols, and leading living worshippers when they come to the realm.

Other Connections: Orlanth is the leader of the Lightbringers.

Disadvantages: None significant

Major Aspects of Orlanth

Hedkoranth, Thunder Warrior

Affinities: **Clouds/Rain, Combat, Wind**

Secret: **Return Thunder Stone**

Orlanth Adventurous

Affinities: **Combat, Movement, Wind**

Secret: **Last Gasp Recovery**

Orlanth the Farmer

Affinities: **Agriculture, Domestic Animals, Maintain Stead**

Secret: **Plow Any Field**

Orlanth Lawspeaker

Affinities: **Justice, Law**

Secret: **Justice**

Orlanth Rex

Affinities: **Command, Government, Loyalty**

Secret: **Control Storm People**

Orlanth Thunderous

Affinities: **Clouds/Rain, Fight Elements, Wind**

Secret: **Thunderbolt**

Vanganth the Flyer

Affinities: **Flight**

Secret: **Seven Winds Flight**

Vinga the Adventuress

Affinities: **Combat, Movement, Protection**

Secret: **Defend the Helpless**

Orlanth Adventurous

Orlanth Adventurous is the subcult devoted to fighting and warriors. Orlanth Adventurous is the Eternal Rebel, and can take his secret breath as a last gasp of action before facing defeat.

Entry Requirements: None. This is the default aspect for Orlanthe created under the basic rules.

Physical Skills: Leaping, [Weapon] Fighting

Mental Skills: Boast, Mythology of Lightbringers, Mythology of Orlanth, Sense Change in Weather.

Affinities:

Combat (Armor of Woad, Enchant Iron, Enchant Silver, Flickering Blade, Leaping Shield, Overbear Foe, Swordhelp)

Movement (Burst of Speed, Lift Objects with Wind, Rock-jumping, Run over Mud, Run up Cliffs, Sunset Leap)

Wind (Call Clouds, Call Wind, Change Wind Strength, Drive Away Clouds, Hear Words on the Wind)

Secret: **Last Gasp Recovery** (Automatically succeed at a single final action during any contest in which the character has used his **Wind** affinity, even if he normally would not be allowed a final action.)

Worshippers: Adventurers, rebels, warriors.

Other Connections: Other warrior deities, either as friend or foe.

Disadvantages: None significant.

Orlanth Rex

Orlanth Rex is the king of the Storm Tribe, and is worshipped by kings and clan leaders. He can command all of the gods, even the ones that are not part of his family. All Orlanthe are magically inclined to obey him.

Entry Requirements: Must be a clan leader or king.

Mental Skills: Bully, Cairol, Dominate Meetings, Mythology of Lightbringers

Mythology of Orlanth, Negotiation, Sense Mood of Crowd.

Affinities:

Command (Command Gods of Storm Pantheon, Intimidate Follower, Silencing Bellow, Summon Followers)

Government (Bless Clan, Calm Feud, Create Tribal Ring)

Loyalty (Cast Out, Instill Pride, Rally Clan, Sense Dishonor, Weaken Priest)

Secret: Command Storm People (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of ordering any theistic storm worshipper to perform a task.)

Worshippers: Clan leaders, tribal leaders, kingdom leaders.

Other Connections: All gods of the Storm pantheon are subservient to Orlanth Rex.

Disadvantages: None significant.

Orlanth Thunderous

Orlanth is the Thunderbolt, the Divine Essence brought into the world, so powerful that it destroys those who are not prepared for it. Orlanth Thunderous controls the very air, raising and lowering storms or wind, calling rain or snow.

Entry Requirements: none

Physical Skills: Sword and Shield Fighting

Mental Skills: Mythology of Lightbringers, Mythology of Orlanth, Predict Weather

Affinities:

Clouds/Rain (Call Clouds, Call Hail, Gentle Rain, Rainmaking, Start Thunderstorm)

Fight Elements (Enchant Tin, Fight Darkness, Fight Earth, Fight Fire, Fight Water)

Wind (Command Gods of the Air, Create Tornado, Drive Away Clouds, Drive Storm, Raise or Lower Wind, Snatch Breath, Still Tornado)

Secret: Thunderbolt (Acts as a mystic strike; in addition to contest results, if driven to 0 AP or below the target is instantly rendered unconscious and cannot attempt a final action.)

Worshippers: Air magicians.

Other Connections: Other Air deities are usually allies.

Disadvantages: None significant.

Vanganth

Vanganth is the god of flying, the first human to learn how to fly on the winds. Vanganth is counted among the collective Thunder Brothers, but singled out as being the best flyer, the fastest flyer, and the farthest flyer. Although all Orlanthi fly on their holy day, only Vanganth and his followers can call the winds to carry their heavier-than-air bodies at any time. To fly he exhales his breath, which becomes the vehicle that bears him aloft, invisible to the naked eye but visible to magic sight as either a ram, a storm hawk, or an alynx. Vanganth himself turns into those shapes in his myths. Vanganth was killed in the Darkness, and later freed by the Lightbringers.

Entry Requirements: None.

Physical Skills: Fight While Flying, Throw Sword.

Mental Skills: Discern Air Currents, Mythology of Thunder Brothers, Mythology of Vanganth.

Affinities:

Flight (Aerial Maneuvering, Avoid Lightning, Fly Carrying Additional Weight, Fly Fast, Leap with Wind)

Secret: **Seven Winds Flight** (Acts as an affinity with the following feats: Attack with Windblast, Dive from Above, Fly Against the Wind, Fly in Darkness, Hover, Knock Down Flyer, Reverse Direction in Midair.)

Worshippers: Even among Orlanthe flyers are rare, and it is mainly they who worship Vanganth.

Other Side: Vanganth's House is at the top of Flint Ridge on Orlanthe's Stead in the Storm Realm. From it initiates may exit to the Storm Age or Darkness Age. After death Vanganth's initiates join him and fly all around the Storm Realm and far beyond. They compete against other Thunder Brothers in sports, eat heartily, and have the company of good women when they wish.

Other Connections: Vanganth is a hero cult of Orlanthe Adventurous, and is also one of the Thunder Brothers.

Disadvantages: None significant.

Flying

Humans and other non-flyers may gain the power of flight by means of magic, but *who* or *what* grants the power is important.

Orlanthe Flying

The Storm Pantheon has an active relationship with the wind, air, and stormy skies which are Orlanthe's body. Huge winds of hurricane strength or greater are required to move ordinary people through the air, who themselves need protection from the storm. A few extremely special Orlanthe have an inborn ability to fly. Others are taught by Vanganth how to use their god's great power to move themselves through the air. Such devotees often use small trained winds to augment their speed or the distance they can fly.

Storm flight follows certain characteristics. Flyers must always be moving through the air, for instance, and cannot normally hover. Flyers have to learn to balance and otherwise conduct themselves upon their flying cushion. Most flyers lie upon the cushion, belly down; experts can stand upon their breezy steed. Flying doesn't allow them to carry a lot of extra weight with them, and an extra person is a debilitating load except for the most powerful flyers, or those using a feat to help them. Good flyers can travel about an hour at 20 miles per hour before needing rest; pressed to cover distances, a flyer must go slower: 30 miles in 2 hours, 40 in 4, and 50 in 6.

Solar Flight

The Solar pantheon does not have true flight as such. Solar fliers can rise and

fall in a controlled manner, but only in a vertical plane – it is as if they are standing on a pillar that can be raised and lowered.

Spirit Flight

Spirits that can grant the ability to fly are numerous: air or wind spirits can carry the character, while bird, bat, or insect spirits can be integrated or bound into a fetish. There are even Flight skill spirits.

Sorcerous Flight

Sorcerous spells allowing flight can be connected to talismans, though the spell requires that the sorcerer concentrate on flying to the exclusion of all else.

Mystic Flight

Mystics can levitate by Refuting gravity, which requires at least 1□4 in Refute.

Vinga

Vinga is the warrior goddess for women who take upon themselves the violent and deadly tasks normally taken by men. She protects the helpless--the lost child or raped woman, the defenseless village attacked by Uz (trolls), or a battle comrade knocked unconscious. Even before the Darkness had begun Vinga had stepped to the fore and guarded the tribe. She organized defenses and drove off the Uz. Her worshippers wear a skirt over their men's clothing and dye their hair red.

Entry Requirements: Open to women only.

Physical Skills: Running, Spear Fighting, Throw Javelin.

Mental Skills: Mythology of Thunder Brothers, Mythology of Vinga, Track, Wilderness Survival.

Affinities:

Combat (Deadly Spear Throw, Fight against Rapist, Fight against Uz, Mile Javelin Throw)

Movement (Leap over Water, Run on Treetop, Run upon Snow)

Protection (Find Lost Child, Heal Injury, Make Fire, Restore Morale, Shield Noncombatant)

Secret: **Defend the Helpless** (Instantly use **Protection** Affinity to defend a helpless target [whether a child, downed warrior, or defenseless village], even while taking another action.)

Worshippers: Women only, widespread through Orlanthi territory.

Other Side: The Red-Headed Lodge stands by the Twisted Flint Spire on Orlanth's Stead in the Storm Realm. From it initiates may exit to the Darkness Age. After death Vingans feast, hunt, and relax from the burdens of vigilance and combat, as reward for their lives. They may also go to Orlanth's Hall or visit any of the other Thunder Brothers when they want to enjoy men.

Other Connections: Vinga is one of the Thunder Brothers. Her cult is often

viewed as a specialized version of Orlanth Adventurous.

Disadvantages: None significant

Yinkin

Yinkin is the alynx god, the father of that cat breed that is so loyal to Orlanth. Yinkin is noted for his catlike and sensual qualities, and can teach his followers how to discover the alynx within themselves. During the Darkness Yinkin wandered the woods and wilds, often helping lost humans and preying upon monsters and Chaos. He saved the Frozen God that way, who was his brother Orlanth, and so helped in the Lightbringer's Quest.

Entry Requirements: None.

Physical Skills: Claw and Bite Fighting, Climb, Jump.

Mental Skills: Flirt, Light Sleeper, Mythology of Yinkin.

Affinities:

Hunting (Grow Claws, Leap from Hiding, Move without Sound, Paralyzing Bite, Scent Foe)

Sensuality (Feel No Guilt, Seduce, Sleep Anywhere)

Wilderness Survival (Cat's Leap, Evaluate Food Quality, Land Safely, Recognize Threats Nearby, Squeeze through Narrow Place)

Secret: **Become Alynx** (Allows the character to transform into alynx shape. As with Hsunchen totems, and acts as an affinity while the character is transformed.)

Worshippers: Cat lovers, hunters.

Other Side: Yinkin's Lair is hidden in the Forest of Winds that edges onto Orlanth's Stead, in the Storm Realm. From it initiates may exit to the Golden Age, Storm Age, or Darkness Age. After death Yinkini stalk the most elusive game through the dangerous woods, exulting in the risk and enjoying the utmost excitement.

Other Connections: Yinkin devotees are often befriended by wild alynxes. Yinkin has a close relationship with Odayla, and worshippers of these two gods are often found together.

Disadvantages: Looked down upon by some warriors.

Orlanthi Mythology Notes

The Thunder Brothers

The Thunder Brothers are a loose collection of Storm deities: the younger sons of Orlanth and the sons and brothers of other gods of the pantheon. The Thunder Brothers are Orlanth's thanes, the most prominent of whom also each have a special ability. There are many more Thunder Brothers than those listed here. Most are only worshipped as subcults of Orlanth and they most often appear and act as a group when they are in important myths. When Orlanthi worshippers participate in the holy day worship and travel to the Divine World to help their god in battle they most often participate as members of this group.

The Lightbringers

After Orlanth slew the Evil Emperor, he freed the world and brought about the Storm Age. But Chaos broke through into Glorantha, and Orlanth repented of his act. So he gathered or met a group of six other gods, and together they traveled to Hell and brought the Emperor back. Followers of the Lightbringers can call upon each other for aid, and form a separate clique within the pantheon. The Lightbringers are Orlanth, Chalana Arroy, Issaries, Lhankor Mhy, Eurmial the fool, Flesh Man, and Ginna Jar. Flesh Man and Ginna Jar are not worshipped gods. Eurmial is a trickster god who play pranks, makes sarcastic comments, and is often in trouble due to his irrepressible nature.

Heortling Advanced Experience

These advanced occupations are presented as goals for aspiring Heortling adventurers. In a high-power setting, the narrator might allow the players to choose these occupations during character generation. Narrators are free to use these occupations for narrator characters.

Clan or Tribal Council Member

You are a politician, a volunteer who works for the public good. Heortling politics rely upon cooperation since most of the posts are elective. Note that most Orlanthi clans have a special relationship with a single deity, most often an aspect of Orlanth or Ernalda, who serves as the primary protector of the clan.

Entry Requirements: Be a solid citizen of the clan (as indicated by a useful ability at 10 or more) and be elected by others. (Relationship with clan at 1 or more.)

Mental Skills: Clan Law, Inspire Clan.

Relationships: to rest of Clan Ring; to Clan or Tribe.

Personality: Glib Tolerance.

Magic: Initiate access to clan god.

Benefits: Respect due your office, political influence in clan affairs, increased wealth while in office.

Disadvantages: No personal time, huge social responsibility, jealousy of others.

Living Standard: Prosperous.

Equipment: Stead, servants, horses, expensive weapons and equipment.

Priest

You are a full-time worker for the gods and goddesses. This is a very specialized and unusual profession, with high status and many benefits in return for doing the job. The requirements listed are typical, a generic average of what is expected from the wide range of positions, for each cult and every temple has its peculiarities. Note that the skills given here are generally in addition to those given above for god-talkers.

Entry Requirements: While the priesthood can be a purely political

appointment, most temples require a minimum of 10□ at a primary cult skill or affinity, plus 1□ at most secondary skills or affinities.

Physical Skills: Chant for Hours, Dance Sacred Dances.

Mental Skills: Lead Worship, Orlanthi Philosophy, Prepare Sacrifice.

Relationship: A strong commitment to the Clan or Tribe, through the Temple.

Also, a full-time commitment to the job and to the welfare of the clan.

Personality: Most deities have behavior requirements, and failure to adhere to them causes a handicap when using magic from the deity. Each deity has some requirements, even if they appear to be quite minimal, such as the Orlanth and Ernalda requirements of "behave like everyone else." Other deities are very strict and severe in their minimal standards from their priests. Check with the narrator for details.

Magic: Devotee access to clan god.

Benefits: Complete support from clan; political influence in clan affairs.

Disadvantages: No personal time.

Living Standard: Prosperous.

Equipment: Ritual regalia, a stead and workers, horses.

Warband Leader

You are the leader of a traditional Heortling warband. You may be the leader of the clan Huscarls or a clan-less mercenary.

Entry Requirements: Leadership and combat skills in the 10□ range, or catch your chief's eye.

Physical Skills: Ride, Shieldwall Fighting, additional weapon or fighting technique.

Mental Skills: Spot Ambush, Warband Tactics.

Relationships: to Chief; to rest of Warband; to warband Hero.

Personality: Businesslike Fighter.

Magic: Initiate or devotee access to the band's war god.

Benefits: Superior equipment, legal and monetary aid (dependent on the resources of the chief). Warband members must give you all booty taken, which you redistribute.

Disadvantages: Either follow the orders of your clan chief, or be distrusted by all clans.

Living Standard: Prosperous.

Equipment: The best weapons and equipment you or the chief can buy, a horse, 10-50 followers in your warband.

[Lunar keywords](#)

[Black Horse keywords](#)

[Grazer keywords](#)

Character Keywords

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Lunar Empire

The Lunar Empire lies north of Dragon Pass. It is composed of many peoples: the urban and sophisticated Dara Happans, sorcerous Carmanians, the bird folk of Rinliddi, and the converted storm worshippers of Saird and Tarsh, among others. We present only one culture from the Empire: the sun-worshipping Dara Happans of the Oslira River Valley. The Lunar worshippers who follow the path of Sedenya, the Red Moon, can come from any of the Empire's cultures. The Magical keywords contain keywords from several additional cultures.

The Lunars have come to Dragon Pass to tame the barbarian Orlanthe. Since the Dawn Age the Empire has been periodically over-run by the Orlanthe. In addition, Orlanthe and his kin still do not accept the Red Goddess as a deity, and they both contend over the Middle Air. Finally, the Empire wants a port giving access to the rest of the world; Dragon Pass and the Holy Country are in its way. The Lunars defeated the Heortling inhabitants of Sartar in 1602, and have tried to bring the Heortlings into the embrace of the Goddess, with mixed success. The Lunar presence in Dragon Pass is mostly military, with merchants and proselytizing missionaries adding to the mix. The empire has brought its bureaucracy to Dragon Pass, and adventurers come to the Pass to test themselves against the followers of the Air Gods.

Dara Happan Cultural Keyword

Physical Skills: Dagger Combat.

Mental Skills: Dara Happan Religion, Dara Happan Customs, [home city] Politics, Know Place in Society.

Relationship: to family or business organization. Everyone who lives inside the Empire is officially a citizen of something, usually of his native homeland, family, or tribe.

Magic: Worship Celestial Pantheon. Most Dara Happans do not initiate or devote themselves to gods, but don't frown on those who do. As an adventurer your hero may do so if you wish. Suitable gods are noted below for each occupation.

Special Cultural Keyword: Imperial Citizen

Some people are Imperial citizens as well as (or replacing) their native citizenship. This is not an ordinary and everyday status. It is a special relationship wherein the citizen has additional rights and privileges, as well as additional opportunities for advancement.

Entry Requirements: Have a sponsor who will guarantee the quality of your character with his own reputation, fame, position and money; prove understanding of "We are all Us"; swear an oath never to harm the Goddess, Her empire, or the emperor. Tithes from all income to the appropriate Lunar cult or directly to the emperor. Attend regular meetings of the citizenry, support the Empire in every way, and in general act as a good citizen.

Mental Skills: Sedenya Philosophy.

Relationship: Imperial Citizen.

Benefits: Recognition as a superior person over anyone not a Lunar citizen; right to an appeal, to be tried in Imperial courts; exemption from execution except by Imperial court; favor in application for Imperial jobs.

Lunar Occupation Keywords

We are not trying to be inclusive of all Dara Happan professions in this list. These are several typical occupations that would likely spawn adventuring heroes like yours. These occupations are likely to send people to Dragon Pass or other border areas.

Dilettante

You are a wealthy person and your own master, able to indulge in fashion, knowledge, or trivialities according to your own choice. You may choose seven abilities in which you have studied, dallied, or otherwise gained experience. You might be on the frontier because you want to be. Maybe you were sent by an outraged family trying to keep its reputation intact.

Physical Skills: Any.

Mental Skills: Any.

Personality: Devil-may-care.

Relationships: to Family.

Magic: You may be an initiate or devotee of a god chosen from among any listed below except Yelm, though you need not be.

Living Standard: Prosperous.

Equipment: Whatever you need.

Petty Nobleman

You come from a noble family, but are so far removed from the family core that you have little chance to inherit anything. You must prove yourself in foreign lands and dangerous ventures, and thereby achieve enough personal honor and reputation that you will be recognized. Dara Happan noble families are urbanized and sophisticated, and usually have connections to politics, trade, and the cults.

Physical Skills: Dance, Dueling, Play [musical instrument], Ride.

Mental Skills: Compose Poetry, Identify Luxury Items, Order Social Inferiors
Around, Renarrate

Personality: Ambitious.

Relationships: to Family, Court contacts.

Magic: You may choose a god from among any listed below.

Living Standard: Prosperous.

Equipment: Whatever you need; at least a horse, weapons, and servant.

Scholar

You are a seeker and keeper of knowledge. Many Dara Happans know the rudiments of reading, but you can read well and write. You are possibly a clerk, or were trained by a knowledge cult, since schools, except for the famous Lunar University, do not exist.

Physical Skills: Make Writing Materials.

Mental Skills: Identify Celestial Phenomena, Identify Foreigners, Mathematics, Read New Pelorian, Speak [language], Write New Pelorian.

Personality: Patient.

Relationships: to Group of Scholars, Temple or Institution.

Magic: Choose a god from between Buserian and Irrippi Ontor.

Living Standard: Common.

Equipment: Writing equipment, books, and charts.

Scout or Hunter

You are from the edges of Dara Happan civilization, where the ancient Imperial lands border on other newer parts of the Empire. You live in one of these unsettled, wild margins. Not many in the Empire have your skills.

Physical Skills: Archery or Throw Javelin, Butchery, Endurance, Move Silently.

Mental Skills: Animal Calls, Hear Acutely in Forests, Know Nature.

Personality: Scorn for farmers.

Relationships: to Clan or Tribe.

Magic: Choose a god from among Durbadath, Orogeria, and Kenstrata.

Living Standard: Common.

Equipment: Bow and arrows or quiver of javelins, hunting knife, pelts.

Trader

You work for a trade company, perhaps as a wandering peddler, bearing a load of goods in your cart which you take from place to place to sell. Most goods are ordinary household wares, though you know a good deal when you see it and buy the odd item as well. You look forward to the day you are promoted to be a foreman, a clerk (if you can read and write), or even some day a pack train overseer.

Physical Skills: Drive Wagon/Cart, Tend Donkey.

Mental Skills: Bargain, Fast Talk, Learn Languages, Lie, Recognize Value, Speak [language]

Personality: Patient.

Relationships: to Trade company; Contacts among vendors and clients.

Magic: Choose a god from between Etyries and Lokarnos.

Living Standard: Common.

Equipment: Donkey cart (and donkeys), trade goods.

Special Occupation Keywords

Soldiers and missionaries are two types of Dara Happans that are found in Dragon Pass in great numbers these days. They are limited in the roles and times allowed to play many adventures. However, your campaign may revolve around such activities.

Missionary

You are committed to the job of bringing the Lunar Way to the barbarians. The Red Goddess came to the world to change it, and the duty of her people is to bring her salvation to the ignorant. One of the Seven Mothers chose you and has given you what you need to spread the word.

Physical Skills: Ride, Scimitar and Shield Fighting, Walk Long Distances.

Mental Skills: Debate, Proselytize, Quote Scripture, Sedenyic Philosophy.

Personality: Zealous.

Relationships: to appropriate Lunar god; to Missionary temple.

Magic: Choose a god from among Deezola, Irrippi Ontor, Jakaleel, Yanafal Tarnils, and the Seven Mothers Collective. Other missionary cults are known but not given here.

Living Standard: Common.

Equipment: Scimitar, shield, leather armor, religious tracts, mule.

Soldier

You are one who has chosen the violent and deadly life style of the army. Either your clan is one of the many that have supplied soldiers for centuries, or you came from almost anywhere and were good enough to join a local militia unit. There you served as a home guard, local police force, and work force to maintain roads and bridges throughout all Dara Happa; or you joined one of the special units through their recruitment system because you had some special qualification.

Troops in the army are specialists in types of weaponry and tactics. Each regiment has its own traditions and history that determine details of its equipment and magic, but the main types are usually these:

- **Hoplites** are heavily armored, and wield spear and shield in close hand-to-hand fighting. In battles hoplites form into a phalanx formation.
- **Skirmishers** have little or no armor and shower the enemy with missiles, but do not engage in hand-to-hand combat except against their own kind. They are trained to run away from hoplites and then throw

javelins or shoot arrows.

- **Cavalrymen** ride horses (or occasionally other creatures) and often skirmish and engage in hand-to-hand combat. They usually have light lances, bows, small shields, and partial or light armor.
- **Heavy cavalry** are shock troops intended to break up enemy formations. They are well armored and equipped with lances for the initial charge, and swords for melee afterward. Most Gloranthan horses are not big enough to bear much armor into battle.

Physical Skills:

All: Hide Items on Body, Listen, Make Camp, Scan Terrain.

Hoplite: Fight in Formation, Run in Armor, Spear and Shield Fighting.

Skirmisher: Dodge Missiles, Javelin or Bow Fighting, Run in Rough Terrain.

Cavalry: Javelin Fighting, Ride, Spear and Shield Fighting.

Heavy cavalry: Lance Fighting, Ride, Sword and Shield Fighting.

Mental Skills: Army Regulations, Scrounge, Swear Like a Soldier, Unit Traditions.

Personality: Brave, Loyal.

Relationships: to Commander; to Unit.

Magic: Choose a regimental god. These are often subcults of Urvairinus or Yanafal Tarnils. There are many other war gods in the Lunar Empire, which will be explored more fully in *Lunar Imperial Handbook*.

Living Standard: Common.

Equipment: Usually provided by the unit:

All: Tent half, digging equipment, blanket, pack, uniform, canteen, pot and pan.

Hoplite: Heavy bronze and leather armor, large shield, short sword, spears.

Skirmisher: Sturdy sandals, sheaf of javelins or bow and arrows, large knife, small shield.

Cavalry: Horse, leather armor and shield, spear, javelins, sword.

Heavy cavalry: Horse, heavy bronze and leather armor, shield, lance, sword.

Lunar Empire Magic Keywords

The gods of Dara Happa are generally clear and straightforward entities in their form and function. Most of these are prehistoric in their origins. At the coming of Sedenya these cults were forced to share their domain with her and her minions. Now many are considered to be antiquated and quaint, but are worshipped for traditional reasons.

The Lunar religion is extremely rich, complex, and subtle. It fills philosophers with deep insights, gives broad practical solutions to many everyday practices, and provides the shallow unwashed mobs with what they want. It embraces differences and diversity, has proved that it has no single set form, and acknowledges the overlapping facets of many of its inner aspects and working parts. Most Lunars cannot readily explain the differences between all the various aspects of the Moon, nor do most of them feel the need to do so --they would consider it to be a hopelessly naive undertaking.

Buserian

Buserian is the Third Son of Yelm, the god of priests, scholars and scribes, and inventor of Principled Organization. Buserian can see that which has been hidden from mortal sight, as he saw the Sky World when it was hidden during the Darkness. His followers are called Stargazers.

Entry Requirements: Advanced education (scholar or similar occupation).

Physical Skills: Excellent Night Vision.

Mental Skills: Alphabetization, Mathematics, Mythology of Buserian, Read Buserian Code, Scan the Sky, Stellar Myths, Tell Time from Stars, Write Buserian Code.

Affinities:

Administration (Audit Books, Defend Filing System, Empower Memory, Repel Auditor)

Celestiology (Commune with Celestial Body, Discern Constellations, Divine Future, Point Right at [planet], Read Horoscope)

Scribe (Everfull Quill, Illustrate Text, Repel Inkblot, Tireless Hand)

Secret: **See the Unseen** (Automatically puts character into an extended contest whenever there is an unseen entity or fact nearby, even if the character is not actively looking for such a thing. Character may augment his See the Unseen ability with any appropriate affinity or feat he knows.)

Worshippers: Buserian is worshipped by a huge body of Imperial scribes who run, oversee, and maintain the vast Imperial bureaucracy. Many Dara Happan noble households maintain a Buserian astrologer.

Other Side: Buserian's Desk is near the Throne in Yelm's Imperial Palace in the Solar Realm. From it initiates may exit to the Golden Age, Storm Age, or Darkness Age. Initiates of Buserian join him in the bliss of divine accounting, ever adding to their account of power in the next life they will be born into.

Other Connections: Often part of the Imperial bureaucracy or a noble household.

Disadvantages: Looked down on by warriors and other "manly men."

Deezola

Deezola is a woman who became a goddess, thanks to Sedenya. She had been a healer, and through Sedenya learned how to heal any type of wound, even death, though she also learned that many wounds are meant to be, and only balanced healing is appropriate. At first utterly passive and helpless, she also learned to fight back. She receives worship now from healers specifically, and women in general, through much of urban Dara Happa.

Entry Requirements: None.

Physical Skills: Restrain Patient, one weapon or style of fighting.

Mental Skills: Herbalism, Mythology of the Seven Mothers.

Affinities:

Heal Body (Cause Sleep, Ease Pain of Wound, Ensure Peaceful Death, Heal Dying, Heal Injury, Stop Bleeding)

Heal Mind (Calm Mad Person, Cast Out Spirit [D+10], Hide Memory, Restore

Memory)

Heal Soul (Heal Otherworld Entity, Help Others Disregard Flaw, Help Others Let Go of Past, Help Others Overcome Fear)

Secret: Empathic Healing (Character can heal any type of wound or injury without an improvisational modifier. The wound is completely removed, but must be assumed in full by either the healer or another willing party, who cannot be healed by the healer's other magic. Even death can be reversed in this manner, as long as the body is still whole and someone is willing to die in place of the victim.)

Worshippers: Healers, women in general.

Other Side: Deezola has her Hospital on the surface of the Red Moon in Rashorana Land, just below the Emperor's Forest. After death Deezola's initiates join her there to first be healed for all lives to come, then to heal all visitors and await their journey to the Rebirth Chamber. Initiates can exit from the Hospital to the surface of the moon or to Sedenya's Throne.

Other Connections: Deezola is one of the Seven Mothers.

Disadvantages: Subject to the Lunar Cycle.

Durbadath

Durbadath is the lion god of Dara Happa, and also an ancestor of many of the lower class. Durbadath was conquered by Yelm and/or Lodril, who then made a place of honor for the conquered god to serve the royalty of Dara Happa. Since then lions and Dara Happan royalty have always been associated, and this cult has revealed its Solar and Imperial connections. During the Darkness Durbadath's feats and knowledge kept many people in Dara Happa alive, and many discovered their own lion selves through worshipping him.

Entry Requirements: None.

Physical Skills: Ambush, Claw and Bite Fighting, Sprint.

Mental Skills: Know Prey Animals, Mythology of Durbadath, Track.

Affinities:

Combat (Conceal Self, Great Pounce, Lion's Bite, Restore Own Vitality)

Hunting (Cut Off Escape, Remove Own Scent, Run Down Prey, Sneak)

Radiance (Blind with Flash, Radiate Light, See in Dark)

Secret: Shapeshift to Lion (Allows the character to transform into lion shape. As with Hsunchen totems, and acts as an affinity while the character is transformed.)

Worshipper: Hunters, descendants, some military units.

Other Side: Durbadath's Hunting Grounds are in the Celestial Forest where it opens onto the Golden Plain, in the Solar Realm. From it initiates may exit to the Storm Age or Darkness Age. After death initiates of Durbadath hunt upon the Golden Plain, where the chase is hard, the kill is swift, and the prey is plentiful. In time they will be reborn as great hunters again.

Other Connections: None significant.

Disadvantages: Hates Deshkorgos and his minions.

Etyries

Etyries is a woman who became a goddess, thanks to the teachings of Sedenya. She is the modern goddess of merchants and trade in Dara Happa. She receives sacrifice from merchants or anyone desiring to travel, learn of the world, and increase the knowledge of the Empire.

Entry Requirements: None.

Physical Skills: Draw Accurate Map, Ride, Staff Fighting.

Mental Skills: Evaluate Trade Goods, Keep Accounting Records, Mythology of Etyries, Scan Terrain, Speak [language].

Affinities:

Discovery (Encourage Trust, Find Hidden Paths, Interpret Spoken Language, Learn Local Gossip,)

Trade (Convince Buyer, Convince Seller, Enchant Silver, See True Value, Ward Marketplace)

Travel (Calm Pack Animals, Detect Ambush, Endurance, Read Trail)

Secret: **Equal Exchange** (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of attempting to get a fair or equal exchange of any kind--goods, services, information, etc.)

Worshippers: Merchants, travelers.

Other Side: Etyries' Crossroad is in the center of the City of Understanding, which lies between Hero City and Saint City on the surface of the Red Moon. After death her initiates join her and travel across the moon, visiting every place and trading its immortal goods between residents while they await their turn to enter the Rebirth Chamber. Initiates can exit from her Crossroads to the surface of the moon or to Sedenya's Throne.

Other Connections: Other Lunar cults and sects. While not one of the Seven Mothers, Etyries worshippers are welcome at their shrines and temples, and may call upon them for aid.

Disadvantages: Subject to the Lunar Cycle.

Irrippi Ontor

Irrippi Ontor is a man who became a god, thanks to the teachings of Sedenya. He is the first Arrow of Light, the piercing knowledge of the Goddess that comes without warning to change ignorance into understanding. He is now the devotional object of those who can read, those who wish to know, and those who dare to inquire into the forbidden, the frightening, and the unknown.

Entry Requirements: Education, or the wish for education.

Mental Skills: Mythology of the Seven Mothers, Read New Pelorian, Write New Pelorian.

Affinities:

Identification (Read Foreign Writings [$D+5$ to $D+10$ for degree of difficulty], Read an Item's History, See and Hear Historical Events [$D+10$ to $D+10$ 2 depending on how far in the past])

Literacy (Memorize Document, Protect Document, Read Buserian Code, Read Lhankor Mhy Text, Read Malkioni Magical Text)

Otherworld (Bash Spirit, Blast Enemy's Mind, Divert Spell, Enchant Silver, Identify Runic Powers, Recognize Otherworld Region)

Secret: **Bedazzle Enemy God** (Acts as a mystic counter only against entities from the God Plane or foes using theistic magic.)

Worshippers: Scholars.

Other Side: Irrippi Ontor's Inkwell is a huge library that stands near the Lunar Wood on the surface of the Red Moon, between Birdland and the Transetan Mountains. His followers meet him there, and spend their time between births studying secrets and powers to help them in their next life. Initiates can exit from the Inkwell to the surface of the moon or to Sedenya's Throne.

Other Connections: Irrippi Ontor is one of the Seven Mothers.

Disadvantages: Subject to the Lunar Cycle.

Jakaleel

Jakaleel is a woman who became a Great Spirit, by virtue of Sedenya. She is the shadow of the Goddess who gives her an understanding of the Spirit World, and the proper place of a disembodied entity after death. Jakaleel had earlier studied the underworld spirits and demons, and in her life identified the first Lunes, terrifying spirits now available only to Lunar shamans. She is the object of ecstatic worship from many women who deal with spirits and the dead, and who wish the additional protection of the Moon.

Entry Requirements: Must have a fetch that can be awakened.

Physical Skills: Craft Fetish, Draw Summoning Circle.

Mental Skills: Jakaleel Tradition Knowledge, Mythology of the Seven Mothers, Shamanic Escape, Spirit Combat, Spirit Sight, Spirit World Travel.

Traditional Spirits: Darkness Spirits, Lunar Spirits, Lunes, Madness Spirits, Spirits of the Dead.

Special Spirits: Black Moon Spirits, Full Moon Spirits, Waning Moon Spirits, Waxing Moon Spirits.

Spirit Allies: Lunar Spirits, Lunes.

Fetch: Lunes.

Fetishes: Jakaleel shamans create all of their fetishes from bones, preferably human bones.

Secret: **Lay the Dead to Rest** (Acts as a mystic strike; in addition to contest results, if a ghost, spirit, or other disembodied but once-living entity is reduced to 0 AP or below it goes to its proper afterlife or Otherworld location, and will not return to bother the living in the future.)

Worshippers: Jakaleel is worshipped by many female and male shamans.

Jakaleel's huge benefit is that members have the resources of friendly Lunar cults, sorcerers, and mystics.

Other Side: Jakaleel has a palace in Hero City, like all lunar heroes, but that is just a link to her real site of power on the Spirit Plane, in the region called the Twenty-three Delayed Realm, which she discovered with the aid of the Goddess. After death her followers serve her and become allies, messengers, and bearers of the spirit power of the Lunar Goddess. Worshippers can exit from Hero City to the surface of the moon, and can exit the Twenty-three Delayed Realm directly to Sedenya's Throne.

Other Connections: Jakaleel is one of the Seven Mothers.

Disadvantages: All Lunar spirits and all shamanic powers are subject to the

Lunar Cycle.

Kenstrata

Kenstrata is the hunting god of Peloria and husband of Orogeria. Together, Kenstrata and Orogeria taught the earliest humans how to hunt. In the Darkness the hunters survived, for Kenstrata taught them how to follow prey anywhere, even into the Otherworld. This prehistoric cult is still practiced in the back country of the Empire, with occasional temples now surrounded by settled lands.

Entry Requirements: Open to males only.

Physical Skills: Javelin Fighting, Running.

Mental Skills: Animal Calls, Know Prey Animals, Mythology of Kenstrata, Track.

Affinities:

Discern (Follow Prey over Water, See Bodiless Spirits, See Invisible Tracks)

Hunter (Curved Javelin Flight, Follow by Scent, Run Down Prey, Run through Narrow Places)

Prey (Flee, Leap, Move Silently, Sense Danger)

Secret: **Follow Prey Anywhere** (Allows character to use his **Hunter** affinity as if it were Spirit World Travel, and so enter and navigate on the Spirit Plane.)

Worshippers: Male hunters of Arir.

Other Side: Kenstrata's Camp is in the Forbidden Woods at the edge of the Solar Realm. From his Campfire initiates may exit to the Green Age, Golden Age, Storm Age, or Darkness Age. Kenstrata's initiates stay with him after they die until they are sent back to the world of the living as humans, foxes, deer, or lions.

Other Connections: Usually worshipped jointly with Orogeria.

Disadvantages: Often considered lower-class or primitive.

Lokarnos

Lokarnos is the Solar god of Trade, the perfect servant who can continue performing his duties no matter how tired he is or how difficult the circumstances. He rides upon a wagon with his goods, carefully going from place to place. He is most commonly found on his weekly rounds from village to village and only rarely farther away on duty or adventure. He is also the god of gold, and he knows the secret to minting the gold coins called wheels.

Entry Requirements: None.

Physical Skills: Care for Draft Animals, Drive Wagon, Load Wagon Correctly.

Mental Skills: Calculate Travel Times, Discern Real Gold, Discern Roundness, Mathematics, Mythology of Lokarnos.

Affinities:

Endurance (Bear Burden, Go Further, Indomitable Will, Open and Close Gates, Speed Up Wagon)

Gold (Enchant Gold, Know Exact Weight of Gold, Lock Box, Mint Gold Coins, Purify Gold)

Trade (Bargain Politely, Escape Combat Harmlessly, Understand Someone's Intent Clearly)

Secret: **Persistence** (Automatically succeed at a single final action during any contest in which the character has used his **Endurance** affinity, even if he normally would not be allowed a final action.)

Worshippers: Wagoners, mule skinnners, local merchants in Dara Happa, many army transport units, coin minters.

Other Side: Lokarnos' Wagon is a moving palace on the Golden Path in the Solar Realm, groaning along the road between Yelm's Imperial Palace and the Great Port. From its lush interior initiates may exit to the Golden Age, Storm Age, or Darkness Age. After death Lokarnos' initiates join him in the endless luxury of his great wealth and pleasure until they are utterly satisfied, whereupon they are returned to a new life.

Other Connections: Part of the Imperial bureaucracy.

Disadvantages: None significant.

Malakinus

Carmanos the Prophet revealed the Carmanian religion in which Idovanus the Good warred eternally against Ganesatarus the Evil. Carmanos also revealed Malakinus, the source of Good Sorcery, and established the first of its orders. The Malakinus philosophy is practiced (and occasionally licensed for use by other orders) by the Magi. Malakinus learned sorcery by studying Idovanus, who is the source of all Good. He teaches that all languages originally stemmed from the language of Idovanus, which was first used to write grimoires. Malakinus was adopted without hostility by the Lunars after they conquered Carmania, when Carmanos was revealed to be a previous incarnation of the Red Goddess preparing for her own full appearance.

Entry Requirements: Open to male Carmanians only.

Mental Skills: Read Carmanian, Read [language], Rule of Malakinus, Scribe Septagram of Power, Symbolic Sight, Write Carmanian.

Grimoires:

Liber Carmanios, "The Book Of Carmanos" (blessings and spells equivalent to those in the Abiding Book)

Malakinos Carmanios, "The Book of White Sorcery" (Extinguish Fire, Float in Water, Resist Pagan God, Turn Away Beast, Turn Away Spirit)

The Book of Healing (Heal Animal, Heal Person, Heal Self, Protection from Weapons, Start Breathing)

Talismans: A Malakinus sorcerer places all of his spells into a single talisman, a gold medallion shaped like a seven-sided star, with a cut and polished crystal set in the center.

Secret: **Identify Grimoire** (Acts as a mystic strike against a difficulty assigned by the narrator; if the book is driven to 0 AP or below and contains any spells, the character gains a standard *Read Grimoire* ability for that book, and can learn and cast its spells normally. Note that some books or scrolls may be grimoires, even if the writer was not aware that he was scribing spells.)

Worshippers: The Malakinus Order oversees several schools which report to the Magi and, as may be expected, are generally obedient and not troublesome

They are not clergy, but they do work for their sponsors to do good and report whatever they see.

Other Side: Malakinus' Node lies on the Saint Plane and can be accessed only through the various adepts who wrote grimoires of sorcery. Malakinus' Node is connected to the Idovanus Level (called elsewhere Solace).

Other Connections: The order reports only to the Carmanian Magi, and maintains six elegant schools in the western Lunar Empire.

Disadvantages: Enemy of all Ganesatarus practitioners and worshippers (Ganesatarus the Deceiver is the Devil, the God of Evil, the Embodiment of Lies).

Sedenya

High Goddess of Lunar Powers

Sedenya is the general name of the Lunar goddess. It is an old name known to many Dara Happans, and in general was used to describe Her in previous mythic ages. It is commonly used as a neutral and inclusive term in modern Peloria when Lunar cults wish to include each other.

Sedenya was realized by Teelo Estara, the Living Goddess. She receives no specific sacrifice or other worship directly, being rightly considered too distant to answer a worshipper's prayer. The Seven Mothers who birthed Her were Her primary disciples, and through their rites (and those of other saints and hero goddesses) Sedenya receives a measure of worship.

Entry Requirements: Become an Imperial citizen. Worshippers must normally choose an aspect from among Natha, Rufelza, and Taraltara.

Great Secret: **Achieve Moon Palace** (Character travels to the Moon to live with Sedenya, and is taken out of play.)

Worshippers: Any citizen of the Lunar Empire.

Other Side: Sedenya sits upon her Throne, her feet upon her great Footstool, which is the top of the Red Moon. Rarely do people become capable of understanding the Great Goddess' Secret, but those who do often gather inside the palace that is inside the Footstool. There they communicate her eternal wisdom to those who come to visit her. From the Footstool are exits to the Green Age, Golden Age, Storm Age, and Darkness Age, as well as to the Sky and Underworld.

Other Connections: Sedenya is a Great Goddess of the Celestial Pantheon.

Disadvantages: None significant.

Natha

Natha is the Moon Goddess who manifests the power of regular cyclism. She is currently red, but has previously been white, a different red, two different blues, black, and invisible. She will change again to white. Natha began as a Sky Being, a powerful daughter of Yelm. She was among the earliest deities who acted on her own volition in the Gods Age. She changed the world. The Old Gods resented her part in it and blamed her for the Darkness. They slowly

but entirely stripped her of her divine power during the Gods War. Yet she survived, though just barely, hidden as a reborn soul among human beings. At times her divine spark ignited and she appeared as an avatar, but always she faded back into the cycles again. At last the Seven Mothers freed her with their great ritual, and after arduous adventures and terrible wars she recovered the lost parts of her soul and ascended into the sky.

Natha is the reincarnating Moon Goddess, who has been born within the world many times through the ages. When she dies, she is always reborn, sometimes (but not always) as another aspect, but always in a different body, whether mortal or divine. She has seven forms, each manifesting a different power of cyclism and a different stage of her life.

Entry Requirements: Become an Imperial citizen.

Mental Skills: Mythology of Natha, Sedenyic Philosophy.

Affinities:

Healing (Cure Madness, Heal at Distance, Heal Otherworld Denizen, Heal Self Beforehand, Heal Sickness)

Otherworld (Defend against Magic, Depart from Sorcery World, Depart from Spirit World, Enchant Silver, Recognize Open Way)

Secret: Varies by aspect, see below.

Worshippers: Natha in her various aspects is widely worshipped by intelligent, concerned, and thoughtful people, especially women; by professionals engaged in tasks directly related to a specialty; and by citizens seeking the more subtle benefits of the Lunar Way.

Other Side: Each of the aspects of the Great Lunar Goddess has its own Palace upon the Moon. Natha's Fortress stands upon the Nathic Plain near the Mountains of Revenge that cut across the surface of the Red Moon. Natha's initiates join her there after death and enjoy safety, comfort, and the services of whatever they wish to enjoy before they are reborn into a world they made better. Initiates can exit from here to the surface of the moon or to Sedenya's Throne.

Other Connections: The subcults of Natha are her aspects and previous lives. Each aspect has a specific affinity which is added to the **Healing** and **Otherworld** affinities above. The physical body of the current aspect is called Rufelza; it is worshipped separately, and is described later in this chapter.

Disadvantages: Subject to the Lunar Cycle.

Aspects of Natha

Verithurusa, Red Moon (Childhood)

Affinity: **Innocence**

Secret: **Incarnate (Be Born Again)**

Lesilla, Blue Moon (Motherhood)

Affinity: **Motherhood**

Secret: **Aid Conception**

Gerra, Black Moon (Suffering)
Affinity: **Endure Suffering**
Secret: **Release Suffering**

Rashorana, Invisible Moon (Illumination)
Affinity: **Understanding**
Secret: **Illumination**

Orogeria, Blue Moon (Huntress)
Affinity: **Survival**
Secret: **Hunt Anything**

Natha, Red Moon (Avenger, current aspect)
Affinity: **Combat**
Secret: **Achieve Balance**

Zaytenera, White Moon (Divine Intellect)
Affinity: **Truth**
Secret: **Be Thought**

Rufelza

Rufelza is the Red Goddess who is visible overhead day and night. She is the big red celestial body, and her powers are big, broad and sweeping, simple to understand, and immediate. Rufelza is the Red Moon: red blood, red earth, and red rage. She was created when Wakboth the Destroyer impregnated the great goddess Glorantha, and born when the Spike exploded. Her personal tribulations saved the whole world (including the earliest peoples), so all things are her descendants. Bad gods and powers have not all surrendered to her, though, and her job is not finished. She was born as the avatar Teelo Estara; conquered this world, the Other World, and then Chaos; and brought Glorantha back to life. When everyone worships her then the world will be whole

Rufelza is the Divine Contradiction, who cannot be comprehended by most people. When the paradox of her existence is understood, the worshipper can counter any magical act with its opposite, just as the goddess does. Her cult has the largest number of worshippers of any Lunar cult. Its subcults are the Phase Temples, each of which is recognized as one of the Seven Mothers.

Entry Requirements: Become an Imperial citizen.

Mental Skills: Embrace Contradictions, Mental Balance, Mythology of Rufelza, Sedenyic Philosophy.

Affinities:

Chaos (Control Chaos Creature, Hide Chaos Taint, Use Chaos Talent)

Madness (Cure Madness, Make Dizzy, Make Scared, Mind Blast)

Revenge (Recognize Enemy, Strike Enemy, Summon Terrifying Entity)

Terrify Oppressor)

Secret: **Paradoxical Defense** (Acts as a mystic counter only against magical attacks.)

Worshippers: Common people, especially the mob. Rufelza accepts everyone and everything into her cult, and has only a selected cadre of elite priests who preach at the whim of their flocks. Most people never advance beyond worshipping her as communal worshippers.

Other Side: Rufelza's favorite home on the surface of the Red Moon is the Ocular Palace that stands in the center of the Ruby City. It is a city of dream and immersion where individuals are lost amid endless pleasure, exotic sensations and overwhelming passions of service and harmony. Initiates can exit from here to Sedenya's Throne.

Other Connections: Supported by the Imperial government.

Disadvantages: Subject to the Lunar Cycle; considered by many to be "low brow."

Taraltara

A mystic sect believes that sacrificial worship to the Lunar power is an error, and that to worship the Seven Mothers only holds them from greater spiritual freedom. Instead these people meditate upon the Great Power of Taraltara, live austere lives with many tribulations and tests, and refuse power, pleasure, and personality in order to achieve liberation. Rashorana, who is the Lunar Mask, first revealed Taraltara to set Gerra free. This created a Secret Fire of the Goddess, claimed to be the sacrificial fire by most, the Moon itself by others, but by the Taraltaran mystic a fire that the mystic has ignited inside herself.

Entry Requirements: None.

Physical Discipline: Whirling Blades Martial Art (uses twin scimitars).

Mental Discipline: Meditation.

Spiritual Discipline: Inclusion.

Physical Skills: Motionlessness.

Mental Skills: Sedenyic Philosophy.

Counters:

Reflection

Strikes:

Return Damage: If reduced to 0 AP or below the target suffers the result of the last attack he made against the character (regardless of how long ago that may have been). This could be physical damage, a magical effect, or even death.

Mind Strike: If reduced to 0 AP or below, the target is rendered mindless for a period of time determined by his negative AP total:

AP Total	Length of Effect
0 to -10 AP	1 day
-11 to -20 AP	1 week
-21 to -30 AP	1 season

-21 to -30 AP	1 season
-31 or more AP	until healed

Secret: Cosmic Liberation (Character achieves transcendence and is removed from play.)

Practitioners: Several schools exist that are based around the practices of the Lunar illuminates. These are great beings that proved the truth of their Taraltaran insights and taught others the methods they had used. The best known schools follow the ways of the Seven Mothers and some of the Nathic goddesses.

Other Connections: Individuals are encouraged to associate with other Lunar groups by the Lunar authorities.

Disadvantages: Taraltaran Mystics are **not** subject to the Lunar Cycle.

Seven Mothers Collective

Collective Goddess

Several deities listed are the most popular among the Seven Mothers, and they are all subject to the normal cyclical power of the Red Moon. Worshippers of the Seven Mothers can form a collective that allows its members to contact the transcendent entity beyond the Seven Mothers, and so transcend Natha's Lunar Cycle of magical power, even when outside the Glowline. The effect is restricted to six individuals who form a band to perform the rituals. Seven masks are made, one for each of the Seven Mothers. The Unification Ceremony must be performed. Each person dons the mask of one of the six forms of the Seven Mothers. They summon the seventh, *She Who Waits*, a disembodied entity who is their collective spiritual guide. This results in the collective acting as if the Red Moon were always full. *She Who Waits* is similar to a spirit in that she has a Might, which varies according to the six members, as does the length of time the benefits of the ritual last.

If the group is formed by individuals from six of the Seven Mothers cults, and each person wears the mask of the cult of which she is a member, then *She Who Waits* will have a Might equal to the sum of all the members' Sedenyic Philosophy ability. If the Unification Ceremony is performed successfully, they will not be subject to the Lunar Cycle for a year, acting as if the moon were in its full phase at all times. Many other cults can be used instead of the Seven Mothers, such as the Lunar saints or other hero cults. In those groupings successful performance of the Unification Ceremony releases them from the Lunar Cycle for a week following the ceremony, gaining no benefit or penalty from the phase of the moon. In this circumstance, *She Who Waits* has a Might equal to the average of the members' Sedenyic Philosophy ability ratings.

She Who Waits can be called upon for aid by members of the collective by rolling a simple ability test against their Sedenyic Philosophy abilities. Her Might can be used as a source of AP, but can be depleted by use by any single

member. *She Who Waits* always fully regenerates on the morning of the Full Moon day. There is no penalty for depleting her Might, except that she will not be available later in the week to aid any of the members.

If any one of the six members dies the cyclism returns to all surviving members immediately. Additionally, each surviving member of the collective is attacked separately by a magical backlash equal to 1/2 the full Might of *She Who Waits*. As this is a magical backlash, the survivor may use any magical defense or his Sedenyic Philosophy ability to defend against it.

Entry Requirements: Initiation into any Lunar cult.

Mental Skills: Sedenyic Philosophy.

Affinities:

Unity (Communicate Silently between Us, Heal Us, Include Them, See through Our Eyes, Stop Attacker Unharmd) [*In this list, "Us" or "Our" indicates the members of the specific collective, "Them" is anyone outside of it.*]

Other Feats: **Unification Ceremony** (ritual)

Secret: None. Each of the Seven Mothers has an individual secret, as described below.

Worshippers: Members of the Seven Mothers' cults, other Lunar missionaries.

Other Side: Each of the Seven Mothers has their own Otherworld home.

Other Connections: Friendly to all Lunar cults. The deities that make up the Seven Mothers include Danfive Xaron, Deezola, Irrippi Ontor, Jakaleel, Teelo Norri, and Yanafal Tarnils. Note that we do not provide keywords here for two of the Seven Mothers: Danfive Xaron, god of Penitent Sinners, and Teelo Norri, goddess of Innocence and Charity.

Disadvantages: If any member of the collective is killed, the remaining members are subjected to a magical attack equal to 1/2 the full Might of the embodied *She Who Waits*.

Urvairinus

Urvairinus was one of the great emperors of the Gods Age. He invented war, soldiery, armies, and military discipline. He organized the first Dara Happan regiments and taught them to march, assemble in formations, and chant army magic. He is the Divine General, who can command all troops by his presence, even if they are not under his command. Urvairinus was furthermore a great individual fighter, being unconquered in any duel or combat for the 1,910 years of his reign during the Darkness. He is normally worshipped through a regimental god subcult. Subcult worshippers cannot use their beneficial magic except on other members of their subcult. High level officers worship Urvairinus directly and can command the regimental subcults.

Entry Requirements: Open to soldiers only.

Physical Skills: Hoplite-style Fighting.

Mental Skills: Mythology of Urvairinus, Unit Traditions.

Affinities:

Destroy Dara Happan Eggs (Disconcert Monsters, Pierce Trolls, Shout Away

the Dead, Spit Down Wind)

Light of Action (Courage, Demoralize Foes, March in Step, Several Strike As One)

Military Strategy (Calculate Food, Convince Locals, Count Army, Send Battlefield Command)

Secret: Command Soldiers (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of commanding a soldier, even one from another unit or who worships another deity.)

Worshippers: Urvairinus is worshipped today by several active regiments; many older military units now relegated to local militia/police work; temples at army bases and prehistoric battle sites; and some mercenary bands.

Other Side: Urvairinus' Post is among the other Officers of the Imperial Army, in the Celestial City in the Solar Realm. From it initiates may exit to the Golden Age or Storm Age. Urvairinus' loyal soldier initiates join his eternal Army of Heaven after death, and need never be reborn unless they choose to.

Other Connections: Urvairinus has relations to some other cults, mostly military, some Solar. He is considered to be one of the aspects of Yelm.

Disadvantages: Urvairinus' is an old cult, without access to the Lunar inclusive magics. Members and officers of a regimental subcult can not use their beneficial magics on members of another unit, even if it also worships Urvairinus.

Yanafal Tarnils

Yanafal Tarnils is the Eternal Protector, a man who became a god with the aid of Sedenya. He entered the Otherworld to rescue the Goddess when she was lost in her Godquest. He rediscovered his past lives, and was able to return even though his body had been slain by the enemies of the Goddess while he was with her in the Otherworld. He experienced the Last Miracle and overcame Death. This quasi-resurrection is provided by the support of the rest of the cult. Yanafal Tarnils is now the object of devotion by many who fight, for a living or out of desperation in these desperate times. Yanafal Tarnils' priests may awaken *vexilla*, magical standards that allow units who worship different gods to work together and obey the commands of the General of the Army.

Entry Requirements: Open to soldiers only.

Mental Skills: Mythology of the Seven Mothers, Orate, [unit] Tactics.

Affinities

Combat (Charge of the Ram, Empower with Death [Scimitar, Spear/Lance, Bow], Enchant Iron, Enchant Silver, Stand against Many, Strike Ghosts)

Military Magic (Awaken *Vexilla*, Block Magic Scouts, Coordinate Magic, Destroy Enemy Morale, Raise Courage)

Warlord (Coordinate Forces, Create Morale, Mask of Command, Perceive Friendly Strengths, Perceive Enemy Weakness)

Secret: Self-resurrection (Instantly return to life with full AP as a final action; can be used only if reduced to dying or dead as a result of the contest, even if he normally would not be allowed a final action.)

Worshippers: Soldiers, especially in Lunar units; mercenaries; fighting men in general; most officers above the rank of Grand Column Leader (Centurion)

Other Side: Yanafal Tarnils' New Fort guards the Fields of Conflict on the surface of the Red Moon. The legions that join him after death serve active duty on the moon, training their souls to further the Goddess' cause on the Other Side. The best are rewarded with a blessed life next time.

Other Connections: Yanafal Tarnils is one of the Seven Mothers.

Disadvantages: Subject to the Lunar Cycle.

Yelm

Yelm is the Emperor of the Universe, the closest to the Ultimate Being that mortals are able to think about. He is the Keeper of Life and Death, who rules all of the cosmos with his Divine Law. He is so powerful that only emperors or his descendants can be devoted to his Great God aspect. He has many aspects and subcults (it could be said that all gods in the Celestial Pantheon are merely subcults of Yelm) that are more easily worshipped.

Entry Requirements: The Great God Yelm is worshipped only by the Imperial family. Many other aspects of Yelm are listed below, and are worshipped by almost every type of person. Most aspects are restricted to men only.

Great Secret: **Rulership of All Creation** (Character becomes one with Yelm and is taken out of play.)

Worshippers: Yelm is theoretically worshipped by all humanity as lay members. Worshippers of specific aspects are usually nobles, leaders, generals, or high priests.

Other Side: Yelm's Throne stands in the center of the Imperial Throne Room, in the center of the Imperial Palace, in the center of the Celestial City, in the center of the sky in the Solar Realm. From the Palace initiates may exit to the Golden Age or directly to the Underworld, Sky, or the surface of the Sun. Only the purest souls may join Yelm there. Anyone who is pure enough to have entered Yelm's own Inner Palace is pure enough to remain there for eternity.

Other Connections: Yelm is the Great God of the Celestial Pantheon. Yelm has connections to many gods, who actually perform the work of the religion.

Disadvantages: Most worshippers of a Yelm cult have many obligations that restrict freedom of action and behavior.

Major Aspects of Yelm

Antirius/Yelm Imperator

Affinities: **Cosmic Order, Protect Emperors, Written Law**

Secret: **Sovereignty**

Avivorus/Yelm Hastatus

Affinities: **Heat, Spear Fighting, Travel**

Secret: **Sunspear**

Lukarius

Affinities: **Bow Fighting, Law, Light**

Secret: **Antirius Precepts**

Urengerum/Yelm Saggitus
Affinities: **Bow Fighting, Fire, Movement**
Secret: **Hit Impossible Target**

Urvairinus
Affinities: **Destroy Dara Happan Foes, Light of Action, Military Strategy**
Secret: **Command Soldiers**

Yelmgatha
Affinities: **Antimagic, Fire, Otherworld**
Secret: **Incandescent Glare**

Dara Happan Advanced Experience

Army Officer

The Lunars have units from several different armies in Dragon Pass. The largest number of units are from the Provincial Army, which is tasked with patrolling the land, guarding tax collectors, and generally keeping the Orlanthe barbarians in their place. Units of the Imperial Army are less common, and generally serve as guard units for the Imperial enclaves in the various Orlanthe cities.

Entry Requirements: Membership in an appropriate cult, plus sponsorship. Political appointees need only the sponsorship of their patron or family. Others need a minimum of 10 at a leadership ability, plus 1 at a combat ability. The Provincial Army tends to promote skilled officers, while the Imperial Army units are often gatherings of nobles' sons.

Physical Skills: Ride.

Mental Skills: Fill Out Paperwork, Lead Unit, Read New Pelorian, Write New Pelorian.

Personality: Blunt.

Magic: Initiate or devotee access to the regimental god, depending on rank.

Benefits: Complete support from the unit, salary commensurate with rank, opportunities for pillage.

Disadvantages: No personal time.

Living Standard: Prosperous (for low-level officers) to very rich (for high-level officers).

Equipment: Gold- or silver-chased arms and armor, several horses, several servants, a unit of bodyguards, villa.

Imperial Bureaucrat

While the soldiers may talk about their contributions to the Empire, the bureaucrats know that they are the true backbone of Imperial might. Without the long-suffering clerks, assessors, and secretaries, the business of the Empire would grind to a halt. The bureaucracy is also the best place to fill your own pocket, since bureaucrats are always in a position to make a little (or a lot)

extra. Such is a natural way of the system.

Entry Requirements: Education (scholar or similar occupation) and patronage.

Physical Skills: Create Paperwork, Sign Manager's Name, Sneak Documents.

Mental Skills: File Documents, Find Items, Know Bureaucracy, Lie with a Straight Face, Look Busy, Read New Pelorian, Write New Pelorian.

Relationship: to Department Head, to rest of Department.

Personality: Too busy to talk to you.

Magic: Initiate or devotee access to Buserian, Irrippi Ontor, or Lokarnos.

Benefits: In the center of the government; can influence or change procedures; access to wealth or state secrets.

Disadvantages: Looked down upon by soldiers and officers.

Living Standard: Common to very rich, depending on position and office.

Equipment: Office space in government building depending on office held (from a desk or cubical to a suite of offices), staff of scribes and servants, house or villa.

Priest

You are a full-time worker for the gods and goddesses. This is a very specialized and unusual profession, with high status and many benefits in return for doing the job. The requirements listed are typical, a generic average of what is expected from the wide range of positions, for each cult and every temple has its peculiarities.

Entry Requirements: Minimum of 10 at a primary cult skill or feat, plus 1 at most secondary skills or affinities. Also, a full-time commitment to the job and to the welfare of the Empire and the temple.

Mental Skills: [Celestial or Lunar] Philosophy, Lead Worship, Mythology of [god], Prepare Sacrifice.

Personality: Appropriate to the deity. Acting improperly accrues a handicap to all attempts to use the magic of that deity until purified.

Magic: Devotion to a specific god or goddess, chosen from any listed above.

Benefits: Complete support from the cult, political influence in city affairs.

Disadvantages: No personal time.

Living Standard: Rich.

Equipment: Ritual regalia, villa and extensive farmlands, stables, servants.

[Introduction and Heortling keywords](#)

[Black Horse keywords](#)

[Grazer keywords](#)

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Character Keywords

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Black Horse County

Ethilrist was born in Slontos several generations after the Gbaji Wars ended. He fought against the God Learners when they invaded Slontos, leading a mercenary band known as the White Horse Troop. After several years of battle he was on the losing side at the Battle of Dengeren and fled north, pursued closely by his foes all the way to the Mislari Mountains. He crossed them through a secret pass which has not been found to this day. He spent more time in Ralios fighting as a mercenary, and achieved agelessness around 1050. Seeking greater power he took his entire White Horse Troop to the Underworld. There they found the home of the *diokos* demons, wild and powerful horse-shaped carnivores. Ethilrist defeated their stallion king in a long and arduous contest and gained the right for he and his men to take the demons as steeds, if they could. Many did. Later during his quest he met the Hound of Zeral and made it his own personal steed, and later still he wrested the Cloak of Darkness from Dehore.

Ethilrist and his demon-mounted Black Horse Troop escaped the Underworld when a portal opened and they entered it, unknowing of what lay beyond. They arrived back on the physical plane amidst a raging supernatural battle. Taking only a few moments to assess the situation Ethilrist threw in his lot with one side, and helped win victory for the Lunar Empire. This was later called the Nights of Horror, fought in 1506. For the next 20 years he fought for the empire from Pent to Charg. In 1527 he asked for a suitable reward from the Red Emperor and received a grant of lands in Dragon Pass (which were actually beyond the Emperor's ability to grant). At that time he took for himself the title of Count, and began writing his memoirs in his monumental, twelve-volume *A History of My Black Horse Troop*. Whether or not it was intended, several volumes of work comprise a powerful grimoire, providing many blessings and spells to his followers.

Ethilrist fought for several years to evict the local Grazers who used the hills for their summer forage. By 1545 he had established the boundaries of his new land, Black Horse County. He named his home Muse Roost and his followers settled several smaller villages. He has served as a mercenary since, leading the Black Horse Troop into battle after battle throughout Genertela.

The members of the Black Horse Troop wear heavy armor and are mounted on demon steeds. They are extremely disciplined, and obey every order given to them. They are accompanied in battle by footmen armed with pole axes. Riders are promoted from the footmen, while footmen are raised from the peasant caste. Ethilrist currently has about 5,500 men under arms available to the highest bidder, including seven cavalry squadrons and two foot squadrons.

Ethilrist and his followers are members of a sect of Malkionism called the Atroxic Church. St. Atrox preached of Malkion the Stern. The Atroxi have strict caste lines, and upward mobility only occurs when Ethilrist chooses new

members to join his troop. Religious mortification is widely practiced and sin is punished by public floggings, penance or branding. Saint Atrox predates the *Abiding Book*, and in fact part of his sacred text, the *Book of Betrayal and Murder*, is included in the *Abiding Book*.

Black Horse County Cultural Keyword

Physical Skills: Kneel for Hours.

Mental Skills: Black Horse County Geography, Black Horse Customs, Doctrine of the Atroxic Church.

Relationships: Member of the Atroxic Church. Each person belongs to one of four castes: *Curelan* (Peasant), *Ridderan* (Warrior), *Zoberan* (Magician), or *Herrelan* (Lord), and this caste restricts the occupations to which they can belong. Suitable occupations are provided below. Ethilrist himself is the only member of the Herrelan caste, and so no occupation keywords are provided.

Magic: Depends on caste.

Curelan (Peasant) Caste Occupation Keywords

The majority of peasants in Black Horse County are farmers, with enough crafters to be self-sufficient. Liturgists, merchants and camp followers are occupations most likely to produce adventurers, and many are former farmers who have distinguished themselves with their obedience. Merchants must be self-reliant, while camp servants are likely to be promoted to the warrior caste, becoming footmen. Camp servants are disciplined, unlike the camp followers of other armies, for only by showing absolute obedience to their squad can they hope to be promoted. Curelan liturgists form the majority of the clergy of the church of St. Atrox. They live in Muse Roost and travel to the villages and farms of Black Horse County to bless the faithful.

Camp Servant

Physical Skills: Carry Heavy Loads, Cook, Dagger Fighting, Dodge Attack, Load Pack Horse, Set Up Camp.

Mental Skills: Squad Customs.

Personality: Disciplined, Obedient.

Relationships: to Masters.

Magic: None.

Living Standard: Common.

Equipment: Dagger 1, cooking equipment; a camp servant serves either 10 footmen or 5 Riders.

Liturgist of the Atroxic Church

Physical Skills: Dodge Attack, Ride Horse.

Mental Skills: Lead Prayer, Read Old Slontan, Write Old Slontan.

Personality: Obedient, Pious.

Relationships: to Congregation; to Church.

Magic: Liturgists have access to the blessings in *The Book of Betrayal and*

Murder.

Living Standard: Common.

Equipment: Ceremonial robes, a copy of *The Book of Betrayal and Murder*, writing supplies, horse and gear, 1 camp servant.

Merchant

Physical Skills: Load Pack Horse, Staff Fighting.

Mental Skills: Bargain, Dragon Pass Geography, Gauge Value, Know Customers.

Personality: Obedient, Self-reliant.

Relationships: to Customers.

Magic: None.

Living Standard: Common.

Equipment: Pack horse, stout staff 4, goods.

Ridderan (Warrior) Caste Occupation Keywords

The Ridderan consist of six occupations: Footman, Rider, Liturgist and Knight for humans; Steed and Senior Steed for demons. Footmen are taught to fight with poleaxe and sword, and can be promoted to Rider status. Riders are taught basic riding and weapon skills, and then are given to one of the Black Horses. The steed follows the commands of the commander (a knight or senior steed) in battle, and a rider cannot over-ride the steed's movements at those times. When the rider has learned Obedience, Ride, and an appropriate Close combat skill to 2 masteries each, and has proven his dedication and piety, Ethilrist may lead him and his steed to the underworld, where they must fight for the secret that allows control of the steed or rider. Promotion is in no way guaranteed in the troop.

All Ridderan are members of the Black Horse Order. The warriors are divided into Squadrons of about 500 Riders or 1000 footmen each. Squadrons are further divided into companies of about 100 men. The steeds themselves provide the under-officers of the squads, dividing them into units of 5-15 steeds under the command of a senior steed. Knights form the officer corps; squads are usually led by newly promoted Knights, while squadrons are led by senior Knights.

All warriors are given blessings before battle by Ridderan liturgists of the Black Horse Order. Each squad has two liturgists assigned to it: the senior liturgist and his assistant.

Knights usually have several pieces of magical equipment, from the magic lance and shield of a squad commander, to the full magical panoply of a senior Knight. These magical weapons and armor are provided by wizards of the Order of Black Iron.

Footman

Physical Skills: Climb, Poleaxe Fighting, Quick-march, Strong, Sword and Shield Fighting.

Mental Skills: Black Horse Troop Unit Traditions, Dragon Pass Geography, Identify Foe, Scan for Danger.

Personality: Disciplined, Obedient.

Relationships: to Order, to Squad

Magic: Footmen are normally given the *Axe of Retribution* and either *Resist Pagan God* or *Resist Heathen Spirit* blessings before battle. They may not join the Order except as laymen.

Living Standard: Common.

Equipment: Leather and bronze armor 3, poleaxe 5, 1 camp servant/10 footmen.

Liturgist of the Black Horse Order

Physical Skills: Flail and Shield Fighting, Ride Steed.

Mental Skills: Lead Prayer, Life of Sir Ethilrist, Read Old Slontan, Write Old Slontan.

Personality: Obedient, Pious.

Relationships: to Order; to Squad; to Steed

Magic: Liturgists have access to the blessings in *The Book of Betrayal and Murder* and *A History of My Black Horse Troop*.

Living Standard: Common.

Equipment: Heavy bronze armor and shield 6, flail 3, ceremonial robes, copies of *The Book of Betrayal and Murder* and *A History of My Black Horse Troop*, writing supplies, 1 camp servant. Each liturgist is assigned to one of the Black Horses, and are considered equipment of the steed, not the other way around.

Rider

Physical Skills: Lance Fighting, Ride Steed, Strong, Sword and Shield Fighting.

Mental Skills: Black Horse Troop Unit Traditions, Dragon Pass Geography, Identify Foe.

Personality: Disciplined, Obedient.

Relationships: to Squad; to Order; to Steed.

Magic: Riders are normally given the *Lance of Agony* and either *Resist Pagan God* or *Resist Heathen Spirit* blessings before battle. They may not join the Order except as laymen.

Living Standard: Common.

Equipment: Heavy bronze armor and shield 6, lance 6, sword 3, 1 camp servant/5 riders. Each rider is assigned to one of the steeds, and are considered equipment of the steed, not the other way around.

Steed

Physical Skills: Agile, Resist Rider, Run Fast, Run Long Distance, Strong

Mental Skills: Black Horse Troop Unit Traditions, Resist Rider, Speak to Rider's Mind.

Personality: Wild.

Relationships: to Senior steed; to Rider.

Magic: Steeds have several natural talents, and may learn more by visiting the underworld. Common talents include Breathe Fire, See In Dark, Terrify Natural Animals, and Thick Skin. Steeds are usually given the *Iron Fang* and *Iron Hide* blessings before battle.

Living Standard: Provided by the unit.

Equipment: Heavy bronze and leather barding 4, Rider.

Zoberan (Magician) Caste Occupation Keywords

Members of the Zoberan caste may become secular liturgists of the Atroxic Church, or one of two high orders: the Order of Black Iron and the Order of Damnation. Zoberan liturgists are the usually the first choice to be made church officials and bishops. However, members of the Zoberan caste normally join the high orders. Each mounted squadron of the Black Horse troop has a wizard of the Order of Damnation assigned to it for magical support, and access to the magician-smiths of the Order of Black Iron. Wizards always ride with the officers. Note that secular liturgists lead religious services for the two high orders, which have no liturgists of their own.

Zoberan Liturgist

Entry Requirements: Open only to members of the magician caste.

Physical Skills: Dodge Attack, Ride.

Mental Skills: Lead Prayer, Read Old Slontan, Write Old Slontan.

Personality: Obedient, Pious.

Relationships: to Congregation; to Church.

Magic: Liturgists have access to the blessings in *The Book of Betrayal and Murder*. Black Horse Order liturgists also have access to the blessings of *A History of My Black Horse Troop*.

Living Standard: Prosperous.

Equipment: Ceremonial robes, a copy of *The Book of Betrayal and Murder*, writing supplies, horse and gear, 1 camp servant.

Wizard

Entry Requirements: Open only to members of the magician caste.

Physical Skills: Draw with Chalk, Ride.

Mental Skills: Read Old Seshnelan, Write Old Seshnelan, Symbolic Sight.

Personality: Obedient. Wizards tend to be deeply immersed in their Otherworld magics, seemingly almost to the point of madness.

Relationships: to Order.

Magic: Access to the grimoires of the Order of Black Iron or the Order of Damnation.

Living Standard: Prosperous

Equipment: Ceremonial robes, a copy of *The Book of Betrayal and Murder*, copies of their Order's other grimoires, writing supplies, special chinks and powders, 1-3 magical items of moderate power.

Black Horse County Magic Keywords

The Black Horse Order

The Black Horse Order is a low order, and members' spiritual well-being is overseen by the liturgists. They learn blessings from both *The Book of Betrayal and Murder* and *A History of My Black Horse Troop*, which was written by Ethilrist himself. The order was founded by Ethilrist, although he is neither a saint nor a liturgist.

Entry Requirements for humans: Open to warrior caste only, who must swear an oath of fealty to Ethilrist while placing their hand inside the Hound's mouth.

Entry Requirements for steeds: The demonic Black Horses are automatically members of the Order.

Physical Skills: Ride Steed.

Mental Skills: Black Horse Troop Unit Traditions, Rule of Sir Ethilrist.

Grimoires:

The Book of Betrayal and Murder (see boxed text)

A History of my Black Horse Troop (Axe of Retribution blessing, Armor of the Faithful blessing, Iron Fang blessing, Iron Hoof blessing, Iron Hide blessing, Lance of Agony blessing, Resist Pagan God blessing, Resist Heathen Spirit blessing, Sword of Righteousness blessing)

Secret (Human): **Control Steed** (Allows the rider to mentally speak to and control his demonic steed; used as if it were a Ride ability to control the movement and actions of the player's personal steed, which may try to resist.)

Secret (Steed): **Control Human** (Used as if it were a Ride ability to control the movement and actions of the player's personal rider, who may try to resist.)

Worshippers: Liturgists, riders, and steeds of the Black Horse Troop.

Other Side: The node of the Black Horse Order is on the Adept Plane and attached only to the node of Atrox, which is on the Saint Plane, connected only to Solace.

Other Connections: The Black Horse Order is a low order of the Atroxic Church, and is supported by the Order of Black Iron and the Order of Damnation.

Disadvantages: The Black Horse Order is part of Sir Ethilrist's mercenary band, and as such its members are greatly mistrusted by other inhabitants of Dragon Pass, and greatly feared by members of other military and mercenary units.

Order of Black Iron

The Order of Black Iron is a high order dedicated to forging and enchanting war-gear for the Black Horse Order. Portals of power are forged from particular metals. At the end of the ceremony the metals lose their shape and must be re-forged to make another portal of power.

Entry Requirements: Open to magician caste only.

Physical Skills: Forge Armor, Forge Horse Armor, Forge Weapon, Resist Fire and Heat, Strong.

Mental Skills: Forge Portal of Power, Ignore Pain, Read Old Slontan, Rule of Saint Atrox, Write Old Slontan, Symbolic Sight.

Grimoires:

The Book of Betrayal and Murder (see boxed text)

The Book of Black Iron (Alloy Metals, Enchant Bronze, Enchant Copper, Enchant Iron, Enchant Black Hellfire Lance, Enchant Black Hellfire Sword, Enchant Indomitable Shield, Enchant Helm Of Command, Enchant Unconquerable Armor, Enchant Visor of Terror)

The Book of Iron Chastisement (Blinding Pain, Brand of Lust, Burn the Unrighteous, Mark of Sin, Shrive the Guilty)

Talismans: A smith places all of his spells into a single talisman, usually an iron hammer.

Secret: **Craft Hell Metal** (Allows the smith to forge magic items that can be used without penalty in Hell. The secret is opposed by the target number of any magical ability enchanted into the object, or the standard resistance of 14 if the item contains no enchantments. If the smith wins any victory, the user of the item ignores the Alien World modifier when using the item in any Underworld.)

Worshippers: Wizards of the church of Atrox. The Order of Black Iron is an ancient brotherhood of magical smiths. Its members create the magical items used by the Black Horse Troop and the Order of Damnation. Its only worshippers now are wizards in the service of Sir Ethilrist.

Other Side: The node of the Order of Black Iron is on the Adept Plane and attached only to the node of Atrox, which is on the Saint Plane, connected only to Solace.

Other Connections: The order has no liturgists of its own; clerical functions are carried out by liturgists of the Black Horse Order. There is only one foundry of the order known, at Muse Roost.

Disadvantages: Isolated from other sorcerous cultures, the order has little capability to learn or capture new spells.

Order of Damnation

The Order of Damnation deals with Otherworld entities – from fighting gods and spirits to breeding the demonic steeds of the Black Horse Troop. They were formed from the core of an older order, and have modified their magics and practices to fit the needs of Sir Ethilrist in his new land. They accompany squadrons of the Black Horse Troop into battle, and also provide most of the magical defenses of Muse Roost.

Entry Requirements: Open to magician caste only.

Physical Skills: Ride, Sword and Shield Fighting.

Mental Skills: Open Hellmouth (equivalent to a *Portal of Power*), Read Old Slontan, Rule of Sir Ethilrist, Write Old Slontan, Symbolic Sight.

Grimoires:

The Book of Betrayal and Murder (see boxed text)

The Book to Lash the Weak (De-nature Alcohol, Determine Guilt, Encourage Fasting, Harrow the Soul, Purge Sinner, Remove Lust, Repudiate Sin)

The Book of Ethilrist in Hell (volume VI of A History of My Black Horse Troop) (Breed Demon Horse, Combat God, Combat Spirit, Exorcism, Shield the Faithful, Travel the Spiritworld)

Talismans: Sorcerers of the order use hell metal for their talismans, usually in the form of ritual weapons or armor.

Secret: Destroy Otherworld Denizen (Acts as a combat ability, but if the sorcerer receives a complete victory on the Heroic Consequences Chart, the Otherworld being is destroyed.)

Worshippers: Wizards of the Church of Atrox.

Other Side: The node of the Order of Damnation is on the Adept Plane and attached only to the node of Atrox, which is on the Saint Plane, connected only to Solace.

Other Connections: The Order of Damnation supports and is directly supported by the Black Horse Troop. It has no liturgists of its own; clerical functions are carried out by liturgists of the Atroxic Church.

Disadvantages: Isolated from other sorcerous cultures, the order has little capability to learn or capture new spells.

The Atroxic Church

The Atroxic Church was founded by St. Atrox, a witness of the betrayal of Malkion. He taught the way to salvation through strict obedience to the Law and perseverance in adversity. His writings form *The Book of Betrayal and Murder*. Obedience is the primary virtue of the sect. The church in Black Horse County is the last remnant of the sect, and worshippers are considered heretics by most of the Malkioni sects that survive in the West.

Followers of the sect are strict fundamentalists, and penance forms a large part of their worship. All men were doomed by the murder of Malkion, and only through harsh trials can their souls be saved. Alcohol is forbidden to members of the Church, as are other pleasures of the flesh. Hair is cropped to a stubble, beards are forbidden, even colorful clothing is outlawed. Flagellants are considered holy, and other forms of self-inflicted torture are seen as ways

wizards and Sir Ethilrist himself.

The Book of Betrayal and Murder

The Book of Betrayal and Murder includes some of the blessings found in *The Abiding Book*, though not all of them, as well as some that are unique to the volume:

Name Child
Call Teen to the Church
Bless Marriage
Bless Corpse
Prayer of Perseverance
Punish Disobedience
Shrive sins

Black Horse County Advanced Experience

Bishop

Each of the three orders is overseen directly by a bishop. The Atroxic Church is lead by the Archbishop of Muse Roost, who has nominal control over the three orders. Bishops are taken from among the liturgists, normally those of the Zoberan caste.

Entry Requirements: Open only to liturgists. Must be approved by Ethilrist.

Typically must have Obedient and Lead Prayer at 10□ or greater.

Physical Skills: Long-lasting Voice.

Mental Skills: Administration.

Personality: Disciplined, Obedient, Strict.

Relationships: to Ethilrist; to Order.

Magic: Bishops have access to the blessings of their particular order, taken from *The Book of Betrayal and Murder* or *A History of My Black Horse Troop*. In addition, they may preside over ceremonies in the Muse Roost Cathedral, which boosts their Lead Prayer ability as a Sanctuary.

Benefits: Complete support from the Order.

Disadvantages: No personal time, must maintain strict obedience to Ethilrist.

Living Standard: Rich.

Equipment: Ceremonial robes and objects, several servants, horses, a mansion.

Knight

Entry Requirements: A knight who learns Obedience, Ride steed, and a weapon skill to 1□2 each, and catches the eye of Ethilrist is eligible to become a knight. He must win the secret of Control Steed as described nearby.

Physical Skills: Commanding voice.

Mental Skills: Cavalry or infantry tactics.

Personality: Disciplined, Obedient, Strict

Relationships: to Ethilrist; to Steed; to Squad.

Magic: Knights must be members of the Black Horse Order. They are normally given the *Armor of the Faithful*, *Lance of Agony*, *Sword of Righteousness*, and either *Resist Pagan Gods* or *Resist Heathen Spirits* blessings before battle. In addition they are given, and may also buy, magical equipment. Many upgrade their equipment to iron or hell metal as soon as possible. The steed of the knight may speak to the minds of the steeds of his squad, and passes on his commands.

Benefits: Complete support from the Black Horse Troop, share in any booty taken from defeated foes.

Disadvantages: No personal time, must maintain strict obedience to superiors.

Living Standard: Prosperous.

Equipment: Heavy bronze armor and shield 6, lance 6, sword 3, 1 camp servant, steed, 5-15 followers and their steeds.

Senior Steed

Entry Requirements: The steed's rider must be eligible to become a knight. The steed must win the secret of Control Rider as described nearby.

Mental Skills: Cavalry Tactics.

Personality: Obedient

Relationships: to Rider; to Squad.

Magic: Senior steeds are given hell metal barding, and may have many talents. They are usually given the *Iron Fang* and *Iron Hide* blessings before battle.

Benefits: Complete support from the Black Horse Troop.

Disadvantages: No personal time; must maintain strict obedience to superiors.

Living Standard: Prosperous (for a horse).

Equipment: Heavy iron or hell metal barding 8, rider, 1 camp servant, 5-15 steeds and their riders.

The Black Horses

The steeds of the Black Horse Troop are diokos demons, bred by the Order of Damnation from other Black Horses and mortal mares. The mares usually (65% of the time) do not survive the birth of the demon foal.

The Black Horses are mostly horse-like, but are carnivorous, with razor-sharp teeth and retractable claws. They have a mental link to their rider, and only have one rider at a time. The steeds cannot be controlled by their rider unless he has learned the secret of control that Ethilrist wrested from their ancestor. In battle, they follow the commands of the senior steed or the steed of the Knight Commander of their unit. Once a person has been accepted by a Black Horse he will have difficulty dealing with other animals, for the scent of the Black Horse will make all other animals near him skittish and apprehensive. To ride another animal requires that he obtain a victory against the beast using his Ride Steed ability with a -15 modifier.

When a rider is ready to be promoted to knight, Ethilrist leads both him and his steed through the basement of Muse Roost to the underworld fields of the

diokos demons. There he must face his own steed in a quest challenge of his Ride Steed versus the steed's Resist Rider. The loser of the contest gives up his wagered ability and remains a rider or steed. The winner becomes a knight or senior steed and learns the secret of Control Steed or Control Rider, as appropriate, at the level of the loser's wagered ability. The senior partner may give commands to the junior, and the steed is able to command the 5-15 steeds of the squad as part of the secret.

If the junior partner of the team is killed, the senior partner (knight or senior steed) retains the Control secret and is given a new rider or steed, who is automatically the junior partner in the team. If the senior partner is killed, the junior partner is given a new rider or steed and the normal rider/steed relationship is formed.

A player may play a steed instead of a human, and is given a human rider as a follower. Two players may even wish to play a rider-steed team, but should always remember that the steed is the senior partner until the rider learns the Control Steed secret. Of course, if the steed learns the Control Rider secret, he remains the senior partner.

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Latest revision: 1 Mar 2000, new

Character Keywords

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The Grazers

The Grazers are descended from horse-riding nomads who survived the Darkness by constantly moving, guided by the Fiery Sky Horse, Yu-Kargzant. When other gods began to return the nomads simply moved on, remaining dominant in the wide lands of Pent.

During the time of the Empire of Wyrms Friends they brought south a tribe of horse nomads from Pent to Prax where they conquered the native beast riders and secured the border for the empire. When the EWF fell the beast riders banded together and ejected their overlords who fled by magic into Dragon Pass. No humans were allowed in that land and the nomads survived only by the grace of Ironhoof the Centaur. He performed special rituals to let the survivors live, renamed them the Grazers, and granted them land.

Many years later Heortling peoples came to Dragon Pass and the Grazers

opposed them. They were victorious in the west, where they kept wide lands, but lost land to the walking people in the east and north. The Grazers enslaved many of the walking people and their descendants, called the *vendref*, are forbidden to ride at all. However, the fractious clans were crowded and angry about losses of their lands and faced political disintegration until a new leader emerged, the Feathered Horse Queen. She married the Heortling king Sartar in a pact that guaranteed the Grazers a place in Dragon Pass.

Grazers still practice a mobile lifestyle on their limited lands. They live in large, round, wood-framed tents and migrate twice a year to follow their great horse herds to new pastures. They are partially supported by crops grown by their *vendref*. No true Grazer will touch the meat or milk of a cow, though they eat the sheep and other livestock raised by their *vendref*. They prefer horsemeat, horse blood, and koumiss, a mildly intoxicating beverage made from mare's milk. In war they field cavalry equipped as skirmishers and more heavily armored warriors who carry lances and bows. They are masters of mobility and sudden feints. In recent years they have hired out as mercenaries, both for and against the Lunar Empire.

The Grazers are animists and loyally follow a very ancient religion. They are very conservative and call themselves the Pure Horse Tribe. They have resisted tremendous social and political pressures that have polluted lesser tribes. When foreign habits were adopted by the weak around the time of Sartar the Pure Horse People purged the tribe of them. Some founded the various trading towns, some were killed, and some left the lands of the grazers and moved eastward.

Their religion centers on worship of the sun and of horses, both of which are contacted through ancestors. Men primarily deal with fire spirits; women with earth spirits. Ancestor spirits are never integrated, but respectfully invited to reside in a fetish.

The Grazers of Dragon Pass are a single tribe, ruled by the Luminous Stallion King who shares rule of the people with the Feathered Horse Queen. About 40 Grazer clans live in the hilly Grazelands to the southwest of Dragon Pass, each ruling several *vendref* farmsteads whose inhabitants usually outnumber them. Several trading towns exist, all of them subject to the tribal king. Foreigners live there by his permission. Many Grazers live there: some follow the ways of the walking peoples and worship gods; others can not support themselves by proper means because they are old, ill or have lost their horse herds.

The Grazers are a patriarchal culture and women do not become warriors or adventurers, though they may be shamans. The Luminous Stallion King is responsible for the physical well being of his people, for all war and fighting, and for settling disputes within the tribe, between clans, and between men and women. The Feathered Horse Queen speaks for the entire tribe in matters concerning magic.

Grazer Cultural Keyword

Physical Skills: Herd Horses, Ride Horses.

Mental Skills: Dragon Pass Geography, Grazer Customs, Grazer Myths, Identify Grazer Clan Markings, Intimidate Vendref.

Personality: Hate Praxians, Hate Trolls, Haughty Towards Non-Grazers.

Relationships: to clan. Unusual horses may be listed as followers or allies.

Magic: Grazers access spirits through a shaman. Gender and age determine the classes of spirits available. Hyalor is the ancient Tribal Ancestor, Yanasdro is a Great Ancestor, and each clan also has its own ancestors.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Grazer Occupation Keywords

All Grazer men are Riders (herdsmen) and advance socially to become Warriors, Leaders, and Elders. Similarly, women are Riders, Mothers, Teachers, and Elders. Typically tribesmen progress from age group to age group in regular succession, though some people specialize as shamans or traders and leave the age group system. (For purposes of brevity we have given here only the occupations of those who are mostly likely to be in contact with outsiders. We apologize to the women of the tribe.)

Herdsman, Rider

You are a man responsible for watching the herds and hunting. Individuals who prove themselves worthy are taught the skills of the Warrior age group. You must prove yourself competent at your tasks, and may have a chance to prove yourself exceptional as a skirmisher or by hunting dangerous animals.

Entry Requirements: Must be a male at least 14 years old.

Physical Skills: Archery, Craft Arrows, Drive Prey, Trick Riding.

Mental Skills: Find Good Pasture, Know Prey Animals, Listen, Scan for Danger, Track, Sleep in the Saddle.

Personality: Steady Reliability.

Relationships: to Age group; to Head of family.

Magic: Dastal the Hunter spirits. Young men of the Rider age group may not integrate spirits, though they may use fetishes.

Living Standard: Common.

Equipment: Bow and arrows, rope, riding horse.

Shaman

You are a magical leader of your clan dealing with spirits. You have given up the normal progression of Rider-Warrior-Leader-Elder, though the tribe acknowledges greater and lesser shamans based on age and experience.

Entry Requirements: Must have a fetch that can be awakened. Shamans have no gender requirements.

Physical Skills: Craft Fetish, Draw Summoning Circle, Drumming.

Mental Skills: Intimidate, Lead Ceremony, Ride Spirit Horse (equivalent to *Spirit World Travel*), Shamanic Escape, Spirit Combat, Spirit Sight.

Personality: Crazy or Wise.

Relationships: to Tradition.

Magic: Male shamans follow the Yu-kargzant tradition, while women practice the La-ungariant tradition. Interacting with a spirit from the other tradition has a -10 penalty.

Living Standard: Prosperous.

Equipment: Drum, ritual equipment, horse-drawn wagon.

Warrior

You have proved that you qualify as a Warrior. No longer just a young Rider, you must now bear arms to fight face to face. To improve yourself and be worthy of a wife you must count coup on neighboring clan warriors or collect scalps from your enemies, and accumulate a large herd of horses.

Entry Requirements: Must be a male, usually not less than 24 years old' must have proven himself in battle, raids, or hunting.

Physical Skills: Appear Terrifying in Battle, Archery, <clan> Fighting Style (usually shield plus spear, sword, or axe), Control Warhorse, Lance Fighting.

Mental Skills: Scouting.

Personality: Brave, High-spirited, Proud.

Relationships: to Age group; to Head of family; to War captain.

Magic: Jordan the Warrior spirits. Warriors may integrate spirits, though only by making large gifts to clan shamans.

Living Standard: Common.

Equipment: Bow and arrows, lance, leather or bone and leather armor, helmet, shield, <clan> weapon, cavalry horse, riding horse.

Grazer Magic Keywords

All Grazers have access to spirits from the Yu-kargzant or La-ungariant traditions, depending on gender. Many of these spirits are lesser spirits associated with great spirits, but they are listed only once for convenience. Ancestors temporarily remain in a fetish, and are released when their ability is required. Other spirits can be placed in a fetish or integrated. Note that the great spirits described below are not the only ones known to the Grazers.

Yu-kargzant Tradition

Yu-kargzant is the most powerful spirit of the Grazer Tradition. He is the source of fire, action, morality, and life itself. He gallops across the sky each day, visible as the Sun to outsiders. He is served by a host of stars, planets, horses, and other spirits.

Entry Requirements: Must be male, born or adopted into the tribe.

Physical Skills: Appear terrifying in battle.

Mental Skills: Yu-kargzant Tradition Knowledge.

Traditional Spirits:

Ancestor Spirits (typically provide a skill or personality trait)

Fire Spirits (typical spirits include Blinding Glare, Bright Light, Flaming Weapon, Inferno)

Stallion Spirits (typical spirits include Endurance, Leaping, Speed, Strength, Virility)

Special Spirits: Cloudchaser, Polestar Spirits, Starsight Spirit.

Spirit Allies: Horse Spirits.

Fetch: Hawk or Stallion Spirit.

Fetishes: Yu-kargzant shamans make their fetishes from bones and feathers.

Medicine bundles made from horsehide.

Tradition Secret: **Channel Clan Ancestor** (Incarnation ability.)

Worshippers: Male Grazers. Only shamans have access to the spirits in this keyword, in addition to the spirits of the great spirits of the tradition described below.

Other Side: Yu-kargzant's demesne is the grassy Pastures of the Endless Sun in the Spirit World, which he rules with La-Ungariant. After death his worshippers join him and his sons there to carry on in the Spirit World as they did in life, but now hunting down spirit enemies, battling spirit armies, and being witnessed by the great family of ancestors and founders. At his own time Yu-kargzant chooses people to be reborn again into the family.

Disadvantages: Must submit to Feathered Horse shamans in matters of magic. Shamans may not deal with spirits of other elements.

Typical Clan Ancestor

Ride 6□3, Archery 12□2, <clan> Fighting Style 10□2.

Great Spirits of the Yu-kargzant Tradition

The Yu-kargzant tradition has several major spirits associated with it. The great spirits listed below are the sons of Yu-kargzant, and each is the patron of a specific age group.

Dastal the Hunter

Dastal allows all men into his dances and ceremonies. He is the patron of young men, obedience, archery, hunting and herding. He is the chief of the Hunting Spirits, which he dispenses to men. Every year he circles all the way around the sky performing his duties.

Entry Requirements: Must be a male Rider.

Available Spirits:

Hunter Spirits (typical spirits include Find Water, Ride Quietly, See Invisible Tracks, Stampede)

Disadvantages: Dastal followers may not marry or have sex, nor engage in

hand to hand combat.

Jardan the Warrior

Jardan is the patron of lancers and all who strive face-to-face against their foes; of fathers, stallions and flutes. He rides across the sky every night, keeping lonely patrol over the herds of horses and sleeping peoples.

Entry Requirements: Must be a male Warrior.

Mental Skills: Spirit Combat.

Available Spirits:

Battle Spirits (typical spirits include Curved Arrow Flight, Flaming Arrow, Glaring Lance, Hit Hard, Shoot Great Distance)

Bravery Spirits (passion spirits)

Other Connections: Jardan is the patron spirit of the Golden Bows, an elite warband who ride Goldeneye horses and have special powers in both the Physical and Spirit World.

Disadvantages: Must obey the commands of leaders, even if ordered to die fighting.

Henird the Leader

Henird is patron of chiefs, kings and war leaders. He knows how to sense enemy spirits and how to handle them properly. His tent is in the precise center of the sky.

Entry Requirements: Must be a male Leader.

Mental Skills: Know Ancestors.

Available Spirits:

Community Spirits (typical spirits include Calm, Healers of Men, Spirit Defenders)

Good Reign Spirits (typical spirits include Detect Lie, Goad, Great Voice, Justice)

Disadvantages: A good leader always puts his peoples' collective welfare before his own. Leaders constantly risk pollution in dealing with foreigners and vendref.

Josad the Elder

Josad is the first son of Yu-kargzant and La-ungariant. He is the wise counselor who has acquired great knowledge through experience. Study has brought familiarity the sky world. He circles his younger brother's tent every night.

Entry Requirements: Must be a male Elder.

Mental Skills: Know the Stellar Spirits.

Available Spirits:

Stellar Spirits (typical spirits are the spirits of the stars, who can give advice or spy on the physical world from their perch in the Skyworld)

Disadvantages: Josad elders do not lead or follow, but sit to the side and offer

advice when they are asked.

Special Spirits of the Yu-kargzant Tradition

Cloudchaser

Might: 10-15

These spirits are held in fetishes until they need to be released. They can fight air spirits, or can go high into the air and reduce the overcast fraction of the sky by a percentage equal to their might divided by 10.

Polestar Spirit

Might: 16-15

These spirits are part of Polestar's army. They may be integrated or cast into fetishes, and augment leadership or fighting abilities when engaged in group combat.

Starsight Spirit

Might: 10-10 w

These spirits are integrated to provide an ability to see in starlight as well as daylight, equal to their might.

La-ungariant Tradition

La-ungariant is a Great Spirit, the daughter of Orest, the Earth. She bested her sister Tamar to become the First Wife of Yu-kargzant. La-ungariant is patron of women, horses, breeding, tents, nurturing, sewing and cooking. The Feathered Horse Queen is the leader of this tradition. She is as much a sacred queen as a shaman. She wears the resplendent regalia that provides her title, and always rides a Goldeneye horse. She is guarded by fanatically loyal vendref who worship Hiia Swordsman, a subcult of Humakt. Marriage to the Feathered Horse Queen confers the title of King of Dragon Pass.

Like the Yu-kargzant tradition, the La-ungariant tradition has major spirits for the age groups, who provide appropriate magic and skills for the women of that age.

Entry Requirements: Must be female, born or adopted into the tribe.

Physical Skills: Appear Beautiful at Home, Whistle for Horse from Great Distances.

Mental Skills: Inspire Loyalty of Vendref.

Traditional Spirits:

Ancestor Spirits (typically provide a skill or personality trait)

Earth Spirits (typical spirits include Berry-ripening, Gravel-shifting-underfoot, Healing Mud, Strength)

Mare Spirits (typical spirits include Beauty, Endurance, Fertility, Leaping, Speed)

Special Spirits: Absorption Spirit, Milk Spirit, Stoneskin Spirit.

Spirit Allies: Horse Spirits

Fetch: Mare or Snake Spirit.

Fetishes: La-ungariant shamans make their fetishes from braided horsehair, or paint them onto horses. Medicine bundles made from horsehide.

Secret: **Invoke La-Ungariant** (Acts as an integrated passion spirit, giving a bonus of 1/4 the target number to any ability used in the course of a contest against a male ruler.)

Worshippers: Female Grazers.

Other Side: La-ungariant's demesne is the grassy Pastures of the Endless Sun in the Spirit World, which she rules with Yu-kargzant. After death her worshippers join her and become powerful horses and healing women to protect the great ancestors in the Spirit World, until La-ungariant blesses them once again with a new life amid the family.

Other Connections: Friendly with the Heortling priestesses of Kero Fin.

Disadvantages: Women are subservient to men in most matters. Shamans may not deal with spirits of other elements except earth.

Great Spirits of the La-ungariant Tradition

The La-ungariant tradition has several major spirits associated with it, only one of which is described here.

Arandayla

The horse mother serves, but she serves best when loved.

Entry Requirements: Open to both men and women.

Mental Skills: Horse Breeding, Sense Horse in Distress.

Available Spirits:

Healing Horses (typical spirits include Cure Horse Disease, Ease Birth Pangs, Find Nutritious Fodder, Heal Horse)

Milk Spirit

Disadvantages: None significant.

Special Spirits of the La-ungariant Tradition

Absorption Spirit

Might: 12-15

These spirits are placed into fetishes. They may be released to resist any magical attack, and must be defeated before the owner can be attacked by the same source.

Milk Spirit

Might: 10-15

These spirits are captured in fetishes that are painted on mares. They increase milk production by a percentage equal to their might.

Stoneskin Spirit

Might: 15-10

These spirits are never integrated, only bound into fetishes. They provide armor of rank equal to their might divided by 5.

Grazer Advanced Experience

Clan Chief

You are a leader and politician, elected from the nobles qualified by blood to rule your clan. You are of the Leader age group, and will eventually retire when you become an Elder (though frequently you decide when this happens).

Entry Requirements: Must be a Leader at least 34 years old, though most chiefs are at least 44. Must belong to a noble family and stand out from other candidates (usually a skill at 10□ or better, or perform several outstanding deeds for the good of the community).

Physical Skills: Imposing appearance.

Mental Skills: Manage Clan Affairs, Politics.

Personality: Lordly.

Relationships: to Clan; to Luminous Stallion King; to Bodyguards.

Magic: Henird the Leader and Yu-kargzant.

Living Standard: Rich.

Equipment: Gold jewelry, flamboyant helmet, elaborate horse trappings, expensive weapons and equipment, large herd of horses, 2-10 bodyguards (followers).

War Captain

You lead a group of warriors. Commonly the Luminous Stallion King will arrange mercenary service for your band, and assign you to follow the commands of a foreigner for a set period of time, and for a specified set of tasks.

Entry Requirements: Must be a Leader at least 34 years old. Must have a proven ability in battle (usually a relevant skill at 10□ or better, or have lead several successful raids or battles).

Physical Skills: See Advantageous Terrain, two combat tricks (such as Disarm Foe, Dazzle Foe, or Unseat Foe).

Mental Skills: Cavalry Tactics, Deal With Strangers, Strategy.

Personality: Assertive, Bold, Proud.

Relationships: to Age group; to Clan chief; to Warband.

Magic: Henird the Leader.

Living Standard: Prosperous.

Equipment: Bow and arrows, lance, scale armor, plumed helmet, shield, sword, several riding horses, warhorse, 20-50 warrior followers in your warband.

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[Black Horse keywords](#)

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