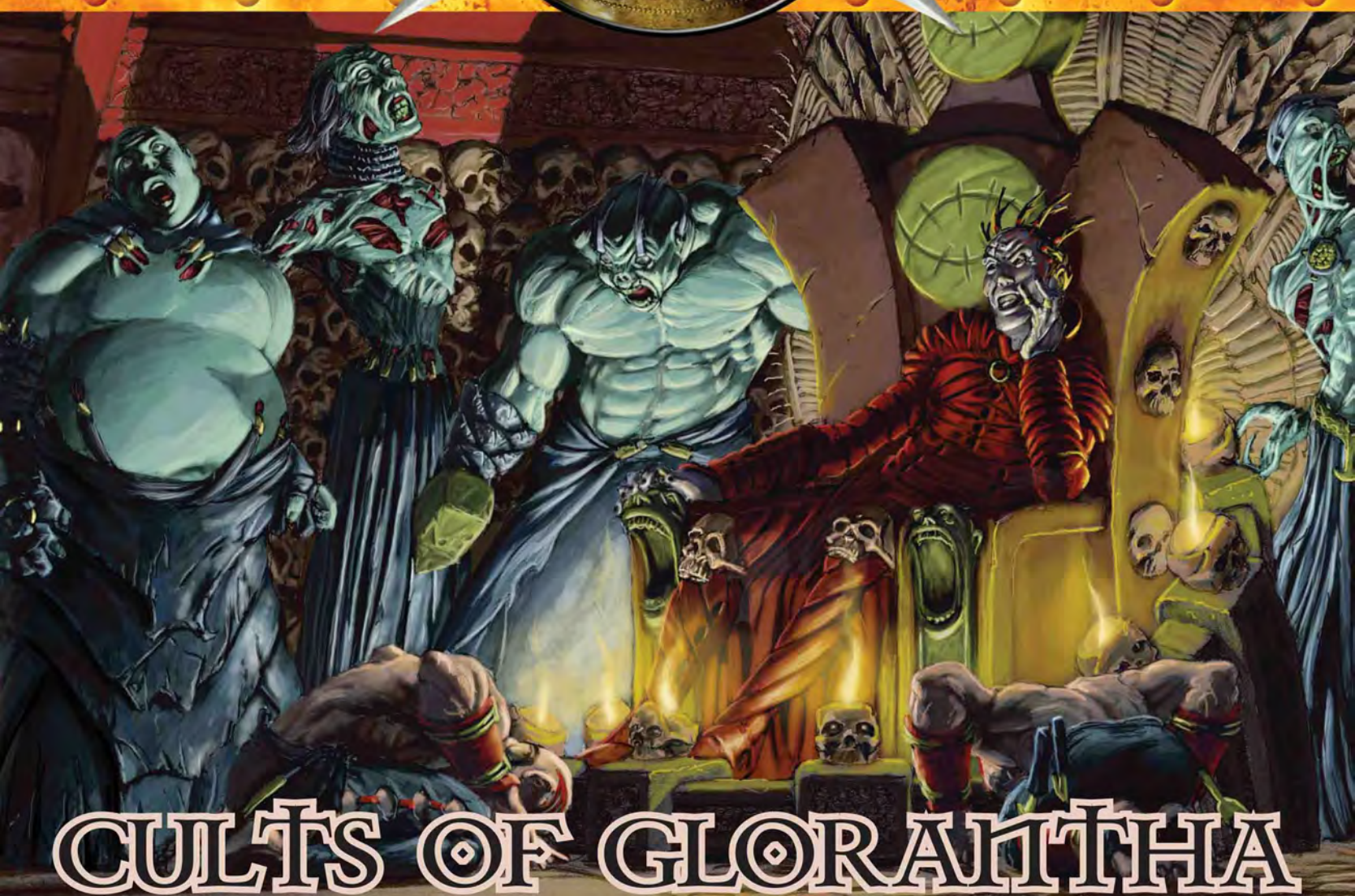




Glorantha

THE SECOND AGE



CULTS OF GLORANTHA
VOLUME 2



RuneQuest



CULTS OF GLORANTHA VOLUME 2

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Contents

Credits & Contents	1
Introduction	2
Spirit Magic	7
Spirit Practices	18
Sorcery Churches, Orders & Schools	42
Other Cults	62
Spells	72
Appendix	87
Index	96

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Printed in China

INTRODUCTION

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

This book details a new system of magic, Shamanism, along with a list of new shaman traditions and spells. Also, new sorcery cults are detailed along with new spells specifically tailored to a particular cult.

Shamanism

Shamans live in a world alive with spirits; spirits the shaman bargains with, fears or worships. Shaman religions are called traditions. Each of these teaches the correct way to live and worship among the spirits with the least amount of danger. These religions teach shamans the correct methods of dealing with spirits existing in the Natural World as well as those summoned from or encountered in the Spirit World. Traditions worship the spirits through ecstatic ceremonies, led by spirit-talkers, shamans and other visionaries. In exchange for worship, the spirits protect and support them.

Shamans interact with the Spirit World through ecstatic worship with individual traditions favouring a variety of techniques. Ecstatic ceremonies may involve music, dance, deprivation or indulgence, intoxicants, ordeals and other practices to induce a trance. The shaman then enters the Spirit World. During worship, this world becomes visible around as the spirits manifest.

Traditions are made up of several practices, each of which worships a single powerful spirit and its host of lesser follower spirits. Shamans cultivate individual relationships with these spirits, who in turn provide them with more magic. The relationship is very practical

and personalised with follower spirits and practitioners dealing with each other as more-or-less equals.

Traditions

A tradition is a complete shaman religion. It is defined by its great spirits and provides a way of life, behavioural guidelines and magical support. Each tradition has its own ecstatic rites, spirit relationships and interactions with the Spirit World. Worshippers learn how to invoke spirits and invoke their powers through charms, spells and fetishes. Each tradition has one or more practices, each of which deals with a specific group of spirits. Each practice has its role, the spirits in it supporting different lifestyles. A practice worshipping the Hunt Spirit will provide completely different rituals and spirits than the shamans following Waha, the Great Khan, even if they are in the same tradition.

Otherworld spirits have no body, which is an unnatural state of being. When brought into the Natural World by whatever means, they are usually hostile to the living. Shamans know the methods of defeating these beings if they cannot be approached and befriended. Anything that acts alive without a spirit is viewed equally unnatural.

Spirit Ranks

Power and function divide spirits into several distinct groups: great spirits, majestic spirits, practice spirits and charm spirits.

Great spirits are the focus of entire traditions. They are so great that shamans worshipping them obtain no direct magic. Some great spirits have facets and natures that can be worshipped as practices. Worshippers of any great spirit do gain access to the charms and are considered lay worshippers in the other practices subordinate to it.

Majestic spirits are the object of the ecstatic practice worship. Worshippers follow these entities in exchange for personal power and spiritual prowess. Majestic spirits are knowable, individual entities. Some are independent of traditions and may be worshipped by shamans and practitioners so long as the majestic spirit and the tradition are friendly. Some of these appear in several different traditions, serving similar roles.

Practices define the worship of one or more majestic spirits. These connect with certain types of spirits and the rites necessary to worship them safely. Practitioners learn of local spirit places and are taught methods of summoning spirits to themselves in relative safety. Practices fall into several types, depending on their importance in the tradition and the sorts of magic they command. Core practices are those essential to the tradition – all members of the tradition are members of this practice, regardless of their other practice membership. Some may have two or more of these practices (usually one for men and one for women) but the shaman need only join one.

Helper practices are those which are not essential to the tradition but which assist worshippers with useful magic and skills. These are often built around a particular lifestyle, such as hunting. These practices are often found in several different traditions, with each one knowing their own rituals to access its magic.

Independent practices exist apart from any tradition. Worshippers may join them separately so long as the tradition and practice are at least neutral towards each other. Independent practices often are centred around a local place of power and its ruling spirit.

Enemy practices are those inherently hostile to the tradition and its way of life. Some worship may occur to propitiate these spirits when the tradition is weak, but actively worshipping these usually results in the traitor's expulsion from the tradition. Enemy spirits are usually worshipped by another, usually hostile, tradition.

Practices can have many purposes but one of the most common is ancestor worship. These practices go under a variety of names but they all provide the means for the living to contact their ancestors. Members of the practice must be kin or adopted. Some ancestor practices are widespread, covering entire nations and their forbearers while others are worshipped by a single family.

Nature spirits also have their own expression in the natural world. A few, such as Oakfed, spirit of the wildfire, are widespread. However, most of these spirits are usually local and have little influence away from their immediate vicinity. In that locale they can be very powerful. Many of these are independent or helper practices.

'Species' practices often deal with a certain type of spirit, be they earth spirits, ghosts or horse spirits. These provide specialised spirits and spells to their worshippers to help with their lives. Most practices are of these types. Kargzant, the fiery horse, is worshipped by the Pent Nomads, as the part of Kargzant approachable by humans. From him they gain the magic they need to herd their horses and cattle, raid their enemies and rule their families.

Spirit Reaction & Attitude

The behaviour of spirits towards a shaman is more determined by the shaman's tradition, behaviour and the spirit's mythic past than any conscious response by the spirit. The spirit may have different reactions to people in differing traditions or even practices within that tradition. Troll spirits, for example, are usually hostile to non-trolls but are friendly to their descendants. Similarly, Kargzant's spirits are friendly to the men of his tradition but no woman summons them, they are for men alone.

Friendly: The spirit is part of the tradition and practice, with well defined pre-existing relationships with it. It will work peaceably with the shaman, provided they do not offend its nature. These spirits may require payment in the form of Magic Points but they do not attack the caster save in ritual situations.

Neutral: These spirits are usually outside the tradition or practice. They are not hostile but have their own motives and expectations. They require payment for any assistance and may require coercion with Control spells or spirit combat.

Hostile: Spirits from outside the tradition or an enemy tradition are hostile to the shaman. These spirits always seek to attack or escape at their option and will never willingly cooperate with the shaman.

SORCERY

The sorcerer draws his power from the myriad nodes and connections of the Sorcery World, also known as the Essence planes. Three types of organisations use this type of magic. Churches venerate the One God, the source of creation and magic; Saintry Orders venerate individuals whose deeds and blessings enrich the lives of those on

the mundane plane. Schools teach wizardly, sorcery in its more direct and applied form. All use a logical world-view to manipulate sorcerous energy but the presence of saints, founders and Churches personalise an otherwise mechanistic view of the universe's workings.

Monotheists practice veneration. They worship a transcendent God and his intermediaries. Worship conveys the reverence of mortals to God and returns magic to

them in the form of sorcery. Typical veneration requires a leader (commonly called a liturgist) and a congregation that follow the rules and rituals prescribed by their holy scripture. Each of these is precise and unique to each church and order.

Churches

Sorcerous religions are organised into magical groups called Churches. Each follows a sacred text or scripture, the majority of which are derived from the teachings of the Prophet Malkion and subsequent revelations by the Creator God – though they know Him by a variety of names. The most common scripture is the *Abiding Book* (see page 6). All churches channel the energy of worship to god through veneration and in turn draw magical energy from the Essence planes. Churches are also known as sects, particularly when they have relatively simple differences in the interpretation of Malkion's Word. Western worshippers are sometimes called monotheists because of their belief in a single Creator god. However, this is a rather idealised view as many of them also belong to local spirit practices or divine cults, depending on need. The God Learner sects and schools actively encourage the worship of other entities, often for the express purpose of plundering their power and secrets.

The largest church is the Orthodox Church of Malkion, which adheres to the *Abiding Book* and has a membership in the millions. This church spread throughout the world as a part of the Justreli expansion and is found everywhere they are. In recent years, the church has started to fragment with many local sects developing. Some of these are quite small, being only a single clergyman and his small congregation while a few have started to displace the Orthodox Church in their locale.

Churches usually include one or more saintly orders, which provide specialised magic for the worshipper. These so-called 'Low Orders' may belong to a single church but many saints

Shaman & Sorcerer



have widespread popularity and people from many different churches venerate them. Schools of Wizardry are where the arcane secrets of sorcery are unravelled and grimoires of sorcery composed. Schools are sometimes referred to as 'High Orders' and a few of them exist independent of Church control – this is particularly true of the God Learner inspired magical research institutes and colleges.

Solace

Malkion revealed that Eternal Bliss awaits the pious after death. Each sect describes Solace differently but all describe the same thing. Solace is a promise for the future: No matter how bad life may be, Solace awaits in the afterlife. Solace is attainable by any church member upon death, so long as they obey the tenets of their church and live virtuous lives.

Joy

Hrestol brought the Blessing of Joy to the world. It allows worshippers to experience Heaven and God's Grace for a timeless moment in this life, not the next one. Most churches recognise the existence of Joy but it has come under increasing theological debate as sects argue its value and purpose. Some few even regard it as temptation to be avoided.

Saintly Orders

Orders venerate saints. These holy individuals taught people new ways to act or worship. These are contained in scriptures sacred to order. Liturgists lead the worship and oversee the order's operation. Orders can be sprawling affairs with many thousands of members divided into chapters, monasteries or congregations. Saints can be unique to churches – Saint Atrox is found only among the Atroxi Church – but most saints are widely embraced and their members are found in many different sects. In some cases, this is mutually independent but nearly identical orders such as the Orders of Gerlaint which are found in the different duchies of the Middle Sea Empire, but in others the Order is accepted universally such as the beloved Saint Xemela.

Orders are diverse in purpose but most are practical in nature. They exist to provide the orderlies with the magic they need to perform their tasks. The most common are

orders of healing, military, farming and sailors. Merchants, miners, heralds and crafts are more specialised but they too have orders to support them. Among the most specialised are City Founders. Only the citizens of their city and few others worship these saints but temples to a Founding Father are a common sight in the West.

Schools of Wizardry

Wizardry is a teaching that uses Grimoires to channel and define its presence in the Sorcery World. For members of schools, sorcery is the art of spell casting within the confines of monotheist worship. Schools are completely independent of each other with numerous rivalries, jealousies and (occasionally) outright Wizard War. Each School teaches the spells from its grimoires to apprentices as well as casting them on outsiders – for a price. Many wizardry schools have histories stretching back thousands of years and are often hidebound and conservative. Newer schools are often founded by sorcerers and wizards of the Return to Rightness movement and are usually more daring and innovative in their approach.

The Founders of Schools are either wizardly saints or mighty sorcerers who compiled the School's grimoire from the magic they knew. Thousands of these exist but most only contain a few related spells. The few that contain insights and wisdom that allow the student to unlock dozens of spells are highly sought after and often the focus of great contention between schools.

Sorcery Schools

Most Schools exist within the guidance of a church. Some however, exist beyond such strictures. Most function like wizardry schools but their members are not constrained by religious dictates. These sorcerers are free to practice any magic their school teaches. Sorcerers that are more orthodox would consider many of these spells questionable at best. School spells range from the forbidden arts of Tapping, to the summoning of demons and the casting of dire curses. The most audacious are the God Learner Universities and campuses where students and instructors plumb the secrets of the gods and spirits and exploit them for their own use. The most infamous are the Zzaburi sorcerers among the atheist Brithini who practice an ancient and powerful form of sorcery long forbidden by the Malkioni Church.

The Abiding Book

In 646, the *Abiding Book* wrote itself before the astonished gaze of the Witnesses. Written by the Hand of God, it redefined monotheism for the Malkioni. Previous to this, the Malkioni were a welter of conflicting and competing faiths. Some even worshipped pagan gods as equal to the Creator or as his emissaries. The Witnesses showed everyone the *Abiding Book* and a wave of religious fervour swept through Justrela. The island continent's cities united into the Justreli Alliance which grew to become the Middle Sea Empire. All through the power of the *Abiding Book*, and the will of Makan who is the Mind of God.

The *Abiding Book* tells how the Creator first became the Law, then the Prophet, and the Founder, and at last the Martyr. It contains the tales of those who venerated Malkion against terrible odds and glorifies those who spread His worship. Within its covers are all the basic rites used by the Malkioni Churches to invoke blessings and curses. Within it is the expressed Word of God.

Spells of the Abiding Book:

Many of the blessings of the book are ceremonial rites: naming infants, conferring adulthood, sanctifying marriage, naming children, burying the dead and all the trials of life that lie between these thresholds. It also has rituals for excommunication, absolution

of sin and other religious functions. However, orderlies and liturgists of most Malkioni orders and churches gain access to the following spells:

- ☒ Bless (Animal)
- ☒ Bless Building
- ☒ Bless Corpse
- ☒ Bless Crops
- ☒ Bless (Person)
- ☒ Cast Back
- ☒ Damage Resistance
- ☒ Mystic Vision
- ☒ Neutralise Magic
- ☒ Spell Resistance
- ☒ Spirit Resistance
- ☒ Treat Wounds
- ☒ Venerate (Entity)

Wizardly Schools, with their greater understanding of magic, gain additional benefits from the *Abiding Book* as it also functions as a grimoire.

- ☒ Apprentice Bonding
- ☒ Augment Armour
- ☒ Create Familiar (Characteristic)
- ☒ Exorcise Otherworld Entity
- ☒ Glow
- ☒ Protective Circle
- ☒ Teleport
- ☒ Venom

SPIRIT MAGIC

The various rulebooks for *RuneQuest* have introduced the concepts of Rune Magic, Divine Magic and Sorcery, amongst others, which allow a character to access magical power from the different magical realms. The fourth major magical system practiced in Glorantha, Shamanism – or Spirit Magic – draws its power from the Spirit World.

This chapter of *Cults of Glorantha: Volume II* expands the magic available to *RuneQuest* characters once more by introducing an additional type of magic: shamanism. Shamans and their followers gain powers from spirits through worship and bargaining. Shamans (also known as spirit magicians) bypass the need for runes and allow its practitioners to access the power of the spirits through charms, fetishes and spirit allies.

Spirit Magic differs from Divine Magic and Sorcery in that it is provided to the users through spirits who cast the magic rather than provide the user with specific spells that are then cast by him. Spiritists, practitioners, spirit chiefs and shamans contact the Spirit Plane to bargain with or worship the entities there – the spirits. Through these interactions, Spirit Magic is taught.

Shamanism

Shamans seek out the assistance of spirits, great and small, allied to the shaman through a mixture of ecstatic worship and magical bargains. By binding spirits as charms, fetishes and allies, they gain magical abilities and allies.

Spirit Magic is available only to those who become members of spirit cults – also known as practices. Without this link, the spirits do not cooperate. They can be coerced but this is both dangerous and difficult. Generally, only worshippers ranked as practitioners and above have access to charms and fetishes, and only those appropriate to the spirit cult will be available.

Unlike Rune Magic, Spirit Magic is not available to everyone. It cannot be gained by simply stumbling upon a rune out in the wilderness. Spirit Magic is only available to those who follow a Great Spirit and his shamans as a part of a spiritual practice. Such Great Spirits are the equivalent of the most powerful gods and often struggled

against them in the Godtime. Generally, only worshippers ranked as practitioners and above will have access to fetishes, allies and specialised Spirit Magic spells but even lowly spiritists (the equivalent of lay worshippers) gain the use of spirit charms. However, each spirit practice has its own array of Spirit Magic appropriate to the cult.

SPIRIT MAGIC - A BRIEF SUMMARY

Though Spirit Magic shares some qualities with other magic, it is very much its own entity. Spirit Magic is not based on runes – the character who receives Spirit Magic either receives a spiritual helper in the form of a charm, fetish or spirit ally, or learns an actual spell, which functions similarly to the cult spells of divine cults.

- ☒ Spirit Magic costs Magic Points when it is cast in the same fashion as Rune Magic. However, those spells known to fetishes are often powered by the Magic Points of the spirit dwelling inside it.
- ☒ Shamans do not require Control spells to give orders to their spirit allies and fetishes. Spirits outside these housings or held in more conventional bindings will require the casting of appropriate Control (Species) spells. However, most shamans are quite capable of compelling these spirits to obedience through Spirit Combat (see *RuneQuest Companion*, page 45)

Acquiring Spirits

Shamanist magic is at once simple and difficult. To receive a fetish, ally or spirit spell, the character must merely be of practitioner rank or higher in the appropriate practice. When the character has achieved that rank, he is eligible to learn the practice's magic – though often he must get dispensation from the shamans of his chosen place of worship.

Upon deciding to learn shaman magic, and upon gaining permission, the character must pay the associated costs of the spell. Practices tend to charge a lower monetary cost for Spirit Magic than for Rune Magic, as detailed on the tables below. This is for the simple reason that anyone learning Spirit Magic from a practice is already an active member, and it is advantageous to the cult to make the active members more powerful. The range of magic can be quite limited compared to Divine Magic or Sorcery.

Regaining Spirits

Characters will automatically regain spirits freed from their bindings by spending a day in prayer and worship at an appropriate holy place for the practice that provided the spirit. Shamans can create such places temporarily by means of the Axis Mundi spell.

Charms

Charms are the simplest form of Spirit Magic. These provide the wearer with a magical bonus equivalent to an integrated rune (see page 65 of *RuneQuest*). The selection of charms is limited for each practice but shamans may draw on the charms belonging to other practices within their tradition. For example, Waha practitioners may obtain and use charms from the Storm Bull, Eritha, Daka Fal and Horned Man practices in addition to their own Beast, Death and Man charms.

While carrying an integrated charm, the possessor is considered to have an integrated rune.

Only a spiritist or practitioner can use a charm. Charms made by shamans of other practices may be used, so long as they are compatible with the character's religion.

CREATING CHARMS

A shaman can create a charm by spending a day in meditation and making both a Summoning and an Enchanting skill check. He must know the Create (Rune) Charm spell himself or have it accessible. The appropriate charm spirit is summoned and then bound into the charm. Depending on tradition, these can take a variety of forms ranging from a small amulet or tattoo to special pouches or inlaid carvings on equipment.

The shaman must 'spend' an amount equivalent to 100 SP in the burning of goods or sacrificing of livestock in order to appease the relevant spirits and create the charm.

INTEGRATING CHARMS

Shamans may have any number of charms but each must be integrated once acquired. To integrate a charm, the character must lose 1 POW permanently and remain in seclusion for one day in meditation. Previously integrated charms with the same runic association can be increased and do not require additional sacrifice of POW.



Fetishes

Practitioners have access to more powerful spirits than the simple ones contained in charms. These are available only to practitioners and are kept in fetishes. These are similar in appearance to charms but unlike charms, the spirits within have their own magical abilities. Some can cast spells (usually similar to Rune Magic) while others provide their owner with Magic Points, magical abilities or (rarely) skills. Fetish spirits include ancestor spirits, disease spirits, elementals, ghosts, healing spirits, intellect spirits, magic spirits, passion spirits, power spirits, spell spirits and even wraiths. Many of these are unintelligent but all have POW. Most shamans are limited to specific species or varieties of these spirits such as Kyger Litor shamans only being able to bind darkness-related spirits into fetishes.

Acquiring a fetish requires the character establish a bond with the spirit within it. To do so, the character sacrifices 1 point of POW and engages the spirit inhabiting the fetish in spirit combat (see *RuneQuest Companion* page 45). Should the character succeed in reducing the spirit's hit points to zero the spirit accepts the character's command. Once bound, a fetish is not transferable, functioning only for its true owner. A practitioner can create an appropriate fetish using the Create (Practice) Fetish spell and then summoning the appropriate spirit.

A character can command a spirit to leave a fetish to perform some task. This is especially true of ancestral ghosts, healing spirits or the various elemental spirits. Once successfully commanded, the spirit manifests on the next round.

Manifested spirits disappear into the Spirit World as soon as their task is completed, be it healing, spirit combat or the like.

Spirits in fetishes cannot be targeted by Command or Control spells. Once the spirit has left the fetish, it becomes vulnerable to controlling-type spells cast by other magic users.

Note that the Magnitude of any spells known by the spirit in the fetish may not exceed the Magnitude allowed to the shaman by his rank (practitioner, Chieftain, Shaman, etc). These spells are almost always those particular to the practice the spirit belongs to.

Spirit Allies

Some of the most powerful and versatile spirits might become allies of the character. A practitioner may only have one spirit ally at a time. These spirits act as fetish spirits but they are invariably intelligent and free willed. Unlike a fetish spirit, it may release itself from its home whenever necessary and act on its own. Spirit allies also return to their fetish as soon as they finish their work and do not need to return to the Spirit World.

To gain a spirit ally, the shaman either summons a prospective spirit or one of the shaman's fetish spirits is asked to assume the role. The spirit is then engaged in spirit combat. The character may not use spells in this contest. Should the character succeed in reducing the spirit's hit points to zero, it becomes a spirit ally. Should the character be defeated the spirit departs forever. Once the spirit is defeated, the practitioner loses 1 POW permanently to form a permanent link with the spirit.

Once allied, most of these spirits have taboos and restrictions associated with them. Those wishing to maintain their good will must adhere to these or risk the spirit's departure. These taboos range from the sensible, such as a Sun Hawk demanding the practitioner never befriend a troll to the downright strange such as a spirit which demands its companion spend one day a week feeding sheep.

Acquiring Spirit Magic Spells

Spirits are the source of the shaman's spells. Sometimes they provide the spell, casting their magic at the behest of the shaman. Spirit spells are learned from special spell-teaching spirits. Once summoned, the spirit engages the student in Spirit Combat (see *RuneQuest Companion*, page 45).

Each practice has an array of (Practice) Magic Spirits that provide the worshippers with access to the practice's magic. The spells available are detailed in the write up of each individual practice. These (Practice) Magic Spirits are detailed on page 93. In addition, practices also have access to magic spirits which cast spells on their own.

Fetish POW	Same Practice	Different Practice
1	10 SP	20 SP
2	30 SP	60 SP
3	60 SP	120 SP
4	100 SP	200 SP
5	150 SP	300 SP
6	210 SP	420 SP
7	280 SP	560 SP
8	360 SP	720 SP
9	450 SP	900 SP
10	550 SP	1,100 SP
11	660 SP	1,320 SP
12	780 SP	1,560 SP
13	910 SP	1,820 SP
14	1,050 SP	2,100 SP
15	1,200 SP	2,400 SP
16	1,360 SP	2,720 SP
17	1,530 SP	3,060 SP
18	1,710 SP	3,420 SP
19	1,900 SP	3,800 SP
20	2,100 SP	4,200 SP
+1	+300 SP	+400 SP

These usually inhabit fetishes and are described in the Appendix.

The spirit's POW needs to be at least twice the Magnitude of the spell it teaches. If the spirit's hit points are reduced to zero, the spirit's knowledge is impressed on the shamans spirit, teaching him the magic. The spirit, its duty fulfilled, returns to the Spirit World to regain the spell. Should the student fail, the spirit possesses him. Since magic spirits are nearly mindless, the failed student will be in a vegetative state until the intruder is exorcised. Since a benevolent shaman usually oversees these lessons, the power of the spirit chosen is usually commensurate with the ability of the student.

Only shamans may learn spells from (practice) magic spirits. Those who are consecrated to other magic systems may not benefit from this form of teaching. The spells available are generally those related to the practice's runic association and charms as well as spells which are considered essential to the lifestyle espoused by the practice.

Rune spells learned through this method require one point of temporary POW per point of Magnitude to remember. A character can remember no more than his POW. He can choose to forget a spell to make room for others but the discarded spell(s) are lost and must be reacquired later.

For those spirit spells that have Magnitude, learning them has the following costs:

Magnitude	Cost
1	50 SP
2	100 SP
3	200 SP
4	400 SP
5	800 SP
6	1,600 SP
7	3,200 SP
+1	+600 SP

Costs need not be in silvers. The shaman may burn goods or sacrifice livestock to the spirit realm of an equivalent value.

Casting Spirit Magic

Users of Spirit Magic may cast all Rune Magic spells listed in the *RuneQuest* rulebook, beginning on page 68. More spirit spells can be found in the Spells chapter of this book. Additionally, a list of available spirits begins on page 89. More spirits are found in *RuneQuest Monsters*. Most practices have at least a few spirits and spells unique to their particular great spirit or temple. Many of these spells are identical in effect to rune spells.

Spirit spells are relatively short lived and are similar to spells provided by Rune Magic in most respects. Spirits and their spells require a charm or fetish to work, spoken words or song to release the spirit, and a ritual gesture. Casters who are unable to speak, move or loose access to their charms or fetishes cannot use this form of magic. Whenever a spell is cast using Spirit Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within $10m \times$ the Magnitude of the spell. Similarly, the arrival of a spirit is noticeable within $3m \times$ the Spirit's POW.

The base chance of successfully casting a Spirit Magic spell or calling upon the powers of a spirit within a fetish is equal to the caster's Summoning skill, but this is reduced by 1% per point of ENC the character is carrying. Additionally, a roll that results in an automatic failure means the spell is not cast. Spells cost 1 Magic Point per point of Magnitude though the cost may be paid by a spirit and the caster may choose to invest Magic Points in the spell in order to overcome opposing magical effects – he may also have the spirit boost the spell if it is casting the spell instead. There is no Magic Point cost for manifesting a spirit from its fetish or to use a charm. The chance of a spirit to cast its own spells is always 100%.

If the activation roll is failed, the spirit does not act and the character may try again on his next action.

Only one Spirit Magic spell or spirit can be cast or invoked in a single Combat Round, regardless of how many Combat Actions the caster has.

PRACTICES

Practices form the core of Shamanism in Glorantha. These range in size from extended family groups worshipping their ancestors to whole nations of nomads following great spirits such as Waha or Kargzant. Similar to cults, practices serve to support their members in many ways. Practices provide support for the character's lifestyle, a place to hide from his enemies, assistance against enemy worshippers and their religions, or supply hard to find items. A few practices wield great political power or great wealth, while others provide access to mighty or fanatical followers. Most importantly, a practice can provide a character with magical secrets allowing him to befriend and control spirits that cannot be learned anywhere else.

JOINING A PRACTICE

Shaman religions are a series of practices worshipping powerful spirits; these are grouped into traditions of loosely allied spirits, often under the rule of a great spirit. Characters can choose to join one or more traditions during their time adventuring, though as they may find that some traditions have contradictory requirements and they find may it difficult to remain members. As with divine cults, as they gain more power in some traditions they may find it difficult to stay as members of others. There are several ranks within a tradition that a character can rise through, gaining greater support and authority at each step. Traditions have the following ranks:

SPIRITIST (also called Lay Members)

The first step in joining a tradition and rising through its ranks is to become a spiritist. A character can belong to several traditions as a spiritist, so long as they are not diametrically opposed. The vast majority of members of a cult are spiritists, casual worshippers who follow the basic doctrine of the spirit and attend regular ceremonies.

Requirements: Candidate must have at least a basic understanding of the beliefs of the tradition and make a small donation of between 1 SP and 10 SP.

Duties: There are very few duties required by spiritists – they will be expected to attend celebrations on special Holy Days but unless they are aiming to rise in the ranks of the tradition, they will not even be expected to attend regular ceremonies.

Benefits: The character will automatically be able to find tutors for any and all tradition skills. They must still pay the normal rates for these services. If a character is a practitioner of a tradition, he will usually be considered a spiritist of all allied traditions without being required to make any donation.

PRACTITIONER MEMBERSHIP

This is the start of the inner membership of the cult and practitioners have to donate a substantial amount of time and money to the organisation. In return, they receive benefits denied to spiritists. It is possible for a character to be a practitioner in several allied practices at once.

Requirements: Candidates will be tested to determine their knowledge of the practice, their sincerity for joining and even their current reputation. The character must succeed in five skill tests of practice skills. In addition, he must also make a gift of at least 50 SP to the overseeing shamans.

Duties: Practitioners are expected to donate 10% of all income to the practice and attend services at their place of worship at least one day every two weeks. They must also attend all ceremonies during Holy Days.

Benefits: The practitioner will have automatic access to tutors who can teach all the spells listed in the Magic chapter of *RuneQuest* (pages 68-78) and of tradition spells and charms (those only taught by their cult) up to a Magnitude of 4. They pay half the normal price for being taught both these spells and any cult skills. In addition, they have access to the practice's spirits for use in fetishes. A practitioner may have a number of spirits, charms and fetishes under his control equal to his POW/2 but only three of these may be fetishes. He may have one spirit ally. These skills and spirits are listed in the tradition descriptions later in this book.

SPIRIT-TALKER (Assistant Shaman) MEMBERSHIP

Few members of a practice cult will rise to the position of spirit-talker or assistant shaman, a rank that requires dedication and service but where the inner secrets of the practice begin to be revealed. Assistant shamans can be spiritists and even practitioners of other practices but cannot be assistants of more than one practice.

Shamanic Rites



Requirements: Candidate must have been a practitioner of the practice for at least two years and must have at least four practice skills of at least 50%. A gift must be made to the cult of at least 1,000 silvers.

Duties: Assistant shamans are expected to donate 25% of all income to the practice and attend services at their place of worship at least one day every week. They must also attend all ceremonies during Holy Days.

Benefits: As well as all the benefits enjoyed by practitioners, assistant shamans may also learn spirit or practice spells up to a Magnitude of 6. These spells are listed in the descriptions of the various practices detailed later in this book. They may also have a spirit ally and they may possess a number of charms, fetishes and spirits up to their POW, half of which may be fetishes.

Shaman Membership

Shamans intercede with the Spirit World for their congregations. They are the spiritual leaders of the practice and each looks after an entire congregation and place of worship. As such, shamans are completely supported by the other worshippers as they must spend the vast majority of their time dealing with spirits.

Requirements: Candidate must have been an assistant in a shamanic practice for at least two years and must have at least five tradition skills of at least 75%. One of these skills must be Summoning. The shaman must then go into the Spirit World and awaken their fetch (see below). This can be treated as a Summoning test. Failure to awaken the fetch results in the death of the candidate. Finally, the candidate must purchase the Shaman Legendary Ability.

Duties: Shamans are expected to donate 90% of all income to the cult. They must lead services at their place of worship when required and spends much of this remaining time scouring the Natural World and the Other Side for spirits and defending their congregation from hostile spirits. Shamans also act as mediators between the congregation and the spirits, providing the practitioners and spiritists with fetishes, charms, and other spiritual assistance. A Shaman may never become a Spirit Chieftain.

Benefits: As well as all the benefits enjoyed by assistant shamans, shamans may also learn Spirit Magic of any Magnitude. Practice skills are learnt for free while practice spells are learnt at half the usual cost. Moreover, shamans have the resources of their entire congregation at their disposal though they are advised not to abuse the trust of their followers. Furthermore, Shamans have a spiritual other-self or fetch which assists them in spiritual journeys. Shamans may have a number of spirits, charms and fetishes equal to their own POW plus that of their fetch. In addition, possession of a fetch gives the shaman several other special abilities (see below).

Unlike practitioners and assistant shamans, Shamans may have more than one spirit ally. In addition, shamans can make fetishes and charms from spirits belonging to hostile practices or alien cultures. However, only the shaman can use these enemy spirits – and should they escape into the Spirit World, they are not replaced or renewed.

Chieftain Membership

The leaders and heroes among the Shamans, Chieftains have a wide variety of names – Khans, Great Hunters, and Spirit Chiefs are but a few of their names. They are masters of everything the practice holds dear and have access to its deepest secrets. When trouble threatens their people, the Chieftains will lead the fight for survival and prosperity.

Requirements: Candidate must have been an assistant shaman of the practice for at least three years and must have at least five cult skills of at least 90%. A difficult (–20%) POW test must be succeeded at to reflect dedication to the practice's beliefs. Finally, they must purchase the Chieftain Legendary Ability.

Duties: Chieftains are expected to donate 90% of all income to the cult and spend a similar proportion of their time in duties to their practice and people – this may range from simply attending services to being sent on quests by their Shaman, recovering sacred items or protecting their followers. A Spirit Chieftain can never become a Shaman.

Benefits: As well as all the benefits enjoyed by assistant shamans, Chieftains may also learn Spirit Magic of any Magnitude. Practice skills are learnt for free while practice spells are learnt at half the usual cost. Chieftains are also given a metal weapon by their practice cult, usually iron, for the duration of their service to the cult. Chieftains may have a number of spirits, charms and fetishes equal to their POW and may also have up to three spirit allies.

The Fetch

Each Shaman has a unique spirit called a fetch. This is more than a mere companion but his Other Self, the Shaman's permanent contact with the Spirit World. Many have the potential for being Shamans but few of them awaken their fetch. A fetch cannot be dispelled, dismissed or bound. If it is somehow destroyed, the Shaman perishes too.

A Shaman can only have one fetch and once awakened, it can never be returned to slumber nor can it be separated from him. It provides the Shaman with several unique powers, the first of which is a heightened sensitivity to the Spirit Plane. In a very real way, the shaman exists in both the Natural World and on the Spirit Plane simultaneously. In exchange for these gifts, the fetch expects the shaman to respect the taboos and restrictions imposed by worship. The exact demands on the shaman vary from tradition to tradition and sometimes even from fetch to fetch.

To awaken the fetch, the Shaman-to-be journeys to the Other Side and participates in the myths and origins of his practice. He confronts his sleeping other-self and must awaken it. Sometime during this journey, he confronts the Bad Man of his practice and must defeat him. Since most Shamans are supported by their practice during this quest, fatalities are few. The act of becoming a shaman always results in some change however, and something about the Shaman is always reversed. This

may be gender, handedness, sexual preference or even becoming a transvestite.

Once awakened, the fetch takes a variety of forms depending on the practice. It often takes the form of a sacred animal. Among the Telmori, a wolf-worshipping people, the fetch manifests as a wolf. Other fetches animate the Shaman's own shadow, making it gesture and move with a life of its own. Some fetches take rather esoteric forms such as breezes or lights that appear when the fetch manifests its powers. For example, winds constantly ruffle the hair and clothing of Orlanthe Kolat Shamans and starlight illuminates the Shamans of Kargzant whenever they call upon their fetch's power.

The fetch has the following attributes:

Fetch

Once awakened, the fetch is a Shaman's constant companion. It is his Other Self, and each knows everything about the other. The following characteristics are generated when the fetch is awaked, but it will not advance as the Shaman advances. The shaman may elect to allocate experience to improving either his fetch or himself.

CHARACTERISTICS

STR —
 CON —
 DEX —
 SIZ —
 INT Same as Shaman
 POW Same as Shaman
 CHA Same as Shaman

HP Same as POW
 MP Same as POW

Weapons

Type	Weapon Skill	Damage
None	—	—

Special Rules

Combat Actions: Same as Shaman
Strike Rank: Same as Shaman
Movement: 14m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Same as Shaman

Magic: The fetch knows all the spells its Shaman does and can cast them with the same skill and Magic Points, effectively doubling the Shaman's magical ability.

Benefits of a Fetch

The fetch can confer some special abilities on its Shaman. The following is a list of examples:

- ☒ *Second Spirit:* When a shaman gains POW, he may choose to donate it to his fetch. This increases the fetch's POW. The fetch regenerates any expended Magic Points independently of the shaman.
- ☒ *Shamanic Escape:* This ability allows the shaman to leave the Spirit World and instantly return to his body. This is particularly useful when the shaman's body is menaced or he wishes to escape from some overwhelming foe in the Spirit World.
- ☒ *Spirit Capture:* Spirits are automatically captured when a shaman reduces them to zero Magic Points through spirit combat. These spirits can then be forced into fetishes or bindings. If no such 'container' is available, they can be controlled by the shaman's fetch directly if so desired. These captured spirits remain under the fetch's control so long as the following conditions are met: the fetch's POW is greater than the combined POW of all captured spirits, the fetch's Magic Points remain greater than the combined total of all controlled spirits' POW, and the spirit has not been discharged. If the fetch's Magic Points drop below this level, captured spirits are automatically released (starting with the largest POW spirit) until the total POW of the captured spirits is less than the fetch's Magic Points once more. Captured spirits are obligated to perform one service for their captor, appropriate to the spirit. Thus a magic spirit might cast its spell or a healing spirit try to cure a disease but neither would possess a victim. Once this service is completed, the spirit is freed. Control spells are not necessary to order captured spirits, even if the shaman wishes to force them into a fetish or charm.
- ☒ *Spiritual Perceptions:* The shaman is considered to be under the effect of a Second Sight spell (see *RuneQuest* page 77) allowing him to see the auras

of living things. This ability does not cost any Magic Points but requires concentration to use. The ability cannot be Dismissed, Dispelled or Neutralised.

- ☒ *Spirit World Travel:* This allows the shaman to leave his body and enter the Spirit World. To do this, the shaman engages in ecstatic rites in a ceremony that takes a least one hour to perform. The shaman must make a Summoning skill check as he invokes the spirits to allow him entry into their plane. If the shaman is successful, he leaves his body for up to one hour for each Magic Point expended during the ceremony. This is not a spell but a magical ability and is not subject to Dispel, Dismiss or Neutralise Magic spells. Once in the Spirit World, this skill is used to navigate and track down particular spirits.

While the shaman is travelling in the Spirit World, the fetch manifests, protecting the shaman's body. It always takes a form significant to the practice, often being a sacred animal or totem. The fetch can cast any spell known to the shaman but it cannot move farther than its POW × 3 metres from the shaman's body. The shaman is in permanent Mindspeech with his fetch on the Spirit Plane. When in the Spirit World, the shaman does not have access to the fetch's Magic Points to defend with but he can use them to cast spells.

Fetches sometimes grant other powers, depending on the tradition. Some practices may not have additional shamanic abilities. Two examples are provided:

Devour Spirit

Upon defeating a spirit in spirit combat by reducing it to 0 hit points, the Shaman may then devour it. He regains Magic Points equal to the devoured spirit's POW and learns one random spell known by that spirit. The devoured spirit is destroyed.

Travel As Wind

The shaman transforms his body into a wind. He may travel in that form until he reaches his destination, at which point he resumes his normal form. All animate items such as fetishes, charms and ritual objects travel with him but mundane possessions such as clothing do not. He may travel a number of hours in this form equal to the amount of Magic Points he has sacrificed to this ability.

Summoning

Summoning is a form of ritual magic required to cast the various Spirit Magic and Summon (Species) spells. A successful test of the Summoning ability typically calls upon the power of the Spirit Plane to manifest itself into a spell or brings an otherworld being from its home in one of the four Otherworlds to the caster in a controlled fashion. Since these creatures cannot normally interact with the physical world, a magician must use the Summon (Species) spell to draw them across the boundary between these worlds. A few summoning-related spells such as the Attract Herd spell (see page 73) known by shamans worshipping the Hunter brings creatures residing in the mundane world but these are a rarity.

Summoning a creature gives little or no guarantee of its cooperation and most summoning spells have an equivalent Control, Command or Dominate (Species) spell.

Preparations

When summoning an otherworld being, the caster must constantly think of the creature being summoned. Representations of the creature such as pictures, carvings or similar creatures serve to focus the summoning. Deep pools of water would serve as a focus for summoning an undine while a scantily clad concubine would stimulate the thoughts required for summoning a nymph or succubus.

The Summons

The usual targets of a summoning are creatures residing in the Otherworlds. Ghosts, all spirits, all godlings, all essences, wraiths, demons and elementals all require summoning before a magician can command or bargain for their services. Anyone wishing to summon a creature from the otherworld must follow this procedure. An exception to this is when adventurers go on HeroQuest into one of the Otherworlds or when shamans, priests or wizards of sufficient power visit their god, spirit or saint's home territory.

When a character wishes to summon a species, he must know the correct Summon (Species) spell or have access to it through use of a matrix, fetish or other means. Since most otherworld creatures are bodiless, some require a body when they manifest in the mundane world. For example, elementals require a large amount of their native element to be present. In our above mentioned

undine summoning, the deep pool would have to have enough volume to contain the elemental summoned. Any spirit called for the use of a tradition or practice requires a charm or fetish to house it. If these are not present (or present in insufficient quantities) the ritual automatically fails.

If all the proper preparations have been made, the character then decides how long to attempt his summons. For each Magic Point the summoning ritual takes one hour. At the end of this time, he tests his Summoning skill. If the roll succeeds, a randomly generated creature of the type requested answers the Summons. If the Magic Points expended in the summons are less than the POW or Magic Points of the answering creature, the Summons automatically fails. Regardless of the Summoning's success or failure, these Magic Points are expended. These Magic Points may come from any source which would normally provide him with Magic Points but he must have sufficient Magic Points at the start of the ritual.

The Summoned

Successful Summoning

A successful summoning results in the appearance of a random specimen of the summoned species appearing. The creature will manifest itself at the spot where the Summoning was performed on the Combat round after the Summoning is completed. Summoning is often a traumatic experience for the creature and it is considered Debilitated until it succeeds at a Resilience test. This roll is made at the start of each round in secret by the Games Master. Upon making this roll, the creature can act normally. Depending on the nature of the summoned being and its relative power to the summoner, they may attack, flee into the surroundings, or escape back into their otherworld.

Summoned Otherworld creatures are automatically hostile to their summoner as well as any other creatures in the vicinity. Even creatures summoned as a part of

A Summoning



cult rituals may resent being dragged into the mundane world willy-nilly. However, the various Command/Control/Dominate spells work on any of that group's otherworldly members. Some of the few exceptions to this are spirits controlled by a Shaman's fetch (see page 14) and spirits which have already formed a bond with a shaman through the Create (Practice) Fetish, Create (Rune) Charm or Create Spirit Ally spells.

Failure

Should the summoning simply fail, no creature appears. The summoner has wasted his time, Magic Points and any material components necessary for the ritual.

Fumble

Should the magician be so unlucky as to fumble his Summoning roll, a random creature is drawn from the Otherworld instead! The Games Master should roll on the Random Summoning table to see what actually appears. These creatures are always malign and will attack the

summoner if at all possible. If this is not an option, they will flee the area but return to haunt and bedevil him.

Random Summoning

1D20	Encounter
1	Demon
2	Chonchon
3	Disease Spirit
4-7	Elemental ¹
8-9	Ghost
10	Ghoul Spirit
11	Hellion
12	Healing Spirit
13	Intellect Spirit
14	Nymph ²
15	Magic Spirit
16	Passion Spirit
17	Power Spirit
18	Spell Spirit
19	Wraith
20	Games Master's Choice

¹Roll 1D10 randomly 1-2=Earth, 3-4=Air, 5-6=Water, 7-8=Fire, 9-10=Darkness or choose the most appropriate element given the original entity being summoned.

²Roll 1D4 randomly 1=Dryad, 2=Oread, 3=Naiad, 4=Hag or choose the most appropriate given the original entity being summoned.

True Names

Characters may learn the True Names of any summoned creature in several fashions. The simplest method is by successfully using a Command/Control/Dominate spell on an already summoned creature and asking it what its true name is. The True Name is the unique and magical name that all beings have – it may not be known consciously but any kind of compulsion spell will reveal it. Most religious organisations and wizardly schools know the True Names of numerous servants and servitors – this is particularly true of practices with their extensive reliance on fetish, charm, and spell spirits – and they can reveal them to one of the faithful when needed.

The use of a True Name guarantees which creature will appear. The entity summoned may not be able to do the job but there is no chance that some overwhelming intruder will appear in its place. Summoning a being by its True

Name is identical to the random ones described earlier except that a specific creature is named. An attempt to summon a being with its True Name automatically fails if it is not present in the Otherworld.

Losing Control

A magician can lose control of a summoned creature in several ways. The creature can be destroyed through loss of hit points or characteristics. If the controlling spell fails or is dispelled, the creature is free to act on its own. A clever enemy can seize control of a summoned being by dispelling the Control spell and casting his own. A Control spell cast on a creature held within a binding enchantment can be particularly devastating if the enchanter has not protected himself against this kind of trickery (see Enchantments chapter of the *RuneQuest Companion*).

Rulers, Exemplars & Giants

Approximately one successful summoning in twenty goes awry. Instead of the ordinary random spirit or elemental the magician had hoped to summon, they instead contact something far more powerful than expected. These are the otherworldly equivalents of lords and princes. An attempt to summon a practice spirit might result in contacting one of the practice's most powerful spirits – or even the majestic spirit itself!

From time to time, these powerful beings can take advantage of an attempt to summon a random member of their entourage. These creatures are extremely powerful and can have POW ratings over 30, 50 or even 100. Fortunately, these are rare – and are usually lesser saints, minor gods, majestic spirits, or the like. With the arrival of powerful beings associated with the summoner's religion, he had best hope that he is followed the teachings and precepts of his faith. Many summoners have been found torn apart by forces they summoned but could not control.

Equally powerful demons, elementals and ghosts exist as well, often enemies of the aforementioned saints, gods and spirits!

SPIRIT PRACTICES

The Spirit World is vast and filled with mystery. Provided here are over a dozen practices that derive their power from spirits. Some traditions and their spirits are worshipped as a way of life by thousands and spread far and wide. Pamalt and his necklace of powerful spirits is the largest single tradition in Glorantha. Others are fugitive and only the twisted or Chaotic worship them, such as the Disease Masters of Mallia.

Also discussed are the Hsunchen, strange beast worshippers who integrate spirits into their very bodies to recover lost powers. Provided below is a standardised format for practices.

Practice Format

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

Description: This describes the spirit's place in the cosmos and provides details on the bare bones of its most important myths. One of the most important traits of a spirit is its domain of worship – such as an ancestor spirit, a hunter spirit or grain spirit – it is from these qualities that all spiritual power derives. Also noted are any unique or unusual powers the spirit wields or overarching powers such as Pamalt's Necklace or the Bagog's devoured progeny.

The next section discusses the practice, its rituals, and its historical position in the world including any political power the practice wields or authority it held in the past. If the practice has any famous heroes or leaders, they and their deeds are noted as well. Also detailed are what the spirits expect of their worshippers – ecstatic rites, duties, sacred weapons as well as any practice likes and dislikes. The spirit's typical iconography, sacred statuary and religious symbols are also detailed.

Runes: Which of the mystic runes that are intimately associated with the spirit. These runes encompass the spirit's nature and are important for determining its place in Glorantha. As such, they also help to determine what kinds of magic (charms for instance) the practice can access.

Tradition: As noted earlier, several large traditions exist in Glorantha as well as numerous minor ones. Some spirits such as Hunter exist in several traditions possibly under a variety of names. In these cases, they are listed in the order of prominence and importance (within that pantheon). In the case of Foundchild, his practice exists among the Praxian, Pentan, and Hsunchen pantheons but her worshippers are most common among the Earth pantheon.

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

Worshipper's Duties: What sort of deeds the worshippers are expected to perform.

Spiritist (Lay Member) Membership

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

Requirements: Standard. Candidate must have at least a basic understanding of the beliefs of the cult and make a small donation of between 1 SP and 10 SP.

Special Notes: Any additional duties required of lay members. See the Spirit Magic chapter for standard duties.

Practitioner Membership

This is the start of the true membership of the practice. As such, it requires the practitioner donate considerable time and money to the practice to maintain membership.

In return, they receive access to spirit magic and reduced costs for training and the cult's rune spells. It is possible to be initiated into many cults as long as all requirements are met and the cults are not mutually hostile.

Requirements: 'Standard' membership means the typical requirements for membership listed in the Spirit Magic chapter.

Special Notes: Any special duties or benefits pertaining to practitioner are listed here. Standard expectations of a practitioner are listed in the Spirit Magic chapter.

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

Practice Charms: These are the charms (see page 8) available to this practice.

Spirit Spells: The practitioner will have automatic access to (practice) magic spirits (see Appendix) who can teach the listed rune and cult spells (those only taught by their cult). In addition, they will usually have access to rune spells associated with the practice's runes and charms.

Fetishes: These are the spirits available to practitioners to be placed into fetishes. Magic-using spirits know magic taken from the practice's spells. Some fetish spirits may provide unique powers. It also indicates the favoured material or form the fetish takes.

Spirit Ally: These are the spirits available to practitioners to become spirit allies. Magic-using spirits know magic taken from the practice's spells. Some spirit allies may provide unique powers.

Spirit-talker Membership

Few members of the cult become spirit talkers (also known as assistant shamans) as the rank requires considerable dedication and service. Acolytes learn the cult's inner secrets and serve as assistants to the Shamans and Chieftains and often lead ceremonies when these more senior members are unavailable. Spirit-talkers can be lay members and even practitioners of other cults in their pantheon but cannot be spirit-talkers of more than one cult. Some cults may not have spirit-talkers.

Requirements: 'Standard' membership requirements are found in the Spirit Magic chapter.

Special Notes: Any special duties or benefits pertaining to spirit-talkers are listed here. Standard expectations of a spirit talker are found in the Spirit Magic chapter. Spirit-talkers may not have any Divine Magic or Sorcery – such magic is lost when becoming a spirit-talker unless otherwise stated by the cult.

Fetishes: Any special spirits available to spirit-talkers.

Shaman Membership

Shamans intercede with the Spirit World for their congregations. They are the spiritual leaders of the practice and each looks after an entire congregation and place of worship. As such, shamans are completely supported by the other worshippers as they must spend the vast majority of their time dealing with spirits. Some practices do not have shamans, relying on other practices for magical support.

Requirements: 'Standard' requirements for shamans are found in the Spirit Magic chapter. Most practices have their own unique requirements. Most Shamans must know Oratory (see *RuneQuest Companion*) and Dance as a part of their ecstatic worship.

Special Notes: Any special duties or benefits pertaining to Shamans are listed here. Standard expectations of a shaman are found in the Spirit Magic chapter.

Shamanic Abilities: Any special abilities conferred on the shaman by his fetch.

Fetishes: Any special spirits available to shamans.

Chieftain Membership

The leaders and heroes among the Shamans, Chieftains have a wide variety of names – Khans, Great Hunters and Spirit Chiefs are but a few of their names. They are masters of everything the practice holds dear and have access to its deepest secrets. When trouble threatens their people, the Chieftains will lead the fight for survival and prosperity.

Requirements: 'Standard' requirements for candidates are found in the Spirit Magic chapter but most practices have their own unique requirements.

Special Notes: Any special duties or benefits pertaining to Chieftains are listed here. Standard expectations of a chieftain are found in the Spirit Magic chapter.

Fetishes: Any special spirits available to Chieftains.

Special Benefits

Any special benefits that are bestowed by membership in the cult on its adherents are listed here. There is typically one benefit for each level of membership beyond lay member and higher-level members retain the benefits gained at lower rank.

Associated Practices

Many Gloranthan spirits are associated with others of the same tradition. While all spirits in a tradition are allied to some degree, some relationships are closer than others. Such spirits have shrines in each other's Major temples and their worshippers share mythic associations and relationships. Generally, only associates who are listed here in *Cults of Glorantha* have been listed. Many practices have numerous other associations with helper practices and local spirits but these are ignored for the purposes of this book.

Associated practices gains access to either the spirit spells of the associated practice plus either its charms or one type of spirit. To learn the spells, practitioners, spirit-talkers and Shamans must travel to any place where these spirits are available. This may be a shrine of the requisite type or a shaman of that practice. Renewing any fetishes, creating new charms or creating new fetishes, requires the caster perform the required work at a site where the requisite spirit is available.

In addition, a practitioner or better can usually purchase cult magic at these associated temples in addition to his own at half cost. Thus, a healer of Eiritha could gain spirit magics from Aldrya, Storm Bull, Eiritha, Daka Fal or Waha.

Associated practices will not teach spells forbidden to the cultist. Thus, the Eiritha practitioner cannot learn Bladesharp even though the practice is associated with Waha.

Ancestor Worship

Descendants of Grandfather Mortal

Grandfather Mortal is known to many cultures under a variety of names. He had many adventures, but most important was his encounter with the new power of Death. Grandfather Mortal was invited to test the newcomer. When he agreed, he was the first to know Death. Since then all men have been destined to die and follow in the path of their great Ancestor. As others died, he became judge and guide of the dead. This myth, and others like it, have been discovered throughout Glorantha by God Learner scholars.

Ancestor worship draws upon the reality of human mortality. Practitioners of this draw the powers of the dead into the living world to protect and strengthen their descendants. At the same time, they protect themselves from malign entities from beyond the grave. Mortality is a basic part of nature and so long as people are born and die, ancestor worship will continue.

Ancestor worship is made up of numerous, different practices but all follow the same general guidelines. Few wield any great power but they have pervasive influence among their own memberships. Some ancestor practices are widespread, covering entire nations and their forbearers while others are worshipped by a single family. In all cases, practitioners revere the dead and their remains. When ceremonies are held, the ancestor spirits draw close about their descendants to participate in the rites. Thus, even the smallest family can maintain a shrine or even a minor temple to the ancestors.

Runes: Man, Spirit.

Tradition: Praxian, Pentan, Pamalt, Hsunchen.

Worshippers: Primitive tribesmen, proud noble lineages.

Worshipper Duties: Honour the ancestors, keep the dead and living separate.

Practitioner Membership

Requirements: Candidate must demonstrate a blood relationship to the shaman. He must also give the shaman a gift worth 10 silvers or more. He must then give up 1 point of POW to an ancestral spirit.

Practice Skills: Varies greatly with the culture but Influence, Lore (Ancestry) and Summoning are usually taught.

Practice Charms: Death, Harmony, Life, Man, Spirit.

Spirit Spells: Spirit Spells vary greatly from practice to practice but Detect (Spirit), Spirit Guardian, Spirit Melding and Visibility are common.

Fetishes: Ancestor Spirit.

Spirit Ally: Ancestor Spirit.

Spirit-Talker Membership

Requirements: He must have 50% or more in five skills deemed useful to his Shaman. One of these must be Summoning.

Shaman Membership

Requirements: Standard.

Special Notes: Ancestor shamans must pay honour and respect to their ancestors and must donate POW or gift a spell to a friendly ancestor using the cult magic at least once per year. This is in addition to any POW or spells given to ancestors in exchange for services.

Shamanic Abilities: Shamanic Escape, Spirit World Travel, Spiritual Perceptions.

Special Benefits

Practitioners gain a +10% bonus when negotiating with their ancestor spirits. Spirit-talkers gain +10% when engaging in spirit combat each session. Shamans gain a free Second Chance (see *RuneQuest* page 59) without spending a HP once per session.

Bagog

Scorpion Queen

Bagog is a huge bloated monster that invaded the universe during the Greater Darkness. She birthed millions of hideous offspring created from her devoured victims. Her progeny varied with her provender, and so there were scorpion men, scorpion horses, scorpion dragonewts and many other types. To this day, scorpion beasts still infest the waste places of the world. All such beings are her children though some may not worship her and turn to other, more complex, entities.

Bagog is the mother of all scorpion folk. She provides them with the minimum necessary culture to survive. Each generation consumes the lore of the previous, preserving her ways. Their tribes have survived since the Darkness because they live in places that other races dread. They occasionally swarm and spread over nearby lands, or are exploited by broos or other beings for their own purposes. Bagog's worshippers seldom depict her since she is incarnate in the Queen of each tribe. Most tribes can support a minor temple, which is centred on their Scorpion Queen.

Runes: Beast, Chaos, Man.

Array: Chaos.

Worshippers: Scorpion-things.

Worshipper Duties: Serve the Queen. Feed. Grow strong.

Practitioner Membership

Requirements for Scorpion Men: All scorpion-folk are considered practitioners.

Requirements for Non-Scorpion Men: Candidates must undergo the Ritual of Rebirth. They are then considered practitioners.

Practice Skills: Athletics, Dodge, Mechanisms, Sling, Shield, Stealth, Survival, Unarmed.

Practice Charms: Beast, Chaos, Man.

Bagog



Spirit Spells: Carapace, Claws, Heal, Jabbers, Mobility, Speedart, Sprout Legs, Venom Boosting.

Fetishes: (Bagog) Magic Spirits, Power Spirits.

Spirit Ally: Scorpion Spirits.

Spirit-talker Membership

Requirements: Standard.

Shaman Membership

Requirements: Standard.

Special Notes: Male shamans cannot become Queens. A female shaman can become Queen by devouring the previous one.

Shamanic Abilities: Devour Spirit, Shamanic Escape, Spirit World Travel.

Chieftain Membership

Requirements: Must enter ritual combat with an existing chieftain. The candidate must defeat the old chieftain

and devour his body to gain the status. Occasionally, this may be from another tribe or even a 'chief equivalent' from another cult.

Spirit Spells: Ritual of Devouring.

Scorpion Queen Membership

Requirements: Must challenge the existing Scorpion Queen to formal battle, defeat her and eat her body. The challenger must be female. There can be only one queen in any clan or tribe.

Special Notes: The queen gains the previous queen's spirit as an allied spirit. She must know the Ritual of Rebirth spell at all times.

Spirit Spells: Ritual of Rebirth.

Special Benefits

Practitioners slowly grow missing legs at a rate of one hit point per month. Acolytes are able to speak to any scorpion or other arthropod. Once per day, Shamans,

Chieftains and Queens may increase their AP by 1D6 points for 10 Combat Rounds.

Associated Practices

Primal Chaos: Provides Chaos Feature

Eiritha

Herd Mother

Before the Gods War, Eiritha was one of the many content spirits living in Genert's Paradise of Prax. She was an animal goddess, and her many daughters were the mothers of a species of friendly animals. When the mighty Storm Bull came to the land with his peoples, she gave up all her old paramours and married the Great Bull. Their bliss was short lived as the War of the Gods rushed upon them, and Death stalked the world. Eiritha escaped him by hiding beneath the earth but as a result, she now cannot walk upon the surface.

Eiritha is the Herd Mother. She is the source of the beasts of the plains and therefore Life itself. Eiritha is the woman's practice for all Praxian nomads. Eiritha is

depicted as a larger than life cow of the tribe's sacred beast or as a human-headed version of the beast or a beast-headed woman. The size of each clan's temple depends on the clan population. Most support a minor temple. The Paps, Prax's holiest site, marks where Eiritha is buried.

Runes: Beast, Fertility.

Tradition: Praxian.

Worshippers: Herdswomen, healers, mothers, tribal matriarchs.

Worshipper Duties: Protect and nurture the calves and children, heal the warriors, advise the chieftains.

Practitioner Membership

Requirements: Any female tribe member in good standing can join this cult automatically if she owns at least one healthy female of her tribe's beast. Outsiders must be adopted into the tribe first.

Special Notes: The spells of Bladesharp, Bludgeon, Disruption, Fanaticism, Fireblade, Firearrow, Ironhand, Multimissile and Speedart are forbidden.

Practice Skills: Craft (Beast Materials), First Aid, Healing, Influence, Lore (Animal, Plant, World) Survival.

Practice Charms: Beast, Fertility.

Spirit Spells: Bless (Herd Beast), Control (Herd Beast), Control (Gnome), Control (Practice) Spirit, Detect (Herd Beast), Heal, Repair, Shimmer, Slow, Speak With Herd Beast.

Fetishes: Animal spirits, gnomes, Forty-Eight Old Ones, healing spirits, magic spirits, power spirits.

Spirit Ally: Beast spirits of the practitioner's tribe or one of the Forty-Eight Old Ones.

Spirit-Talker Membership

Requirements: Standard.

Beast-Mother (Chieftainess) Membership

Requirements: Standard plus candidates must have given birth to at least one healthy child.

The Forty-Eight Old Ones

These are remnant spirits from when Prax and the Wastes was a verdant paradise. These spirits may be allied by a Beast-Mother visiting the sacred sites at The Paps. Each is treated as an (Eirithia) magic spirit with a POW of 2D6+12. They know 2D6-4 Magnitude points of Fertility spells.

Special Notes: These characters are referred to as Bison-Mother or Impala-Mother.

Special Benefits

Practitioners gain a +10% bonus on any healing or survival test on the Plains of Prax. Spirit Talkers may speak with any members of their tribal beast. Beast-Mothers are able to target up to a dozen animals of their tribal type with practice (Beast) spells.

Associated Practices

Aldrya: Provides Plant and Earth charms.

Daka Fal: Provides Ancestor Spirits (only the practitioner's ancestors).

Storm Bull: Provides Resist Chaos.

Waha: Provides access to (Waha) magic spirits.

Errinoru's Sons

Yellow Elf King

Errinoru was a unique individual, a new type of yellow elf born in the early Second Age. His youth was idyllic and then adventurous. Errinoru united several diverse jungles, each of his sons coordinating the different ecological zones in a manner that had never been done. When Justreli loggers threatened the western jungles, he drove them off with weather, disease, animals and finally strangling vines, arrows and spears. Some years later, he set sail with a fleet of elf ships to raid the Justreli cities. Eventually, he led the fleet into the Great Maelstrom and the Underworld. Upon his return, he visited many other elf lands such as Fethelon, Aristola and Tarinwood. When he returned to the jungles, they expanded greatly, covering much of the interior as they had in the distant past. When his time came, Errinoru was buried into the ground, and where he lay grew new healing plants.

Errinoru is in the Underworld where the yellow elfs often go to speak to him for advice and council. His descendants rule over the jungles, but lately they have begun to succumb to a strange new blight. The Empli (yellow elfs) worship him regularly, but his powers are mainly those of the healing plants, no longer of war or destruction. His shrines are found wherever one of his descendants is buried. These shrines provide access to Healing Spirits.

Runes: Fertility, Man, Plant.

Array: Elf.

Worshippers: Yellow elfs of all sorts.

Worshippers Duties: Promote cooperation among the aldryami; heal those in need.

Practitioner Membership

Requirements: Standard, plus must be an initiate of Aldrya.

Practice Skills: First Aid, Healing, Influence, Lore (Plant), Perception.

Charms: Fertility, Man, Plant.

Practice Spells: Endurance, Glamour, Heal, Mindspeech, Vigour.

Fetishes: Healing spirits, plant spirits.

Assistant Shaman

Requirements: Standard.

Errinoru's Son (Shaman) Membership

Requirements: Standard. The candidate must be a yellow elf.

Special Notes: Errinoru's Sons can only bind plant spirits to their fetch.

Shamanic Abilities: Second Spirit, Spirit World Travel, Shamanic Escape.

Special Benefits

Practitioners may break off some of their leaves and use them to heal others. The practitioner loses one hit point from the area he had taken the leaf from and the recipient is healed 1D6 hit points. This damage may only be cured by natural means such as rest and healing, never magic.

Associated Cults

Aldrya: Provides Accelerate Growth

Foundchild the Hunter

Provider and Hunter

Helpwoman discovered a helpless baby during the Great Darkness. Though an infant when found, Foundchild rapidly grew to manhood. While doing so, he was nurtured and cherished by the woman, whose inner power awoke when faced with the orphan's plight, gathered others together so they might survive. Upon reaching adulthood, he taught them the use of death and the weapons of war – bows, spears and stones – to bring life by killing animals to eat. He also taught the songs to send slain beasts' spirits back to their ancestors.

Foundchild and his mother are worshipped throughout Prax, and similar practices are found among the surrounding wildernesses such as Balazar. The practice has little or no power though Great Hunters are usually respected in their clan or tribal councils. He expects his worshippers to respect their prey and to always work for the survival of their families through hunting and gathering. Foundchild is usually shown as a man armed with a radiant bow or spear, with animal heads bound to his belt. His temples are usually shrines located at good hunting sites. These are usually shrines.

A similar practice exists for Helpwomen which teaches gathering and survival techniques for women.

Runes: Beast, Harmony.

Tradition: Praxian.

Worshippers: Guides, hunters, trackers and trappers.

Worshipper Duties: Hunting, providing, and ensuring outsiders revere The Hunt.

Foundchild the Hunter



Practitioner Membership

Requirements: Standard. Must participate in a Great Hunt and return with prey deemed acceptable by the elders.

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

Practice Skills: Athletics, Bow, Craft (Butcher), Dodge, Mechanisms, Perception, Spear, Stealth, Survival, Throwing, Tracking.

Practice Charms: Death, Harmony, Motion.

Spirit Spells: Control (Foundchild) Spirit, Hand of Death, Mobility, Peaceful Cut, Slow, Speedart.

Special Spirit Spells: Control (Alticameli), Control (Bison), Control (Bolo Lizard), Control (Impala), Control (Rhino), Control (Antelope), Control (Zebra).

Fetishes: Animal spirits, magic spirits, power spirits.

Great Hunter (Chieftain) Membership Requirements: Standard, plus they must win the Great Hunt.

Spirit Spells: Attract Herd.

Spirit Ally: Great Hunters may have the spirit of any animal used in the hunt such as dogs, leopards or horses.

Special Benefits

Initiates gain a +10% bonus with Bow, Stealth and Survival skills while in the wilderness. Chieftains gain a further +10% to Survival while hunting one of their practice's prey beasts.

Associated Practices

Waha: Provides (Waha) magic spirits.

Eiritha: Provides Speak With Herd Beast.

The Great Hunt

Each year there is a Great Hunt in which many hunting gods celebrate their skills together in a joint hunt. Hunts may last for days or weeks.

The participants must slay or capture the most impressive game animal alone and unarmoured. Captured animals are more impressive than dead ones. The tribal elders judge the quality of the kills or captures – and sacrifice the champion's catch to Foundchild while all other prey becomes part of a celebration feast.

Hunter Spirits Across Glorantha

Each region and culture has its own hunting spirit. The different cults are in effect separate religions though they all share similar beliefs and rituals. Foundchild is but one of many such spirits. Each has its own secrets and spirit magic. Other hunting spirits include:

Dastal the Youth is worshipped by the Pentan nomads. He teaches Control spells for antelope, bison, elk, mammoths, mastadons, cattle and horses. Most young nomads worship him before becoming warriors or leaders. His worshippers learn to hunt from the saddle.

Esstrassin hunter of the sea is worshipped by mermen. He teaches Control spells for various large fish, octopi, squid, lobsters and eels. His trident and net are tools of harvest not war, but he remains popular among the merfolk.

Lady of the Wild is worshipped by a variety of beast folk. She embodies the nature of the hunter and the hunted together. Uniquely, she teaches Control spells for the local herd and predators.

Rasout is the most widespread hunting spirit. He is worshiped by humans across the entire Pamaltelan plains, from Tarien to Zamokil. He teaches Control spells for all four-footed, herbivorous, plains-dwelling mammals, and all herbivorous, plains-dwelling reptiles except for turtles.

Verondum the 'claw man' is worshipped in Darjin. He teaches Control spells for agarzi-lizards, alligators, eels, frogs, lizards, marsh deer, opossums and invader spirits. Verondum has Shamans instead of Chieftains.

Zong the troll hunter is worshipped by trolls throughout Glorantha. He teaches Control for all rodents and herbivorous insects, including giant ones. His hunters can pursue game even in the Underworld.

Gark the Calm

Spirit of Eternal Peace, Life & Zombies

Gark has always existed, offering those troubled by their existence a way to transcend their woes and find peace. His shamans travel the world in many guises and the cult has many names. They all promise the same thing to the desperate and impoverished: peace, solace and rest from a miserable existence. Many listen to the words of these demagogues, and crowds follow their 'saviours' on journeys to ancient, forbidden places. None know what happens to these people but for a time, the lands surrounding these places are plagued with hungry zombies.

Gark has no places of power save these ancient holy places, though his practice has some perverse influence in the lands of Fonrit. His priests render him in whatever form is pleasing to potential 'converts' but they know his form is that of a zombie. The zombies populating the areas about his temples act as additional worshippers, allowing surprisingly well defended temples. Most temples are shrines and these teach Create Zombie.

Runes: Undead, Harmony.

Array: Chaos.

Worshippers: Desperate peasants, deluded cultists, wicked shamans.

Living Worshipper Duties: Practitioners strive to recruit more lay members. Zombies 'live' to serve.

Spiritist Membership

Requirements: Whatever the Shaman requires – usually a small monetary allocation and the sacrifice of a point of POW.

Special Note: Suitable spiritists may be groomed to become practitioners but all others are destined to become zombies.

Practitioner Membership

Requirements: Standard, plus candidates must be willing to foreswear their people and participate in the cult's zombie creation rites. Those who refuse or fail are turned into zombies.

Special Notes: Practitioners must recruit at least one new spiritist per week. They may not have spirit allies.

Practice Skills: Dagger, Evaluate, Influence, Stealth, Summoning.

Practice Charms: Harmony, Undead.

Spirit Spells: Befuddle, Control (Zombie), Glamour, Thunder's Voice.

Fetishes: (Gark) magic spirits, power spirits.

Spirit-talker Membership

Requirements: Standard, plus the candidate must have bound at least one spirit into a fetish.

Special Notes: The spirit-talker must make at least one zombie each season.

Special Spirit Spells: Create Zombie, Summon Ghost, Control (Zombie).

Spirit Ally: Wraith.

Shaman Membership

Requirements: Standard, but the shaman must give up membership in all other practices except this one.

Special Note: Shamans are not expected to donate any income to the cult. They may keep all income extorted from spiritists or practitioners but must spend 90% of their time in worship, zombie creation or recruitment. The Shaman's fetch is a hideously decayed version of himself.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Special Spells: Control Zombie Horde.

Special Benefits

Practitioners gain a +10% bonus with all Influence tests to convince someone to join the practice. Spirit-talkers may communicate with all undead. Shamans gain 1 point of POW each season which they may only use to enchant more zombies.

Associated Practices

Primal Chaos: Provides Chaos Feature

Horned Man

Source of Shamanism

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

He is depicted as a human wearing an animal hide, often painted with runes, always accoutred with necklaces, bracelets and belts of spell foci, and with horns.

Runes: Magic, Spirit.

Tradition: Praxian.

Worshippers: Spirit-touched wanderers, mysterious shamans, dangerous recluses.

Worshipper Duties: Always seek out new spirits, drive away bad spirits.

Practitioner Membership

Requirements: Standard, plus the candidate must be a member of the Eiritha practice or the Waha practice.

Special Notes: The practitioner has access to a wide range of spirit spells. However, he is expected to summon the spells spirits himself. He may have spirit allies from other practices he joins.

Practice Skills: Craft (Fetishes), Dance, Enchanting, Lore (Spirit World, World) Perception, Summoning.

Practice Charms: Mastery, Spirit.

Spirit Spells: All rune spells listed in *RuneQuest* and *RuneQuest Companion*. The variety of known spells and their names may be restricted by the local shaman's knowledge (and trust).

Fetishes: Ghosts, intellect spirits, magic spirits, passion spirits, power spirits, wraiths.

Spirit-talker Membership

Requirements: Standard.

Shaman Membership

Requirements: Standard.

Special Notes: Horned Man shamans may have access to exotic spirits through the worship of Helper Practices (see below).

Shamanic Abilities: Spirit Escape, Spirit World Travel, Travel as Wind

Fetishes: Special Spirits (see below).

Helper Practices

Helper practices are not uncommon. Shamans may join them as a practitioner provided the practice and his tradition are not mutually hostile. To do this, he gathers any local spirit talkers, practitioners or lay worshippers of the spirit who will assist him (as well as any spirits beholden to the Helper Practice). Many of the sites have a local community which worships the spirit and they may be persuaded to help – this is normal practice for this sort of spirit. He may then join the Helper Practice and gain any unique spells they may teach or acquire access to unusual spirits.

Blackfinger a troll spirit in Guhan, in western Ralios is accessible to humans. He teaches a powerful version of Control Shade.

Ganval is a landscape spirit in Dragon Pass. He provides access to a variety of local nature spirits (one for each element) which can be bound into fetishes or allied.

Lightning Boy is found in a few places in Prax. He teaches a version of Skybolt which projects from a spear.

Frog Woman is only found in the Wastelands. She is a benevolent being, relic of happier times. She provides a special spirit that allows the shaman to Frog Leap for many miles.

Madman of Sky Crater can only be contacted at Sky Crater, in Tarien. He provides magic spirits which know Sky Crater Fury.

Oakfed the wild fire is a tremendously powerful salamander living in Dragon Pass and the lands surrounding it. He can be contacted at any fire and provides spirits of all sorts.

Special Helper Practice Spells

Frog Leap

By using 10 Magic Points, this ability allows the shaman to travel up to 40 km in a leaping arc to any destination in range. The landing place must be known to the shaman. The trip takes a full day to perform.

So long as the shaman remains a member of the Frog Woman practice, he can use this ability.

Sky Crater Fury

Duration 10, Magnitude 3

Rune: Death

This spell increases the user's attack chance with any weapon by half again. The user cannot Parry, or use any non-attack spells while this spell is in effect. The spell halves the user's Dodge skill.

Special Benefits

Practitioners gain a +10% bonus when engaged in Spirit Combat. Spirit Talkers may identify any kind of spiritual

being they can successfully observe for 1 round. Shamans gain +1 POW per year due to their activities.

Associated Practices

Eritha: Provides Speak with Herd Beast.

Waha: Provides Blade of Virtue

Kargzant

He Who Rises

The Pentan are descended from horse-riding nomads who survived the Darkness by constantly moving, guided by the Fiery Sky Horse, Kargzant. He is the most powerful spirit in the Pentan tradition (also called the Kargzant or Majestic Horses tradition). He is the source of men, fire, stallions, morality and life. Each day he gallops across the sky, providing his blessings for all. At night, he harries the Underworld, fighting demons and releasing spirits from captivity. Outsiders know him as the Sun. He is served by his wife and a vast array of sons, daughters, planets, stars and spirits.

At the Dawn, Kargzant's followers were powerful, controlling much of northern Genertela including what is now Dara Happa. When other gods began to return the

Other Shamanic Practices

Numerous other shamanic practices exist and they all follow similar structures to those of the Horned God.

Denbitos: The First Shaman, he taught the Pentans how to defeat the evil stars and determine what was good and right when everything turned bad.

Kolat: The Spirit Wind is worshipped by the Orlanthe. He has great powers over spirit winds and his shamans can turn themselves into breezes.

Noruma: The Great Shaman is neither male nor female. Its action was to make Fire, which it commands. Its practice is one of the most widespread and is found throughout Pamaltela.

Ganval: The Mountain Shaman's practice is found among Dragon Pass among several different traditions. He has powers over all the nature spirits of that region and his shamans can heal themselves back from death.

Verondun: The Dog Pole Man of Darjiin uses the powers of captured scaled demons to frighten enemies and to drive foreigners out of their marshes.

Chieftain of Kargzant



nomads simply moved on, remaining dominant in the wide lands of Pent. Recently, the Empire of Wyrms Friends have brought a tribe of horse nomads from Pent to Prax where they conquered the native beast riders and secured the border for the empire. The Pentans are shamanistic and loyally follow a very ancient religion. Their religion centres on worship of the sun and of horses, both of which are contacted through ancestors. Men primarily deal with salamanders; women with gnomes. Ancestor spirits are never integrated, but respectfully invited to reside in a fetish.

Special Note: The Kargzant practice has a different Majestic Spirit for each age group that provides appropriate magical abilities for worshippers. Spells and spirits available to each age group are available to older members but not to younger ones.

Runes: Beast, Fire.

Type: Horse.

Tradition: Pentan.

Worshippers: Male Pentans.

Worshiper Duties: Obey their chieftains, protect the herds, raid enemies.

Dastal The Hunter (Lay Member) Membership

Requirements: Any male Pentan may join after participating in a successful hunt.

Special Notes: Dastal is the young man and teaches obedience, archery and herding. Practitioners must always use Peaceful Cut on any animal killed for food. They must also hunt and kill one herd animals and donate it to their band, clan or tribe each season. Dastal practitioners may not have spirit allies. Dastal followers may not marry or have sex, nor engage in hand to hand combat.

Practice Skills: Athletics, Craft (Butcher), Dodge, Perception, Ride, Survival, Bow, Lance.

Practice Charms: Death, Motion.

Spirit Spells: Heal, Light, Mobility, Peaceful Cut, Speedart.

Jardan The Warrior (Practitioner) Membership

Requirements: Standard, plus the candidate must be a follower of Darstal and a male warrior older than 24.

Special Notes: Jordan Warriors do not get spirit allies.

Practice Skills: Ride, Lore (World), Perception, Survival, Bow, Lance.

Practice Charms: Fire, Beast.

Spirit Spells: Bladesharp, Control (Practice) Spirit, Control Salamander, Detect Enemies, Endurance, Fanaticism, Firearrow, Ignite, Mindspeech, Multimissile, Protection, Warmth.

Fetishes: Animal spirits, magic spirits, power spirits.

Josad the Elder (Spirit-talker)
Membership

Requirements: Standard, but the candidate must be an Elder (over 50).

Special Notes: Josad is the first son of Kargzant and Ungariant. He is the wise counsellor who has acquired great knowledge through experience. Josad practitioners may never lead the clan or tribe.

Practice Spells: Spirit Weapon, Spirit Screen, Thunder's Voice, Visibility.

Fetishes: Intellect spirits, magic spirits, power spirits.

Henirid The Leader (Chieftain)
Membership

Requirements: The candidate must be a leader among the clan or tribe. He must have 90% or more in Bow or Lance skill and 90% or more in Riding. He must have 90% or more in three of the following skills: First Aid, Lore (World), Influence, Oratory, Perception and any other Weapon skill.

Special Notes: Henirid 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 centre of the sky.

Practice Spells: Call Founder (Luminous Stallion King), Spirit Weapon, Spirit Screen, Thunder's Voice, Visibility.

Fetishes: Magic spirits, power spirits.

Special Benefits

Practitioners may communicate with their own horse mentally. Spirit-talkers gain a free Second Chance on any Lore or Influence test. Chieftains take no damage from non-magical fire and half damage from magical fire.

Associated Practices

Ancestor Worship: Provides Ancestor spirits.

Ungariant: Provides healing spirits.

Korgatsu - Hsunchen Progenitor

World Dragon

In the Green Age, nothing had a definite shape. Everything was able to be whatever it wanted to be, changing shape upon a whim. However, such innocence disappeared as the world grew older. This natural mutability was lost as beings took on fixed shapes, powers and relationships. The Animal Folk were exceptions. They naturally took either animal or human form. Both human-shaped and beast-shaped animals lived together as kin and physical form was incidental. Different peoples view this distinction in varying ways. The Telmori regard wolves and hsunchen as respectively four-legged and two-legged members of the Wolf People. The Uncoiling reindeer folk believe that they are reindeer who can turn into humans. The Rathori bear folk take the opposite approach – they are humans who can turn into bears.

Korgatsu is the most popular hsunchen name of the Cosmic Dragon (sometimes said to be a serpent) that was torn apart, and whose parts made the universe and its inhabitants. When Death came into the world the faithful and moral among the people found Korgatsu again in the Spirit World. They learned how to help descendants who were still living, how to be reborn again, and what new ceremonies were necessary to preserve the world. Every hsunchen tribe has variants within this tradition, but the deepest essentials of the religion are the same for all.

The God Learners conducted many studies of the hsunchen wherever the Justreli went. They found other peoples who were scattered like the Damali deer folk, the Basmoli lion men of the Wastes and Pamaltela, or the Sofali of Teshnos, Pamaltela, and the East Isles. One discovery was the fact that all hsunchen of a given totem, regardless of separation, spoke the same language. When apparently related hsunchen peoples spoke different languages, such as the various porcupine folk, they were able to show that these tribes were unrelated. Each hsunchen clan can muster enough members for a minor temple as both beasts and humans and spirits all participate in their worship. When several clans meet, they form larger temples.

Special Note: Hsunchen religion revolves around their totem beast and the recovery of their missing dual nature. To this end, they practice Integration, a spiritual technique in which fragmentary spirits are incorporated into the practitioner to become whole once more.

Runes: Varies but Beast and Man are always included.

Tradition: Hsunchen.

Worshippers: Hsunchen men, women, beasts, spirits.

Worshiper Duties: To keep the True Folk healthy and safe from a hostile world.

Practitioner Membership

Requirements: Everyone born of hsunchen parents is automatically a part of this practice.

Practice Skills: Athletics, Lore (Animal, Plant, World) Mechanisms, Perception, Spear, Stealth, Unarmed. These skills vary from tribe to tribe depending on their lifestyle.

Special Notes: Hsunchen do not have spirit allies.

Practice Charms: Beast and Human are the most common.

Spirit Spells: All rune spells are available through the shamans' magic spirits.

Fetishes: Animal spirits, magic spirits, power spirits.

Spirit-talker Membership

Requirements: Standard, plus the candidate must have integrated at least one spirit into a fetish.

Shaman Membership

Requirements: Standard.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Chieftain Membership

Requirements: Standard.

Special Benefits

Initiates may communicate with their totem beast without difficulty. Shamans and Chieftains gain a +5% bonus with practice skills for each spirit they possess.

Associated Practices

Ancestor Worship: Provides Ancestor Spirit fetishes.

Hunter: Provides Death and Harmony charms.

Integration of Spirits

Hsunchen shaman traditions believe that humans and animals are incomplete parts of nature. These lost portions exist outside the body and are spirits waiting to be integrated into the hsunchen. Each hsunchen practice has a series of spirits that can be integrated, each of which provides the practitioner with magical powers.

Integrations have three basic types: Minor, Major and Greater. Each is successively more dangerous. To integrate a spirit, the practitioner or a friendly shaman must summon the spirit and then engage it in spirit combat. No defensive spells are permitted during the contest as this is a test of the hsunchen's worthiness.

If the hsunchen defeats the spirit, he spends an amount of Hero Points dependent upon the level of integration attempted. He then gains the ability of the spirit on a permanent basis, useable at will. This is not possession as the hsunchen absorbs the spirit into himself.

Integration Level	POW	Sacrifice
Minor	12	3 HP
Major	16	6 HP
Greater	24	10 HP

Minor Transformation gives the practitioner a power which may be activated at will. It acts as a Magnitude 2 rune spell and lasts for 5 minutes. It can be used once per day.

Major Transformation lasts for 5 minutes but it can be used a number of times per day equal to the user's POW attribute. It can be dispelled like a Magnitude 4 rune spell.

Greater Transformation may be turned on and off at will. This does not take an action, as it is as natural as breathing. The power can be dispelled as if it was a Magnitude 6 rune spell but the caster can simply recast it on the next round.

**Sample Transformations:
Basmoli**

At the Dawn, the Basmoli were a great tribe in Genertela, from Seshnela all the way to the Wastes. Their founder Basmol was slain by the prehistoric superhero Tada, a fact that they understandably regard with bitterness. The Basmoli are powerful berserks, and are always willing to fight against the humans who slew their ancestor. The Malkioni destroyed most of the Basmoli of Seshnela and southern Maniria and few now remain.

Lion's Head

This turns the user's head into that of a lion. He gains a Bite attack at 50% doing 1D10 damage plus his damage



modifier. This bite attack can be used in addition to normal attacks and parries. The user's Bite skill can increase through practice or training.

Strength of Basmol

The user's sinews swell and his muscles bulge with power. His current STR triples but he gains one level of Fatigue per Combat Round unless he makes a successful Resilience test. The effect lasts until the berserk collapses. Unlike other transformations, this one cannot be turned off at will as a Greater Transformation but must instead run its course.

Keenclaw

Both the user's hands become lion paws, doing 1D8 damage plus damage modifier. His chance to hit with these is equal to his normal Unarmed attack. He can attack with both claws in one round. They are clumsy and cannot hold weapons or tools.

Damal

One tribe of these peaceful folk inhabits the border between Ralios and Maniria, near the Pralori elk people. They allow strangers to pass without molestation. The other tribe live in the forests and low valleys of the Hachuan Shan and Shan Shan mountains, in Kralorela. They have historically been enemies of the Kralorelans. Usually shy, they are only aggressive in the mating season (late Sea Season). They slaughter and eat deer at regular intervals, following their own peculiar calendar. They tan the hides, and sell them to passing traders.

Antlers

This spell causes the target's head to become cervine, and sprout antlers. Females grow no antlers. The size of a male's antlers depends on his age. The largest antlers sprout from the heads of males in their late twenties and early thirties, varying with the individual. Antlers do between 1D6 and 2D6 damage, depending on size. Targets use their normal Unarmed skill.

Deer Hide

This spell causes a brownish coat of fur to sprout from the target's skin. The fur adds +20% to Stealth in appropriate cover, and adds 1AP to all locations with no Skill Penalty.

Leaping Legs

This spell turns the target's lower limbs into deer legs. His Sneak and Dodge skills gain a +20% bonus and he jumps for twice the normal distance. The target adds +2m to his movement rate.

Pralori

Pralori use their elk as riding animals. They are also less secretive than their relatives, the Damail Deer-folk, and sometimes engage in cautious trade with outsiders. Once they were more powerful, and ruled much of Wenelia, but they were driven back to Pralorela at the end of the Dawn Age. They are still a haughty and proud people, and look down on all those who lack steeds or who must ride inferior, antler-less, beasts.

Antlers

This gives the user an elk's head crowned with a magnificent rack of antlers. He gains a head-butt attack at 50% doing 1D6 damage plus his damage modifier. This attack can be used in addition to normal attacks and parries. The user's Head Butt skill can increase through practice or training.

Elkheart

This causes the user to gain a thick, glossy elk hide, gaining +1 AP on all hit locations with no Skill Penalty. In addition, his Resilience gains +20% for the duration of the spell.

Elk Running

All four of the user's limbs become those of an elk and he runs on all fours. His Sneak and Dodge skills gain a +20% bonus. He adds +2m to his movement. He is unable to hold anything in his hands or manipulate any equipment but he gains a Kick attack equal to his Unarmed skill that does 1D6 damage plus his damage modifier. This attack replaces his normal attacks and parries. The user's Kick skill can increase through practice or training.

Rathori

The Rathori are the descendants of Rathor the Great White Bear. The majority are Irgari, who have the brown (grizzly) bear as their totem. However, the Irdagi, kin to black bears, form a significant minority and a very small number of Orenrar are known as children of the Blue Bear. These groups live in peace with one another, and generally share a single culture. The Rathori are a numerous people and congregate in small villages amidst the great pine forests of the north.

Bear's Head

This turns the user's head into that of a bear. He gains a Bite attack at 50% doing 1D8 damage plus his damage modifier. This bite attack can be used in addition to normal attacks and parries. The user's Bite skill can increase through practice or training.

Bear Hide

The user grows a pelt of thick fur and a stubby tail. The colour is dependent on the hsunchen's bear totem. While in this state, he has an additional 2 AP on all hit locations (no Skill Penalty) and doubles his STR.

Bear Paws

Both the user's hands become bear paws, doing 1D8 damage plus damage modifier. His chance to hit with these is equal to his normal Unarmed attack. He can attack with both claws in one round. They are clumsy and cannot hold weapons or tools.

Sofals

The Sofali Turtle folk live along the coasts of Dinal and northern Sozganjio. Sea turtle eggs are a major part of their diet though they are always careful to preserve some of the eggs from each nest. They guard and protect the adults but the depredations of sailors and inland savages take their toll on the population. They claim to have come from islands now lost. Several other populations existed along the coasts of several island chains in Teshnos and elsewhere, but Justreli sailors hunted their turtles into extinction for their eggs and shells.

Turtle's Head

This turns the user's head into that of a giant turtle. The turtle species varies from clan to clan. The user becomes capable of holding his breath for up to 15 minutes, and his head gains a leathery hide providing 2 Armour Points (no Skill Penalty). The user cannot speak while he is transformed.

Plastron

The user grows a carapace or shell that covers his chest and abdomen. For each Magic Point spent when transforming, the Plastron provides 1 Armour Point.

Flippers

This transforms the user's arms and legs into sea turtle flippers. He may not use them for any kind of manipulation or hold weapons while this is in effect. His swimming speed is increased by +3m and his land speed becomes

Im. He gains 1 Armour Points on each hit location. This Armour stacks with that provided by Turtle's Head and Plastron.

Pamalt

He was the first Witness created by Earthmaker and is the Leader of the Old Gods. He is the Spirit of Men and his wife, Faranar, is the Earth Mother. Together they have many children. In the old days, Pamalt wandered around, making friends and learning about the world, while everyone else practiced new magics or studied hard. When the Bad Trees began to threaten his people, Pamalt made fire and created the great wide plains for the Agimori to live and hunt in.

He invented the Meeting Contest, where two strangers could challenge each other in safety.

At first Pamalt was one of many but he eventually rose to become chief. He defeated Bolongo, the Empty Trickster, and fought Vovisibor and his monsters. Pamalt would not have survived if he had not gathered his Necklace – an extensive array of companions, relatives and helpers. He tried everything against his foe, and sometimes he lost and sometimes the monster lost. Finally he tricked them to into the Firefall which left much of the land scorched but all the enemies, save Vovisibor, were slain.

Pamalt holds sway upon the savannah and veldt of the interior. Since the Sun-Stop his worshippers have been engaged in a long struggle to reclaim much of their land from encroaching elf jungles. Pamalt is the chieftain. He knows and understands all those under his rule. He is the god of the common man and the chieftain and the vast majority of the Agrrimori population are members of his practice. In sand paintings, he always sits atop his royal seat and holds a staff topped by a chieftain's insignia, and wearing his necklace.

Runes: Earth, Luck, Man, Mastery.

Tradition: Pamalt.

Worshippers: Pamlteans of all walks of life.

Worshipper Duties: Follow the Right Footpath.

Practitioner Membership
Requirements for Agimori: None.

Requirements for Non-Agimori: Standard.

Practice Skills: Influence, Lore (World), Oratory, Spear.

Practice Charms: Luck, Man, Mastery.

Spirit Spells: All common rune spells are available through Pamalt's large array of practices.

Special Spirit Spells: Comprehension, Earthtouch, Pamalt's Touch.

Fetishes: Gnomes, magic spirits, power spirits.

Spirit Ally: Magic spirits.

Spirit-talker Membership
Requirements: Standard.

Fetishes: All spirits for associated practices.

Spirit Ally: All spirits for associated practices.

Shaman Membership
Requirements: Standard.

Special Notes: Shamans must give 90% of their time and income to the practice.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Chieftain Membership

Requirements: Standard, plus the candidate must be the chieftain of his clan or tribe.

Special Notes: Chieftains give 90% of their income but only 10% of their time to the practice as they are expected to concern themselves with ruling their clan well.

Fetishes: Any special spirits available to shamans.

Special Benefits

Practitioners gain a +10% on any Influence or Lore (World) test. Spirit-talkers gain a free Second Chance

(see *RuneQuest* page 59) each session while they are in a formal contest of skills. Chieftains may ally spirits from any of the practices making up the Necklace of Pamalt.

Associated Practices: Pamalt's Necklace

Pamalt is pictured with his necklace. It is the source of his power, made from all the friends who aided him against his enemies. Among the Agimori, the necklace is a metaphor for all things sacred. Each family has their own necklace of powers and individuals wear their own versions, adding tokens and charms to it as they earn them.

The true secret of Pamalt's power is the vast array of friends and allies he has gathered into his Necklace Council. Each provides charms, spells and spirits to all the other members of the Necklace.

Λeshmara

The Old Woman, Pamalt's mother in law. She owns all wealth and keeps all women's secrets in her tent.

Charms: Earth, Fertility.

Spirits: Ancestor spirits, gnomes, magic spirits.

Βαλumbαστα

The spirit of Fire and father of Volcanoes. He is a great warrior and his children many. God Learner scholars equate him with Lodril and are experimenting with the two forms of worship.

Charms: Earth, Fire, Metal.

Spirits: Magic spirits, salamanders.

CRONISPER

Grandfather Sky is the source of male-magic and one of the two elder spirits. His shamans visit him in the sky where his lodge is.

Charms: Fertility, Magic, Moon, Sky.

Spirits: Magic spirits, power spirits.

ΓΑΡΑΝΑΡ

Pamalt's wife is wise and knows the secrets of planting and counting. She is the spirit of women. All women belong to her practice.

Charms: Fertility, Man, Plant

Spirits: Healing spirits, magic spirits.

Jimije

The traveller cannot stay in one place. Those who follow his ways must wander. He has constructed magic roads in the past which his followers may sometimes use.

Charms: Communication, Motion, Magic.

Spirits: Magic spirits.

Κεραυν

The good wind and fertile rains are the responsibility of this spirit. She is from the north but is now Pamalt's friend.

Charms: Air, Cold, Disorder

Spirits: Sylphs, magic spirits.

NORUMA

The Great shaman keeps the sacred fire. He holds the secrets of contacting the Old Ones and shares it with those who can survive the knowing.

Charms: Fire, Light, Magic, Spirit.

Spirits: Intellect spirits, magic spirits, power spirits, salamanders.

Nyanka

Good Water and midwife. She brought both healing and childbirth, allowing the AgAgitor to become the Agimori.

Charms: Fertility, Harmony, Water.

Spirits: Healing, magic spirits, undines.

Παμαλτ

The chieftain and man's spirit. All men practice his worship. He protects the helpless and created the Necklace Council. He shows the way to the Right Footpath.

Charms: Luck, Mastery, Man.

Spirits: Magic spirits.

Rasout

He hunts the beasts of the plains and teaches reverence for the kill. He is described in detail on page 26.

Janmorla

Grandmother Earth is the other elder on the Necklace Council and she takes all dead things to herself then sends them back out into the world.

Runes: Death, Fate, Spirit.

Spirits: Ancestral spirits, ghosts.

Storm Bull

Berserker & Chaos Killer

In the Golden Age the Storm Bull led his sons down to the fertile lands of Prax where they befriended the peoples and wed the goddesses. The mother of the land was Gata, and she gave the Storm Bull her daughter Eiritha as his own wife. This way the two forces worked together to create their world. During the War of the Gods, Storm Bull wounded Oakfed and wounded the fire-spirit, thereby aiding the Lesser Darkness, when light left the world. During the Great Darkness, he fought Wakboth. The Devil had slain many gods before it came upon Prax, where the Storm Bull and all his peoples defended. The fight was desperate and doomed. All who entered knew that survival could be only one of the possible horrors in their future. A clean death seemed impossible. Storm Bull stood firm, though all that he loved died about him, and fought the Devil with raw strength and courage. He slew Wakboth. Storm Bull dragged himself from the still-raging battle, and hid in the distant Storm Hills where Chalana Arroy healed him. He can still be heard in there and his wind scours the Wastes.

Storm Bull is a god of untamed animal power and passion – too unruly to be welcome in many places. His worshippers have done little as a single entity since time began. The worship of the Storm Bull extends across the Praxian tribes and beyond but the lack of any central organisation prevents any concerted action against Chaos. He is shown as a burly warrior with a bull (or other herd beast's) head, or as a gigantic version of the tribe's favoured hooped animal. His worshippers are scattered and few clans can support more than a shrine. However, several holy places exist across Prax and the Wastes and these support major temples.

Runes: Air, Beast, Death.

Tradition: Praxian.

Worshippers: Berserkers, Chaos fighters, bullies.

Worshipper Duties: Slay Chaos, cause trouble, travel the Wastes.

Practitioner Membership

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

Special Notes: Practitioners gain access to the skill Sense Chaos. Storm Bulls may only marry Earth practitioners. Any practitioner must obey the orders of the Storm Khan who initiated them until he becomes a Storm Khan himself.

Practice Skills: Dodge, Perception, Sense Chaos, Unarmed, Weapon skills (all).

Practice Charms: Air, Beast, Death.

Spirit Spells: Bladesharp, Bludgeon, Demoralise, Detect Enemy, Fanaticism, Protection, Mobility, Resist Chaos, Thunder's Voice, Vigour.

Fetishes: Animal spirits, magic spirits, power spirits, sylphs.

Spirit Ally: Bull spirits.

Spirit-talker Membership

Requirements: Standard.

Spirit Spells: Chaos Defender.

Storm Khan (Chieftain) Membership

Requirements: A candidate must have 90% or more in his main weapon skill, and have 90% or more in four of the following: a second weapon skill, Dodge, Ride, Perception, Sense Chaos, Shield, Tracking. He must know at least one healing spell.

Special Notes: Storm Khans give 90% of their time and income to the practice but since their small bands *are* the religion, they can usually spend the money and assign the time as they see fit.

Spirit Ally: Parts of the Bull.

Special Benefits

Practitioners gain the Sense Chaos ability and a +10% bonus to Unarmed attack when striking Chaos opponents. Spirit-talkers can sober up immediately, no

matter how drunk they are, in response to danger. They are also unaffected by any fear or morale effect caused by a Chaos thing. Storm Khans feel no ill effects from non-magical cold and suffer no penalty should they be in the Spirit World.

Associated Practices

Eiritha: Provides Speak with Herd Beast.

Waha: Provides (Waha) magic spirits.

Thed

Mother of the Broos

Thed is the goddess of Rape and one of the Unholy Trio. With Ragnaglar, she is the ancestress of all broos. Together with Mallia they schemed to bring Chaos into the world. In their jealousy and pride, they dreamed of usurping the functions of the universe, lusting to become its unchallenged rulers. Thed herself became the mother of the Devil, and his Chaotic malevolence turned her inside out in childbirth. Thed fell to Kyger Litor after Ragnaglar, and she dispersed to the dark corners of the Spirit Plane, relatively powerless and without allies except for her remaining broo children.

The broos still honour and revere Thed but she occupies a distinctly minor place in the universe. Her role as Mother of the Broos enables her to maintain but not expand her influence. She may be called upon by other beings for aid in raid and battle in exchange for token worship she receives in return. Thed is usually pictured by her children as a bestial female broo, often with snakes for breasts or a gaping fanged mouth where her vagina should be.

Runes: Chaos, Fertility, Spirit.

Array: Chaos.

Worshippers: Broos and their allies.

Worshipper Duties: Spread suffering and pain.

Practitioner Membership

Requirements: Candidate must be a broo. Non-broos wishing to become practitioners must become a broo, usually through the Rebirth of Chaos or the Chaos Feature ritual provided by Primal Chaos.

Practice Skills: Athletics, Dodge, Stealth, Survival, 1H Hammer, Spear, Shield.

Practice Charms: Chaos, Fertility, Spirit.

Spirit Spells: Any common rune spells are available through the shamans of Thed but the variety is limited to what magic spirits the shaman can summon.

Fetishes: Spirit of Thed, magic spirit, ghost, power spirit.

Spirit Ally: Any friendly Chaotic spirit.



Thed - Mother of Broos

Spirit-talker Membership

Requirements: Candidate must have 90% or more in Stealth, Survival or Tracking plus 90% or more in any combat skill except Dodge.

Shaman Membership

Requirements: Standard.

Spells: Rebirth of Chaos.

Shamanic Abilities: Devour Spirit, Shamanic Escape, Spirit World Travel.

Special Benefits

Practitioners gain a +20% bonus once per session on any one practice skill. Spirit-talkers gain a free Second Chance when attacking someone from behind.

Associated Practices

Mallia: Provides Cause (Disease)

Primal Chaos: Provides Chaos Feature

Ungariant

Ungariant is the daughter of Orest, the Earth. She bested her sister Tara to become First Wife of Kargzant. She is second only to her husband in the Pentan tradition (also called the Kargzant or Majestic Horses tradition). She is the patron of women, horses, breeding, nurturing and all those things that fall into the realm of the Women's Tents. Each day, she tends to the herds, orders her daughters and ensures that the tribe is fed, sheltered and safe. She manifests the bounty of the Earth. The leader of her practice is known as the Feathered Horse Queen.

Ungariant's fortunes wax and wane with those of her Imperial Husband. Recently, the Empire of Wyrms Friends have brought a tribe of horse nomads from Pent to Prax where they conquered the native beast riders and secured the border for the empire. The Pentans are shamanistic and loyally follow a very ancient religion. Their religion centres on worship of the sun and of horses, both of which are contacted through ancestors. Men primarily deal with salamanders; women with earth spirits. Ancestor spirits are never integrated, but respectfully invited to reside in a fetish.

Special Note: The Ungariant Practice has a different Majestic Spirit for each age group that provides appropriate magical abilities for worshippers. Spells and spirits available to each age group are available to older members but not to younger ones.

Runes: Beast, Earth.

Tradition: Pentan.

Worshippers: Female Pentans.

Worshipper Duties: Obey their queen, nurture the herds, support their family.

Charai the Rider (Lay Member) Membership

Requirements: Any female Pentan in the Rider age group may join (approximately 14).

Special Notes: Charai is the young maiden. She teaches how to tend the horses, how to dance and the beginnings of the womanly arts. Charai practitioners may not have spirit allies. They may not marry or have sex, hunt alone, nor engage in combat.

Practice Skills: Athletics, Dodge, First Aid, Lore (Animal, Plant) Perception, Ride, Survival.

Practice Charms: Fertility, Motion.

Spirit Spells: Glamour, Detect (Herd Beast), Heal, Mobility.

Lereen the Mother (Practitioner) Membership

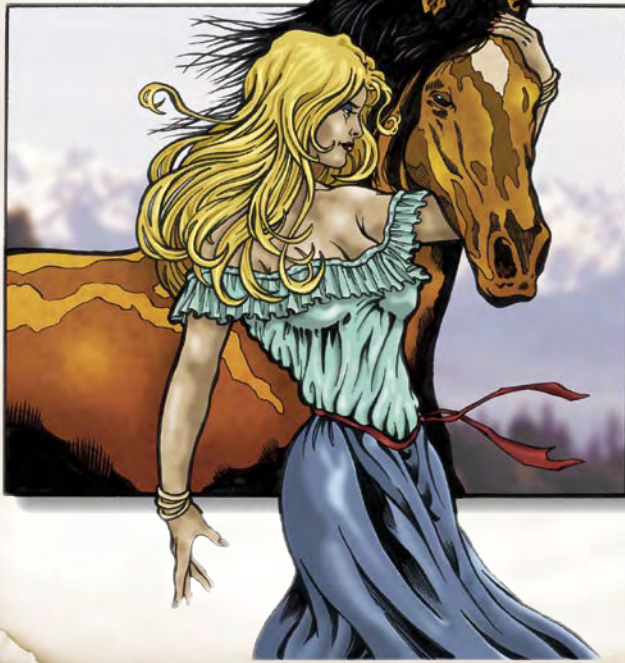
Requirements: Standard, plus the candidate must be a follower of Charai and a woman of the Mother group (older than about 20).

Special Notes: Lereen is the Mother, loving and respectful of her husband. She is a source of healing and blessings. Lereen Mothers do not get spirit allies.

Practice Skills: Evaluate, First Aid, Healing, Influence, Lore (Animal, Plant, World).

Practice Charms: Earth, Beast.

Ungariant



Spirit Spells: Bless (Herd Beast), Control (Gnome), Control (Practice) Spirit, Detect Enemy, Endurance, Mindspeech, Repair, Shimmer, Slow, Speak with Herd Beast, Vigour, Warmth.

Fetishes: Mare spirits, magic spirits, power spirits.

Henedra the Elder (Spirit-talker)
Membership

Requirements: Standard but the candidate must be an Elder (over 50).

Special Notes: Henedara is the wise crone. Her wisdom is acquired from experience and deep within the Earth mysteries. Henedra practitioners may never lead the clan or tribe.

Fetishes: Gnomes, healing spirits, power spirits.

Spirit Allies: Gnomes, healing spirits.

Estei the Firstwife
(Chieftainess) Membership

Requirements: The candidate must be a leader among the clan or tribe. She must have 90% or more in Lore (Animal), or Healing skill and 90% or more in Riding. She must have 90% or more in three of the following skills: First Aid, Lore (Plant), Lore (World), Influence or Perception.

Special Notes: Estei is the patron of wives, shamans and the Feathered Horse Queen. She knows the value of peace and that there is always another way.

Practice Spells: Call Founder (Feathered Horse Queen).

Fetishes: Gnomes, healing spirits, power spirits.

Spirit Allies: Gnomes, healing spirits.

Special Benefits

Practitioners gain a +10% on any Perception and Survival tests on the Steppes. Spirit-talkers are always able to find fodder for at least one horse or cow each day. Chieftainess may speak to any form of domesticated animal found on the Steppes.

Associated Practices

Ancestor Worship: Provides Ancestor Spirits.

Kargzant: Provides (Kargzant) magic spirits.

Waha the Butcher

Great Khan

Waha is the last son of Storm Bull and the goddess Eiritha. He appeared in the Wastelands among the leaderless peoples during the Great Darkness. He taught them new ways necessary to survive, and took many wives to breed new chiefs. He taught the dazed people how to fight and how to hunt. Waha performed many deeds, relying on cleverness and trickery as much as his own prowess. He

rescued the Animal Mothers from Darkness and tamed the wildfires. Waha made the Survival Covenant and decided who would eat and who would be eaten.

Waha is the god of the animal nomads of Prax and the Wastelands. His cult provides them with their basic lifestyle and needs. So long as they follow his example, life in that harsh land is bearable. Only men join the Waha Practice and each beast nomad tribe of Prax has its own version, be it Waha Impala or Rhino Khan. Currently, despised Horse Nomads control much of Prax with the help of their draconic masters in the EWF. Slowly, anger builds and the Tribes are considering warring upon outsiders rather than upon each other. Waha is pictured as a bearded man covered in tribal tattoos sitting upon his sacred throne holding a skinning knife in one hand. At his feet rest the sacred animals of Prax. His temples are found in each clan and are usually minor in size. When the tribes gather for war, these become major temples with thousands worshippers.

Runes: Beast, Death, Man.

Type: Chieftain.

Tradition: Praxian.

Worshippers: Male herders, warriors and chieftains.

Worshipper Duties: Protect the herds. Destroy Chaos. Live bravely and win many wives.

Practitioner Membership

Requirements: The candidate must be a male tribal member, have 50% or more in Riding, and have a tribal weapon.

Special Notes: Practitioners may not learn more than one point of the Heal spell.

Practice Skills: Craft (Butcher), Lore (World), Perception, Lore (Praxian Knot Writing), Riding, Weapon skill (any favoured by the tribe).

Practice Charms: Beast, Death, Law, Man.

Practice Spells: Blade of Virtue, Bladesharp, Bludgeon, Control (Law) Spirit, Detect (Rival Tribe), Countermagic, Detect (Spirit), Endurance, Heal, Peaceful Cut, Protection, Silence Sphere, Slow, Strong Saddle, Vigour.

Spirit Ally: Practitioners may only have spirit allies of their own tribe's herd beast.

Spirit-talker Membership

Requirements: Standard.

Spirit Spells: Fix Intelligence, Release Intelligence.

Khan (Chieftain) Membership

Requirements: Candidates must be of noble blood. This may be distant and thin but it must be present. The candidate must have 90% or more in Riding and a Weapon skill. He must have 90% or more in Craft (Butcher) and know the Peaceful Cut. He must have 50% or more in Oratory, Lore (Praxian Knot Writing) and Tracking.

Special Notes: Waha Khans are as Impala-Khan, Bison-Khan, and so on, depending on their herd. There are no shamans of Waha.

Spirit Spells: Call Founder.

Special Benefits

Practitioners gain a +5% bonus to any skills while riding their tribal beast. Spirit-talkers gain a free Second Chance when fighting other Praxians or Chaos creatures each session. Khans add +2m to their beast's movement when charging or retreating from an enemy.

Associated Practices

Daka Fal: Provides Ancestor Spirits (only the practitioner's ancestors).

Eiritha: Provides Speak with Herd Beast.

Storm Bull: Provides Resist Chaos.

SORCERY CHURCHES, ORDERS & SCHOOLS

The essence planes are the source of sorcery. Provided here are over a dozen organisations that derive their power from sorcery. Some are mainstream such as the venerable and widespread True Church of Malkion and its associated Orders and Schools. Others are outlawed and engage in dire practices such as the Order of Gark and the Vivimort worshippers who exemplify the temptations of sorcery – power without thought for the cost to others.

Provided below is a standardised format for sorcerous Orders and Schools.

Generic Order & School Format

Name: The vast majority of Churches and Orders are a part of the Malkioni ways. As such, they have many Orders and Schools in common. Those exceptions, such as the Carmanian ‘Church’ of Idovanus, the atheist Brithini and the mechanistic Mostali, who are covered separately. Variations in spelling and pronunciation of the various Orders exist from land to land, but with the rise of the Middle Sea Empire, these organisations have been spread far and wide. However, many local saints and Schools exist, particularly in the more isolated areas and in those cities where the God Learner influence is heaviest but they all follow the general format laid down here.

Description: This describes the saint’s or founder’s place in the cosmos and provides details on the bare bones of their most important deeds. One of the most important traits of a saint is their domain – a war saint, a military Order or a School of Elemental Summoners – it is from these qualities that their spells and grimoires descend. Also noted are any unique or unusual powers belonging to the saint such as Saint Xemela’s healing sacrifice.

The next section discusses the Order or School’s practices, and its historical position in the world including any political power it wields or authority once held in the past. If the group has any famous heroes or leaders, they and their deeds are noted as well. Also detailed are what

the saint or founder expects from his followers – prayers, duties, sacred weapons as well as any likes and dislikes. The saint’s typical iconography, sacred statuary and religious symbols are also detailed. Noted are typical temple size and the group’s prevalence in society. Any particular places of power or sacred pilgrimage are among the most important temples.

Runes: Which of the mystic runes that are intimately associated with the saint or founder. These runes encompass the being’s essence and are important for determining his place in Glorantha.

Church: As noted earlier, several large Churches exist in Glorantha as well as numerous minor ones. Some saintly Orders are venerated in several Churches and many sorcerous Schools are equally widespread. In these cases, the Churches are listed in the Order of prominence and importance (within that Church). For example, Saint Xemela is venerated in all Malkioni Churches but not among the atheistic Brithini.

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

Worshipper’s Duties: What tasks and behaviours are considered appropriate and virtuous for these groups.

Lay Membership

The first step in joining a Church or Order is to become a lay member. This casual level of worship confers few benefits but has little cost. Characters can belong to numerous Orders as a lay member, so long as they are not diametrically opposed. The vast majority of members of a Church are lay members, casual worshippers who follow the basic doctrine of the cult and attend regular ceremonies. It is not possible to join a School as a lay member.

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

Special Notes: Any additional duties required of lay members. Unless otherwise stated, they will be expected to attend celebrations on special Holy Days but unless they are aiming to rise through the ranks of the Order, they will not even be expected to attend regular ceremonies. Lay members are generally not taught sorcery though exceptions may be made in the case of particularly wealthy or heroic members.

Lay members will automatically be able to find tutors for any and all non-sorcery skills the Order teaches. They must still pay the normal rates for these services. If a character is an orderly, he will usually be considered a lay member of all other Orders in his Church without being required to make any donation.

ORDERLY OR STUDENT MEMBERSHIP

This requires the orderly commit considerable time and money to the Order to maintain membership. In return, they receive access to sorcery and reduced costs for training. It is possible to be a member in many Orders – and possibly Schools – as long as all requirements are met and the organisations are not mutually hostile. Students are the equivalent of orderlies in wizardry Schools.

Requirements: ‘Standard’ membership typically requires that the candidates will be tested to determine their knowledge of the Order, their sincerity for joining and even their current reputation. The character must succeed in five skill tests of Order-related skills. In addition, he must also make a gift of at least 50 SP.

Special Notes: Any special duties or benefits pertaining to orderlies are listed here. Unless otherwise noted, an Orderly must donate 10% of his time and income to the cult. Orderlies are expected to attend services at their place of worship at least one day every two weeks. They must also attend all ceremonies during Holy Days. Orderlies may know Divine or Spirit Magic as initiates or practitioners.

Orderly Skills: These skills are important to the Order and the Order provides training at half price. In the case of Weapon skills and Lore skills, the preferred versions (if any) are noted. Orderlies are allowed to learn Sorcery skills.

Rune Spells: The orderly will have automatic access to tutors who can teach the listed rune spells (those only

taught by their cult) up to a Magnitude of 2. They pay half the normal price when being taught these spells. Rune spells of associated cults are also available to orderlies if they visit a temple of an associated Order. Liturgists can learn these spells up to Magnitude 4. Wizards and apprentices may learn these spells up to any Magnitude.

Grimoire Sorcery Spells: No Order has access to the entire range of sorcery spells. The common sorts of sorcery spells available through the School or Order’s grimoire is listed.

Special Sorcery Spells: Any special sorcery spells known by the Order. New spells are described in the Spells chapter, many of which are not generally available to other Orders.

LITURGIST MEMBERSHIP

A few orderlies become liturgists, as the rank requires considerable dedication and service. Liturgists lead services and become familiar with the scriptures and grimoires of the Order. They serve as assistants to the religiously inclined wizards when these more senior members are unavailable. Liturgists can be lay members and even orderlies of other Orders in their pantheon but cannot be liturgists in more than one Order.

Requirements: ‘Standard’ membership usually requires the candidate must have been an orderly at least two years in the Order and must have at least four of the Order’s skills including Manipulation raised to at least 50%. A candidate must not practice Spirit Magic, Divine Magic or be a member of an enemy Church or Order. A gift must be made to the cult of at least 1,000 SP.

Some Orders may not have liturgists. Few Schools have them.

Special Notes: Any special duties or benefits pertaining to liturgists are listed here. Unless otherwise noted, a liturgist must donate 25% of his time and income to the Order and attend services at their place of worship once a week. They must also attend all ceremonies during the Holy Days. Liturgists may learn all sorcery skills plus Enchant and Summoning and may learn the spells contained in the grimoires of those Orders associated with their Church. Liturgists may not have any spirit or divine magic – such magic is lost when becoming a liturgist unless otherwise stated by the Order.

Special Sorcery Spells: Any special sorcery spells known by the Order. New spells are described in the Spells chapter, many of which are not generally available to other Orders. Unless otherwise stated, all liturgists gain access to the blessings contained in the *Abiding Book* (see page 6).

Apprentice Membership

A few orderlies become apprentices, as the rank requires considerable magical skill and dedication. Apprentices serve their master, the wizard, as both menials and assistants. Apprentices learn the full range of sorcery skills and are taught from the scriptures and grimoires of the School or Order. They serve as assistants to the religiously inclined wizards when these more senior members are unavailable. Apprentices can be lay members and even orderlies of other cults in their pantheon but cannot be acolytes of more than one cult.

Requirements: ‘Standard’ membership typically requires that the candidates will be tested to determine their knowledge of the School or Order, their sincerity for joining and even their current reputation. Importantly, their magical potential and training is also tested. The character must succeed in five skill tests of School or Order-related skills including at least one sorcery skill and at least one spell. In addition, he must also make a gift of at least 500 SP. If accepted, he undergoes the Apprentice Bonding ritual (see U 81) and expends 1 Hero Point. In exchange, he may use grimoires to cast spells as well as learn spells from them.

Special Note: Any special duties or benefits pertaining to apprentices are listed here. Unless otherwise noted, an apprentice must donate 90% of his time and income to the cult and attend lessons at their School or mentor’s residence every day of the week, though one day a week may be left for his own time at his option. Frequently, apprentices are sent out by their mentor on small missions – this allows them to practice their skills and learn about the world. An apprentice can become a liturgist though the reverse is not always the case. Many of the low Orders do not have apprentices.

Special Sorcery Spells: Any special sorcery spells known by the School available to apprentices. Unless otherwise stated, all apprentices gain access to the spells and blessings contained in the *Abiding Book* (see page 6). Exotic or dangerous spells are generally not taught to apprentices.

Wizard Membership

Wizards are living examples of the power of sorcery. They lead congregations and practice the most difficult arts of wizardry. These powerful magicians have access to their School’s deepest secrets and often wield great temporal power among their society. They may accept students and apprentices at their option and learn any spells they can obtain.

Requirements: ‘Standard’ requirements for candidates include being an apprentice of the Order or School for at least three years and having at least Lore, Summoning or Enchanting at 75% or better. Candidates must know at least two sorcery skills at 75% or more, and must know at least two sorcery spells at 75% or better. Wizards may not have any Spirit or Divine Magic unless otherwise permitted by their School or Order. They may not be a member in a hostile Order or School. Finally, they must purchase the Wizard Legendary Ability. Wizards are allowed to construct a familiar and some Schools insist on this as an additional ‘graduation exercise’ (see the Create Familiar spell, page 83).

Special Note: Any special duties or benefits pertaining to Wizards are listed here. Unless otherwise noted, a Wizard must donate 50% of his income to the School or Order and spend a similar amount of time pursuing religious duties – this may range from simply overseeing services to training apprentices, assisting the School administrator or being sent on missions, recovering magical lore or converting the heathen.

Special Sorcery Spells: Any special sorcery spells known by the Order. New spells are described in the Spells chapter, many of which are not generally available to other Orders. Unless otherwise stated, all wizards gain access to the spells and blessings contained in the *Abiding Book* (see page 6).

Special Benefits

Any special benefits that are bestowed by membership in the cult on its adherents are listed here. There is typically one benefit for each level of membership beyond lay member and higher-level members retain the benefits gained at lower rank.

Associated Orders & Schools

Many Schools are associated with others of the same Church or sect. While all Orders of a Church are allied to some degree, some relationships are closer than

others. Such Orders have shrines in each other's Major Churches and their worshippers share mythic associations and relationships. Many Orders and Schools have numerous other associations with smaller groups, depending on local variations but these are ignored for the purposes of this book.

Associated saints provide access to the sorcery spells available to orderlies from each of the groups associated with it. To learn this spell a worshipper must travel to any place which teaches the spell. This could be a shrine to the associated saint or founder in a Church or monastery of his own Order, a Church of the associated Order where the spell is taught or to a shrine to the associated saint located in a temple to a third, non-hostile Order. Orders and Schools do not teach the exotic spells known only to their wizards to any outsiders.

Familiars

A familiar is the closest companion a sorcerer may have. Creation of a familiar is often the final exercise required of an apprentice before he is released from service to become a wizard or magus (see the Create Familiar spell, page 83). Many Orders and Schools have very definite ideas about what sort of creature or object can be made into a familiar.

A sorcerer has a continual awareness of his familiar's approximate location, including direction and distance. Whenever the sorcerer mentally commands it, the familiar will return to him as quickly as possible.

He can use its INT to store spells as well as use its Magic Points to increase Magnitude (but he must use his own specific Sorcery spell skill). However, this ability only functions if the familiar is within a distance equal to the wizards POW in kilometres. Beyond this range, the sorcerer can only call it to him. A familiar obeys the commands of its creator to the best of its ability. Familiars are complete beings and have their own personalities so it may have some leeway in how it interprets the best way to carry out the commands. When not acting under its



creator's orders, it may do as it wishes. It can cast its own spells using its own Magic Points. Many sorcerers train their familiars to be adept magicians. A familiar does not have access to its creator's spells or Magic Points.

A sorcerer may release a familiar from his service simply by declaring that he is doing so. The familiar retains its new characteristics while the sorcerer lives and it must always come when the sorcerer calls it to him. If the sorcerer dies then all his surviving familiars will lose their added characteristics at the rate of one point per week in every augmented characteristic. If the sorcerer is somehow resurrected, then the familiars are once again his unless they have degenerated into incomplete beings once more. They do not regain any lost characteristics. If a familiar dies, the sorcerer does not regain the transferred characteristics.

Grimoires

These are more than just books with spells. Each is created with a series of notations and codes, all of which are secrets of the Order or School that created them. No grimoire can be read without knowledge of these codes. These codes are taught as a part of religious training when the character becomes an apprentice or liturgist in the group. These volumes give critical information on the proper mindset needed to access the Essential Plane and the correct methods required to access the Nodes of Power that empower the spells. Scribbled in them are

recipes for magical substances, comments on different sorcery techniques, instructions for creating various apparatuses required for the spells that form the bulk of the grimoire's contents.

Grimoires are usually focused on a single type of spell or kind of magic. This might be a book of sailor spells, healing magic or driving away evil magic. Thus the *Book of White Magic* used by the Order of Malakinus focuses on driving away evil spirits, demons and purifying the Carmanians from the Lie. Most grimoires are descended from ancient texts and have suffered additions, deletions, editing and expurgation depending on the prejudices, skill and discoveries of the Saint or Founder.

Translating Grimoires is difficult and dangerous as they are more than just a book. Copying the diagrams and words does not make it a grimoire. Instead, a sorcerer must laboriously decode the magical meanings and teach himself the underlying magical logic and precepts. He can never use it to cast spells from, only as a source of knowledge.

Apprentices and wizards may use grimoires to cast spells from. The chance to cast any spell contained in the grimoire is the same chance as their Read (Order) Grimoire skill (see Appendix). Any grimoire that an apprentice or wizard gains access to through Order or School membership may be used in this fashion.

Malkioni Caste System

Malkion the Founder divided his people into a series of organised, logical castes. All men are citizens and are divided into four classes:

Farmer: The most numerous are the commoners. These are the artisans, farmers and servants. Their ancient name is Donari.

Soldiers: All those who fight are of this class. Knights, while still soldiers are starting to partake of the Lord class. The ancient name for this is the Hroli

Wizards: Those who work magic as a full-time occupation are wizards though the line between this grows blurred thanks to the God Learners policies. They are known as Zzaburi – named for the great Sorcerer Supreme Zzabur.

Lords: All those set up in authority over the other Malkioni are leaders. They were called Talar in the past.

Among the Brithini, these castes are inviolate and there is no inter-caste mobility. Men and women are born into the caste of their parents, work at their parent's profession and marry within their own caste. At best, a follower of this most ancient form of Malkionism might be permitted to find more suitable work within his caste but even this is rare among the Brithini where there are many who have professions which are irrelevant or impossible.

With the advent of Hrestol, a certain amount of mobility has crept into the formerly rigid feudal caste system and superior or well connected individuals may change their profession or caste. With the vast wealth and the corruption it brings, the caste system among the Justreli is undermined by such aberrations as merchants buying their way into nobility, soldiers marrying Zzaburi's daughters or wizards sponsoring military expeditions. In recent years, some of the more fundamentalist of the True Church of Malkion sects have begun to return to some of the caste system's original rigid structure.

Grimoires found in dusty expeditions or stolen from rival Schools may not be used in this fashion (unless the sorcerer subsequently joins a group which uses that grimoire). Unless they have become apprentices, liturgists may not use any grimoires in this fashion – the only exception to this is the *Abiding Book* and they may only use the liturgist spells from it.

Arkāt Kingtroll

Source of Troll Sorcery

Arkāt is the greatest hero who ever lived or the worst of villains. Study of his triumphs, tragedies and betrayals are the focus of numerous religions, philosophers and zealots.

His leading role in the epic struggle to destroy Gbaji, the Chaos God, ended the Dawn Age. Arkāt discovered the means of deliberate HeroQuesting, and spread his knowledge among others. For years, his cult controlled all active excursions onto the hero plane. Arkāt retired to Ralios and his Stygian Autarchy held it in an iron grip for centuries. It was destroyed, along with his worship by the Return to Rightness crusaders centuries ago. Nothing now remains of his worship except among the trolls. To them, he was a troll of extraordinary skill and cunning. He was born an adult when Gbaji's armies marched on the Uz. He defeated the armies of the Iron Vrok and stole the secrets of sorcery from Zzabur for the trolls. When he finally defeated Gbaji and set the trolls to rule over many other races.

Arkāt's cult continues among the trolls as the source of sorcery. Repeated and systematic assault by God Learners have destroyed many of his adherents but trolls are nothing if not persistent. Most of the surviving members live in the troll lands of Guhan or Halikiv but a few are found in every land. Trolls depict him in marble, shaped like a dark troll but with prominent teeth, a heart shape on his chest, the sign of the Redstone Zorak Zoran temple on his back, and a bronze nail driven through him from head to foot. Arkāt's worship was always rare among the trolls, more practiced by individuals though some clans practice sorcery extensively. Such clans would support a shrine or even a minor temple.

Runes: Darkness, Earth, Magic, Shadow, Truth.

Array: Troll.

Worshippers: Trolls wishing to learn the arcane art of sorcery, descendants of Arkāt's troll followers.

Worshippers Duties: Recover stolen magic from the God Learners, hide secrets, gain allies.

Student Membership

Requirements: Standard, plus the candidate must have the permission of his elders to join. He must be an initiate or practitioner of a troll religion.

Special Notes: This is not a School of sorcery as it is usually portrayed. It is more of a path where wizards teach their own students and apprentices in private. The Arkati have long since been dispersed and have practiced this individualised and dispersed method of tutoring for centuries out of necessity.

School Skills: Evaluate, Lore (any), Perception, Stealth.

Rune Spells: Cover of Night, Darkwall, Detect Sorcerer, Protection.

Sorcery Grimoire Spells (Fragments of The Book Of Arkāt): Animate Darkness, Form/Set (Shadow), Sense (Justreli), Sense (Troll). Local spell availability is restricted to the knowledge of the local wizards. The School does not have access to the *Abiding Book*.

Special Sorcery Spells: (Dark Sense) Projection.

Apprentice Membership

Requirements: Standard.

Special Notes: Apprentices may be initiates and practitioners of Troll cults but they must abandon all other Spirit and Divine Magic.

Special Sorcery Spells: Boost (Shade), Dominate (Shade) Entity.

Wizard Membership

Requirements: Standard, plus the wizard must swear to provide help to those struggling to overthrow the God Learners.

Special Notes: Wizards may be initiates and practitioners of troll cults but they must abandon all other Spirit and Divine Magic. Familiars are often beetles, embodied shades or other trollish motifs.

Special Sorcery Spells: Dominate (Church, Order or School) Entity.

Special Benefits

Students gain a +20% bonus when attempting to intimidate other trolls. Apprentices may communicate with any Underworld being. Wizards may learn at least one common sorcery spell per year from trading with other members of the Order.

Associated Orders or Schools

Kyger Litor: Provides charms for Darkness and Man.

Atroxic Church

Saint Atrox, a witness of the betrayal of Malkion, founded the Church bearing his name. He taught the way to salvation through strict obedience to the Law and perseverance in adversity. His writings form *The Book of Betrayal & Murder*. Obedience is the primary virtue of the sect. The Church is considered a Heresy by the Orthodox Malkion Church and has been mostly exterminated except for some pockets in Ralios.

Followers of the sect are strict fundamentalists, and penance forms a large part of their worship. Atroxi do not believe in the Joy of the Heart. Solace can be only achieved through mortification and penance. All men were doomed by the murder of Malkion, and only through harsh trials can their souls be saved. Alcohol, pleasures of the flesh and vanity are all forbidden. Flagellants are considered holy. The Church has several small congregations but none of them are larger than a Minor Temple in size. The Church's last champion, Sir Ethrist, fled north years ago with his army.

Special Notes: The Atroxi are typical of the small Malkioni faiths that have been displaced and destroyed by the Return To Rightness movement.

Runes: Magic, Fate.

Worshippers: Puritans, Fanatics, Flagellants.

Worshipper's Duties: Keep the faith of Atrox, resist temptation.

Student Membership

Requirements: Standard.

Special Notes: The Church predates the *Abiding Book* and uses the *Book of Betrayal & Murder*, which includes most of the blessings found in the *Abiding Book*. For example, it does not contain any enchantment spells. In addition, it has several spells that are not in the *Abiding Book* such as Remove Lust, Renounce Sin, and the various Tap spells.

The Atroxic Church has a general prohibition against the use of enchantments except by wizards, who are freely allowed to Tap those who repeatedly or grievously sin against the community.

Order Skills: Craft, Influence, Perception, 1H Sword.

Rune Spells: Bladesharp, Bludgeon, Endurance, Heal.

Sorcery Grimoire (Book to Lash the Weak): Palsy, Sense (Atroxi Member), Smother, Spirit Resistance, Tap (Characteristic).

Special Sorcery Spells: Neutralise Poison, Remove Lust, Renounce Sin.

Liturgist Membership

Requirements: Standard. Candidates must be male.

Special Notes: Liturgists must adhere to the puritanical ways of the Order and may not wear coloured fabric or expose their heads. They must remain clean shaven and short haired. Repeat sinners are chastised with Diminish (Characteristic) spells.

Special Sorcery Spells: Diminish (Characteristic).

Zoderan (Wizard) Membership

Requirements: Standard.

Special Notes: Wizards are the final arbiters of sin and penance among the Church. Their word is law. Persistent and recidivist sinners are chastised with the Tap (Characteristic) spell. The wizards make black metal staves into their familiars, embodying spirits in them.

Special Sorcery Spells: Tap (Characteristic).

Special Benefits

Orderlies gain a +10% on any Resilience tests involving pain resistance. Liturgists gain a +20% to Perception when they are being lied to.

BARDAN'S BOOK

War Wizard School

Bardan was a knight who refused to fight without cause, a bishop who spoke peace but did not fear war, and a wizard who used his magic to help soldiers. He assembled many fragmentary grimoires uncovered by scholars into a new whole. His wizards, also called 'Bookmen', are prized on the battlefield as they assist the army and launch magical assaults of their own.

Schools of the War Wizards are found in many places throughout the Middle Sea Empire and are called companies. Each company has up to a dozen wizards and their apprentices, servants and guards. The Bookmen are mercenary adepts who treat magic as their weapon of choice. Sorcerers with this level of dedication to warfare are viewed with distaste and distrust by most Malkioni. Were the School not associated with the True Malkioni Church, it might be outlawed.

Runes: Air, Magic.

Churches: True Malkioni Church, Ship of Life Church.

Worshippers: Military wizards and magical soldiers.

Worshipper's Duties: Wage just war, experiment with war magic, profit.

Student Membership

Requirements: Standard, plus the student must have had previous military experience.

Special Notes: Students are expected to maintain their military skills as well as study magic.

School Skills: Influence, Lore (Military Tactics), Perception, Weapon skill (any).

Rune Spells: Bladesharp, Protection, Speedart.

Sorcery Grimoire (Army Book): Cast Back, Damage Boosting, Damage Resistance, Enhance (Characteristic), (Sense) Projection, Spell Resistance, Treat Wounds.

Special Sorcery Spells: Accurate Missile, Augment Armour, Boost Missile Range, Rapid Fire.

Apprentice Membership

Requirements: Standard, plus one of the skills tested must be a Weapon skill.

Wizard Membership

Requirements: Standard.

Special Notes: Wizards make familiars from far-seeing birds or missile weapons. They are in charge of their own

War Wizard



military companies and are beholden to none save their own conscience.

Special Benefits

Students gain a +10% bonus with any ranged attack.

Associated Orders and Schools

Knights of Saint Volanc: Provides Smite (Enemy).

Saint Waertag: Provides Float.

Cogs of Zistor

Sorcerer-apprentices of the Flesh-Machine God

The Zistorite movement is a manifestation of the God Learner tendency to create from the material world up. The public faces of the cult insist that it is untrue that they stole dwarfen secrets to explore this. *'We wouldn't be so foolish to use a failed plan,'* they said. *'They have tried for a thousand years and nothing has occurred.'* However, the raw components from Mostali and their equipment are extremely compatible with Zistor.

Locsil Island in the Left Arm Isles of Kethaela is their chief stronghold and is now known as Zistorela, an auspicious and unique location rich with sorcerous potential. There they hope to rebirth the Lost Rune, Zistor, the Machine. One of their first accomplishments was the manufacture of mass produced magical items, starting with simple swords and then creating more powerful war machines. Other Zistorite strongholds exist throughout the empire but they are mere appendages to the Machine City, Zistorwal. The vast city is devoted to empowering, maintaining and creating the Great Machine. The ultimate task of the Zistor Power is to purify the world that has been turned into Everything. Once done, the First City would re-manifest as the City To Be, bringing all the world into Solace.

Runes: Metal.

Type: Machine Sorcerers.

Worshippers: Machinists, engineers, manufacturers of magic items.

Zistorite Warmachines

Mechanical war machines were one of the first manifestations of Zistorwal upon the surrounding territory. The earliest ones were observation balloons powered by sylphs, and could be seen from many miles away on a clear day. The *Great Ascender* was so powerful that it never went down, even in hurricanes and still air (until the end).

One of the first accomplishments was the manufacture of mass produced magical items, starting with simple swords. They tended to work only near the city, so the empire did not benefit as had been hoped. However, the island was well defended. The leviathans patrolled the waters around the island already. The soldiers had some terrifying distance and melee weapons, and these, along with the sword and armour, steadily improved in quality. A few ornithopters appeared which were basically flapping metallic birds. They carried only a few people, but they always bore the best weaponry. Amongst the other devices built by the Zistorites are the fire-spouting Bronze Turtle Galleys, the man-powered Covered Chariots, the Machine for Storming Walls and the myriad of small Spring Ballistae.

All these devices required extensive enchanting and construction by the Zistorite sages, mechanics and living machines. More about the Machine Made Flesh and its city will be found in *The Clanking City*. The mechamagical implants of the Zistorites are detailed in *Magic of Glorantha*.

Zistorite Sorcerers at Work



Worshipper Duties: Cracking the secrets of machine magic, protecting the School from jealous functionaries of Mostal.

Gears (Orderly) Membership

Requirements: Standard, plus the candidates must have had the Dream of Zistor, connecting them to the Machine Made Flesh. This costs the candidate 1 POW.

Special Notes: The Zistorites are considered extremists even by the God Learner Schools and many view their plans with incomprehension.

Order Skills: Craft (Device), Engineering, Evaluate, Lore (Alchemy), Mechanisms, Perception.

Rune Spells: Bladesharp, Detect Machine, Detect Dwarf, Repair.

Sorcery Grimoire (Cogs Made Flesh): Animate (Metal), Damage Boosting, Form/Set (Metal), Glow, Holdfast.

Spokes (Liturgist) Membership Requirements: Standard, plus the candidate may also consider Athletics, Dodge and Stealth as Order skills.

Special Notes: Spokes spend much of their time exploring old ruins and sneaking around dwarf facilities. They are only expected to spend 10% of their time in cult duties and the rest in such explorations. They receive training in Athletics, Dodge and Stealth as Order skills.

Wheels (Wizard) Membership Requirements: Standard, plus the candidate must have recovered, designed or reconstructed a war machine. He must have 90% or more in Craft, Engineering, Lore or Mechanisms.

Special Notes: Wheels are closely involved with the Zistorite politics and policy. They are seldom allowed to leave the city of Zistorwal except on important business for the Order.

Special Benefits

Gears (orderlies) gain a +20% Perception bonus to spot Mostali traps and hidden artefacts. Spokes (Liturgists) gain a +20% Athletics bonus when evading trap damage. Wheels (Wizards) gain +20% to understand or manipulate a mechanical and/or Mostali artefact.

Crucible Of Iron

Warrior work group

Intruders are the greatest threat to the Plan. Intruders damage or steal valuable components such as surviving Mostali Units. Intruders are difficult to accommodate with Schedule. Clay Units must anticipate and pre-emptively neutralise intruders before Plan jeopardisation occurs. Resistance to intrusion causes unacceptable Iron Unit casualties.

Individualist-corrupted Clay Units secondary threat. Corrupted Clay Units tendency to behave in sub- or supra-optimal fashion makes Plan synchronicity. Individualist and Openhandist Clay Units considered expendable. Experimentation in cross-caste synergisation using Corrupted Clay Units authorised. Non-essential uncorrupted Clay Units to be reassigned to workgroup code 'Crucible of Iron' to oversee corrupted units. Crucible of Iron workgroups to pre-emptively strike Intruder bases and facilities. Disruptions to Plan minimised. Spread of Individualist corruption among Clay Units therefore minimalised. Plan approved.

Runes: Death, Metal.

Array: Dwarf.

Students: Clay Mostali assigned to the warrior occupation of the original Iron Mostali.

Student Duties: Recover stolen magic, defend Mostali complexes and cautiously innovate.

Student Membership

Requirements: Standard, plus the candidate must be a member of the Individualist or Openhanded heresy.

Special Notes: These dwarfs are somewhat unusual from the run-of-the-mine Clay Mostali. They are assigned to combined-metals workgroups to synergise their optimal work relationships. Unlike most normal Mostali, they use Rune Magic as well as Sorcery to achieve their goals.

School Skills: Dodge, Perception Throwing, Unarmed, 1H/2H Axe, 1H/2H Sword, Crossbow.

Rune Spells: Co-ordination, Detect (Elf), Detect (Iron), Detect (Troll), Mobility.

Sorcery Grimoire Spells: Augment Armour, Damage Boosting, Damage Resistance, Form/Set (Iron), Neutralise Magic, Palsy, Spell Resistance, Sense (Enemy Species), Spirit Resistance, Tap (Characteristic).

Lieutenant (Apprentice) Membership

Requirements: Standard.

Special Notes: Apprentices usually lead workgroup strike teams on missions to recover stolen dwarf goods or to interfere with elf, troll and heretical plots.

Sorcery Spells: Dominate (Church, Order, or School) Entity

Captain (Wizard) Membership

Requirements: Standard, plus candidate may not be member of Openhandist or Individualist heresy.

Special Notes: These dwarfs are the overseers of the workgroups. As such they maintain the links with the main community and the workgroup while shielding the community from the corruption and temptation posed by the heretical dwarfs.

Special Benefits: Gains +10% Parry bonus against elfs, trolls and Openhandist or Individualist dwarfs. Lieutenants (acolytes) attacked by iron weapons gain an effective +2 AP against their blows. Captains (Runelords) can cause their iron weapons to move through the air back to their hands at a distance of up to 30m.

Knights Of Saint Volanc

Holy warriors of the Rightness army

When the Book Bearers began their mission, Saint Volanc was inspired. When the pagans rejected the teachings and martyred so many of the sacred messengers, he acted. The Saint gathered his followers and led them on the first Crusade of Rightness. Many others followed and Order became well known as the spearhead for the Church when confronted with those who seek to deny the will of Makan, the One God!

The Order is well known throughout the Empire and has many chapter houses scattered around the Middle Sea. These are affiliated with the various local sects and prefer to deal with the Malkioni True Church. Over the years, they have grown suspicious of the various Order of the

New Order spawned Schools. However, these different chapters sometimes come into disagreement, as they are often tempted to embrace the various interpretations of the *Sharp Abiding Book*. Chapter Houses range in size from a company of crusaders numbering a few score to regimental encampments and castles home to a thousand or more knights and their squires.

Runes: Magic, Death, Law.

Church: True Malkioni Church, other more fundamentalist sects.

Worshippers: Missionaries, inquisitors, paladins, smiters of evil.

Worshipper's Duties: Fighting for true doctrine, destroying heresy.

CRUSADER (ORDERLY) MEMBERSHIP

Requirements: Standard, but must be willing to smite down heretics and pagans.

Special Notes: This Order is more militant than most and their magical training takes a second place to military prowess. The Order has access to the so-called *Sharp Abiding Book* (a version that has been expurgated of certain uncomfortable truths about conversion by the Founder). The Knights are a Low Order despite its title and is drawn from the Soldier caste almost exclusively though its commanders of the Lord Caste.

Order Skills: Athletics, Dodge, Evaluate, Influence, Ride, Weapon skills (all).

Rune Spells: Bladesharp, Bludgeon, Disruption, Thunder's Voice.

Sorcery Grimoire (One True Way of Rightness): Damage Boosting, Damage Resistance, Enhance (Characteristic), Spell Resistance, Spirit Resistance, Treat Wounds.

Special Sorcery Spells: Sense (Heresy Type), Smite (Enemy).

KNIGHT RAMPANT (LITURGIST) MEMBERSHIP

Requirements: Standard, but the Knight must have at least one weapon skill at 50% or better.

Special Notes: The Knights Rampant are warriors first and sorcerers second.

KNIGHTS TRIUMPHANT (WIZARD) MEMBERSHIP

Requirements: Candidates must meet the standard requirements but they must also have a 75% or more in at least one weapon.

Special Notes: These wizards are far better known for their military prowess than any magical acumen.

Special Sorcery Spells: Demonise (Cult, Order or Practice).

SPECIAL BENEFITS

Orderlies gain 10% Influence bonus on Malkioni commoners. Knights Rampant (Liturgists) gain a +10% bonus on a chosen weapon when striking heretics. Knights triumphant (Wizards) gain a +20% bonus all Precise Attacks made against heretics.

ASSOCIATED ORDERS OR SCHOOLS

Bardan's Book: Provides Augment Armour.

School of Hwarosian Mysteries: Provides Runesight.

MALKIONI TRUE CHURCH

'There is no god but the Invisible God, and Malkion is His Prophet.'

In 646, the *Abiding Book* appeared to the Witnesses. The appearance of the *Abiding Book* caused a shake up in the established Malkion faiths. Enthusiasm for the new truth swept the island. A few people held out against it until exposed directly to its influence, whereupon the power of Makan overwhelmed their reluctance and they agreed to its truth. The holy men of Justrela set up the Malkioni True Church in 655, overseen by the Grand Master Ecclesiarch.

Missionaries sailed secretly to the lands surrounding Justrela and began proselytising. The Sainly Bookbearers preached the *One Book* as the sole Word and Law of the creator. However, missionary efforts in Seshnela failed, and the faith was brought there by the Return to Rightness Crusade. During the first century following the appearance of the *Abiding Book*, different Schools of interpretation and doctrine developed, but quarrels over

interpretation and doctrine were minimal as long as all acknowledged the primacy of the One Book.

The earliest spread of the Church was generally inspired by faith rather than politics, and bishops of the True Church moved between various lands freely. When the True Church's size became unwieldy, Archbishops were appointed on a regional basis. By this period, the organisation had reached a size where faith was not the sole motivator, and regions struggled to get local archbishops in charge of local appointments. When this occurred, the local bishops also began to dominate, threatening to fragment the Church into regional variants

Some of the existing orthodox movements within the True Malkioni Church included:

Makanism: A broad doctrinal movement holding that the Invisible God is Makan, the Great Mind and proclaiming the Great Mind to be fundamental to all things, and that our perceptions are simply a misperception of this same fundamental, 'superior' one-ness. The Makanites draw a distinction between the superior ideal forms, or runes, and the lower world of phenomena, which is merely a misperception of the true ideal form.

Hadmalism: A very influential School of interpretation, they hold that the literal, the allegorical, the moral and the mystical interpretations of the *Abiding Book* are the key to perceiving and understanding the Law of Creation. Many hold that the four magical systems identified by God Learner scholars parallel the fourfold technique.

Emanationalists: Another doctrinal movement, the Emanationalists are broadly popular in Pamaltela. They hold that the gods and spirits of the pagans are but emanations of Makan that have been corrupted by the material world. They seek to return the wayward spirits to the Law through ritual and ceremony. Sometimes called the 'We'll Fix Them' School or demonologists by critics.

Reconstructionalism: This is a radical offshoot of Hadmalism. They believe that the runes are the essential 'atoms of concepts' and can be combined to construct and manipulate the universe. They hold that the original Law was broken by Chaos and that it is their duty to

reconstruct the Law. The Zistorites are one of the more radical groups within the movement.

During the reign of the Sacred Overlord Saval, in the late 10th Century, it was discovered that some Schools and doctrinal movements were incompatible with a truthful reading of the *One Book*. The ambitious sorcerers of the New Order were suppressed, marking a growing schism between the Church and the God Learner sorcerers.

HERESIES

Heretical movements unfortunately exist throughout the Middle Sea Empire, although they should be exterminated by the Righteous (sadly, corrupt local officials tolerate these heresies and in some cases even support them). Heretics give their movements various names, but they all fall into one of the categories identified by the Fifth Ecclesiastical Council of 821.

The categories include:

Old Believer Fundamentalists: The Anti-Savalist Church and several other splinter groups are remnants of the School of New Order who believe that anything not described in the *Abiding Book* is evil and undermines the Law of Creation. They hold that the Malkioni True Church is corrupt and evil. These One Book Believers reject all but the literal interpretation of the *One Book*, which they call the *Sharp Abiding Book*, and resort to riot and violence on the slightest provocation.

Church of Irensaval: Fronelan sorcerers resisted the Return to Rightness Crusade as a betrayal of the Prophet Hrestol. They claimed that Malkion was the Devil (known as Ganesatarus) and rules a corrupt world. They claim Irensavel or the Hidden Mover is separate from the world, preceding the creation even of matter and energy and that Malkion is the evil and corrupt demiurge whose purpose is to keep people in the gross and bloated clutches of the material world. Many of them fled to Carmania centuries ago to found the Carmanian Church.

Transgressors: Transgressors hold that the Devil and not Malkion was Makan's servant. They believe embracing Unlaw or Chaos is necessary to cleanse the world of the Corrupted Law. Once the Corrupted Law is purified through the destruction of all, the Transgressors believe

the original Law of Makan will be restored. Wherever found, these heretics are hunted down.

Runes: Infinity, Law, Magic.

Worshippers: Malkioni of all walks of life.

Worshipper Duties: Venerate Malkion and live the virtuous lives described in the sect's *Abiding Book*.

Orderly Membership

Requirements: Standard.

Order Skills: Craft, Evaluate, Influence, Lore (World).

Rune Spells: None.

Sorcery Grimoire: Spells from the *Abiding Book* only.

Special Sorcery Spells: Usually none though various sects may have their own subsets or additions to the spells in the *Abiding Book*.

Liturgist Membership

Requirements: Standard.

Wizard Membership

Requirements: Standard.

Special Notes: Wizards often make familiars from domestic animals such as cats, dogs, ferrets and birds. Staves of wood are also favoured. Some of the fundamentalist sects forbid the creation of familiars as blasphemy.

Special Benefits

Orderlies gain a +10% bonus when making Influence tests with members of their own sect. Liturgists gain a +20% bonus when casting spells from the *Abiding Book*. Wizards regain their Magic Points at twice the normal rate as long as they oversee veneration at their Church congregation at least once per week.

Mostal

Mostal is the World Machine. Dwarfs exist to serve him. Mostal is not a School or Order but an entire socio-economic complex and magical ecosystem. Each Dwarf has his own place in this hierarchy from birth and performs his assigned duties.

The World Machine defines the dwarf universe, its repair and preservation, their reason for being. So long as he continues his tasks, a dwarf is immortal. They trade transitory personal freedom for personal immortality. Dwarfs, like the Brithini, believe in an impersonal, mechanistic universe, and that death results in the recycling of their essence.

Properly functioning Mostali do not use spirit, rune, or divine spells. These are defective parts of the Machine and Mostal provides his workers with the proper tools for their jobs – sorcery. Each dwarf learns the skills and spells that are most suited his job and tend not to learn extraneous skills.



Dwarf Castes

Dwarfs are organised into nine separate castes or job-types, each named after a different mineral. These occupations mimic the different races of Mostali which were known in the Godtime. Of the Ancient Mostali, most are now gone, and Iron Mostali are the most numerous of the survivors. A few Lead Mostali are known to survive in the land of Slon, and one famous Quicksilver Mostali can be found in Dragon Pass.

Dwarfs never teach their spells or skills to outsiders. Each caste has its own grimoire of spells but silver dwarfs know all dwarf spells. Along with each caste is a sampling of spells its members might know. Each caste may be treated as an Order with all dwarfs of that caste being members.

Rock Dwarfs

The rock dwarfs mine, quarry, dress and build with stone. They are the architects and sculptors of dwarf society.

Grimoire: Animate (Rock), Enhance (STR), Form/Set (Rock), Holdfast, Sense (Mineral), Stabilise Masonry.

Lead Dwarfs

The Lead dwarfs invented plumbing, and later developed glassblowing and making as well.

Grimoire: Animate (Rock), Damage Resistance, Enhance (STR), Form/Set (Rock), Stabilise Glass.

Quicksilver Dwarfs

The Quicksilver dwarfs know the art of transmutation and the science of alchemy.

Grimoire: Animate (Chemical), Enhance (CON), Form/Set (Chemical), Stabilise Potion.

Copper Dwarfs

The Copper dwarfs make implements, useful utensils and some weapons.

Grimoire: Animate (Rock), Enhance (DEX), Form/Set (Rock), Sense (Mineral).

Tin Dwarfs

Tin dwarfs summon and control those useful creatures; gnomes. They also create semi-living constructs (such as jolanti and nilmergs) that perform much of the dwarfs' labours.

Grimoire: Dominate (Species), Enhance (CHA), Regenerate, Spirit Resistance, Treat Wounds.

Brass Dwarfs

Brass dwarfs are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of the forges.

Grimoire: Animate (Brass), Damage Resistance, Enhance (STR), Form/Set (Brass), Stabilise Heat.

Silver Dwarfs

Silver dwarfs are enchanters and sorcerers. All dwarfs learn magic appropriate to their caste, but these dwarfs specialise in creating magic items and working with magical power.

Grimoire: All common sorcery spells, all enchantments.

Gold Dwarfs

Gold dwarfs are teachers, and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination.

Grimoire: Dominate (Species), Form/Set (Gold), Enhance (CHA), Enhance (INT), Phantom (Sense), (Sense) Projection, Stabilise Mind.

Iron Dwarfs

Iron dwarfs, the blacksmiths, are dedicated to the science of war. They forge armour and weapons and learn how to use the tools of battle.

Grimoire: Augment Armour, Damage Boosting, Damage Resistance, Form/Set (Iron), Neutralise Magic, Palsy, Spell Resistance, Sense (Enemy Species), Spirit Resistance, Stabilise Weapon.

Diamond Dwarfs

These are the pinnacle of perfection in the craft and strive to replace the lost Mostali.

Requirements: The candidate must have attained 500% is two skills related to his work category.

Special Notes: Diamond Dwarfs gain special abilities as they have perfected their bodies into living machines to better perform the actions required of them. These involve transforming their limbs into tools, precise measurements and being able to melt their native metal at will.

DWARF HERESIES

The iron discipline and unyielding attitude of dwarf culture is inhuman in its rigidity. Most humans cannot understand their machine-like state of mind. Apparently, many dwarfs cannot either, for there is a significant rate of desertion from the ranks. These adherents of such philosophies as Individualism, Vegetarianism and Octamonism are considered heretics by conventional dwarfs, and in some places they form whole societies.

ORDER OF GARK

Exploiter of The Dead

Gark has always existed, offering those troubled by their existence a way to transcend their woes and find peace. Gark's shamans travel the world in many guises and the cult has many names. The practice has a surprisingly pervasive extent, particularly in Fonrit. Senvec The Emanationalist applied powers similar to those used by the Hwarosian Mysteries to the Gark practice in 790. He reasoned that these zombies were an excellent source of slave labour and they could be exploited for magical power with the various Tap spells. He approached several other like-minded wizards and have since begun their own version of Gark's worship. His descendants and associates have become very wealthy as a result and numerous 'cells' of the Order are found along the Pamaltean coast.

Runes: Harmony, Undead.

Worshippers: Desperate peasants, deluded cultists, wicked sorcerers.

Living Worshipper Duties: Practitioners strive to recruit more lay members. Zombies want brains.

Lay Membership

Requirements: Whatever the Master requires – usually a small monetary allocation and the sacrifice of a point of POW.

Special Note: Suitable lay members may be groomed to become students but all others are destined to become zombies.

Student Membership

Requirements: Standard plus the student must have brought in at least one person to be turned into a zombie.

Special Notes: Students must recruit at least one new lay member per week.

School Skills: Dagger, Evaluate, Influence, Lore (any), Stealth, Summoning.

Rune Spells: Babel, Befuddle, Countermagic, Mindspeech.

Sorcery Grimoire Spells: Cast Back, Damage Boosting, Enhance (CHA), Palsy, Spell Resistance, Spirit Resistance, Venom, plus whatever spells are known by their local wizards.

GRADUATE (APPRENTICE) MEMBERSHIP

Requirements: Standard, plus the candidate must have visited the theistic culture they study.

Special Notes: All zombies created by the Order automatically fail to resist the Dominate Zombie spell if it is cast by a member of the Order of Gark. As a result, members typically use Manipulation (Targets) when casting Dominate Zombie to direct large numbers of them at once.

Special Sorcery Spells: Create Undead, Dominate Zombie, Runesight, Summon (Ghost).

ZOMBIE MASTER (WIZARD) MEMBERSHIP

Requirements: Standard, plus the candidate must create his own familiar from a zombie.

Special Notes: Wizards are not required to donate any income to the cult. They may keep all monies extorted from members or orderlies but must spend 90% of their time in study, zombie creation or lay member recruitment.

Sorcery Grimoire: Tap (Characteristic).

Special Benefits

Orderlies gain a +10% bonus with all Influence tests to convince someone to join the practice. Apprentices may communicate with all undead.

Associated Schools

School of Hwarosian Mysteries: Summon (Cult Being).

**ORDER of Malakinus
the Learned -
CARMANIAN SORCERY
School**

The Good Magus

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. They, among all the Carmanians, are allowed to practice sorcery. The Carmanian philosophy of light and dark is adhered to rigidly by the Viziers. 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. The veneration of Idovanus was restricted to the Order as being too dangerous for ordinary folk. The rest of the population are allowed the worship of the Good Gods, as determined by the Viziers.

This School is the only source of sorcery among the Carmanians and it has several smaller subordinate Schools and Orders. They advise the Karamoi and provide the Shah with magical assistance. They are utterly forbidden to learn any spells pertaining to darkness or evil, including all Tap (Characteristic) spells. The only exception to this is on the direct Order of the Shah. Such corrupted individuals are watched carefully by the other magi lest they taint others or fall into error. Malakinus is portrayed as a long-bearded sage bathed in light. His Churches are relatively small in Carmania and most Schools are little better than shrines.

Runes: Law, Light, Magic, Truth.

Worshippers: Viziers of Carmania, students eager to Crush The Lie.

Worshipper's Duties: Strive to bring all into the Light. Struggle against the Lie.

Student Membership

Requirements: Standard, plus the candidate must be a male Carmanian.

Special Notes: Students may never learn any spells relating to Darkness, Chaos, Illusion or Malkioni sorcery. The Order also uses the *Book of White Magic* which contains equivalent spells to those found in the *Abiding Book*.

Carmanian Mage



School Skills: Evaluate, Influence, Lore (any), Perception.

Rune Spells: Bladesharp, Light, Warmth.

Sorcery Grimoire (Malakinos Carmanios): Damage Resistance, Fly, Smother, Spell Resistance, Spirit Resistance.

Apprentice Membership

Requirements: Standard.

Special Sorcery Spells: Cast Back, Exorcise Otherworld Entity, Sense (Darkness Cultist).

Magi (Wizard) Membership

Requirements: Standard, plus the wizard must never reveal any of the Schools spells to outsiders.

Special Notes: Wizards must adhere to the strictures of Truth and abhor the Lie. They cannot learn any spells of Darkness. Those that do, as noted earlier, may learn vile spells carefully guarded by the pure.

Special Sorcery Spells: Demonise (Cult), Detect (Truth), Read Grimoire.

Special Approved Darkness Sorcery Spells: Create (Vampire), Create Basilisk, Dominate (Basilisk), Dominate (Ghoul), Dominate (Shade), Dominate (Vampire), Dominate (Headhanger), Summon (Otherworld Being), Tap (Characteristic).

Special Benefits

Students gain a +10% bonus on resisting any spells cast by Malkioni and Darkness Worshipers. Wizards may determine whether or not an individual is a servant of Ganesatarus on a successful Perception roll.

Saint Waertag

Boat Saint

Waertag and his people were one of the Original Peoples of Malkion and lived in Danmalastan. Waertag and his first family made the First Pier, which jutted, into the Sea. Waertag then made Boat Magic, creating the first boat and with it, he travelled up and down the coast. He made a second boat, and then a third, each building on the last. With these, the Waertagi sailed away and settled in numerous places along the coast.

They ruled the oceans in the Dawn Age, when almost all sea traffic was carried in their great city-ships, formed from the living bodies of vast sea dragons. The Waertagi were tolerated by the Brithini, despite the way they apparently bastardised the religion of the Invisible God to include reverence for their immortal merman ancestors and various spirits of the waves and the depths.

Runes: Magic, Water.

Type: Boat Saint.

Churches: Malkioni.

Pantheons: Merman.

Worshippers: Waertagi, sailors, some merfolk.

Orderly Membership

Requirements: Standard.

Order Skills: Athletics, Boating, Lore (World), Shiphandling.

Rune Spells: Co-ordination, Strength, Water Breath.

Sorcery Grimoire (First Boat): Enhance (Characteristic), Holdfast, Neutralise Magic, Sense (Fresh Water), Sense (Nearest Land), Skin of Life, Spell Resistance, Spirit Resistance, Treat Wounds.

Special Sorcery Spells: Bless Boat, Float.

Liturgist Membership

Requirements: Standard.

Special Notes: Liturgists are often asked to bless fishing boats for sailors before departure. The practice gains the Order considerable revenue.

Wizard Membership

Requirements: Standard.

Special Benefits

Orderlies gain a +10% bonus on any Resilience tests involved with drinking or seasickness. Liturgists may speak to any seabird or air-breathing sea-dweller. Wizards gain +20% on their Boating or Shiphandling skill.

School of Hwarosian Mysteries

Introductory tutelage for would-be God Learners

It began with a group called the New Order. They had a fire-damaged book of magical art called Impossible Landscapes and had living pictures of portions of various Otherworld. Through study, they learned to contact these places. In 798, the Order of the New Order became a School of the *Abiding Book*. Many people found their teaching persuasive, especially as their philosophy was not just ideas, but built upon the experienced truths. They explained away many concerns and apparent problems in the *Abiding Book* and their arguments were largely accepted. As a belief system, it ignored critical parts of The Book in favour of exploiting Pagan powers. However, most people seemed to think that destroying the pagan worlds was a good thing.

By 820, the New Order had fostered dozens of Schools. The School of Hwarosian Mysteries is one of these Schools and has academies throughout the Middle Sea Empire. They are a liberal, experimental form of worship that celebrated flexibility, subjective scriptural interpretation and the exploitation of pagan resources. Each Academy has a particular focus and theistic exploitative major but minors in other pantheons and even spirit resource recovery are taught. This School is the epitome of God Learner scholarship and many other Orders are similar to it.

Since 907 the Clanking City has been under constant siege from a number of different nations for a number of different reasons.

Rune: Infinity, Magic.

Church: True Malkioni Church.

Students: God Learner sorcerers.

Student Duties: Learning pagan secrets, manipulating them for the greater glory of God and Empire.

Student Membership Requirements: Standard.

Special Notes: Students must choose a culture or pantheon they wish to study in depth for their future studies.

School Skills: Evaluate, Influence, Lore (any), Perception.

Rune Spells: Babel, Befuddle, Countermagic, Mindspeech.

Sorcery Grimoire Spells: All common Sorcery spells plus the *Abiding Book* are available to the School. Local academies will have spell selections based on their topics of research (Yelm, Orlanthi, God-Creation, etc).

Graduate (Apprentice) Membership

Requirements: Standard, plus the candidate must have visited the theistic culture they study.

Special Sorcery Spells: Palsy, Runesight, Sense (Cult Member), Summon (Cult Being).

Master (Wizard) Membership

Requirements: Standard, plus the candidate must create his own familiar.

Special Notes: The wizards of this cult have access to a wide variety of spells and powers based on secrets plundered from theistic cults.

Sorcery Grimoire: Steal (Cult) Divine Magic, Tap (Characteristic).

Special Benefits

Students gain +10% Lore bonus on tests regarding myths of other cultures. Graduates (apprentices) may choose a single theist pantheon (Orlanthi, Dara Happan, Pentan, and so on); Countermagic spells cast against priests of those gods gain +1 point of Magnitude. Masters (wizards) gain a +20% bonus on all Persistence tests to determine if members of theistic cultures are able to Resist the spells they cast against them.

Associated Orders and Schools

Order of Gark: Provides Dominate (Species).

Saint Volanc: Provides Demonise (Cult).

Xemelite Nuns

Sisters of Saint Xemela, Healing Mother of Blessed Prince Hrestol

One of the most beloved and respected Orders is the Hospital Order founded by Saint Xemela, First Saint, and queen of Seshnela. When the Black Swelling, a terrible psychic and physical plague, struck Xemela's people, she gave her life, her health and her own soul to save the land. She is now the patron of those who heal and cleanse, often at the expense of their own lives.

The Hospital Order is one of the few which accepts members from any Church and which is accepted by all Malkioni Churches, as well as several others. The Order is divided into Hospitals, each of which is an independent entity.

Runes: Fertility, Magic.

Type: Healing Saint.

Church: Widespread and accepted in all Malkioni Churches.

Worshippers: Healers.

Order Duties: Healing the sick and injured, serving as a role model to lay worshippers of the Invisible God.

NOVITIATE (ORDERLY) MEMBERSHIP

Requirements: Standard.

Special Notes: Xemelites must take oaths never to hurt another being with a soul, spirit or essence, by action or inaction, and to heal hurts whatever the personal cost. Members are encouraged to learn as much healing magic as possible, often learning the magic of other healing cults.

Order Skills: Dodge, First Aid, Healing, Survival.

Rune Spells: Heal, Protection, Repair, Warmth.

Sorcery Grimoire Spells (For Others): All healing and recuperative spells including Enhance (Attribute), Dominate (Healing Spirit), Regenerate and Treat Wounds.

Special Sorcery Spells: Absorb Impairment onto Self, Absorb Damage onto Self, Absorb Sickness onto Self, Healing Sleep, Neutralise Poison, Resist Disease.

SISTER (LITURGIST) MEMBERSHIP

Requirements: Standard.

Special Notes: Sisters perform both religious and administrative duties as well as heal the sick. Those with special gifts for magic go on to become Abbesses.

ABBESS (WIZARD) MEMBERSHIP

Requirements: Standard plus the candidate must have 90% or more in Healing or First Aid. She must have never broken the strictures of the Order in her life.

SPECIAL BENEFITS

Novitiates (orderlies) gain a +20% First Aid or Healing bonus when treating any Malkioni believer. Sisters (apprentices and liturgists) gain a Hero Point every time they suffer 6 or more points of damage by absorbing the damage of others. Abbesses (Wizards) may remove any amount of damage from an injured patient, taking that damage themselves. It is dealt to a random hit location.

Associated Orders or Schools

All Churches except Atoxic & Malikinius: Access to all rune or healing magic of their Orders and Schools.

OTHER CULTS

Many of Glorantha's religions do not fit into any of the standard moulds. They are more than simply theistic, shamanistic or sorcerous. While most cults have some mixing of magical techniques in their worship, some seem to be nothing but mixtures of techniques. Each of these 'exceptions' has its own unique organisation, structure and viewpoint. Some appear to partake of more than one Otherworld while others are firmly rooted in the Mixed world of Glorantha, gaining all their magic from some great source. Aldrya, for example, draws her power from the Forest and Kyger Litor, the Underworld. Some come from outside, gaining their power from the Chaos surrounding Glorantha. Others, like the thief and trickster cults, are ubiquitous with numerous variations found throughout the world. Many of the eastern cults are draconic in nature or mystical.

In structure, these are laid out similarly to a Cult, Practice or Order, depending upon which they most closely resemble. Consult the appropriate chapter for additional details on these generic listings. Details for many spells and some abilities can only be found in *Cults of Glorantha: Volume I*.

Aldrya

Song of the Forest

Aldrya was born of Flamal, beloved father of seeds, and the Great Earth Mother. She grew on the slopes of the Spike and was bountiful. Soon her children, the trees, covered the surface of the world of the Green Age. She was the Forest and her Song filled it. With a variety of husbands, she populated the forests with dryads, elves and pixies – collectively known as the Aldryami – who are her servants in the forests. As the Green Age drew to a close, the Taker, known as Death, began to destroy the forests faster than they could grow. Orlanth murdered Yelm. Zorak Zoran slew Flamal. In grief, many Earth Goddesses slept, Aldrya among them. The few remaining green elves, under High King Elf, struggled to protect the empty forests with the aid of Helmalio, one of the few solar gods still alive, and others. When Dawn returned, Aldrya bloomed once more and her people awakened and spread their green far and wide.

Aldrya is the spirit of the Primal Forest and the ancestral goddess of the elves. She rules all regions wherever forests dominate and commands a vast array of plant spirits, goddesses, and ancient powers that make up the Song of the Forest. Without her, the Song would die and all forests and woodlands would wither and die along with it. Elves depict her as a tree with many different leaves and fruits upon her, humans as a beautiful dryad. Nearly all elves worship her and every elf forest can boast at least one major temple to Aldrya. Her shrines teach Accelerate Growth.

Special Notes: Aldrya is a complex entity, at once parts spirit and goddess. She is the soul of Glorantha's forests and her worshippers may practice both spirit and divine magic without limitation provided this magic is a part of her.

Runes: Plant, Earth, Fertility.

Array: Elf.

Worshippers: Elves everywhere, elf-forest dwelling humans, Forest and Plant Spirits.

Worshipper Duties: Protect the forests; participate in the cycles of Aldrya; grow and be fruitful.

Children of the Forest (Lay Membership)
Membership

Requirements: Elves and other sentient plants may join automatically.

Requirements for Non-Elves: Candidate must make a successful Persistence test For each 10 SP worth of goods, the chance of success increases by 1%.

Special Notes: Children of the Forest must donate 10% of their time and income to the cult. They are expected to attend services at their place of worship at least one day every two weeks. They must also attend all ceremonies during Holy Days.

Cult Spells: Heal, Speedart.

High King Elf (Initiate)

Membership

Requirements: Elfs may join automatically upon reaching maturity.

Requirements for Non-Elfs: Standard. Once accepted the candidate is considered an Aldryami by all elfs.

Special Notes: Initiates for High King Elf need not have been members of the Children of the Forest. High King Elf initiates gain an elf bow. Initiates who are yellow elfs (Embyli) may gain an elf blowgun or an elf bow at their option. For details of these weapons, see page 95. They may not learn Firearrow, Fireblade or Ignite.

Practice Charms: Earth, Fertility, Plant.

Cult Skills: Athletics, Bow, Enchanting, Lore (Plant, World), Perception, Sing, Stealth, Spear.

Spirit Spells: Accelerate Growth, Befuddle, Countermagic, Dispel Magic, Extinguish, Heal, Light, Mindspeech, Mobility, Multimissile, Repair, Second Sight, Shimmer, Silence Sphere, Speedart, Spirit Screen, Summon (Otherworld Species), Vigour.

Fetishes: Ghosts, magic spirits, plant spirits, power spirits.

Common Divine Spells: Consecrate, Command (Otherworld Species).

Special Divine Spells: Chameleon, Heal Body.

Forest Help (Acolyte or Assistant Shaman) Membership

Requirements: Standard. Candidate may choose to qualify either as an acolyte or as an assistant shaman.

Shanassee (Shaman) Membership

Requirements: Standard.

Special Notes: Shanassae can only bind plant spirits to their fetch. They may also learn Aldrya divine spells.

Cult Spells: Absorption, Create War Tree, Plant Spy, Tanglethicket.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Wood Lord (RuneLord) Membership

Requirements: Standard, plus the candidate must have 90% or better in Bow and in two of the following skills: Athletics, Dodge, Lore (Plant), Perception, Stealth or any melee Weapon skill. He must also know Extinguish, Heal and Multimissile.

Cult Spells: Arrow Trance, Reflection, Shield.

Song of Aldrya

All Aldryami can hear the Song of Aldrya. It is not a sound that can be heard but is the sensations of life and living that flows through the forest. It is felt through the whole body, making all elfs aware of the life surrounding them. Sick or damaged plants cause discordances in the Song and most Aldryami feel compelled to investigate – healing or killing the stricken plant as needed. Unless they are careful, intruders into elf woods are readily tracked by the damage they inadvertently cause. Most elfs are content to simply bask in the ebb and flow of the Song, learning what magic they require and leading blissful lives. Some, however, are more aware of their separation from the Song and can influence it greatly. These often become the forest's Shamans, Wood Lords and Gardeners. In extreme cases, such elfs can completely sever themselves from the forest and become Rootless

Away from the forests, elfs cannot hear the Song. For this reason, elfs travelling outside their forests are unusually nervous, shy or cautious. Rootless elfs, who can no longer hear the song, usually choose to leave the forests so they will not be reminded of their loss. Since some elfs react to the Rootless as they would to a dying plant, this is wise.

Special Notes: Wood Lords check for Divine Intervention on a 1d10 rather than 1d100. He donates 90% of his time and income to the cult.

GARDENER (RUNEPRIEST) MEMBERSHIP

Requirements: Candidate must have been a Shanassee or Wood Lord for at least twenty years. He must roll POW + years served as Shanassee or Wood Lord or less on 1d100. He must purchase the Rune Priest Legendary ability.

Cult Spells: Absorption, Accelerate Growth, Animate War Tree, Arrow Trance, Chameleon, Create War Tree, Heal Body, Plant Spy, Reflection, Resurrection, Shield, Silence Sphere, Tanglethicket.

Special Note: Gardeners gain access to all common divine spells. Their Resurrect spell only works upon Aldryami.

SPECIAL BENEFITS

Initiates gain a +10 bonus on Stealth while in forested areas. Forest Help may communicate with any animal native to their forest. Shamans, Wood Lords and Gardeners will not be attacked by any plant or plant spirit even if it is magically coerced.

Associated Cults

Chalana Arroy: Provides Regrow Limb to Gardeners.

Errinoru: Provides healing spirits.

Eiritha: Provides Beast, Spirit and Fertility charms.

Ernalda: Provides Summon Gnome and Command Gnome to Wood Lords, Shanassee and Gardeners.

Flamal: Provides Fruition to Gardeners.

Helmalio (Yelmalio): Provides Sunripen to Gardeners and Shanassee.

KYGER LITOR

Ancestress of the Trolls

Kyger Litor was indistinguishable from other vague and unknown spirits of the Underworld until she stepped forth to mate with the Man Rune for her Subere, Mistress of Hell Darkness. There in the lightless dark was spawned

the race of Trolls who then lived within the bowels of the Underworld. When the Sun God came to Hell after being killed, Kyger Litor and the other Darkness entities tried to fight but Yelm's radiance overwhelmed the trolls and destroyed Wonderhome. Unable to bear the terrible light, the surviving dark trolls fled from their birthplace. Kyger Litor led her children to the surface world by secret ways where Darkness and Night already awaited them. She and her descendants conquered much of the surface, fighting with the remnants of Yelm's empire, the surviving elves and the Orlanthe. When Chaos invaded, the trolls bore the brunt of the fighting. Kyger Litor was one of the more powerful deities at the Dawning and was one of those consulted for the Great Compromise. The returned Sun frightened many of her minions again, but it was much weaker than before, so many could withstand it

Kyger Litor is the great ancestress of all trolls and is always popular with her children, the cult is powerful wherever trolls exist. Since the Dawn, troll numbers have declined and they have lost much of their hunting grounds. Kyger Litor's worship is primitive and brutal to human eyes, but it suits the trolls admirably. She is depicted as a mistress race troll with symbols of power gnawed from black stone. Large troll tribes have large temples but even the smallest clans have a shrine to the ancestress. Shrines to Kyger Litor teach Darksee.

Runes: Man, Darkness.

Type: Night.

Array: Troll.

Worshippers: Trolls of all sorts, wretched humans, things in the dark.

Worshipper Duties: Feed the belly. Protect the Mothers. Breed strong trolls.

INITIATE MEMBERSHIP

Requirements for Trolls: All full trolls are automatically considered initiates.

Requirements for Part-Trolls: Part trolls are such races as trollkin, tusk riders and great trolls. Candidates must have a POW of 10 or more, speak Darktongue and have a Weapon skill at 50% or more.

Requirements for Non-Trolls: Candidates must fulfil all requirements for part-trolls, plus undergo a test of dedication, simulated as a difficult Resilience test (-20%).

Special Notes: Initiates are forbidden to learn any fire or light using spell such as Firearrow, Fireblade, Ignite or Light.

Charms: Darkness, Fertility, Man, Spirit.

Practice Skills: Athletics, 1H/2H Hammer, Perception, Stealth, Survival, Throwing.

Spirit Spells: Befuddle, Bludgeon, Countermagic, Darkwall, Demoralise, Disruption, Dullblade, Extinguish, Heal, Mindspeech, Protection, Second Sight, Slow, Spirit Screen.

Fetishes: Ancestors, magic spirits, power spirits, shades.

Common Divine Spells: All.

Special Cult Spells: Blinding, Counterchaos, Darksee.

Assistant Shaman Membership

Requirements: Standard.

Special Notes: Assistant Shamans may not become Kaarg's Sons.

Acolyte Membership

Requirements: Standard.

Special Notes: Acolytes may not become Priestesses.

Priestess (Shaman) Membership

Requirements: Standard, plus the candidate must have 75% in Language (Darktongue) and know the Darkwall and Mindspeech spells.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Special Notes: Priestesses can only bind darkness and ancestor spirits to their fetiches. Priestesses may have an allied spirit.

Kaarg's Sons (RuneLord) Membership

Requirements: Standard, plus candidate must have 90% or more in two Weapon skills and two skills from the following: Athletics, Stealth, Perception, Tracking. He must have 75% or more in Language (Darktongue).

Special Notes: Kaarg's Sons gain access to Divine Intervention and roll 1D10 rather than 1D100. Kaarg's Sons are given a set of magically crafted lead armour. Kaarg's Sons gain access to an allied spirit.

Special Benefits

Initiates gain a +10% bonus on all Survival tests at night. Acolytes and assistant shamans may order any trollkin about unless they are following the orders of a Priestess or Kaarg's Son.

Associated Cults

Argan Argar: Provides Dark Walk.

Zorak Zoran: Provides Crush.

Mallia

Source of Disease

Mallia (or Malia) is the foul mistress of disease. She is both a spirit and a goddess – God Learners speculate that there are two different entities named Mallia or that she is somehow a transcendent entity. Originally she was a fertile darkness spirit, with great powers of growth and healing. Mallia was either captured or enslaved by Ragnaglar or freely joined his plot. She became a part of the Unholy Trio and participated in the ritual created by Ragnaglar and Thed, and served as midwife to the birth of Wakboth the Devil. She was transformed into a goddess of lingering death by this. She has managed to loose most of her Chaotic associations and was one of the few Chaos deities to survive the Dawn.

Diseases are everywhere in Glorantha both from mundane causes and from disease spirits. Even the most powerful mortal will eventually succumb to her if they avoid all other fates. For this, she is tolerated as a part of the Compromise. The followers of Mallia are wide spread and pernicious but have little power except among the broos and other depraved folk. She is depicted as a pocked and disease dripping woman by the Orlanthei but the Praxians and broos depict her as a headless body with a huge maw in its belly and numerous arms. Mallia's

temples are her Disease Masters. Where they go, so does her power and most are the equivalent of a mobile shrine. Powerful Disease Masters may equal the equivalent of a minor temple due to followers, spirits and propitiatory worship. Among the broods, Mallia's worship is prevalent and major temples are common. Shrines to Mallia teach Command (Disease Spirit).

Special Note: Mallia's followers have access to both divine and spirit magic through her. However, her followers may not learn any spirit or divine magic from any other source.

Runes: Darkness, Death, (Chaos if the worshipper is Chaotic).

Array: Chaos.

Worshippers: Twisted individuals, filthy harpies, disgusting broods.

Worshippers Duties: Spread disease, either in secret, overtly or passively.

Lay Membership

Requirements: None. Mallia accepts support and magic from any who seek to propitiate her. She expects no time or money commitment save what the Disease Master can extort. Many come to propitiate her through the activities of her Disease Masters.

Practice Membership

Requirements: Acceptance is automatic upon the sacrifice of 1 POW to Mallia under the supervision of a Disease Master.

Special Notes: Practitioners and lay members may gain protection from a disease by sacrificing Magic Points to Mallia on her seasonal holy days. For each point sacrificed, a lay member gains a +1 bonus to one of their attributes when defending against infection or disease spirits. Practitioners gain a +3 bonus per Magic Point sacrificed. Initiates must give 50% of their time and money to the cult. They also have access to Divine Magic from Mallia (only).

Practice Charms: Darkness, Death, Spirit.

Practice Skills: Bow, Craft (Disease Potion), Dagger, Healing, Lore (Plant, World), Spread Disease, Spear, Stealth, Summoning, Throwing.

Spirit Spells: All rune spells in *RuneQuest* core rules are available as rune or spirit spells plus the Mallia specific spell of Sneeze and Summon (Mallia) Entity.

Fetishes: Disease spirits, magic spirits, power spirits.

Special Cult Spells: Carry (Disease), Cause (Disease), Command (Disease Spirit).

Assistant Shaman Membership

Requirements: Standard, plus must carry at least one disease.



Mallia

Disease Master (Shaman) Membership

Requirements: Standard, plus the candidate must carry at least three diseases.

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Special Cult Spells: Alter Spirit of Disease.

Special Benefits

Practitioners gain a +10% bonus on any Influence or Stealth tests to conceal their true allegiance. Assistant shamans may bind a fetish once each year without paying POW. Disease Masters gain a free Second Chance each session when attempting to Control or Bind disease spirits.

Associated Cults

Theed: Provides Chaos Feature.

Primal Chaos

Chaos Ooze

Chaos surrounds Glorantha, always seeking entry to reclaim it. If it succeeds, the world will end utterly. Only the Great Compromise keeps it at bay. Primal Chaos is at the forefront of the attack, and its cult corrupts all it touches. Only allies and monsters of Chaos belong to it. Indeed, worshipping Primal Chaos by definition makes the worshipper a Chaotic. However, most also worship some other Chaos entity and gain more sophisticated powers as a result. Many Chaos things do not worship Primal Chaos at all yet they remain a part of it.

It transcends (or corrupts) anything, be it mundane, spiritual, theist or sorcerous. As such, it is accessible to any Chaos cult – or indeed anyone who calls upon its powers. In the cult rituals of Chaos beings, any convenient lump of swamp ooze is used to represent Primal Chaos. At the conclusion of the worship ceremony, half the lump is crumbled into bits and the rest left behind on the altar. Shrines to Primal Chaos provide Chaos Feature.

Runes: Chaos.

Array: Chaos.

Worshippers: Chaos things, mutated cultists, mindwarping horrors.

Worshipper Duties: Spread Chaos by just existing.

Initiate Membership

Requirements: Any creature possessing a Chaos Feature is automatically an initiate of Primal Chaos. No POW sacrifice is required. Membership is permanent, even if the Chaos Feature is somehow removed. The taint of Chaos is impossible to remove without HeroQuesting.

Cult Skills: None.

Cult Spells: None.

Acolyte Membership

Requirements: Acolytes of other Chaos cults, practices and orders may become acolytes automatically. An acolyte must devote 10% of his time and income to the cult.

Devotee (Rune Priest) Membership

Requirements: Any being, upon attaining status of Shaman, Priest, Runelord or Wizard of any Chaos cult can become a devotee of Primal Chaos upon sacrificing 1 point of POW. He need not have a Chaotic Feature. A devotee must donate only 10% of his time and income to the cult.

Divine Magic: Chaos Feature.

Special Benefits

Initiates gain a +10% bonus on Influence tests with other Chaotics. Devotees automatically Demoralise (as the spell) any non-Chaotic they hit in melee. They do not have to do damage and this effect is not blocked by defensive magic. Those under a Berserk spell or who are immune to fear are unaffected.

Song Of Bergara

Aldryami Avenger

When the Taker came into the forests, many songs were silenced. After Tree Chopper laid waste to hundreds of trees, each one diminished the song. One voice continued to sing, despite the destruction of her tree. Becoming

aware of herself, Bergara knew rage. Others heard her new song, following her as she pursued the Dark Men to their caves and slew them. Bergara assisted High King Elf as he defended the forests in the Greater Darkness.

Bergara is a spirit of revenge, followed by elves who wish to take the war to the enemy. She has scattered worshippers in many elf forests but more in those that are under assault by outside forces. She is depicted as a twisted, fearsome looking dryad with outstretched limbs. Shrines to her are found in many elf-forests but at the stump of her original tree in Wonderwood is her only temple, a Major one.

Runes: Death, Man, Plant.

Array: Elf.

Worshippers: Fanatical aldryami who venture into foreign territories to punish those who harm the woods.

Worshipper Duties: Protect the forest; molest and persecute choppers and burners.

Practitioner Membership

Requirements: Standard, plus must be an initiate of Aldrya.

Special Notes: Practitioners are forbidden to learn or know Firearrow, Fireblade, Ignite.

Charms: Death, Man, Plant.

Spirit Spells: Disruption, Hand of Death, Multimissile.

Practice Skills: Dodge, Stealth, Weapon skills (all).

Fetishes: Magic spirits, power spirits.

Assistant Shaman Membership

Requirements: Standard.

Bergara's Hand (Runelord) Membership

Requirements: Standard plus the candidate must have 90% or better in two Weapon skills and in two of the following skills: Athletics, Dodge, Perception or Stealth. He must have hunted down and slain at least three enemies of the forest.

Divine Spells: Berserk.

Special Benefits

Practitioners gain a +20% Stealth bonus when hiding in woods, vegetation or a large garden. Assistant shamans can communicate with plants in a way that yields useful, concrete information. Runelords regain all spent Magic Points when they slay an individual who has burned or cut down more than ten trees in the last year.

Associated Cults

Aldrya: Provides Arrow Trance.

Babeester Gor: Provides Axe Trance.

Thanatar

Severed One

In the Gods War, a Chaos god named Tien commanded one of the mightiest Chaos armies. Unlike many of his ilk, he was clever and canny but was eventually defeated by two unlikely allies: Lankor Mhy and Storm Bull. After his defeat, Urox's sons hunted Tien down and beheaded him. However, each of the pieces survived and became the centre of a small cult. The headless corpse, Thanatar, continued to live, always searching for his head. He was worshipped by monsters during the Great Darkness for his ability to steal knowledge and magic from the heads of properly sacrificed victims.

Atyar became patron of a cult of knowledge thieves that plagued Kralorela and Teshnos for centuries. During the Gbaji Wars, his cult merged with that of Atyar to recreate the dead god but the new entity, Thanatar, was somewhat less than the whole as both halves of Tien clung to their separate existences. Tien and Atyar are also still worshipped separately. Thanatar represents the greed of some for the abilities of others. Thanatar is usually shown as a gaunt figure with many heads hanging from his belt. He often carries his own head under one arm. A pile of the rotten heads and skulls of victims represents Tien. Atyar is symbolised by a wooden post, to which are nailed the hands of victims as offerings to this vile god. Temples of Thanatar and his components are rare but scattered across Glorantha. Many of them are located surprisingly close to centres of God Learner instruction. The largest, Than Ulbar, is in the Tunnelled Hills in the Chaos Wastes of Prax. There are no shrines to Thanatar, only Minor Temples. Shrines to Atyar teach Devour Book. Shrines to Than teach Create Head.



Dark Priest
of Thanatar

Runes: Chaos, Darkness, Death, Truth.

Array: Chaos.

Worshippers: Chaos scholars, vile head hunters, corrupted magicians, educated horrors.

Worshipper Duties: Ruthlessly acquire knowledge; restore Tien; world domination.

Doom Seekers (Initiate) Membership Requirements for Chaotics: Standard.

Requirements for Non-Chaotics: Standard.

Special Notes: The Candidate must choose an aspect of the god to serve: Than, Atyar or Thanatar and must take a random Thanatari Gift and its attendant geases. Any light or fire based spells such as Firearrow, Fireblade, Ignite or Light are forbidden.

Cult Skills: Evaluate, Garrotte, Lore (all), Perception, Stealth, 1H Sword.

Than Cult Spells: Bladesharp, Bludgeon, Cover of Night, Create Head, Create Zombie, Darklight, Darkwall, Disruption, Extinguish, Summon Thanatari Guardian.

Atyar Cult Spells: Befuddle, Consume Mind, Darklight, Demoralise, Devour Book, Dismiss Magic, Emotion, Fanaticism, Mindspeech, Second Sight, Summon Thanatari Guardian.

Thanatar Cult Spells: Befuddle, Bladesharp, Bludgeon, Create Head, Darklight, Darkwall, Devour Book, Extinguish, Heal, Mindspeech, Summon Thanatari Guardian,

Than Divine Magic: Command Undead, Consecrate, Create Skeleton, Soul Sight, True (Garrotte).

Atyar Divine Magic: Consecrate, Fear, Soul Sight.

Thanatar Divine Magic: Consecrate, Dismiss Magic, Soul Sight.

The Doomed (Acolyte) Membership Requirements: Standard, plus the candidate must have one of the skills required for Doom Lord Membership at 90% or more. He must murder a follower of Lankor Mhy, Urox, Stormbull, Yelm or Yelmadio and set fire to a building, ensuring that two people are burned to death.

Special Notes: The Doomed may accept another Thanatar Gift and its requisite geases if he wishes.

Dark Priest (Rune Priest) Membership Requirements: Standard, plus the candidate must have Language at 90% or more.

Special Notes: There can only be a maximum of four priests in any Thanatar temple – one for each aspect and a high priest. Before a new priest can be ordained, there must be a vacancy. Assassination is a good way to create one. Leaving to found a new temple is also acceptable.

Divine Magic: Priests gain access to the other aspect's Divine Magic.

Thanatar's Gifts

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

1D20	Gift	Required Geases
1	+10% bonus to all Lore skills	2
2	+10% bonus to all Stealth skills	2
3-6	Immediate raising of random a characteristic by 1 point	2
7-8	+10% 1H Sword skill	1
9-10	+10% Garrotte skill	1
11-12	+10% to any one cult skill (recipient's choice)	1
13-14	+20% bonus on Stealth when stalking/fleeing	2
15	Sprout Ram's Horns. These can be used to head butt like broo for 1D6 damage ¹	1
16	Regenerate Magic Points at double normal rate	1
17	Skin or fur turns pitch black. Add +20% for to any Stealth tests to hide in night or dark conditions	1
18	+1 AP to all hit location, no Skill Penalty	1
19	Receive Guardian ²	3
20	Cultist may choose 1 gift <i>and</i> its geases	varies

¹ If the cultist already has horns, they grow more elaborate and do an additional 1D6 damage.

² See Thanatari Guardian Spirit, page 94. If the cultist already has a guardian, he receives a second one. This is the only way a cultist may receive two guardians.

Doom Lord (Runelord) Membership

Requirements: The candidate must have 90% in 1H Sword, Garrotte, Language (any) and one Lore skill. He must also have 90% or more in one of the following: Evaluate, Influence Stealth or Shield. He must know four of the cult rune spells.

Special Notes: Doom Lords are completely supported by the cult but give up 100% of their time and money. Doom

Lords gain access to Divine Intervention and roll 1D10 rather than 1D100. He must accept another Thanatar Gift and its attendant geases.

Special Benefits

Initiates gain a +10% bonus on Stealth and one Lore of their choice. Acolytes have access to the cult libraries and may research any non-advanced Lore.

Thanatar's Geases

Roll once on the Geas table for every Geas indicated on the Gift table.

1D20	Gift
1-2	Favoured by Thanatar – no geas
3	Must eat sentient flesh at every meal
4	Always eat the flesh of every victim
5-6	Never speak to members of the other two cult aspects ¹
7	Kill all non-Thanatari sentient Chaotic beings encountered
8	Never use minted coins
9	Never use edged weapons
10	Never speak in the presence of a non-Thanatari ²
12	Never speak to anyone ²
13	Never wear metal armour except tarnished silver
14	Never use fire in any form, including creation of Darklight
15	Always attack Urox or Storm Bull worshippers and fight to the death
16	Always attack Lankor Mhy why worshippers and fight to the death
17	Never lie to another Thanatari
18	Never harm undead
19	Roll twice
20	Roll three times

¹ Cultist may never change his current aspect.

² Cultist may cast spells or make other non-communicative vocal noises.

³ If the cultist is exposed to forbidden light, he must make a CON characteristic test each round or go blind permanently.

The Doom of Undying

Thanatar are feared for their ability to turn their victims into living heads. These heads can feel, think and remember but they have no will of their own. Unlike fetishes, they cannot act, only accede to their creator's will. Heads never learn skills or magic, nor do they speak, though they open their eyes, mouth senseless words, grimace, and so on.

No Thanatari may maintain contact with more heads than his INT divided by 3 (round up). Any excess heads are discarded. Heads have an ENC equal to their hit points plus any armour the caster may have them wear. Severed heads have the same hit points as their Head location had in life but they do not heal without magic. Heads reduced

to 0 hit points are destroyed and must be discarded. If a caster dies, his heads die with him. A caster who is turned into a severed head himself is not dead...

Trapped ghosts may be released in one of three fashions: using the Free Ghost spell; destroying its skull turns it into a regular (but insane) ghost that can be captured or destroyed normally; or using a special Lankor Mhy head-smashing rite. This rite is known by all Lankor Mhy acolytes, Runelords and Runepriests. When an attacker reduces a severed head to 0 hit points, he crushes the skull underfoot and makes an opposed Persistence tests against the ghost. If he succeeds, he banishes the ghost forever. If the ghost resists, the attacker loses one Magic Point and may try again with his next action.

SPELLS

Rune Spells

Also known as cult spells, practice spells and spirit spells, this is by far the most common type of magic in Glorantha, this uses the innate power of runes in order to create effects beyond the natural.

These spells are specifically designed to be used in conjunction with Spirit Magic. However, at the Games Master's option they may be made available to anyone with the relevant integrated rune.

Rune Spell Traits and Descriptions

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

Area (X): The spell affects all targets within a radius specified in metres.

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to hold the runes, chant and ignore distractions.

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

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

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

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

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

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

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the

target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

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

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

Runes

This entry shows the runes or charms a character must have integrated to learn the spell. The italicised rune is the Runecasting skill used to cast the spell. This rune, plus one of the others listed, must be held whilst the spell is being cast.

Accelerate Growth

Instant, Magnitude 1, Permanent, Progressive, Ranged
Runes: Earth, Fertility, *Plant*

This spell matures a plant one year in 15 minutes. The spell does not enlarge, strengthen or make more fruitful any plant beyond its normal parameters. The effects caused by the spell are permanent. Each point of Magnitude affects one tree or a 3m square area of bush or ground.

Alter Spirit of Disease

Instant, Magnitude 1, Ranged
Runes: Darkness, Death, *Disease*, Spirit

This ritual takes six hours to complete. Upon its completion, a disease spirit will lose its current disease and replace it with one of the diseases that the Disease Master has infected himself with through the Carry (Disease) spell.

The effects of this ritual are permanent.

Arrow Trance

Duration 10, Magnitude 1, Progressive
Runes: *Earth*, Fertility, Plant

This spell allows the caster to merge his awareness with his bow, adding a +10% his Bow skill. Every point of

Magnitude adds +10% to the Bow skill. The caster is in a trance in which only the bow and targets exist for him. He moves only to get a clear shot or find another target. He is unable to use any other weapon, is unable to dodge or parry and cannot use the bow as a melee weapon. Even if engaged in hand-to-hand melee, he will fire an arrow at his opponent. While under the influence of Arrow Trance, he may only cast archery magic (Multimissile, Speedart, and so on). An elf may cast healing on his elf bow if it is damaged and a non-elf may cast Repair. If the battle ends before the spell's duration ends, he will stand at ease and wait for targets.

Attract Herd

Casting Time 1 day, Magnitude 3, Progressive
Runes: *Beast*, *Harmony*

This spell summons a herd of animals to the hunters. A group of worshippers, led by a Great Hunter, cast it in a day long ritual of drumming, dancing and other ecstatic rites. This ensures that the spirits of the beasts, when slain, are appeased. Each participant who knows the spell casts it at the end of the ritual, all calling for the same creatures and each expends 3 Magic Points.

For every participant who successfully casts the spell and expends the relevant Magic Points, one creature is called. Each caster may choose to expend a further 3 Magic Points to attract another creature.

The creatures do not arrive under the control of the summoners. Traditionally Control spells are not cast and instead the beasts are hunted. Often this involves mass-hunting techniques such as pit-hunting or driving the herd over a precipice.

Axis Mundi

Area 5, Casting Time 10, Magnitude 1, Progressive
Runes: All

All traditions have their own version of this spell, which is used to conduct ecstatic worship to the Majestic Spirit of a tradition and its followers. All members within range that are attending the veneration ceremony may be affected. The spell creates a sphere with a radius of 5 metres per point of Magnitude.

All practitioners within the area of effect regain one spirit freed from its binding. Practitioners may regain only one spirit per day by this method.

Blade of Virtue

Duration 10, Magnitude 3, Touch
Runes: *Law*

Despite its name, this spell can be cast upon any weapon, even a hand for use in an Unarmed attack. Blade of Virtue doubles the weapon's damage against Chaotic creatures. Thus, a war sword affected by this spell would do 2D8 damage instead of 1D8. Note that additional damage, such as a character's Damage Modifier, is not doubled. A weapon with Blade of Virtue cannot benefit from Bladesharp, Bludgeon or Flameblade.

Bless (Herd Beast)

Casting Time 5, Instant, Magnitude 3, Touch
Runes: *Beast*, *Fertility*

This spell blesses a female herd beast with fertility. Its next birth will be a healthy calf or, rarely, twins. Nine out of ten of the calves born to blessed animals will be female. This spell can only be cast upon the High Holy Day and affects only the next years calves.

Blinding

Casting Time 1, Duration 15, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Darkness*

The spell blinds the target entity. The target's chance of hitting or parrying is reduced by 75% and visually targeted spells cannot be cast. For each point of Magnitude above the first, the target's chance of resistance is reduced by 25%. Creatures that do not use eyesight or require light such as trolls or dwarfs are unaffected by this spell. It cancels out a Darksee spell.

Call Founder

Casting Time 1 day, Instant, Magnitude 15
Runes: All

This user of this spell may only cast it once. He must be the legitimate chieftain of his entire tribe. The spell takes all day to prepare and summons the Tribal Founder. The Founder is of incredible power, far beyond the normal scope of play, and appears as human with the appropriate animal head. The STR and SIZ are ten times that of the summoning khan and its POW varies from 40 to 100 depending on the strength of the tribe. Founders are only summoned for tribal emergencies.

Spirits teaching Call Founder are both rare and dangerous, having extremely high POW scores (at least twice the Magnitude of the spell and sometimes much higher). They are always emissaries of the Founder himself.

Carapace

Casting Time 1, Duration 5, Magnitude 3, Touch
Runes: *Beast*

The caster may use this spell to increase the toughness of natural armour. While under the influence of this spell, all hit locations have +3 AP.

Carry (Disease)

Casting Time 10, Instant, Permanent, Magnitude 2, Resist (Resilience), Touch
Runes: *Death*

This ritual infects the recipient permanently with a disease. He becomes immune to its effects and is now a carrier for it. Anyone he contacts is automatically exposed to the disease.

Cause (Disease)

Casting Time 1, Instant, Magnitude 1, Progressive to 3, Ranged, Resist (Resilience)
Runes: *Death*

Any target failing to Resist contracts the mild form of the disease. Once contracted, the disease progresses normally (see *RuneQuest*, page 91). Each additional point of Magnitude adds +10 to the disease's Potency. The spell may not have more than 3 points of Magnitude.

Chameleon

Casting Time 1, Duration 15, Magnitude 1, Progressive, Ranged
Runes: *Plant, Earth, Fertility*

The user of this spell can blend in with surrounding foliage, granting +10% to his Stealth skill in wooded areas per point of Magnitude. If he engages in melee, his foe must succeed in an opposed Perception versus Stealth test each round to strike, parry or dodge the user or his weapons.

Chaos Defender

Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Rune: *Beast, Law*

This spell forces a non-Chaotic being to stand his ground when faced with a Chaotic foe. For each point of Magnitude in this spell, one additional person can be targeted.

This spell does not render its target immune to the effects of such spells as Demoralise, Fear or terrifying Chaotic Features but they will not flee. They will continue to fight under whatever effects the spell causes.

Chaos Feature

Casting Time 12 hours, Instant, Magnitude 5, Touch
Runes: *Chaos*

This ritual gives the user a Chaotic Feature (see *RuneQuest Monsters* page 10). For each Chaotic Feature



Chameleon

a devotee accepts, he has a cumulative 10% chance of transforming permanently into a broo. Once it begins, this transformation cannot be resisted, altered or stopped short of the death of the subject. The chance for transformation must be checked each time the creature gains a Chaotic Feature.

Claws

Casting Time 1, Duration 5, Magnitude 1, Touch
Runes: *Beast*

This spell turns one of a scorpion man's arms or tail into a gigantic scorpion-claw. The claw has a weapon does 1D8 damage, plus any damage modifier. Base claw attack is 50% (modified by STR+DEX). This skill can increase through practice and training. If the spell is used on a scorpion man's tail, it no longer stings or injects venom.

Comprehension

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Truth*

This spell increases the target's mental capacity. Each point of comprehension give him a +5% bonus to all INT based skills.

Consume Mind

Casting Time 2, Instant, Magnitude 1, Progressive, Resist (Persistence)
Runes: *Chaos, Darkness, Death*

This spell drains the victim of memories and transfers them to the caster, leaving the victim a mindless husk.

This spell takes one week to prepare and it may only be cast upon Atyar's High Holy Night of Wild Night, Truth Week, Darkness Season. Mental skills such as Runecasting and Lore may be transferred, physical skills such as Stealth and Dodge may not. The Games Master is the final judge as to what skills can be transferred using Consume Mind.

For every point of Magnitude invested in the spell, 1% is drained from the victim's skill and transferred to the caster. Skills gained from Consume Mind may not exceed the caster's INT x 5% or the victim's skill level – whichever is lower.

For mythic reasons, acolytes Runelords and Runepriests of Lankor Mhy are completely immune to this spell.

Control (Practice) Spirit

Casting Time 2, Duration 10, Magnitude 3, Resist (Persistence)
Rune: *Spirit*

While this spell lasts, the caster takes over the actions and will of any entities associated with the practice. The caster must be able to see (or sense distinctly) the creature to cast the spell. If he succeeds, then the creature is in a special form of telepathic communication so long as it remains in line-of-sight. Each command takes a full Combat Round to perform. These may be such beings as magic spirits, intellect spirits or ghosts.

Control Zombie Horde

Casting Time 3, Concentration, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Runes: *Undead*

For each point of Magnitude in this spell, the caster may target one zombie. Any zombies that fail their Resist test are under the command of the caster. Zombies created by the caster are automatically controlled by this spell.

Counterchaos

Casting Time 2, Duration 15, Magnitude 2, Ranged
Runes: *Darkness*

The recipient of this spell is shielded from the effects of any Chaotic abilities possessed by an opponent. For example, a character with Counterchaos would ignore the additional strength provided by a Chaotic Feature, be immune to its explosion upon death, and any wounds made by that character would not be regenerated should the Chaotic creature have the ability to regenerate.

Create Head

Casting Time 10, Magnitude 5, Permanent, Touch
Runes: *Chaos, Darkness, Death*

This ritual may only be cast on a holy night (Wild Night, Disorder Week) or High Holy Night of Than (Wild Day, Disorder Week, Darkness Season). A living victim is dispatched and their soul is trapped helplessly within their living, severed head. The head becomes permanently,

mentally connected with the caster and its Magic Points become available for casting spells.

All rune, divine or sorcery spells known by the victim become available to the caster, who must provide any necessary Runecasting or Sorcery skills.

If the captive head is ever destroyed or goes insane, the caster loses all spells and skills derived from it. If the head is destroyed, the victim's soul remains trapped in the rotting skull and soon goes mad. Even if it remains intact, the victim will eventually go mad though this may take years or centuries depending on the victim's strength of will and personality.

Create (Practice) Fetish

Enchantment, Magnitude 1
Runes: All

The caster may use this to create a fetish for the spirits of that particular practice. He follows the rules given on fetishes (page 8). He needs a separate version of this spell for each practice he is a member of.

Create (Rune) Charm

Enchant, Magnitude 1, Progressive
Runes: All

This allows the caster to create charms. Rules for creating charms are found on page 8.

Create War Tree

Duration 6 hours, Magnitude 3, Ranged
Runes: *Plant*, Earth, Fertility

This spell awakens the spirit within a special type of tree grown for the use of this spell. It will now carry out the caster's instructions. Details of the War Tree are found on page 95.

Create Zombie

Casting Time 2 hours, Magnitude 3, Permanent, Touch
Runes: Death, *Undead*

This ritual requires a living victim. During the course of the two-hour ritual, a corpse's soul is bound into their body to transform them into a zombie. If the body is more than a week old, the spell has no effect as the soul has since gone on to whatever awaits it in the afterlife.

Darklight

Casting Time 1, Duration varies, Instant, Magnitude 1, Ranged
Runes: *Darkness*

This spell can be cast upon any item capable of burning and giving off light in a non-magical fashion such as torches, bonfires, lamps and so on. The affected item gives off a purple glow which is invisible to non-Thanatari. Non-cultists see only dim purple flames which illuminate nothing. The spell lasts as long as the flame continues to shed its non-light

Darksee

Casting Time 1, Duration 6 hours, Magnitude 1, Ranged
Runes: *Darkness*

Allows creatures that rely on light to see in the dark as well as if they were in full daylight. Creatures that are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It cancels out a Blinding spell.

Devour Book

Casting Time 10, Instant, Magnitude 4, Touch
Runes: *Mastery*, Truth

This spell causes all knowledge within a scroll or book held by the caster to be sucked into his mind instantly. The caster makes a Persistence test. If he fails, he goes into shock for 1D6 minutes and he permanently loses 1D6 from the most appropriate Lore or magical skill. If he fumbles, he enters a coma for 1D6 days and permanently loses 1D20 from the most appropriate Lore and magical skills.

Upon successfully casting the spell, the Games Master may determine that the caster gains up to 1D6% in a relevant skill, usually Lore.

Earthtouch

Casting Time 2, Duration 5, Magnitude 3, Touch
Rune: *Earth*

Through this spell, the caster learns the exact STR, CON, SIZ, INT, POW, DEX and CHA of any entity touched. It also informs the user of the target's hit points, Magic Points and fatigue level.

Fix Intelligence

Casting Time 10, Instant, Magnitude 5, Touch, Resist (Persistence)

Rune: *Beast*

This spell only affects complete creatures with normal INT. If the target fails to resist the spell, his INT is transformed into fixed INT. The amount of his intelligence does not change, only the quality.

The victim is now ruled by instinct, rather than reason. He remembers his former life, friends and enemies but is now a very cunning animal rather than a rational being. The victim is no longer capable of using INT or CHA based skills such as Craft, Lore or communication skills. He is incapable of using any magic other than items which function automatically. He retains knowledge of all other skills such as Weapon skills, Athletics, Dodge and Stealth and may increase them through practice. He cannot speak but can use gestures and inarticulate sounds to convey his desires.

If this spell takes effect on a Shaman, his fetch takes over the body as dominant possession, becoming in effect, a new person. However, he loses all shaman abilities until his INT can be restored. All spells in the Shaman's mind remain accessible to the fetch and additional castings of Fix Intelligence have no effect.

If this spell is cast on a divine worshipper, he retains access to Divine Intervention but loses access to all other divine magic.

Familiars of sorcerers affected by this spell are no longer under his control. They do not lose any donated characteristics until their former master dies. If the sorcerer ever regains normal INT, he reasserts control over the familiar immediately.

Upon casting, this spell costs the caster 1 POW permanently. This spell completely cancels the effects of Release Intelligence.



Jabbers

Free Ghost

Casting Time 5, Instant, Magnitude 4, Ranged, Resist (Persistence)

Rune: *Spirit*

This spell must be cast upon the ghost of a deceased mortal. If the ghost fails to Resist, it is immediately released from any bindings and returns to the afterlife.

Jabbers

Casting Time 1, Duration 5, Magnitude 2, Touch

Rune: *Beast*

This spell turns one of a scorpion man's arms or tail into a gigantic bony spear. The jabber does 1D8 damage, plus any damage modifier, and can Impale. Base jabber attack is 50% (STR+DEX). This skill can increase through practice and training. If the spell is used on a scorpion man's tail, it no longer stings or injects venom.

Pamalt's Touch

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch

Rune: *Magic*

This spell increases the recipient's chance to cast any single rune spell by +5% per point of Magnitude.

Peaceful Cut

Casting Time 1, Instant, Magnitude 1, Touch
 Runes: Fertility, *Death*

This is a special ritual spell used by many hunting and herding cultures to ensure that the soul of the slain beast returns to its Mother, allowing it to be reborn properly. It includes a short prayer and ritual of thanksgiving.

The spell is performed in conjunction with the Craft (Butcher) skill. The user makes a single role, attempting to roll under his both his Runecasting skill and his Craft skill.

Plant Spy

Casting Time 3, Permanent, Magnitude 1, Progressive, Range
 Runes: *Plant*, Earth, Fertility

A specially chosen plant is converted into a spy by using its leaves as sound and touch sensors. Each point of Magnitude allows the user to affect a different plant which is chosen when the spell is cast. The plant's appearance remains the same when under the spell's effect but it does register under detect magic when the spell is in effect. Destroying the plant through such means as burning, cutting or uprooting causes it to cease transmitting information. The caster can only receive information from one spy at a time though he may own many such plants.

Resist Chaos

Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged
 Runes: *Law*

For each point of Magnitude in this spell, the recipient gains the effects of either a Magnitude 1 Countermagic spell and/or a Magnitude 1 Shimmer spell usable only against Chaotic creatures.

Rebirth of Chaos

Casting Time 1 hour, Magnitude 5, Permanent
 Runes: *Chaos*

This spell may only be learned by shamans of Thed. It gives the target a Chaos Feature, randomly determined from the Chaotic Features table in *RuneQuest Monsters* page 10.

This spell is not without danger. The recipient has a cumulative +5% chance of dying each time this spell is cast. This chance increases by +5% for each Chaos Feature he already has.

Release Intelligence

Casting Time 1 hour, Magnitude 5, Permanent, Resist (Persistence), Touch
 Rune: *Man*

This spell only affects creatures that are complete except for the possession of fixed INT.

When cast, the actual quantity of INT does not change but the quality does. The target is now ruled by reason rather than instinct. It gains the ability to learn magic, Lore, and other INT and CHA based skills.

This spell completely cancels the effects of Fix Intelligence.

Ritual of Devouring

Casting Time 10, Instant, Magnitude 4, Touch
 Runes: Beast, *Chaos*, Man

This spell is cast before ritually killing and devouring an intelligent victim. Properly done, this spell enables those devouring his flesh, to gain knowledge. Each participant in the grisly feast must eat a pound of the victim's flesh before they gain any benefits. Upon completing this ritual, the caster loses 1 POW permanently.

A devourer gains 1D6% in any skill in which the victim had at least 25%. For each rune or sorcery spell the victim knows, the eater must make a Persistence test. Success gains the eater that spell in its entirety. Divine Magic cannot be obtained through this ritual.

Ritual of Rebirth

Casting Time varies, Instant, Magnitude 7, Touch
 Rune: *Man*

During the casting of this spell time, a Scorpion Queen ritually devours a number of prisoners. She may consume these at a rate of one per hour. A few days later, the queen lays one egg for each creature devoured. After one season, the eggs hatch. Infant scorpion creatures emerge with upper torsos and heads similar to the species devoured with scorpion lower bodies. They will have INT and

POW characteristics one less than those possessed by their 'father,' which makes them superior to most of their kin.

If the Queen chooses to devour only a single victim, the actual person emerges from the egg as a scorpion person. He retains all his former skills and spells as well as a memory of his former life. His skill with his scorpion sting starts at (STR+DEX). Most people forced into such a transformation go insane.

Silence Sphere

Casting Time 1, Duration 15, Magnitude 1, Ranged, Resist (Persistence)
Runes: Earth, *Motion*

The spell creates a barrier to sound three metres in radius around the target. No sound passes through the barrier. Characters inside the sphere can hear each other but no sound enters from the outside and vice versa. Elfs use the spell to move silently through the woods and elude enemies – particularly the Earth Sense of trolls. If the spell is cast upon an unwilling target, it is resisted normally.

Sneeze

Casting Time 1, Duration 5, Magnitude 1, Ranged, Resist (Resilience)
Runes: *Disease*

Upon failing the Resist test, the target begins sneezing and continues to do so for the Duration of the spell. While sneezing, the victim is unable to cast spells or attack. They may parry or dodge but only at half normal skill.

Speak with Herd Beast

Casting Time 2, Duration 5, Magnitude 3, Ranged
Rune: *Beast*

This spell allows the person targeted to talk to one specific one type of herd beast for the duration of the spell. The spell does not inspire any intelligence in the beasts, so they can only communicate from their natural awareness. The species is selected when the spell is first cast and may not be changed though the caster could cast this spell again to communicate with other herd beasts.

Spirit Guardian

Casting Time 2, Duration 1 day, Magnitude 3, Touch
Rune: *Spirit*

This spell must be cast upon a friendly ancestral spirit in a fetish owned by the caster. It sets up a mental connection identical to the Mindlink spell between spirit and caster.

Spirit Weapon

Casting Time 1, Duration 5, Magnitude 2, Progressive, Touch
Runes: *Spirit*

This spell can be cast on any weapon. For every 2 points of Magnitude, it does 1D4 points of damage when the weapon is used to hit a spirit or other insubstantial creature. This damage is magical and will hurt creatures only affected by magical attacks. This damage has no effect on creatures which have physical bodies. The weapon's base damage remains non-magical.

Spirit Melding

Casting Time 2, Duration 5, Magnitude 3, Touch
Rune: *Man*

This spell must be cast upon a friendly spirit who is in a fetish held by the caster. For the duration of the spell, the spirit's Magic Points are added to the caster's. If the spirit leaves the fetish or the caster, the spell ends immediately.

Sprout Legs

Casting Time 1, Duration 5, Magnitude 1, Touch
Rune: *Beast*

This spell causes an additional limb to sprout from each side of the target creature. This leg is a usable, normal appendage and has the same hit points and AP as the other legs. If these temporary legs are destroyed, they may be replaced by additional castings of this spell.

Strong Saddle

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Beast, Earth*

This spell allows the target to maintain his seat while riding. He gains a +5% bonus to his Riding skill while under the influence of this spell for every point of Magnitude.

Summon Ancestor

Casting Time 1 hour, Instant, Magnitude 1
Runes: All

This spell summons an ancestral spirit from the Land of the Dead. If the spirit is friendly, it can engage in spirit combat or cast spells at the summoners behest. Not all ancestors are kindly or virtuous. Evil spirits may attack the summoner or refuse to aid him.

If a specific ancestor is named – with their True Name – when the spell is cast, he receives that particular spirit provided they are available. Otherwise, a randomly determined spirit is called, the characteristics of which are determined through the use of the Random Ancestor table (see page 90).

Summon (Otherworld Species)

Casting Time 10, Magnitude 4
Runes: All

This ritual allows the caster to summon one of the cult's otherworldly servants. A summoning spell exists for each type of Otherworld Entity available to the cult and for all species for which the cult has a Command (Otherworld Species) spell. See the Summoning section for details.

Summon Thanatari Guardian

Casting Time 10, Instant, Magnitude 5
Runes: *Chaos*, Darkness, Death, Truth

This summons the soul of a dead Thanatari cult member. The summoner may command it to attack a specially prepared victim. If the Guardian spirit succeeds in dominantly possessing the victim, it takes over the body. If the body is subsequently killed, the Guardian returns to the Thanatari afterlife. The Guardian is in permanent Mindlink with its creator.

Details of Thanatari Guardian spirits are found on page 94.

Tanglethicket

Casting Time 1, Instant, Magnitude 2, Ranged
Runes: *Plant*, Earth, Fertility

This spell requires special seeds to cast. The seeds are rare and will only be available to any Shanassee or Gardener. The seeds keep indefinitely and grow into a 3m cube of

tangled thicket with metallic-looking thorns when tossed onto arable soil and this spell is cast upon it.

The tanglethicket poses as impassable terrain unless it is chopped down with an edged weapon, a task which takes 1D6 minutes per metre cube.

The thicket dies in 1 day unless the caster maintains it daily with one Magic Point per seed.

Venom Boosting

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch
Rune: *Beast*

For each point of Magnitude in this spell, the venom potency in the target's bite or stinger increases by 1D6. The amount of increase is rolled only after the venom takes effect.

Visibility

Area 5, Casting Time 1, Duration 5, Magnitude 1, Resist (Persistence), Range
Rune: *Spirit*

Any invisible or non-corporeal creature in the spell's area of effect instantly becomes visible to the caster. Creatures affected by this spell include spirits, ghosts and similar Otherworld beings.

Sorcery Spells

Sorcery Spell Traits & Descriptions

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

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.

Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.

Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Sorcery spell default Duration.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive (see page 52 of *RuneQuest*) in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.

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

Defaults

Sorcery spells tend to have far fewer traits than other types of magical spell. This is because most Sorcery spells share the same basic qualities: A Duration equal to the character's POW, a Magnitude of 1, a range equal to the character's POW in metres and the default Sorcery spell will only affect one target.

Absorb Impairment into Self

Casting Time 2, Instant, Touch

The caster may take a Serious wound onto himself. The Magnitude must equal the negative hit points the target has suffered. The recipient's Hit Location is repaired and healed to 0 hit points while the caster suffers that level of wound on the same hit location. This may kill the caster of the spell.

Absorb Damage into Self

Casting Time 2, Instant, Touch

The caster may take the damage suffered on a hit location by the target. The Magnitude of this spell determines the number of hit points healed on the target and transferred to the caster. This will affect the same Hit Location and may kill the caster of the spell.

Absorb Sickness into Self

Casting Time 3, Instant, Touch

The caster may take a disease onto himself, pulling it from the willing target. Also, the spell can remove a Disease Spirit from the target to the caster if the Magnitude of the spell exceeds the hit points of a Disease Spirit possessing the target.

Accurate Missile

Casting Time 1, Touch

This spell is cast upon a weapon such as a bow, crossbow or catapult. For each point of Magnitude it gains a +5% accuracy. It does not affect the ammunition and non-device missiles are unaffected by the spell. Weapons firing large missiles require an additional 1 Magnitude to be spent per 5 ENC of the missile.

Apprentice Bonding Ritual

Casting Time 1 hour, Touch

Through this ritual, the wizard establishes a magical link with each apprentice. The bond is necessary so that the master can instruct the apprentice in the deeper secrets of sorcery. Without such a bond, the apprentice cannot make his own grimoire from the master's copy.

Establishing this bond requires the apprentice expend 1 POW during the ritual overseen by the wizard. When completed, the wizard or his familiar (whichever the bond is established with) will always know his approximate location. They can issue a call, summoning the apprentice to where they are. This is a mental nudge and not a compulsion – the apprentice simply knows that his master needs him and his location. The master and familiar cannot read the apprentice's mind, use his Magic Points, or influence his actions in any way. The spell is not like Mindlink or the link between a wizard and his familiar.

Augment Armour

Casting Time 1, Touch

This spell must be cast upon a piece of armour. For each point of Magnitude, this spell provides +1 AP to a single hit location.

Apprentice Bonding Ritual



Bless (Animal)

Casting Time 2, Touch, Trigger

This spell lasts until triggered or the spell expires. For each point of intensity in this spell, the recipient gains a +5% bonus on a skill. The next time the recipient uses that skill, the bonus is triggered and the blessing ends. If the spell ends without the bonus being used, it is lost.

This spell must be cast by a liturgist or wizard upon any animals of that type belonging to a member of his congregation. When successfully cast along with the

appropriate Venerate (Entity) spell, it affects all animals in that type present which belong to members of the congregation.

Bless Boat

Casting Time 3, Ranged, Trigger

This spell lasts until triggered or the spell expires. For each point of Magnitude in this spell, the boat gains a +1 bonus on its Seaworthiness. This bonus may only be used once and then the spell ends. If the spell ends without the bonus being used, it is lost.

This spell must be cast by a liturgist or wizard upon a ship or boat belonging to a member of his congregation. When successfully cast along with the appropriate Venerate (Entity) spell, it affects all boats or ships belonging to members of the congregation present. The annual Blessing of the Boats at Frowal involves hundreds of ships and boats of all descriptions.

Bless Building

Casting Time 1 hour, Ranged

This spell must be cast on building. While the spell lasts, the building gains a +1 AP per point of Magnitude to resist any sort of damage, including that of fire, weapons, magic or earthquake.

Bless Corpse

Casting Time 1 hour, Touch

This spell must be cast on a recently deceased corpse. This spell takes one hour to cast but when it is complete, any attempts to contact the deceased through necromancy, summoning or using their bodies as undead has a -5% penalty per point of Magnitude spent.

Bless (Person)

Casting Time 5, Touch, Trigger

This spell lasts until triggered. For each point of Magnitude in this spell, the recipient gains a +5% bonus on any skill. The next time the recipient uses that skill, the bonus is triggered and the blessing ends.

This spell must be cast by a liturgist or wizard upon a member of his congregation. When successfully cast along with the appropriate Venerate (Entity) spell, it affects all members of the congregation.

Boost (Elemental)

Casting Time 2

This spell must be cast upon a specific type of elemental. The Magnitude of the spell adds to the elemental's hit points. When the spell expires, the extra hit points vanish, possibly killing the elemental.

Boost Missile Range

Casting Time 1, Touch

For each point of Magnitude, the missile will travel an additional 10 metres. Weapons firing large missiles require an additional 1 Magnitude to be spent per 5 ENC of the missile.

Create Basilisk

Casting Time 1 hour

To create a basilisk the sorcerer must have a live toad or adder, and an egg laid by some kind of fowl. When the spell is complete the animal turns to dust and the egg hatches. The basilisk is under no compulsion to obey its creator and it must be somehow controlled, usually with the Dominate Basilisk spell. The basilisk hatched will otherwise be a randomly determined creature (see *RuneQuest Monsters*).

Create Familiar (Characteristic)

Casting Time 1 day, Touch

This ritual can be performed upon a creature or an inanimate object. The sorcerer must be able to touch the animal or object for the entire duration of the ritual. Using this ritual does not cause pain to the creature. A sorcerer may have multiple familiars.

Each Create Familiar (Characteristic) spell permanently bestows the specified characteristic points to the familiar. For each point of Magnitude, the spell transfers one point of the given characteristic. A sorcerer may not bestow more characteristic points onto a creature or object than he himself possesses in that particular attribute.

Magical or otherworld beings made into familiars are permanently embodied as well as bound to the mundane plane. Any restrictions they may have had (such as being bound to a specific places) are removed. However, they retain any other normal abilities. A dryad familiar for example, would be able to leave the vicinity of her tree but could not dissolve her body as she now has permanent SIZ, CON and STR, but if her tree died, she would die with it. She would retain her ability to control animals native to her former home.

When the spell is completed the creature becomes the wizard's familiar.

Create Undead

Casting Time 2 hours, Magnitude 5, Touch

This ritual requires a living victim. During the course of the two-hour ritual, a corpse's soul is bound into their body to transform them into a zombie. If the body is more than a week old, the spell has no effect as the soul has since gone on to whatever awaits it in the afterlife.

Demonise (Cult, Order or Practice)

Casting Time 2, Resist (Persistence)

Each point of Magnitude of this spell reduces the chance of the target successfully casting rune, spirit and divine magic learned from the designated cult or practice by -5% for the duration of the spell. Bound spirits, allied spirits and those in Mindlink with the target will also be affected. The spell has no effect on any other spirit or divine magic.

Dominate (Church, Order or School) Entity

Casting Time 2, Resist (Persistence)

This spell is identical to the usual Dominate (Species) spells. However, it may be used by the caster on any entities associated with the organisation. These may be such beings as Magic spirits, Intellect spirits or ghosts of Order members.

Exorcise Otherworld Entity

Casting Time 1, Touch

By means of this spell, a sorcerer can force a spirit currently possessing a corporeal being out of the body. Whether the possession is dominant or covert is immaterial.

The sorcerer and the possessing spirit engage in an opposed Persistence test. The sorcerer gains a +30% bonus to this tests. Either may use Magic Points to boost their Persistence by +10% per point expended. If he fails the sorcerer may retry on the next Combat Round if he has enough Magic Points left.

As soon as the sorcerer wins, the spirit is ousted from the host body. This is a dangerous spell to cast, as the spirit

is now free to attack the spellcaster or its original target. However it is now vulnerable to Dominate, Command and Control spells. Or it may be engaged in spirit combat or attacked magically.

Float

Casting Time 1, Concentration

Each point of Magnitude affects 1 cubic metre of boat, ship or other object floating in the water. For as long as the caster concentrates, these objects will have slight positive buoyancy. If spell does not affect the entire object, the proportion of material affected will slow the sinking or settling of the object.

Healing Sleep

Progressive, Touch

While this spell is in effect, the willing recipient is put into a restful, healing sleep. While in this sleep, he heals at a rate equal to the spell's Intensity. Fatigue, disease, and wounds are all affected by this rapid healing as is the Regeneration spell. However, the spell must be extended long enough so that the spell provides a useful amount of time healing.

Neutralise Poison

Casting Time 2, Touch

This counteracts the effects of poison in the body. The Magnitude of the Neutralise Poison spell is multiplied by 10 and matched against the poison's Potency. If the spell overcomes the poison, it is purged from the target's body. If not, the spell has no effect but the caster may try again. The spell must be cast before the poison takes effect on the target. If they have been poisoned several times, the spell must overcome the cumulative Potency of the poisons present.

Rapid Fire

Casting Time 1, Touch

This is cast upon a weapon such as a bow, crossbow or catapult. For each point of Magnitude the firer gains a +1 bonus to their Strike Rank. Weapons firing large missiles require an additional point of Magnitude to be spent per 5 ENC of the missile.

Read Grimoire

Casting Time 5, Touch,

This spell transforms a grimoire into a readable format for the wizard. For each point of Magnitude, the caster may attempt to read a grimoire in a language or code he cannot read. He must match the Magnitude of the spell versus the number of spells contained in the book. Should the attempt succeed, the wizard is now able to read the spells and learn them, as they are now in a language he can understand.

Without being able to read the grimoire, it may be difficult to determine how many spells it contains.

Remove Lust

Casting Time 2, Resist (Persistence)

For the duration of the spell, the target will feel no sexual desire or have any sexual response.

Renounce Sin

Casting Time 3, Trigger

When this spell is cast, the willing recipient gains a +5% bonus on his next test made to resist the sin named by the caster (these include spell effects with the Resist trait, influences such as the Command skill, temptation of demons, and so on). These sins are usually pride, lust, gluttony, disobedience and stopping to listen to heresy. As soon as this bonus is used, the spell ends. If the duration expires before the bonus is used, the bonus is lost.

Resist Disease

Casting Time 3, Touch, Trigger

This spell adds 1 to the recipient's CON when he next has to resist a disease. The spell must be extended through the entire cycle of the disease depending on its severity (a week, day or hour). This spell may be cast upon a healthy person to prevent the contraction of a disease.

Runesight

Casting Time 2

While this spell is in effect, the runic associations of a target can be observed by the caster. This spell may be blocked by Countermagic, Spell Resistance or other defensive magic.

Smite (Enemy)

Casting Time 1

For each point of Magnitude in this spell, the recipient of this spell gains a +5% bonus to hit the desired foe. In addition, he is protected by the equivalent of a Spell Resistance and a Damage Resistance spell of an equivalent Magnitude. Should he strike a foe not included in the Smite (Enemy) designation, the spell ends instantly. Only one Smite (Enemy) spell may be on a target at a time. If a second one is cast, it displaces the first if it has a higher Intensity.

Enemies are a specific race, nation or creed. Smite (Vadeli) is one of the first ones created but Smite (Enemy) spells exist for trolls, Hsunchen (one for each type), Orlanth, and recently Smite (School of Arkat Kingtroll) was developed by the Knights of Saint Volanc.

Stabilise Glass

Casting Time 1

This enchantment is cast upon an object made of glass. For the duration of the spell, the affected glass has 6 AP and can thus more readily survive being dropped, crushed or otherwise abused.

Stabilise Heat

Casting Time 1

This spell is cast upon a fire. Each point of Magnitude increases the intensity of the fire by one step, from Flame to Inferno (see *RuneQuest* page 90). For the duration of the spell, the affected fire remains hot, does not die out of its own accord, and does not run out of fuel. It can still be extinguished.

Stabilise Masonry

Casting Time 1

This spell is cast upon a section of worked stone. For the duration of the spell, the affected masonry maintains its position, no matter how top heavy or unbalanced it is.

Stabilise Mind

Casting Time 2

This spell is cast upon a person. The affected person requires only half the normal time to learn from research or training or to learn new sorcery spells.



Stabilise
Masonry

Stabilise Potion

Casting Time 2, Permanent

This spell is cast upon an alchemical potion. The affected potion remains fresh and unspoiled, regardless of the vicissitudes of time, temperature, or weather.

Stabilise Weapon

Casting Time 3

This enchantment is cast upon a weapon. For the duration of the spell, the affected weapon is immune to damage.

Steal (Cult) Divine Magic

Casting Time 1, Touch, Resist (Persistence)

This spell allows the caster to steal a specific divine spell from a member of a specific theistic cult. The Magnitude of Steal (Cult) Divine Magic must be at least twice that of the targeted divine spell. If the target fails to resist, he loses that divine spell permanently and the caster then gets to use it within a number of days equal to his POW.

Summon (Church, Order or School) Entity

Casting Time 10, Magnitude 4

This spell allows the sorcerer to summon any entities associated with the cult. These may be such beings as magic essences, intellect essences or ghosts of Order members. Most groups maintain careful lists containing the true names of many entities associated with their worship.

Summon (Otherworld Species)

Casting Time 10, Magnitude 4

This ritual allows the caster to summon one of the cult's otherworldly servants. A summoning spell exists for each type of Otherworld Entity available to the cult and for all species for which the cult has a Command (Otherworld Species) spell.

Venerate (Entity)

Casting Time 10

All churches, orders, and schools have their own version of this spell, which is used to conduct a worship ceremony to the Invisible God, a Saint or Founder. All members within range that are attending the veneration ceremony may be affected. The duration lasts for the ceremony. Spells imbued with Venerate (Entity) affect the entire congregation, spreading their effect to the congregation with no further expenditure of Magic Points. The area venerated does not move once the ceremony is begun and the caster may be in any part of it.

APPENDIX

The rules given in the *RuneQuest* core rulebook and subsequent volumes are designed for simplicity and ease of use. Flexible and streamlined, they allow a reader to begin playing *RuneQuest* with a minimum of 'study' time spent on the rules. However, many religions have their own specialised skills and abilities and these are reflected in the following section.

Advanced Skills

Language (Auld Wymish) (INT)

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

Read (Order) Grimoire (INT)

This skill allows a member of an Order to learn specific spells from his Order's grimoire. If he has a copy of the grimoire to hand, and he has +80% in the Language skill the book is written in, he may cast any spell from it with a (Specific Sorcery Spell) skill chance equal to his Read (Order) Grimoire skill.

Sense Chaos (INT+POW)

Only worshippers of Storm Bull and Urox (see *Cults of Glorantha: Volume 1*) may gain this skill and they can only increase it through practice, never research or training. It allows the user to sense the presence of Chaos nearby; including animate or inanimate forms such as Chaos-tainted materials or immaterial beings like spirits. The skill does not single out the source, as would a Detect spell. Instead, the user gains a vague sense of unease and the knowledge that Chaos is close at hand. The intensity of the feeling gives a rough estimate of the amount of Chaos present. The skill is effective within a radius equal to the user's POW \times 3 metres.

Spread Disease (INT)

Through the use of stealth, disease potions, carefully applied filth and disgusting (but quiet) rituals, an entire district can be infected without resorting to disease spirits or magic. Food supplies such as silos, barns and larders are contaminated. Wells and other water sources are infected. Vermin become disease carriers. Over the course of a season, the user can contaminate approximate one square kilometre with one disease with the test for the success of the Spread Disease being made at the end of the season. If an area is successfully contaminated, all inhabitants and visitors are exposed to the disease at least once each season. This skill is the source of many of Mallia's lay members and their propitiatory.

Characters with access to the Healing skill may notice a tainted area if their skill exceeds that of the user in an opposed test.

Summoning (POW+CHA)

This skill is required to summon beings from the Otherworld. Though it is known by many different names, the skill is essentially the same thing for all types of magic. Thus, a character that practices both Rune and Divine Magic does not need two separate Summoning skills for the two types of magic he practices.

Legendary Abilities

Many religions require specialised roles for their more powerful adherents. These often require the acquisition of additional Legendary Abilities.

Legendary Ability	Requirements	Hero Points
Chieftain	Varies	10
Shaman	Varies	15
Sorcerous Adept	2 \times Manipulation skills at 75%, POW 15 or more, 4 or more sorcery spells at 50%	8
Summoning Adept	Summoning 75% or more, POW 15 or more, 4 or more summoning spells known	10
Wizard	Varies	15

Chieftain

Requirements: Varies by cult
Hero Points: 10

You become a Chieftain of your practice. See practice description for details.

Shaman

Requirements: Varies by cult
Hero Points: 15

You become a Shaman of your practice. See practice description for details.

Sorcerous Adept

Requirements: 2 × Manipulation skills at 75%, POW 15 or more, 4 or more sorcery spells at 50%
Hero Points: 8

You have a natural affinity for sorcery and learn spells rapidly and with greater skill.

You learn sorcery spells much faster than normal. You need not roll D100 to Research or Practise for a sorcery skill or spell. It is assumed you automatically beat your skill score and gain 1D4+1 points in the skill every time you spend a Hero Point.

Summoning Adept

Requirements: Summoning 75% or more, POW 15 or more, 4 or more summoning spells known
Hero Points: 10

You have a natural affinity for summoning, and are sometimes able to control those you summon effortlessly.

Whenever you attempt to summon and make your Summoning test, if you achieve a critical success on the Summoning test, the first Command, Control or Dominate spell you cast on it gains a bonus equal to your Summoning skill.

Wizard

Requirements: Varies by cult
Hero Points: 15

You become a Wizard of your order or school. See order or school description for details.

CREATURES

The following are some of the creatures found in the temples, churches and shamanic circles in Glorantha.

Hollri

Ice demons, known as Hollri, are humanoid creatures made of living ice. They live on Valind's Glacier and upon some of the highest mountains. For obvious reasons, they are seldom found elsewhere though they raid the surrounding lands when the temperature is below freezing for extended periods.

Hollri come in a variety of sizes and powers. When first created, they are small and slowly grow larger from the glacier's unearthly cold. They rarely leave Valind's Palace until they are far larger than a man. Most hollri are relatively mindless, attacking any enemy with a cruel ferocity. Others have special powers such as freezing breath, flight and powers over snow and storm.

Fire or heat attacks melt the icy hide of the Hollri. Any attacks that consist of heat or fire (such as a Firearrow spell) cause double damage and disregard the creatures AP.

Hollri with POW of 20 or more have access to Divine Magic from Valind and other beings of winter cold.

The following Hollri is one of the weaker ones encountered.

CHARACTERISTICS

STR	4D6	(13)
CON	4D6	(13)
DEX	3D6	(10)
SIZ	4D6+12	(24)
INT	1D6	(4)
POW	2D6+12	(19)
CHA	2D6	(7)

Hollri Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	5/8
4-6	Left Leg	5/8
7-9	Abdomen	5/9
10-12	Chest	5/10
13-15	Right Arm	5/7
16-18	Left Arm	5/7
19-20	Head	5/8

Weapons

Type	Weapon skill	Damage / AP
Ice Spear	80%	1D10+1D6 / 3
Thrown Icicle	50%	1D8+1D6

Hollri



Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 4m

Traits: Life Sense, Poison Immunity

Skills: Athletics 30%, Tracking 40%

Typical Armour: Icy Hide (AP 5, no Skill Penalty)

Spirits

Spirits abound in Glorantha. Normally, these creatures inhabit the Spirit Plane and do not appear in the physical world. There are, of course, exceptions.

There are as many different types of spirits as there are animals and plants in the physical world, each type a different species and each serving its own purpose. Creatures such as ghosts, wraiths, nymphs, elementals and chonchons are often considered spirits, but each of these beings has its own entry in *RuneQuest Monsters*.

What follows is a list of spirits specific to certain cults. Spirits commonly possess a great deal more variation within a species than do physical creatures and it is entirely possible to find a spirit vastly more or less powerful than the characteristic ranges given for each type.

The primary method of attack for most spirits is spirit combat, a topic covered in detail in the *RuneQuest Companion*.

Cult Spirits

Cult spirits teach appropriate spells to the members of a cult, practice or order. These all have the same features but may be referred to by several different names. Those entities which are associated with sorcery are often called Essences. Divine entities are known by a variety of names such as godlings, daimonies, pentaes and servitors. Spirits, however, is a generic word for these insubstantial beings.

Cult spirits and ghosts are frequently given as rewards to particularly faithful and heroic leaders of the faith. The binding enchantment necessary for these beings must be provided by the cultist receiving the spirit or ghost.

Some religions and cults retain wraiths, passion spirits and disease spirits that are used as heralds to bring retribution on enemies or, more commonly, upon heretical or treasonous cult members. Another common function for such dread creatures is as temple guardians.

A special feature of all such spirits is that they may be bound only by initiates of the religion or cult. All other attempts will automatically fail.

Ancestral Spirits

Ancestral spirits are treated like ghosts or magic spirits for most purposes. They cannot normally provide their INT or Magic Points for others to use but they may cast spells and engage in spirit combat. Only malign ancestors ever retain permanent possession after a spirit combat ends.

An ancestral spirit knows magic as noted in the Random Ancestor table. The particular spells will be relevant to the practice in question but ultimately down to the Games Master's choice. These spirits will only know one spell type – for example, a magic spirit will not have both divine and sorcery spells, nor may it ever learn spells of another type. If the spirit knows rune spells, it will have the appropriate runes integrated, but may not give up the rune. If the spirit casts divine magic, it must regain the use of spent spells in the same way a priest does.

All Ancestral spirits have INT equivalent of the species they were in life. Human Ancestors usually have an INT of 2D6+6 and a CHA of 3D6. A spirit may never have more spells than it has INT.

Ancestral spirits often have mastery of one or more spells. If bound into a fetish or binding enchantment, the holder of the enchantment may not use the spirit's Magic Points for casting spells, nor may he use the spirit's INT to store spells, but he may command the spirit to cast the spells it knows.

CHARACTERISTICS

STR	–
CON	–
DEX	–
SIZ	–
INT	2D6+6 (13)
POW	Varies
CHA	3D6 (11)
HP	14
MP	Equal to POW

Weapons

Type	Weapon Skill	Damage
Spirit Combat	65%	Usually 1 POW
Spells	70%	As per spell

Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+13
<i>Movement:</i>	15m
<i>Traits:</i>	Covert Possession, Dark Sight, Night Sight
<i>Skills:</i>	Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%

Random Ancestor

1D100	Reaction	POW	Spirit Spells
01	Friendly	5D6+6	5D3
02-04	Friendly	4D6+6	4D3
05-09	Friendly	3D6+6	3D3
10-16	Friendly	2D6+6	2D3
17-25	Friendly	1D6+6	1D3
26-28	Neutral	5D6+6	4D3
29-34	Neutral	4D6+6	3D3
35-43	Neutral	3D6+6	2D3
44-55	Neutral	2D6+6	1D3
56-70	Neutral	1D6+6	1
71-80	Malign	1D6+6	0
81-88	Malign	2D6+6	1
89-94	Malign	3D6+6	1D3
95-98	Malign	4D6+6	2D3
99-00	Malign	5D6+6	3D3

Friendly spirits do as the caster desires, be it cast spells, possess a foe or participate in creating a fetish.

Neutral spirits will do as the summoner desires if they are given one Magic Point for each point of POW the spirit possess. This must be expended immediately.

Malign spirits always attack the summoner and try to possess him.

Animal or Plant Spirit

Each species has a corresponding spirit kind. Thus, there are scorpion, scarlet elm tree spirits and bull spirits just to name a few. Most of these spirits are sentient and possess great powers and magic. Animal and plant spirits found on the material plane are always tethered to a specific place, object or person, and cannot stray far from whatever it is they are tied to. Others are drawn from the Spirit World at the behest of shamans or their mortal kin.

Naturally invisible, these spirits may become visible at will. These spirits obey their nature if attacked or confronted. For example, a wolf spirit might attack or call for its spirit-pack while a hare spirit would flee. The template below can be applied to any creature.

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ -
 INT as living creature +2D6
 POW as living creature +2D6
 CHA as living creature +1D6

HP as POW
 MP as POW

Weapons

Type	Weapon Skill	Damage
Spectral Claw	as living creature	as living creature

Special Rules

Combat Actions: 3
Movement: 10m+ living creature's movement
Traits: The spirit possesses any relevant traits belonging to the animal species + Covert Possession, Dark Sight, Night Sight

Magic: Animal spirits often have several spells which relate to the base creature. For example, a fox spirit might know stealth spells while a plant spirit may know fertility or healing spells.

Bad Man, the Shaman's Foe

The Bad Man is a powerful, maleficent spirit who can appear in many places at once. He seeks to block all contact between the Spirit World and the mundane, and slay those who practice shamanism. As such, he has become the special enemy of shamans, visiting them when they try to awaken their fetch. All shamanic practices have their version of Bad Man, taking the form of their particular foe.

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

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ -
 INT 20 (20)
 POW 35 (35)
 CHA 20 (11)

HP 35
 MP 35

Weapons

Type	Weapon Skill	Damage
Spectral Claw	100%	1D6

Special Rules

Combat Actions: 3
Strike Rank: +7
Movement: 15m
Traits: Dominant Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Stealth 40%

Intellect Spirit

A favoured tool of sorcerers everywhere, intellect spirits are strange creatures who may not initiate spirit combat.

The main purpose of intellect spirits (at least so far as sorcerers and their ilk are concerned), is as a storage device for spell caster's spells. If one of these spirits is forced into a Binding enchantment (see the *RuneQuest Companion*, page 40), an intellect spirit's INT may serve as an auxiliary to the INT of the owner of the binding. The intellect spirit's INT may not be used as additional free INT for a spell user, it merely allows the spell caster to keep his spells in the spirit's INT, opening up that much of his own INT as free INT. The holder of the Binding enchantment (assuming he can use it), may use spells stored in the spirit's INT just as if they were stored in his own.

Merely controlling the intellect spirit with a spell such as Dominate will not allow the caster to use the spirit's INT – it must be contained within a Binding enchantment. The intellect spirit's Magic Points may not be used to power spells.

Intellect spirits may hold spells in their INT, but they may not cast them.

CHARACTERISTICS

STR –
CON –
DEX –
SIZ –
INT 1D6 (3)
POW 3D6 (11)
CHA 1 (1)

HP 11
MP 11

Weapons

Type	Weapon Skill	Damage
None	—	—

Special Rules

Combat Actions: 1
Strike Rank: +2
Movement: 11m

Parts of the Bull – Special Storm Bull Spirits

Storm Khans who have fought well against Chaos may be able to gain one of the Parts of the Bull as a spirit ally.

These special magic spirits are named after a portion of the Bull's anatomy wherein resides its ability or attribute. Each is a powerful spirit in its own right and will only serve a Storm Khan who exemplifies the Great Bull. They will cast their spells on the Storm Khan as they see fit and are always spirit allies, never fetishes.

CHARACTERISTICS

STR –
CON –
DEX –
SIZ –
INT 2D6+3 (10)
POW 5D6 (18)
CHA 3D6+6 (16)

HP 18
MP 18

Weapons

Type	Weapon Skill	Damage
Spectral Claw	50%	1D4

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 15m

Traits: Covert Possession, Dark Sight, Night Sight

Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%

Magic: Parts of the Bull are considered magic spirits and each spirit knows a number of spells equal to their INT. They will only cast their spells upon the Storm Khan or his mount. Should the Storm Khan ever fail to act in a fashion pleasing to the spirit, it departs immediately – never to return. Each Part of the Bull knows the following spell (the rest are up to the Games Master's discretion):

- Bull's Head:** Spirit Resistance
- Bull's Heart:** Strength
- Bull's Hide:** Protection
- Bull's Feet:** Mobility
- Bull's Hooves:** Bludgeon
- Bull's Horns:** Bladesharp
- Bull's Breath:** Thunder's Voice
- Bull's Liver:** Resist Chaos
- Bull's Loins:** Vigour

Power Spirit

Power spirits have a lot in life much like that of intellect spirits in that they are seen primarily as a tool for spell casters. These spirits may not initiate spirit combat.

When imprisoned in a Binding enchantment, a power spirit's Magic Points can be used to power the spell's of the binding's owner. The spirit acts as an auxiliary pool of Magic Points for a spell caster.

Merely controlling the power spirit with a spell such as Dominate will not allow the caster to use the spirit's Magic Points – it must be contained within a Binding enchantment.

CHARACTERISTICS

- STR –
- CON –
- DEX –
- SIZ –
- INT 1D6 (3)
- POW 2D6+3 (10)
- CHA 1D6 (3)

- HP 10
- MP 10

Weapons

<i>Type</i>	<i>Weapon Skill</i>	<i>Damage</i>
None	—	—

Special Rules

- Combat Actions:* 1
- Strike Rank:* +1
- Movement:* 10m
- Traits:* Dark Sight, Night Sight

(Practice) Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. Those which are a part of an animist practice are referred to as (Practice) Magic Spirits. If bound into a fetish or enchantment, the holder of the enchantment may not use the spirit's Magic Points for casting spells, nor may he use the spirit's INT to store spells, but he may command the spirit to cast the spells it knows.

Practice Magic spirits may not initiate spirit combat.

CHARACTERISTICS

- STR –
- CON –
- DEX –
- SIZ –
- INT 3D6 (11)
- POW 3D6+3 (14)
- CHA 1D6 (3)

- HP 14
- MP 14

Weapons

<i>Type</i>	<i>Weapon Skill</i>	<i>Damage</i>
None	—	—

Special Rules

- Combat Actions:* 2
- Strike Rank:* +7
- Movement:* 14m
- Traits:* Covert Possession, Dark Sight, Night Sight
- Skills:* Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%
- Magic:* A magic spirit knows 1D6 Rune, divine or sorcery spells. These spirits will only know one spell type – for example, a magic spirit will not have both divine and sorcery spells, nor may it ever learn spells of another type. If the spirit knows rune spells, it will have the appropriate runes integrated, but may not give up the rune. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a priest does.

Spirit of Thed (Chaos Spirit)

Thed commands a horde of Chaotic spirits and her shamans are able to summon them to do their bidding. These spirits are often the spirits of her followers, now serving her in the afterlife and harrying the living. Each one partakes of Chaos and bestow its 'blessings' on those they possess.

These spirits are invisible but they can manifest themselves as figures of swirling mist. Their shape is vaguely humanoid but usually appears to be horribly mutated – the mutations are often an indication of the kind of Chaos Feature it carries. Some of these spirits have multiple features and some speculate that these are the immortal remains of Thed's more powerful worshippers.

The spirit possesses at least one Chaos Feature (see page 10 in *RuneQuest Monsters*). Anyone covertly possessed by the spirit gains the use of this feature and manifests an appropriate mutation to reflect this within a few rounds of possession. The feature is available for use immediately. Anyone attacked by the spirit may chose not to resist it, making covert possession automatic. Many of these spirits have detrimental Chaos Features and Shamans of Thed may order these spirits to attack their enemies.

CHARACTERISTICS

STR –
CON –
DEX –
SIZ –
INT 3D6 (11)
POW 4D6 (14)
CHA 3D6+6 (17)

HP 14
MP 14

Weapons

Type	Weapon Skill	Damage
Spectral Claw	65%	1D3

Special Rules

Combat Actions: 2
Strike Rank: +6
Movement: 14m
Traits: Chaotic Aura, Chaotic Feature, Covert Possession, Dark Sight, Night Sight.

Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%

Magic: Spirits of Thed that are spirit allies may be taught spells by their shaman but these are lost if the shaman dies, loses control of the spirit or if it is sent back into the Spirit World.

Thanatari Guardian Spirit

These are the souls of dead Thanatari called back from the Place of Waiting by the Summon Thanatari Guardian spell. Thanatari guardians are used to dominantly possess victims who then serve their masters as bodyguards. They may be exorcised, returning the victim to control of his body. The Guardian's STR, CON, SIZ, DEX, and CHA are those of the victim who may be of any species. If their host is slain, they return to the Place of Waiting.

CHARACTERISTICS

STR –
CON –
DEX –
SIZ –
INT 2D6+6 (13)
POW 3D6 (11)
CHA 3D6 (11)

HP 11
MP 11

Weapons

Type	Weapon Skill	Damage
Spectral Claw	65%	1D4

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 15m
Traits: Dominant Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 70%, Stealth 40%

Magic: A Thanatari Guardian spirit knows 1D6 rune, divine or sorcery spells. These spirits will only know one spell type – for example, it will not have both divine and sorcery spells, nor may it ever learn spells of another type.

War Tree

War trees are special awakened plants used by elves to defend crucial areas within their forests. War trees can resemble any type of tree and are hard to distinguish from normal ones – that is until they start moving.

CHARACTERISTICS

STR	4D6 +12	(26)
SIZ	3D6+30	(40)
INT	6	(6)
POW	3D6	(11)
DEX	3D6	(11)
CHA	1	(1)

Hit Locations

D20	Hit Location	AP/HP
1-10	Trunk	3/10
11-20	Branches*	3/3

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

Weapons

Type	Weapon skill	Damage
Branch	50%	3D6

Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+8
<i>Movement:</i>	3m
<i>Traits:</i>	Life Sense
<i>Typical Armour:</i>	Bark (AP 3, no Skill Penalty)

Weapons

Elf Bow: A bow seed is planted for each High King Elf initiate on their initiation day. It takes one year to grow to maturity and another year of finishing to complete the fabled elf bow. The initiate must spend one week per season over the two year period to tend and care for it. Growing an elf bow requires the supervision of a gardener and thus is usually only done in an elf forest. An elf bow remains a living plant and requires the Heal spell to repair. The Repair spell has no effect. It has a POW of 2D6+2 and its owner may draw upon its Magic

Elf Bow & Elf Blowgun

Ranged Weapons	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP
Elf Bow	Bow	2D8	175m	1	-/14	1	8/15
Elf Blowgun	Blowgun	1D4	30m	1	-/-	—	4/6



Elf Bow

Points when holding it for spell casting. Only the bow's creator can use it, in the hands of any other elf, it acts as a short bow. Should a non-aldryami handle it, the bow immediately withers and dies. Non-elfen initiates of High King Elf are considered aldryami.

Elf Blowgun: Among the jungle-dwelling yellow elves of Pamltela and Teshnos, both the bow and blowgun are used. Upon initiation, a yellow elf of the High King Elf initiate may choose to receive a bow-seed or tend a patch of magical reeds. It takes a year of growth and a year of fishing to make an elf blowgun from one of the reeds. The initiate must dedicate a week of tending the reed patch or working upon the living weapon each season under the supervision of a gardener. The blowgun is alive and functions identically as an elf bow in terms of POW.

INDEX

- Abiding Book, The 6
 Acquiring Spirits 7
 Advanced Skills 87
 Language (Auld Wyrnish) 87
 Read (Order) Grimoire 87
 Sense Chaos 87
 Spread Disease 87
 Summoning 87
 Aldrya 62
 Ancestor Worship 20
 Arkat Kingtroll 47
 Atroxic Church 48
 Bagog 21
 Bardan's Book 49
 Basmoli 33
 Casting Spirit Magic 10
 Charms 8
 Churches 4
 Cogs of Zistor 50
 Creatures 88
 Crucible Of Iron 52
 Damal 33
 Doom of Undying 71
 Dwarf Castes 56
 Eiritha 22
 Errinoru's Sons 23
 Familiars 45
 Fetch 13, 14
 Fetishes 8
 Forty-Eight Old Ones 23
 Foundchild the Hunter 24
 Gark the Calm 26
 Great Hunt 25
 Grimoires 45
 Hollri 88
 Horned Man 27
 Kargzant 29
 Knights Of Saint Volanc 52
 Korgatsu - Hsunchen
 Progenitor 31
 Kyger Litor 64
 Legendary Abilities 87
 Chieftain 88
 Shaman 88
 Sorcerous Adept 88
 Summoning Adept 88
 Wizard 88
 Malkioni Caste System 46
 Malkioni True Church 53
 Mallia 65
 Mostal 55
 Order of Gark 57
 Order of Malakinus the
 Learned – Carmanian Sorcery
 School 58
 Pamalt 35
 Practices 11
 Pralori 34
 Primal Chaos 67
 Rathori 34
 Regaining Spirits 8
 Rune Spells 72
 Sainly Orders 5
 Saint Waertag 59
 Schools of Wizardry 5
 School of Hwarosian
 Mysteries 60
 Shamanism 2, 7
 Sofals 34
 Song of Aldrya 63
 Song Of Bergara 67
 Sorcery 3
 Sorcery Schools 5
 Sorcery Spells 80
 Spirits 89
 (Practice) Magic Spirit 93
 Ancestral Spirits 90
 Animal or Plant Spirit 91
 Bad Man, the Shaman's Foe
 91
 Intellect Spirit 92
 Parts of the Bull - Special
 Storm Bull Spirits 92
 Power Spirit 93
 Spirit of Thed (Chaos Spirit)
 94
 Thanatari Guardian Spirit 94
 Spirit Allies 9
 Spirit Ranks 2
 Spirit Reaction & Attitude 3
 Storm Bull 37
 Summoning 15
 Thanatar 68
 Thed 38
 Traditions 2
 Ungariant 39
 Waha the Butcher 40
 War Tree 95
 Weapons 95
 Xemelite Nuns 61
 Zistorite Warmachines 50

Glorantha

THE SECOND AGE

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US\$ 24.95

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PUBLISHING



ISBN 978-1-905850-22-8



9 781905 850228

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