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# Introduction to Glorantha Book

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# Introduction to Glorantha Book

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This book details the world of Glorantha, an example of a fantasy environment in which RuneQuest adventures easily can be based. Future supplements will further explore this world.

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*This is a Jruستيli document. May the  
Invisible God smite all who profane its lore.*



# Introduction to Glorantha

As an example of a closed fantasy world, only characters who were born and raised in Glorantha can adventure there. This chapter presents a broad view of the world with notes on climate and geography.

This booklet is included as an example of world creation. It represents Chaosium's estimation of the useful amount of world-background to be created before anyone sets out to develop specific settings and incidents for a campaign.

The example world is the fascinating universe of Glorantha. Some later *RuneQuest* products will be set in Glorantha; others will not be, and most of these latter will be part of fantasy Europe, Asia, etc. But it is easy to find out a lot about places which once existed, or perhaps still do: Glorantha was designed from scratch.

In fact, the evolution of Glorantha can serve as an example of how to create a universe the hard way. Some of this booklet's material has been back-traced from specific incident, with all the agonizing decisions of chronology and relationship left undone till later years demanded it. If you start your universes with general histories and descriptions, and then proceed to specific incidents, your life will be easier for it.

Though Glorantha's main theme is religion and the magical relation of man to god, no one is advocating that your universe should resemble Glorantha or exhibit the same proportions of background material.

## Glorantha on Earth

Glorantha is the most thoroughly explored game world in print available today. Its exploration was begun in 1966 by Greg Stafford, who has continued compiling information. In 1976, the boardgame, *White Bear & Red Moon*, first appeared. That game, considerably revised, is still available from Avalon Hill under the title *Dragon Pass*. In 1978, *RuneQuest* appeared, the latest edition of which accompanies this booklet in the boxed version. From 1978 until the present, dozens of adventures and source books set in or concerning Glorantha have been published, much to the delight of thousands of fans.

Universe-builders must judge their creations for themselves.

Glorantha is a complete universe. Consequently it is self-contained, and from its myths to its molecules it must be taken on its own terms. You will find no worshipers of Zeus or of Allah here. Nor are there Vikings or Huns, though there certainly are analogs to those peoples. Many creatures rightfully rooted in other worlds have no representatives here.

If you decided to play in Glorantha, your play may defy this rule. Any campaign almost certainly will vary at least in small ways from the published materials. Sheer creativity alters details, if nothing else. The encompassing idea behind a closed campaign is that the world be consistent, but visiting adventurers may be outsiders, if allowed by the gamemaster.

## World Structure

The world of men is shaped like a huge lozenge floating upon an unlimited sea. Waters wash parts of the lands. Most humans live near the center of this lozenge.

The sun rises from the east each morning, then passes over the air, and across the sky to set each evening in the west. It then travels beneath the seas and earth through the underworld, and finally again up to the eastern lands of the dawn. While the sun is in the underworld, the goddess of night rules the sky.

The sky world lays beyond the dome of the sky. At night, the stars show where the magical denizens of the sky world peep through to guard their followers below. Similarly, the underworld is populated by immortal creatures, as well as by evil dreams and by the souls of the dead and unborn.

The world is everywhere populated by magical entities who are personifications of things, who represent life essences, or who are spiritual truths. Many of these beings are alive in every sense, but many are not. Most people live only in the mundane world, content to let the priests and shamans protect them. But the influence of the magical world is always there.

## The Planes

There is a mystical as well as a physical cosmography. In the mystical view there are three planes of existence: the mundane plane (the physical world), the spirit plane, and the god plane. Interactions between ordinary men and magical creatures and places are minimal within normal *RuneQuest* realms, Remember, though, that great magic is always possible, that it works, and that it has done terrible things before.

## Time in Glorantha

Most dating systems in Glorantha begin with the Dawn, when Yelm rose into the sky and inaugurated the age of history. Created by the Theyalans of Dragon Pass, this system is called Solar Time (ST) and is the most common time-measurement system used in the world.

A Gloranthan day is the time needed for the sun to traverse the sky from east to west. A night is the time needed for the sun to traverse the underworld from west to east. Seven days make up one week. Eight weeks (56 days) make up one Season. Five Seasons (plus a 14-day interim called Sacred Time) make up one year. Thus a year is 294 days long.

### Variant Calendars

The Lunar Empire (Genertela) measures time from the moment their Red Goddess was born (during Sacred

Time, 1220 ST). They also use a larger measure of time called the Wane, which is 54 years long.

The Kralori culture (Genertela) persists in using six seasons of 7 weeks each. This method is widely popular throughout the eastern lands of Kralorela and the Eastern Isles, including Vormain.

Most Pamaltelans (with the exception of many coastal cities) use a four season period. Each season consists of 72 days (12 weeks with 6 days each). The extra six days, called Holy Week, resembles the Sacred time of the Theyalan calendar.

## Geography and Weather

**Genertela, the northern continent:** this continent is temperate in climate; its winds generally blow west to east, and often from the north during Dark season (winter). The continent is 5000km long and 1700km wide.

North of the continent are the uninhabitable wintry wastes of Valind. East lies the sea of Kahar, which is covered by unending fog and empties into the limitless Eastern ocean. South lie the waters of the homeward ocean. West lies the freezing Neleomi sea, and beyond that the limitless Western ocean.

Genertela is the land most heavily inhabited by humans. Here the elder races have been reduced to powerful pockets of resistance surrounding ancient holy places. A variety of human cultures dominate the better lands.

This continent was badly damaged in the Greater Darkness, most badly when its ruling god, Genert, was destroyed by chaos. The Wastes astride the continent testify to the physical losses suffered. The magical damage was comparable. Genert embodied some powers of unity and harmony never yet recovered by the residents of the land.

**Pamaltela, the southern continent:** This continent is about 6700km long and 3300 km wide. Winds blow east to west, and occasionally from the hot south. Pamaltela is tropical in climate.

North lie the central seas. East lies the hot Togaro Sea, eldest of the great waters. South past the Nargan desert lies a land and a sea of unending fire impossible for mortals to approach. West past the lands of men rolls the chill Western Sea, which has no bounds.

This continent also was ravaged by chaos, but recovered better than the northlands because Pamalt, the ruling god of the surface world, survived. Relative peace and plenty continue in the land, so that even humans live a lush pastoral life. Many Elder Races are still powerful here — dwarfs, innumerable elves, and a variety of isolated and obscure creatures. Human cities dot the northern coasts.

**The Central Seas:** the oceans of Glorantha center on the Homeward ocean. At its center is the tremendous whirlpool called Magasta's Pool, whose bottom is in the underworld. Down this place rush all the waters of the world.

From the northwest comes the Banthe Sea, which is frigid. A current continues southward, to become

## Theyalan Seasons

These season names are based on the weather patterns of Peloria and Dragon Pass, but they have been generally adopted in most regions of the world.

**Sea Season:** Comparable to spring, this season opens the new year and is a time of planting, new births for beasts, and gentle rains.

**Fire Season:** A hot, dry summer period, this is the time of warming, ripening and growing. It is also the time of war when men are free from the toils of the soil.

**Earth Season:** Harvest time and when animals are slaughtered to prepare for the oncoming cold.

**Dark Season:** Night and ice demons wander about the land bringing snow and storms upon hapless humans. Trolls are most active during this time, while Brown elves sleep.

**Storm Season:** The last season of the year when life and darkness spirits wage battle. Sometimes the darkness spirits win and the ice and cold drag on for weeks. Sometimes the spirits of life win, with spring-like weather and new shoots and buds. Usually neither is entirely victorious, and this is a time of violent weather changes.

**Sacred Time:** A period of rebirth during which great ceremonies are held while many nations put away all strife to celebrate the coming spring. Oracles are sought and spells are cast to protect the land. All religious persons participate in re-enactments of their creation myths. The massive release of energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts will probably result in chaos seeping again into the world.



This is a map of the world of Glorantha as known by men. There are significant land masses beyond the map boundaries, but these are inhabited by giants, immortals, gods, and other magical creatures.

the Brown Sea, which splits into other lesser seas. The Neliomi current rips great icebergs from Valind's Glacier and sends them south. The main Banthe current enters the homeward swirl of Magasta's Pool.

From the southeast comes the warm-watered Togaro Sea, also called the Sea of Terror. Its main current enters into the whirlpool of the Homeward ocean. The eastern Sshorg current runs northward, warming the lands it washes, and runs into the Eastern ocean.

### Major Land Regions

These are the places named on the map; they are summarized in alphabetical order.

**Dinal (Pamaltela):** called the Peaceful Woods by elves. The Council of Seventeen rules it, and many Yellow elves consider it to be their heaven on earth.

**Dragon Pass (Genertela):** a strategic land, the crossroads of the continent. It is the prehistoric mating and nesting ground for dragons, and the sacred homeland of the dragonewts. Many acts of the gods occurred here, making this region very powerful and special.

**Eastern Islands (Sshorg Sea):** often referred to by their ancient name, the Ten Thousand Islands of Wonder. Many nations and tribes inhabit this region; all claim to be subjects

of the Emperor of Vithela, who is otherwise unknown. The natives also claim to know all the islands, but outsiders have never seen more than the westernmost (which are fabulous enough). Famous among them are Golden Mokato, once capital of a sea empire; and Haragala, a modern naval power.

**Elamle (Pamaltela):** a region ruled by the Novaroplia tribe of Yellow elves. They tax and take tribute from the human cities which dot their coast, and are friendly with those humans whom they know.

**Enkloso (Pamaltela):** A temperate land, where snow sometimes comes creeping from down the mountains and frost rasps inland with the Brown Sea fogs. The people here are Green elves, with a long and proud history. The many humans in the lowlands and along the shore have Genertelan cultures.

**Fonrit (Pamaltela):** a region semitropical in climate and life. Its poor are all blue-skinned; as slaves, they are among the worst-treated in the world. The overlords, the Confederates of Fonrit, rule a hodgepodge of conquered duchies, satraps, principalities, and theocracies, and make common cause only against invading elves. The northern state of Kareeshtu is a great naval power.

**Fronela (Genertela):** a cold temperate land, Fronela is dominated by the great Janube river, which cuts it from the Sweet sea in the east to the Neliomi sea in the west. In the north are pine forests shared by barbarians and elves. The western lowlands are ruled by the kingdom of Loskalm. The southern

highlands, and most of the valley of the Janube, hold many different people.

**Valind's Glacier (North Genertela):** endless ice covering sea and land. Only ice demons live here.

**Hornilio (Pamaltela):** here are only marshes and swamps, so low and level that tides wash far inland and the rivers flood far to sea. Huge monsters from earlier ages inhabit this place. All is dominated by the Red elves of cruel Queen Karan llargor, legendary ruler who led in the Gods War.

**Jolar (Pamaltela):** nomadic Agimori and other peoples roam these wide grasslands, herding cattle and hunting. The Kresh invasion from the east prompted the organization of the Arbennan kingdom, a confederation of tribes.

**Jrustela (West Homeward Ocean):** once a single land, partially-sunken Jrustela is now a smaller archipelago. Its residents are mostly elder-races, grown strong without men. Dawn Age natives, the Timinits, are numerous. There are some cities with recent human immigrants. Several haunted ruins of the dead and accursed God Learners linger here.

**Kimos (Pamaltela):** humans live on this peninsula, maintaining an ancient war so old that no one recalls its origins. Their foes are called Gorgers, and both sides worship the volcano god. "War-torn Kimos, ragged land of fire."

**Kothar (Pamaltela):** the Kresh nomads, who ride upon wagons of colossal size, originally came from here. With cities on wheels, they rumble about exacting food as tribute and granting access to their temples and other facilities.

**Kralorela (Genertela):** here live the Dragon Kings, and here ancient, forbidden magic is used. Kralorela is rich, fertile, and boasts many great cities. In the hills huddle primitive subject peoples.

**Laskal (Pamaltela):** tropical forests cover this land. Yellow elves of many tribes, with no central rule, live here. Many tribes of humans wander among the woods, paying token tribute to the elves as fellow creatures of the wild.

**Maniria (Genertela):** The southern coasts are warmed by sea currents, and are subtropical. Inland roll rich forest lands where humans war with elves. Eastward glimmers the enchanted Holy Country, where many different folk live in harmony.

**Mari (Pamaltela):** These lands are broken by hot, harsh mountains. The northern side is humid, tangled with encroaching jungle; the southern side is dry and rutted with canyons. Only violent raiders, savages, and monsters live here.

**Mirelos (Pamaltela):** the Gaskallian empire, ruled by ancients of the Yellow elves, holds sway here. Few other intelligent creatures, including humans, lead free lives in Mirelos. The land is dense rain forest, with rivers famous for their richness.

**Nargan Desert (Pamaltela):** a dry and lifeless place, a playground for fire spirits and their great lord, Father Pamalt, and his chosen immortals called the Agitorani. No mortals tread this realm. To the south, live flames dance upon sand and stone.

**North Pent (Genertela):** this bleak tundra is wracked by violent stores, buried by snow from the north, or flooded by warm rain from the south. Ice trolls, desperate horse and cattle nomads, and refugees from the Kingdom of Ignorance live here.

**Onlaks (Pamaltela):** rain forests cover Onlaks, and the Gargualia tribe of Yellow elves rules it. Human cities line the coasts; their peoples hate elves and war with them.

**Palarkri (Pamaltela):** a highland pierced by five great stands of jagged mountains. Among the peaks live the exotic inhuman Jelmre, who trade with the elves in the north, and the Empire of Kresh in the south.

**Peloria (Genertela):** This wide grassland is ruled by the Lunar empire. The land is temperate, and since the ascension of the Red Goddess has had increasingly mild winters. It is drained by the mighty Oslir river, whose head is in Dragon Pass and whose mouth is in the White sea.

**Pent (Genertela):** the wild Pent nomads, who ride horses and who herd cattle, sheep, and goats, live on this fair plateau. Winters are severe; their summers usually are rich and peaceful.

**Porlaso (Pamaltela):** also called the Island of Swamps. Some people claim Porlaso soon will sink beneath the tides, though it has survived for centuries. This island is full of terrible dinosaurs and angry Red Elves.

**Ralios (Genertela):** the twin kingdoms of Tanisor and Sentanos rule the lowlands, but the highlands have been wild since the Dawn. This is a fine temperate area with few severe winters and many pleasant summers.

**Seshnela (Genertela):** this wild land is full of exotic creatures like centaurs, satyrs, and dragonewts. Here also live the immortal Luatha, who destroyed ancient Seshnela, and whose tall raiders still sally forth from their stronghold.

**Slon (Pamaltela):** a race of dwarfs inhabit this temperate land. They also rule many human cities, whose inhabitants pretend to be dwarfs. The dwarfs treat as animals the back-country aboriginal peoples of Slon.

**Sozganjio (Pamaltela):** also known as the Endless Marsh. This is a steaming marsh inhabited by dinosaurs and Red Elves. So vast is this area that here three savage kings, each a descendant of the same hero, claim huge empires, yet none ever has heard of the other two.

**Tarien (Pamaltela):** a wide grassland with relatively few humans, but sometimes thick with lizard men and their great beasts.

**Tarmo (Pamaltela):** a high and rugged wilderness, with a spine of mountains whose great peaks are icy all year. Mostly nightriders, frights, and gigantic man-eating trolls inhabit this land.

**Teleos (East Homeward Ocean):** southerners who used small boats to follow the Barankoom current settled this island. For centuries Teleos was called the Pirate Kingdom, until destroyed by the God Learners.

**Trowjang (Genertela):** the southeast corner of the continent is subtropic throughout, warmed by southern sea currents. It is quite wild, even in Teshnos whose rivers are well-populated by Yelm-worshipping tribes. Primitive natives inhabit the interior, warring with the elder races. Fishers and pirates populate the coasts.

**Vormain (Kahar's Sea):** An ancient seat of empire and naval powers, this is a complex land of intricate customs, ferocious warriors, and exotic magics.

**Vralos (Pamaltela):** Several city-states thrive here, dominated by the merchant king, the Patriarch of Nikodros. The poor speak a Genertelan dialect and are notably paler than the rulers, but there is much mixed blood here.

**Wastes (Genertela):** These are the deadlands of the god, Genert, who was killed by chaos in the Gods Age. Ungodly storms rage over it, leaving only the hardiest of life. There, protected by those terrible storms, live the animal nomads, who worship Waha the Butcher and believe Prax to be their Holy Land.

**Zamokil (Pamaltela):** A wide grassland inhabited by Agimori in the north, and by blue-skinned folk who are famous for their endurance and songs. Many now are ruled by the Kresh, who entered from the north many generations ago.



# Mythos & History

Every culture creates myths and legends which explain man's existence and purpose. Glorantha is no exception. Before creating a Gloranthan-based campaign, study this chapter thoroughly.

## Mythology

### The Creation

This tale agrees in most particulars with the diverse religious sources of the world, and of all possible creations it is the most comprehensive.

The egg of the world was formed in a way which even gods cannot understand. It was suspended in the Void of Chaos, an emptiness pregnant now with potential. The egg opened. From within emerged It, the primal androgyne, an infinite dragon. The entire cosmos and two other beings came from It. They were Maker and Grower.

Maker and Grower were each a creative energy, and each sought to improve the place where they resided. They used their powers so that the world grew and was built greater.

Maker and Grower, often called The Two, rose from The One, and from them rose The Third. Born was the Great Goddess, Glorantha, mother of the world which bears her name, who is the source of all mystery and compassion.

### The Celestial Court

The first known gods were the Celestial Court. They are called children of Glorantha. They were perfect creatures, each the essence of a power or an element. All began as abstractions, but sought inner secrets, thereby quickening their inner parts to divinity. For example, the One Earth of the Celestial Court became many earths, and the One Truth became many, and the inner worlds were populated.

At first the Court danced alone, exploring only themselves. Later, sometimes, parts of separate devolutions found themselves in close harmony, and moved together as one. Where two creatures touched and moved in that timeless grace, was formed a third, unlike either parent. These new-born entities were the Burtæ, the Younger Gods.

This cross-fertilization first occurred among the lesser spirits, then the greater, and at last among two of the greatest of the Celestial Court. The Sky God

stretched forth and covered the earth goddess — the immortal Ether commingled with the infinite Earth. At the moment of their coupling, it is said, the goddess of Harmony stumbled and fell on her face. From that moment the perfection of the world failed. But worse would happen.

Umath, the Storm God, was the child of the Sky and Earth. His first action was to sunder his parents, making a place for himself by creating misery for others. He had his own children.

### The Gods War

The Storm Gods began the Gods War. First was the Storm Age, or Lesser Darkness. It began when the Storm God Orlanth, son of Umath, killed Yelm, the Emperor of the Universe, who fled screaming to the Underworld. As had the father Umath, so did the sons seize places for themselves, and freely used their new power of Violence to change the world.

The Greater Darkness followed. This was an invasion by chaos, led by a being known as the devil, and included creatures spawned outside of Glorantha and thus immune to many of its laws. These creatures had come to end the existence of the universe, which had danced its dance and was running down to a predestined end. The Celestial Court did not struggle, and most were destroyed when the Cosmic Mountain exploded under the attack of the devil.

But other gods fought on independently. Yelm, deep in hell, exercised the strength of his pure will to bring justice to himself, and thereby overcame his own death. Magasta led his watery minions to close the breach caused by the explosion of the spike. Kyger Litor brought her grim kin under the starless skies, ever-seeking to destroy chaos. Orlanth, with doughty followers, defied the old laws and came alive to Hell to liberate the life forces.

Arachne Solara is a deity of unknown origin, who is critical to the rebirth of the world. She forged a compact, called the Great Compromise, between all the gods, dead and living, and as one they fought that which would end creation. They won, and from the



struggle was born the new age. Time, sometimes called the last god, leapt from the womb of Arachne Solara and cast its mystical web of reality across the remains of the old world. Yelm led the dead gods back to life with the first sunrise, and at that moment of Dawning the new age was born.

## History of Glorantha

### The First Age (The Dawning)

Modern Gloranthan history begins with the first Dawn. The mortal races instituted a near-universal dating system beginning with The Dawning. Every species knows stories and songs which their ancestors made about the miraculous moment when Life began again.

During the earliest historical periods, the elder races were still dominant, though humans multiplied quickly. Man gradually but steadily widened the settled lands and encroached upon the wilderness fastnesses of the elder races.

During those times it seemed that the world was not quite reformed from the Gods Wars. There was less separation between mortals and gods, though the gap widened as years passed and more and more people died. Many powers sought to mold still-pliant energies, and many experiments were made. Results of those archaic experiments have sometimes survived to the current day. The most spectacular one was that of Nysalor.

Nysalor was a being who was constructed by a group of humans and elder race creatures. At first everyone of importance was involved, but the trolls and dragonewts abandoned the project before completion.

Nysalor began a Golden Age reign for his followers. Those who did not follow were enslaved or driven out. Missionaries carried word of his powers far and wide, and his worship spread across the continent. Only trolls and dragonewts objected in large numbers, and they were defeated in battle. It was at this time that the trolls were cursed, so that they bore mutant trollkin instead of healthy uzko.

Arkat Chaosbane was the sworn foe of Nysalor, who he called Gbaji, The Deceiver. Arkat discovered new magics to combat his foe during mystical searches. He made many friends and enemies as he traversed the land. He revealed that Nysalor/Gbaji was an agent of chaos whose machinations would soon doom the world by destroying the ancient Gods Compromise. Arkat's life was 75 years of struggle, and his war changed the face of the continent. In the end Gbaji was destroyed, and the ancient center of his worship, Dorastor, was left a stinking cesspool of chaos monsters.

These early times are called the Dawn Ages, and are considered to end in 450 when Arkat slew Gbaji and destroyed the land of Dorastor.

### The Second Age (The Time of Empire)

Once in motion, the magical effects of the Dawn Age reverberated through the world. One of those deep vibrations rekindled ancient sorrows of the elder

races, who fell upon each other as if the Gods War had returned. Their numbers, decimated from the Gbaji Wars, dwindled further. At the same time, nations of men expanded their lands, often warring against and defeating the Elder Powers.

The vibrations of the new magic carried most deeply among the humans of Glorantha. Their natural curiosity found in Arkat's discoveries new channels to explore. The discoveries were exploited by bands of people who sometimes became quite powerful, and helped found governments which conquered the world.

Now great empires ruled the surface world. Inland in Genertela was the Empire of the Wyrms' Friends, which used forbidden dragon magic and was partially derived from the Solar Imperial theocracy. In Pamaltela the early Artmali Empire was crushed, and its territories incorporated into the sea-borne Jrusteli Empire. The Jrusteli conquered the denizens of the ocean, and their magic fleets sought to control all surface shipping. They eventually won huge portions of the northern and southern continents, as well as most of the western islands. The Eastern Empire, centered upon the Jeweled Isle of Mokato, was the only major sea rival not conquered by the Jrusteli. In Pamaltela, the elf hero Errinoru the Seven-Conqueror ruled over the combined elvish jungles, and even once ventured a great fleet upon the seas for a successful epic adventure.

The humans ruled supreme, except in Errinoru's jungles. Their confidence and arrogance grew, and they soon considered themselves more successful than the gods at controlling nature. They could twist and turn it, and change it at will. Sorcery made great advancements, people turned from the gods, and the spirit world was treated as an energy source.

Yet they could not remain successful in the face of an outraged world. The things they twisted sprang back, and the things they destroyed were sought in vain afterwards for comfort and aid. The elder races, smaller kingdoms, cults and religions both new and old, and concerned individuals of all races, sought to restore balance to the surface world. They were aided by the Old Gods, whose priests had been working on spells which take centuries to complete, but never fail when released.

The Jrusteli, most learned and least wise of the Empires, are the best example of the conquerors of nature. Their scholars were called the God Learners, who mastered a magic allowing them to do the impossible. Thus when the sea-living allies of the Jrusteli complained and revolted, the God Learners made the water burn, destroying the merpeople and the Triolini as well. But centuries later, a remainder returned with power and hordes of the dead at their backs. Tidal waves destroyed the coastal strongholds, and huge tracts of land sank forever beneath the waves. Terrifying doom guardians sought out the frantic God Learners wherever they hid, in any world, and took vengeance for ancient wrongs. Friends of the Jrusteli magnates were slain merely for their friendship. Families were annihilated. Survivors came to fear every thought, thing, and idea which might be Jrusteli.

Elsewhere other disasters overcame empires. The Dragonkill War of 1100 destroyed the flower of civilization in Peloria. Excessive magics scorched the temples and ate the holy leaders of the empire of Kralorela. The elves of Errinoru's lineage fell to the minions of a new creature, adapted to eat their special flowers, so the royal house dwindled quickly and tragically.

The Second Age is usually considered to end around 1100, when the island of Jrustela was shattered, the Dragonkill war occurred, and the last corrupt remnants of the Empire of Errinoru were wiped out.

### The Third Age (Recent Centuries)

For centuries after the disasters which befell the great empires, exploratory magics were shunned and forgotten, and sometimes held to be evil. Conservatism overwhelmed creativity. The world entered a new phase of development in which most people feared change.

Such withdrawal influenced the world, as terrible dooms overcame it. Zzabur, called the First Sorcerer (because he was preeminent), had grown increasingly distressed by mortal misuse of his arts. He made a spell which caused all the vessels which sail the surface of the ocean to be confused, destroyed, or lost forever. This was called The Closing, which made sailing impossible on every sea not enclosed by land.

Another such manifestation was the mysterious event called the Syndic's Ban, which occurred in the land of Fronela. Sparking this event the God of the Silver Feet was murdered by a conspiracy of mortal leaders. This stopped all communication — Fronela was cut off from the world, and its peoples were isolated even from each other.

In the lands of Pamaltela, the Cult of Silence took firm hold and forbade communication, though the severity of the proscription varied by faction. The cult appealed to creatures of many species, and sometimes ironically united former enemies in their silence.

Not everyone withdrew from challenges. The recreation of the Red Goddess was a spectacular success. This being had been born in Godtime, but was destroyed. Powerful mortals reunited the fragments, and the goddess was reborn as a mortal woman. She had great potential, and with training she walked upon the pathways of the gods and became immortal. When defied she took a portion of the earth with her into the sky, and thereby formed a new, unique planet, the Red Moon. Of all the wanderers of the sky only she does not move from her place, although she rotates her face in a regular cycle.

Each stage of growth by the Red Goddess was contested by other deities. They feared her, for sometime she invoked Nysalor and chaos, or portions of the God Learner and Dragon powers, and she expressed an openness which surpassed even the mystical cults of the east. Despite troubles in all worlds, the Goddess persevered, as did her Empire. It grew for centuries until it seemed the entire world would fall sway to the Lunar legions. Missionaries of the Red Moon, and of more secretive cults, spread like a web across the world.

### The Present Day

Now the old powers are shaking again. There are beings and creatures which protest the great change which the Red Goddess has wrought, and who are massing their powers to halt the spread of the Lunar Empire and its offshoots. Sensing the end of the world, they are preparing themselves. New powers are appearing, and old gods are again coming to the fore. Mysterious forces move through the world. The elder races have mustered new armies, unknown peoples have appeared with new powers, and there are creatures abroad which have never been seen before. Old foes gain renewed strength for new troubles. Crisis is at hand—it is the time of the Hero Wars!

In Genertela the Lunar Empire, which openly embraces chaos and other atrocities, sits like a coiled serpent with three heads (one invisible), waiting to strike again. High Priests across the continent call for war against the Empire, but with all the trouble in the world there are few to heed the call.

The nomads of Pent are on the move, pressing westwards to take the fields of peaceful farmers and, eastwards, threatening the ancient plains of the Kingdom of Ignorance. Also, a prophet appeared in the Kingdom, saying that he fasted in the desert for 3 years, and has discovered a way to raise the ancient lands of Kralorela flooded during the First Age. It requires that all kingdoms give up war forever.

In Fronela the Greenleaf Rebellion (an alliance of skiing elves and wild animal-worshiping barbarians) has been suppressed, though unrest continues. Now the Kingdom of War has appeared. This vile nation lacks all morality and mercy and every year their efficient armies pillage the land.

Ralios, as always, is plagued by petty dissent. Three kingdoms vie to resurrect the ancient Dark Empire of Arkat Chaosbane. Troll caravans regularly cross from Halikiv to Guhan and back again.

To the south, the coastal cities in Enkloso and Vralos have been subjected to a tax from the Triolini of the Brown Sea, who also now claim the Dashomo for their own.

Fonrit is in the spasmodic throes of a slave revolt, based on the liberation of everyone descended from Artmal, a long-dead deity.

Armies swarm upriver into Tarien and Jolar, their origin seems to be the lifeless Nargan Desert. In the eastern plains, mighty Kresh wagon trains have vanished without a trace and the cause is completely unknown. At the same time, war looms between the still-expanding Kresh and the Arbennan confederation to its west.

In the rain forests of Mirelos a new type of drum is being played which makes all Yellow elves shudder. The trolls of the Tarmo are waiting and are certain to raid the surrounding lands.

### The Future

Glorantha supplements to come take place during the beginning of the Hero Wars. This troubled era provides many motivations and opportunities for adventure in the most heroic tradition.



# Magic & Religion

This chapter examines some minor modifications and additions to the RuneQuest rules which reflect the physical and magical nature of Glorantha. You may make similar modifications to reflect your own fantasy world.

## The Runes

Runes are the building blocks of Glorantha. They are symbols, archetypes, embodiments, and actual matter or energy of the mundane world. Runes originated with the very creation of Glorantha. Their precise origin is unknown, and believers in particular runes always insist that theirs was first-made. Tales link the gods of the Celestial Court with the runes, each god embodying a rune. Their interactions led to the births of the Young Gods; these newer deities are often associated with one or more parental runes as a result.

Each rune has myths associated with it. Some have elaborate cycles woven around their stories. All begin with a member of the Celestial Court who owned the rune, and end with the current Greater God who owns it. In these stories the runes are sometimes treated as things, or beings, or abstract powers, or even all three.

The powers of the Great Runes are universally acknowledged. The deities who command those runes are the Greater Gods. Those deities cannot be changed without altering the very fabric of the universe. Such alteration is against the Cosmic Compromise which began Time, and cannot occur.

There are lesser runes, not shown here, and many signs and symbols as well.

## Pantheons and Arrays of Gods

Gods are real in Glorantha, and though not always accepted, they are certainly acknowledged. Strong deities lead others less powerful than themselves; such a group is called a pantheon. The pantheons given here include only better-known members.

Those groups called arrays are not formal pantheons, though a worshiper of one of the gods frequently worships (and respects) other gods in the group.

### The Sky Gods

Sun worship, which includes most of the gods below, is most prominent in Genertela, being spread across

Peloria and is the most common form of worship for the nomads of Pent. The Kralorelan Empire also supports much sky worship and the land of Teshnos, between Trowjang and the Wastelands, is devoted to religious rule through a committee of fire priests. In some jungles of Pamaltela, Yelm is nearly as important as Aldrya among the elves, and in Fonrit the sky gods are the ruling religion for many small states. Most of the Eastern Isles as well as the land of Vormain are devoted to various aspects of sky god worship.

### The Sky Gods Pantheon

Yelm	sun god and emperor
Dayzatar	holy and aloof sky god
Lodril	father of peasants and volcanoes
Dendara	the good goddess, wife of Yelm
Chalana Arroy	the healer
Lokarnos	god of wagons and trade
Pole Star	god of war, armies, and dance
Yelmalio	frontier god
Hyalor	famous hero, now god of horsemen
Ourania	virgin mistress of Heaven
Nysalor	god of illumination

### The Storm Gods Pantheon

Orlanth	head of the Council of the Gods, chieftain, and warrior
Ernalda	earth mother
Chalana Arroy	the healer
Eurmalk	the trickster
Lhankor Mhy	lord of knowledge
Issaries	god of trade and travel
Humakt	god of death and war
Heler	god of rain
Valind	god of winter
Storm Bull	berserker god, chaos-killer

**The Storm Gods**

Storm worship is found in Genertela along a broad band, the 'barbarian belt,' which covers most of Fronela, northern and central Ralios, upland Peloria, and Maniria. A large minority of the nomads of Pent also worship Orlanth and his kin. In Pamaltela, the storm gods are largely restricted to Enkloso and Vralos, though other folk know and love these gods. The few humans of Jrustela worship this pantheon.

**The Earth Gods**

In Genertela, these gods dominate only in the tiny land of Esrolia, a part of the Holy Country of eastern Maniria. In Pamaltela, the earth gods are very important. The roaming nomads of the Pamaltelan interior adore them as their ruling pantheon. The elves also worship these deities, esteeming Aldrya above all others, while dwarfs worship Mostal nearly exclusively.

	<i>Air</i>	Owner (Original): Umath, (Current): Orlanth Meaning or Association: air, storm, violence
	<i>Beast</i>	Owner (Original): Hykim, (Current): Hykim Meaning or Association: animal life
	<i>Chaos</i>	Owner (Original): Primal Chaos, (Current): Primal Chaos Meaning or Association: entropy, evil, corruption
	<i>Darkness</i>	Owner (Original): Nakala, (Current): Subere Meaning or Association: darkness, cold
	<i>Death</i>	Owner (Original): Kargan Tor, (Current): Humakt Meaning or Association: separation, conflict, death
	<i>Disorder</i>	Owner (Original): Ratslaf, (Current): Bolongo Meaning or Association: disunity, trouble, trickery
	<i>Dragonewt</i>	Owner (Original): dragonewts, (Current): dragonewts Meaning or Association: dragonewts
	<i>Earth</i>	Owner (Original): Ga, (Current) Ernalda Meaning or Association: earth, solids
	<i>Fertility</i>	Owner (Original): Uleria, (Current) Uleria Meaning or Association: love, life, growth, fertility
	<i>Fire</i>	Owner (Original): Aether, (Current) Yelm Meaning or Association: fire, heat, sky
	<i>Harmony</i>	Owner (Original): Harana Ilor, (Current) Chalana Arroy Meaning or Association: unity, cooperation, healing
	<i>Illusion</i>	Owner (Original): Tylenea, (Current) Euralm Meaning or Association: tricks, falsehood, concealment
	<i>Infinity</i>	Owner (Original): It, (Current) Arachne Solara Meaning or Association: unendingness
	<i>Law</i>	Owner (Original): (unknown), (Current) Invisible God Meaning or Association: unchanging, reliable
	<i>Magic</i>	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: communication between worlds
	<i>Man</i>	Owner (Original): Grandfather Mortal, (Current) Daka Fal Meaning or Association: humanoid life
	<i>Mastery</i>	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: self-knowledge and internal unity.
	<i>Moon</i>	Owner (Original): (unknown), (Current) Red Goddess Meaning or Association: illusion, time, balance
	<i>Movement</i>	Owner (Original): Larnste, (Current) Mastakos Meaning or Association: change, instability
	<i>Plant</i>	Owner (Original): Flamal, (Current) Flamal Meaning or Association: vegetable life
	<i>Spirit</i>	Owner (Original): Horned Man, (Current) Horned Man Meaning or Association: discorporeate beings
	<i>Stasis</i>	Owner (Original): Acos, (Current) Mostal Meaning or Association: stability, law
	<i>Truth</i>	Owner (Original): Orenoar, (Current) Dayzatar Meaning or Association: truth, knowledge
	<i>Water</i>	Owner (Original): Zaramaka, (Current) Magasta Meaning or Association: water, liquids

## The Earth Gods Pantheon

Pamalt	earth-king of Pamaltela
Ernalda	earth mother
Ty Kora Tek	goddess of the dead
Asrelia	grandmother of wealth
Lodril	god of folk and volcanoes
Maran Gor	earthquake goddess
Barbeester Gor	the avenging daughter
Voria	spring virgin
Aldrya	elf goddess of the woods
Mostal	the maker, god of dwarfs
Flamal	god of plant life

## The Sea Gods

Most worshipers of the sea gods are the non-human merfolk. Humans worship this pantheon in coastal regions all along the shores of both continents. Sea-worshipers inhabit the pirate island of Teleos, as they do Jrustela, Vormain, and many of the Eastern Isles.

## The Sea Gods Pantheon

Magasta	lord of the waters
Brastalos	storm bride of Magasta
Triolina	mother of life
Daliath	keeper of wisdom
Framanthe	goddess of the deep
Nelat	god of purification
Murthdrya	goddess of sea elves
Mirintha	the sea nymph, ancestress of mertribes
Tholaina	queen of sea beasts
Wachaza	ocean war god, son of Magasta
Dormal	god of boats and sailors
Golod	fish-father and god of ugliness

## Gods of Hell and Night

For the most part, only trolls and other creatures of Darkness worship this pantheon. Though normally possessed of ill-will toward humanity, such entities

## Pantheon of the Gods of Hell and Night

Kyger Litor	mother of trolls
Zorak Zoran	god of vengeance, war and hatred
Xentha	goddess of night
Xiola Umbar	goddess of protective darkness and solace
Argan Argar	god of surface darkness
Gorakiki	mother of insects
Subere	goddess of the dark deep within
Himile	god of cold, father of winter
Mee Vorala	goddess of fungi and dark elves
Styx	goddess of oaths and black waters
Asrelia	grandmother of wealth

are not evil; they bore the brunt of the chaos wars, for instance. They are worshiped wherever trolls live, as well as (in Genertela) parts of Fronela, and in the Kingdom of Ignorance just north of Kralorela. In Pamaltela, the inhabitants of Tarmo and Mari often serve these gods. A few renegade Eastern Isles are also devoted to darkness religions.

## The Lunar Gods

The Lunar pantheon is worshiped within the Lunar empire, which covers Peloria, and currently stretches into Dragon Pass and Prax. Many rulers within the Empire worship the sky gods and Yelm as well. The Lunar religion is tolerant of most other faiths, so long as the Red Goddess is recognized supreme. The fierce storm-worshipping barbarians and Pent nomads remain the implacable enemies of the pantheon.

## The Lunar Pantheon

Red Goddess	goddess of the Red Moon
Yara Aranis	horse eater, goddess of the Reaching Moon
Seven Mothers	the recreators of the Red Goddess
Nysalor	the bright one, the illuminator
Annilla	mystic goddess of the secret Blue Moon
Etyries	messenger of the Goddess
Gorgorma	keeper of secrets, terror and eater of souls

## The Nomad Gods

These gods are worshiped by animal nomads in Prax and the Wastelands, who ride beasts such as impalas, bison, and sable antelopes, and to whom horses are taboo. The nomad gods are esteemed greatly only in these lands.

## Pantheon of Nomad Gods

Waha the Butcher	the khan of the Praxian gods
Eiritha	herd mother
Storm Bull	berserker god, chaos-killer
Gagarth	the wild hunter

## An Array of Primitive Gods

Horned Man Hunter	god of shamanhood god of hunters, known by many names
Hykim & Mikyh	parents to all beasts and beast-worshipping folk
Grandfather Mortal	father of all mortals and the guise of Daka Fal, judge of the dead
Arachne Solara	goddess of nature; greatest of the greater gods
Dehore	source of dark magic
King Undine	source of sea magic
Earth Witch	source of earth magic
Lux	source of star magic
Umath	source of storm magic

## Primitive Gods

Primitive peoples live in isolated lands on both continents. In Genertela, they live in Ralios, in the northern tip of Peloria, in eastern Peloria by the Rockwood mountains, and in the Kralorelan mountains. In Pamaltela, primitive tribes live all through the interior, and also in Slon. Though similar gods are worshiped everywhere, different tribes emphasize different gods. Many tribes worship a particular animal totem, such as Telmore, god of wolves, or Basmol, god of lions.

## Some Evil Gods

These gods dominate only in smaller places wholly given over to chaos and evil — Dorastor, the Forest of Disease (in Laskal), or the Acid Lakes of southern Zamokil. Not all the gods noted in this entry are chaotic, but all are usually recognized as evil. Some, like Thanatar and Thed, are wildly frightening and destructive, annihilating those unfortunate enough to meet them, while others (like Gbaji and Ompalam) subtly spread evil. Both continents have worshipers of Malia, Thed, Krarsht, and Thanatar, while Vivamort, Cacodemon, and Nysalor/Gbaji are confined almost entirely to Genertela. Pocharngo, Ikadz, Seseine, Gark, and Ompalam primarily are found in Pamaltela.

## An Array of Evil Gods

Malia	mother of disease
Thed	chaos source of the broos, goddess of rape
Thanatar	the Severed One, chaos god of headhunters
Vivamort	chaos vampire god
Krarsht	chaos god of hunger and intrigue
Ikadz	god of torture
Gbaji	the deceiver
Pocharngo the Mutator	chaos god, the cosmic cancer
Gark the Calm	chaos god of eternal peace, eternal life, and zombies
Ompalam	god of coercion and slavery
Cacodemon	chaos god of anarchy and ogres
Seseine	chaos goddess of temptation

## Quasi-Religions

### Malkion

Aside from the dwarfs and a few minor atheistic cultures, the Malkioni are the only practicing sorcerer culture in Glorantha. They have a feudal caste society. There are several subtypes of Malkioni, which are listed below separately as though they were separate deities. The Malkioni are restricted to the western half of Genertela as well as Enkloso and Uralos. The Hrestoli control Loskalm while the Rokari rule Tanisor and Sentanos. Other sects are minor in extent.

Malkion is the prophet of the Invisible God, leader of all the world. Though other deities are acknowledged, Malkion's is acclaimed as pre-eminent by worshipers. Various sub-types or heresies are each found in different kingdoms. The spell of Tapping is considered evil and damnable by most Malkioni.

## Sects of Malkion

**Brithini:** atheistic, rigid, and codified. No priests. The oldest form of Malkionism, one nearly extinct. They are amoral and Tap freely.

**Hrestoli:** idealists; peculiar feudalism with an upwardly mobile meritocracy.

**Rokari:** practicalists; standard serf feudalism.

**Galvosti:** tappers; permit Tapping of non-Malkioni. Nearly destroyed in warfare.

**Boristi:** tappers; permit Tapping of chaotic things. Now minor, but persistent.

**Arkati:** Stygian heresy; permits participation of conventional religious cults with Malkionism. Some small kingdoms and trolls retain this belief.

## Magic in Glorantha

No one who plays *RuneQuest* plays by all the rules. There are so many rules and so many different styles of play that everyone rejects some parts and alters others. That is acceptable and desirable. Game-masters are urged to personalize their campaigns, and should only be limited in that they should secure the understanding and cooperation of the players.

Some changes or additions may be radical enough to require new rules—most gamemasters like to make up monsters, for instance, and the rules almost demand individual creation of magical items. There are bound to be intriguing magical effects which do not derive directly from the rules.

Sometimes Gloranthan terms duplicate the official *RuneQuest* terms. These are used to inject local color, but either might be used in the text. For instance, spirit magic is commonly called battle magic in Glorantha. Likewise, divine magics are called rune spells.

### Rune Lords

Some Gloranthan religious hierarchies include positions of honor distinctly unpriestlike in nature. Individuals in such positions do not have the powerful spells of priests, nor the temple duty requirements of priests. Yet they incarnate the principles of the deity through right living, according to the standards of the deity. These individuals are often called Rune lords.

The status varies among cults. Most cults do not have Rune lords at all. Many larger religions have them — warrior-nobles head the fighting arms of the Orlanth and Yelm religions, for instance. Some small religions, such as that for Storm Bull, have no priests but only Rune lords whom they know as Storm Khans.

Necessary qualifications and received benefits for Rune lord status vary by cult and religion, as do titles: there are Wind Lords for Orlanth, Death Lords

for Zorak Zoran, Karrg's Sons for Kyger Litor, Champions of Pavis for the god of the city of Pavis, and so on.

### Acolytes

Sincere worshipers may become acolytes (also known as associate priests). They have some of the privileges and responsibilities of priesthood, but not all. Acolytes may be initiates of their cult, or may be priests of a closely-associated god. Retired priests may be freed from many of their responsibilities by requesting demotion to acolyte status. Acolytes are often the only holy folk to tend shrines. Acolytes are supervised by priests.

Necessary qualifications for acolytes are usually identical to those for full priests, and of course vary from religion to religion. Vacancies for acolytes are more common than for full priests; a few religions do not restrict the numbers of their acolytes.

Acolytes have access to the full range of priestly Rune magic, just as does a full priest. They may lead worship when no priest is present, and assist priests in services.

Acolytes may not ordain new initiates into the faith, collect tithes, or perform functions restricted to priests. Acolytes must spend 10% of their time working for the cult, and must donate 50% of their income to the cult.

### Allied Spirits

Some cults have a body of spirits who remain loyal to the religion even after death. They are called cult spirits and vary in type. Many are worshipers returned from the dead, some are incorporeal creatures who worship the same god, while others are special spirits sent by the god to the cult.

Allied spirits are generally only available to high priests, full priests, Rune lords, and initiates who have been specially chosen.

The spirit is friendly and available. It will use its powers to benefit its mortal ally. Both spirit and mortal ally are usually played by the same player. Allied spirits usually reside in a special ceremonial object given to the honored recipient. A cult spirit of Humakt might reside in a ritual sword, for instance.

A cult spirit is in continual mental contact with its ally, and its INT can be used to store spells as its magic points are used to cast them. Sometimes the spirit can sacrifice for cult rune magic.

The spirit's aura is always magically detectable. If a cult spirit's mortal ally shows signs of heresy or shows less than full devotion to the deity, the spirit will chastise him and attempt to guide him back to righteousness. If the mortal ally persists in error, the spirit will leave him, and the deity will inform the adventurer's high priest of the necessity to excommunicate the offender.

### Awakened Animals

Some cults can magically wake the intelligence of specific animals, giving them normal rather than fixed INT. Several religions are associated with specific

creatures which serve as scouts and companions for the priesthood. Orlanth, for example, uses cats.

Frequently an animal's intelligence is awakened with ritual magic which ties it to a single priest or lord of the cult, putting it in mental contact with its master.

### Sub-Cults

A sub-cult has no existence independent of a larger religion. A sub-cult might worship a local variant of a deity, an ancient hero, family ancestors, or an obscure spirit surviving from the Gods Age. Such deities are always worshiped as aspects of, or otherwise in association with a greater deity. The lesser spirit obtains its glory and existence from the larger religion. Every pantheon includes many sub-cults. A sub-cult generally provides supplementary skills, spells, or powers to initiates of the greater religion who also worship through that sub-cult.

### Rune Metals

Gloranthan metals are analogous to terrestrial ones, and so are identified by the same names. There are, however, significant differences.

The "standard metal" of Glorantha is called bronze, for it is red-gold in color and can be made by mixing the equivalent of Gloranthan tin and copper. However, bronze ore can also be mined, and is more capable of being stretched or extended than is terrestrial bronze. This metal is used worldwide, and whenever a Gloranthan item is made of metal not otherwise characterized, it is made of the standard metal, bronze.

Other metals may be enchanted to increase quality and durability. Different religions know how to enchant particular metals; some smith priests claim to be able to forge any metal. Proper enchanting gives the metal (gold, for instance) the durability of Gloranthan bronze.

Metals retain any inherent magical properties in this improved form, if all is done properly. Adventurers may be found wearing solid lead, gold, silver, or even quicksilver armor, or using weapons made of such metals.

An important magical metal also may be bought or stolen from dwarfs. It is called iron, and its qualities are to Gloranthan bronze as is terrestrial iron to terrestrial bronze. When properly forged and charmed, iron weapons have half again the armor points of Gloranthan bronze weapons. A Gloranthan bronze broadsword has 10 armor points, but a tempered Gloranthan iron broadsword 15 armor points. Iron armor also has half again the protection of bronze armor, rounding fractions down, so that iron plate armor is worth 12 points of protection with no increase in ENC.

Untempered iron has the same physical qualities as bronze. However, it also affects magic. Untempered iron reduces the chance of both casting and being affected by a spell 5% per point of ENC.

Certain of the elder races are vulnerable to iron. Elves and trolls take double damage from this poison metal. Hence, any damage from an iron weapon to an elf or troll (and some of their kindred races) that penetrates armor is doubled.



# The Cult of Ernalda

The cult of Ernalda is provided as an example of a typical religion in Glorantha. She is the dominant earth goddess in Glorantha with more worshippers than any other earth deity.

## Mythos and History

Once the seas covered all. But the world grew, and Ga, Earth, emerged from the depths. Mountain peaks, plains, ridges, and hollows rose above the waves. Empress Earth joined the Celestial Court. Gata was born. She birthed twin daughters Asrelia and Ty Kora Tek, who dwell deep inside the earth. Asrelia's daughters were Maran Gor and Ernalda, whose beauty and bounty brought life to the land. Many suitors vied for Ernalda's favors, and she gave them freely.

From all the goddesses came Life. Spores and seeds spread everywhere during the Green Age, when everything was good. No drought or famine visited the land. Everyone lived in peace and plenty all their lives, which went on forever.

Yelm came and inaugurated the Golden Age. He took Ernalda as queen. Later Orlanth came and vied mightily for her freedom. Finally, Orlanth won Ernalda and slew Yelm. During the ensuing Lesser Darkness Orlanth tried to protect her, but when he failed other gods fought for the privilege. As always, she favored those who protected her children. In the dread Great Darkness, when the final stillness descended, she slept alongside the other earth deities. Even in sleep she mothered Babeester Gor, guardian of the earth.

Ernalda was one of many who aided Arachne Solara, and is a midwife of Time. The earth goddess was one of those who followed the sungod to Rebirth in Time. Even before she appeared, a young goddess went about the world with the promise of life, leaving a trail of flowers behind her. This was Voria, the Spring Maiden.

The cult of Ernalda prospers in Glorantha. In Pamltela, hers is the dominant religion, and all praise her gifts. Even in blasted Genertela she is an important deity, and her husbands are the kings of the world. In Peloria, during the First Age, her worship was replaced by that of Dendara, a similar goddess.

After death, the faithful go to the Paradise under the earth where Ty Kora Tek tends them until rebirth.

Like other earth cultists, their corpses are buried or otherwise given funerals customary to an area.

Ernalda rules the Earth Rune, and is associated with Life.

## The Cult in the World

Ernalda is the earth mother. She and her daughters are the source of food, raiment, and shelter for most of life. Her priestesses do not possess direct political power, but her worship is of vast importance everywhere.

Ernalda is the wife of the ruling god of a kingdom or empire. Hence the likes and dislikes of her worshippers match those of her husband's followers. But chaos is universally hated, and the earth is often preyed upon by the forces of Darkness as well.

Ernalda is worshiped throughout the barbarian regions of Genertela. Shrines are everywhere, and temples in half the towns and all of the cities. On this continent, Ernalda is considered to be the wife of Orlanth or, less often, Yelmalio, a minor sky god worshiped by some tribes.

Among the Orlanthy, most women worship Ernalda; Esrola, Frona, and other local grain goddesses are worshiped mainly through their connection to Ernalda. Male Orlanthy are ritually obliged to defend Ernalda and her worshippers.

In Esrolia, Ernalda is the prime deity. Several husband-deities (including some no longer commonly associated with her) are recognized, and worshiped by the men, who serve as Ernalda's guards and servants. Ernalda's religious leaders exert tremendous influence on the local government, which is often called a theocracy.

Pamaltela reveres Ernalda. In civilized agrarian lands, she is wife to other gods: along the northeast coast, Orlanth is her protector; in the interior Pamalt or Flamal act as husbands. However, many farmers worship the Grain Goddess alone.

Holy places dot the Pamaltelan savannah, and many include Ernaldan temples. The nomad clans



revere these sedentary Ernalda complexes, and give the priestesses food and protection. At these temples, Pamalt is known as one of Ernalda's lovers, as are various local deities, but none hold sway over her.

The elves include Ernalda in their religion, which centers upon Aldrya, a wild-plant counterpart to the grain goddess function. The elves sometimes hold Flamal to be Ernalda's husband.

### Initiate Membership

If an individual is not currently an initiate of any non-associated religion, and if his mother was an initiate of Ernalda, an individual may automatically join Ernalda as an initiate.

A character not falling into this category must donate 20 lunars to a qualified priestess, and pass the standard test. The relevant skills are Animal Lore, Ceremony, Climb, Mineral Lore, and Plant Lore.

An initiate of Ernalda must offer one part in seven of his time, harvest, and earnings to his priestess. He may not become a sorcerer or shaman. He may worship no chaos thing.

An initiate of Ernalda simultaneously becomes an initiate of the local grain goddess. He comes under the sworn protection of Ernalda's local husband. The local priestess will cast the Bless Crops spell upon the lands of the faithful.

An initiate of Ernalda may sacrifice for any spells available at his temple. Ernalda teaches the following spirit magic for the usual prices: Heal, Second Sight, Shimmer, Strength, Vigor, Visibility.

### Rune Priestess Membership

Only women may become priestesses of Ernalda. Her priestesses are healers and leaders of fertility rites. They bless and heal.

A priestess of Ernalda must have been an initiate for at least five years, and must have given birth to at least one healthy child. She must have 50% or more ability in Animal Lore, Ceremony, Climb, Mineral Lore, and Plant Lore. She must have at least 10 points of stored Rune magic. And she must pass tests simulated by rolling her POW  $\times 3$  or less on D100.

Further, a new priestess must be needed. Usually a new priestess is ordained by an older, retiring priestess. The new priestess replaces her after a few seasons of apprenticeship.

Women or men may become acolytes of Ernalda either if they are faithful initiates of Ernalda or if they are priests of the local husband-deity. The potential acolyte must have 50% or more proficiency in skills of the religion and must pass a test simulated by rolling his POW or less on D100, plus 1 percentile for every 500 lunars he donates to the temple. Acolytes do not receive offerings from a congregation unless so assigned by the local high priestess.

Priestesses of Ernalda are subject to certain commands of the local husband-deity's priests and lords. They must provide for the welfare of their congregation and bless them and their crops with available magic; in turn, priestesses may call upon the local husband-deity's worshippers for protection and help in times of distress.

They receive a seventh of their congregation's harvest to provide for the temple or shrine and for their own support. Excess is stored for distribution in times of famine and given to the husband-deity's lords. Priestesses of Ernalda automatically become acolytes of the local grain goddess, and gain access to her Rune magic as well.

Priestesses of Ernalda receive all common Divine spells, as well as the following: Bless Crops, Command Gnome, Command Snake, Command (Specifies Domestic Animal), Earthpower, Heal Body, Regrow Limb, and Restore Health (CON and STR only). They may also learn to Summon Gnomes of any size.

### Earthpower

3 Points

One-use Only, Special

Once bought, this is an automatic spell. The spell activates the first time that the priestess touches the ground and her magic points or her POW drop to zero. It activates exactly as her POW drops to zero, preventing destruction of her soul, and allowing her to draw 1 POW and 1D8 magic points directly from the earth. If she has more than one Earthpower spell, all activate at once.

### Sub-Cults

#### The Grain Goddess

Initiates, acolytes, and priestesses of Ernalda automatically become initiates or acolytes (as appropriate) of the grain goddess — Esrola in the Holy Country and Sartar, Pelora in the Pelorian hills, Frona in Fronela, Ralia in Ralios, Vrala in Vralos, Tara in Tarien, and so forth. In lowland Peloria, Dendara (rather than Ernalda) is thought Pelora's mother. Still, an initiate of Ernalda traveling there would be considered to be an initiate of Pelora.

It is possible to join the grain goddess alone, without becoming an Ernalda. An adventurer whose parents were both initiates of the grain goddess can automatically join this sub-cult as an initiate. If the adventurer's parents both were not initiates, the applicant must donate 20 lunars worth of food to the priestess and show proficiency in the following skills: Ceremony, Craft, Plant Lore, Search, and World Lore.

An initiate of the grain goddess (only) must give 1/20th of his harvest to his priestess. He may not become a shaman or sorcerer, and may worship no chaos thing.

The local Ernalda or grain goddess priestess may cast Bless Crops upon the initiate's fields. The local husband-deity of Ernalda will protect the initiate.

An initiate may sacrifice for the grain goddess's Rune spells, and may purchase the spirit magic spells of Heal, Second Sight, Shimmer, and Vigor.

There are no priestesses of the grain goddess — only acolytes. Requirements for grain goddess acolytes are identical to those for the Ernalda cult, except that she need not have a score of 50% or more in Animal Lore, Climb, or Mineral Lore. Instead, she must have it in Craft, Search, and World Lore.

A grain goddess acolyte may learn Bless Crops and Regrow Limb as well as the common Rune spells, if she attends services at a major or great Ernalda temple. She may also gain a Rune spell from the associate cult of the local husband-deity, but from no other gods.

### Associate Cults

Ernalda is the most important deity of the earth pantheon and has many associated gods and goddesses. Some are local and are not covered here; others are universally recognized and enshrined in every great temple of Ernalda. Unlike Ernalda's husbands (described in the Husband-Protectors section) the following deities are universally recognized as associates to Ernalda and their spells are available at every great Ernalda temple.

#### Hide Wealth (from Asrelia)

1 Point

Touch, One Day, Stackable, Reusable

This passive spell must be cast upon an inanimate bundle of goods, no greater than 1 ENC. It will cause the target to be invisible to everyone except the caster or to anyone watching as the spell is cast. Each extra point of Hide Wealth cast at the same time permits an additional ENC to be hidden. Each point of Extension stacked with Hide Wealth doubles the duration of the spell. Magic items hidden with this spell cannot be sensed, even with magical spells, but the presence of the spell of Hide Wealth itself could be.

#### Bless Grave (from Ty Kora Tek)

1 Point

Ritual (Ceremony), Nonstackable, Reusable

To Ernalda worshipers, Ty Kora Tek is the Queen of the Dead. She guards them in the underworld. This ceremony summons an invisible aspect of Ty Kora Tek to escort to Paradise the soul of the dead believer; a successful ceremony ensures that the soul will not return as a bad ghost.

#### Blast Earth (from Maran Gor)

2 Points

Touch, Instant, Nonstackable, Reusable

This spell is cast upon an area of land proportionate to the number of magic points expended. One magic point covers one square meter, two magic points cover four square meters, three magic points cover nine square meters, and so on. Any plants within the area cursed will neither flower nor bear fruit for a full year.

#### Invigorate (from Voria)

1 Point

Touch, Instant, Nonstackable, Reusable

This spell restores the fatigue point level of the target, up to the maximum of his STR + CON minus his ENC. The target's previous fatigue points may have been negative or positive.

#### Earth Shield (from Barbeester Gor)

3 Points

Touch, Temporal, Nonstackable, Reusable

This passive spell must be cast upon a shield. It effectively gives the shield an infinite number of armor points for the spell's duration. However, knockback still affects the holder of the shield.

#### Understand Beasts (from Eiritha)

2 Points

Touch, Temporal, Nonstackable, Reusable

This active spell allows the person on whom it is cast to talk with one type of mammal for the duration of the spell. Oratory or Fast Talk can be used if the creature needs convincing. The spell does not instill any additional intelligence to the creature.

#### Accelerate Growth (from Aldrya)

1 Point

Ranged, Special, Nonstackable, Reusable

This active spell matures a plant one year in 15 minutes. It will not enlarge, strengthen, or make more fruitful any plant beyond its natural potential. The spell effect is permanent. It works on one tree at a time, or on a 3-meter-square area of bush or ground.

### The Husband-Protectors

Wherever Ernalda is found, her husband has given her a Rune spell as protection. In most places, any temple of Ernalda is associated with only one of the following deities. In Esrolia, all the following husband-deities are present except for Pamalt; Ernalda's priestesses gain Rune spells from all.

Minor husband-deities give her spells appropriate to their region.

**Orlanth:** Orlanth is worshiped as Ernalda's husband by the hill barbarians of the barbarian belt.

These tribes dominate both upland Fronela and Peloria, as well as most of Ralios and Maniria. Ernalda cultists among the Orlanthei can obtain Cloudcall, as per the Divine Magic chapter.

**Yelmalio:** Yelmalio is another hill barbarian cult, and is found most places that Orlanth is, though the two gods are worshiped by different tribes. Ernalda cultists belonging to a Yelmalio-worshipping cult gain the following spell.

#### Catseye

1 Point

Touch, Temporal, Nonstackable, Reusable

For 12 hours this passive spell affects the target's eyes so that he can see by any amount of available light. If there is a complete absence of light, he cannot see; if light from a single dim spark exists, he sees normally. Eyes under this spell reflect light as do a cat's.

**Flamal:** Flamal is only worshiped as Ernalda's husband among the elves. Elven worshipers of Ernalda can gain Flamal's Bear Spell.

#### Bear Fruit

1 Point

Ritual (Ceremony), Nonstackable, Reusable

This spell causes a single tree or a 3-meter-square area of bush or ground cover to yield its fruits, no matter what the season. A full-day ceremony is needed to activate the spell and to appease the plant's spirit. This spell can kill the plant if done at a bad time. Chances of killing plants are seasonally determined: spring 30%, summer 15%, autumn 10%, winter 70%, storm 50%. In the Sacred Time, the plant always survives.

**Argan Argar:** Argan Argar is only worshiped as Ernalda's husband in Esrolia and among the rare darkness-worshipping cultures that respect the earth deities.

**Shadow Call**

1 Point

Ranged, Temporal, Stackable, Reusable

This calls up a somewhat corporeal shadow whose dimensions vary (shifting all the time at the edges) but it ranges from 10 to 20 (2D6 + 8) meters in diameter with a height one-quarter that. Though it cannot do any damage, it has 1D6 hit points per point in the Shadow Call. It is too immaterial to be damaged by physical weapons; Disruption spells or the like do harm it. Its magic points equal those of the caster when he creates it. It has a movement rate of 5, and will move only when the caster concentrates and instructs it. When the shadow is not moving the spell is passive.

When additional points of this spell are stacked together, the volume covered does not change, but the darkness deepens. One point of the spell creates a haze in sunlight. Two points cancel the effects of sunlight on light-sensitive beings, as in the evening. Three points make a shadow equivalent to what can be seen on a moonlit night. Four points create a pitch black area.

Fire or other illumination within such magic can be seen, but it illuminates nothing.

**Storm Bull:** The Storm Bull is worshiped as Ernalda's husband in Esrolia and by the rare Ernalda worshipers of Pent and the Wastelands.

**Impede Chaos**

1 Point

Ranged, Temporal, Nonstackable, Reusable

This passive spell subtracts 30 percentiles from the chances to hit of all chaos creatures attacking the recipient. The spell is ineffectual against non-chaos opponents.

**Magasta:** Magasta is Ernalda's spouse in Esrolia and in some island cultures. Magasta gives Ernalda Breathe Air/Water. See the Divine Magic chapter of *RuneQuest*.

**Pamalt:** Pamalt is known as Ernalda's spouse throughout human Pamaltela, though local deities occasionally displace him.

**Gnome-To-Gargoyle**

1 Point

Ranged, Temporal, Nonstackable, One-use

This spell must be cast upon a gnome. It turns the gnome into a wingless gargoyle. This spell usually is cast only in times of combat.

The gargoyle produced has the STR and POW of the original gnome. The gnome's hit points remain the same and also become the gargoyle's SIZ. The being so-produced attacks on strike rank 10 each round, with a chance to hit of 25% plus its attack modifier. Figure damage and skills modifiers.

When the spell expires, the gargoyle turns back into earth.

**The Cult of Dendara**

The goddess Dendara, another daughter of Empress Earth, remained loyal to Yelm beyond death and

followed him to hell. She attempted to comfort her lord in the grisly underworld, expecting nothing in return. When Yelm returned to the surface world in triumph he spurned faithless Ernalda, taking humble Dendara for his new queen.

In Peloria the worship of Dendara has replaced that of Ernalda. Her cult is similar to Ernalda's except that she has different associate deities.

Requirements for becoming an initiate, an acolyte, and a priestess of Dendara are identical to the requirements given in the Ernalda cult, as are cult spells (except for associate cults). The only grain goddess associated with Dendara is Pelora, but initiates of Dendara are considered to be initiates of other grain goddesses when they travel outside their home territory.

The God Learners were convinced that Dendara and Ernalda were the same entity, and they even managed to transpose worshipers with no ill effects.

**Yelm:** Yelm is always considered to be Dendara's spouse and ruler. He provides Dendara with the spell Cloud Clear (see the Magic chapter of *RuneQuest*).

**Gorgorma:** Gorgorma is actually an enemy goddess to Yelm, and is also Dendara's sister. Gorgorma provides Dendara with no spells, but acts as her defender. When Dendaran peasants are overly oppressed, Gorgorma is invoked by them to destroy their overlords. An ex-Dendara worshiper is automatically accepted as a Gorgorma cultist, though the reverse is not true. It is not possible to worship both Gorgorma and Dendara simultaneously, and the cult of Gorgorma is generally suppressed by the solar (and lunar) hierarchies.

**Hyalor:** Hyalor provides his master's wife with Command Horse, described in the Magic chapter of *RuneQuest*.

**Ourania:** The Queen of Heaven provides her former handmaiden with the spell of Detect Truth:

**Detect Truth**

1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell allows the caster to tell whether anyone within a five-meter radius of the spell's target site is lying. If lies are spoken, the speaker will emit a dark, smoky glow visible only to initiates of Dendara and Ourania.

**Lodril:** Dendara is Lodril's queen. In tribute, he gave her this spell:

**Earthwarm**

1 Point

Ranged, Duration 12 hours, Stackable, Reusable

This spell causes an area of soil 50 meters by 50 meters square to increase in temperature by 5 degrees C. Each additional point of the spell will either increase the area affected by another 50 square meters or raise the temperature by 5 degrees. This spell is normally used to protect fields and orchards against frosts, but can also be used to protect travelers in frigid climes when no other heat is available.



# Creatures

Not all of the beings provided in the Creatures book appear in Glorantha, and others appear there and nowhere else. A later section in this chapter also discusses the nature of Chaos in Glorantha.

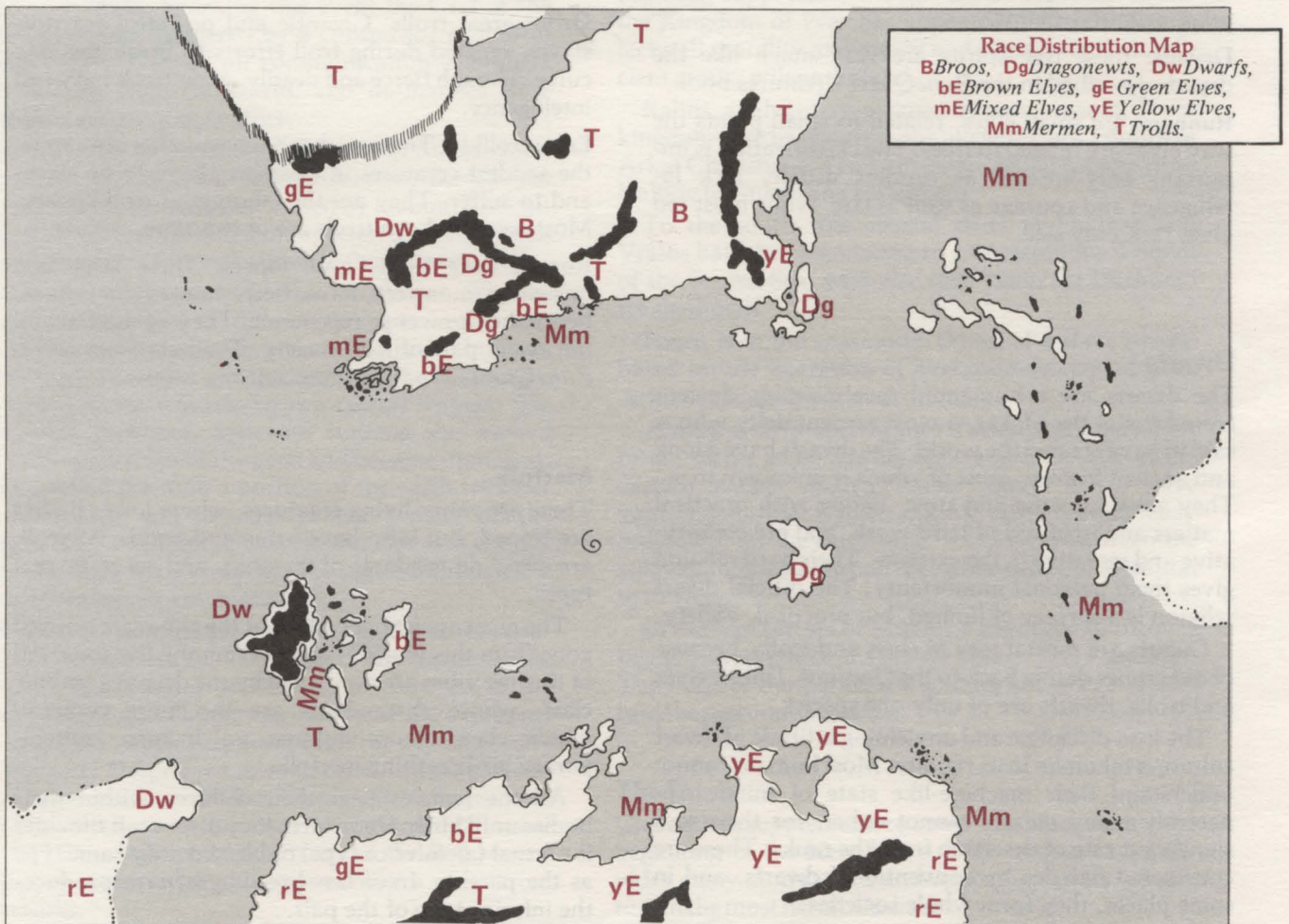
## Some Elder Races

The elder races of Glorantha are so-called because they pre-date the appearance of humans in the world. The elder races include many small, strictly local, or otherwise insignificant creatures. Those powerful enough to dominate significant parts of the world are broos, dwarfs, elves, merfolk, and trolls. Dragonewts are talked about later.

## The Lesser Races

Many obscure or lesser creatures live in Glorantha. Agimori, centaurs, giants, jelmre, morokanth, newtlings, scorpion men, timinits, trimanes, and wind children are only a selection. Consideration of these creatures must wait till later publications.

*This map shows the current distribution where the various races dominate or are found. The specifics of each locale will be explored in later products.*



## The Elder Races

### Aldryami

These species belong to the vegetable kingdom. As essentially mobile plants, they are significantly different from other humanoids and beasts.

Elves and several related species commonly associate in a single forest community. Since all claim descent from (and actively engage in worship of) the goddess Aldrya, the members of these mixed forest communities are collectively named after her—Aldryami. Each species seems to derive from types of plant; in general, the size of any Aldryami depends on the size of its plant counterpart. Thus most of the Red Elves are frequently mislabeled as runners.

The Aldryami, especially the elves, are old antagonists both of dwarfs and of trolls.

**Elves:** slight of frame, quick, and intelligent, the elves of Glorantha are a species coupled to trees. They become quite shy when taken from their protective forests. Among their trees, elves are supreme, living in complete harmony with their environment.

The elves view themselves as caretakers of the forest, and their every activity is directed towards that end, ever ready to clear up an outbreak of giant aphids or incursions of human loggers or landclearing famers.

Elves come in various races, identified as colors by humans, dependent upon the type of forest in which they are found. The Green elves are native to coniferous trees, the Brown to deciduous temperate forests, the Yellow to tropical jungle, and the Red to ferns and other primitive plants.

**Dryads:** these tree spirits are very much like the dryads described in the *RuneQuest* Creatures book.

**Runners:** are small elves, related to small plants the way elves are related to trees. The classification is important only insofar as runners usually lack intelligence and courage as well as size, while most red elves lack only size.

### Dwarfs

The dwarfs are a humanoid race claiming descent from Mostal the Maker, a most ancient deity who is said to have created the world. The dwarfs have a long and ancient history, most of which is unknown to us. They are pragmatic and stoic, happy with practical matters and unafraid of hard work, and are conservative and secretive in the extreme. Their hard religion gives them personal immortality. The official dwarf religion is a sorcery of limited, but practical, variety.

Dwarfs are mortal foes of elves and trolls, because of old crimes dating back to the Godtime. Unlike elves and trolls, dwarfs are of only one species.

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 are considered heretics by conventional dwarfs, and in some places, they form whole societies.

### Trolls

This subterranean race spilled onto the surface world when Yelm's light chased them from the underworld. They decided to stay in the surface world.

Several types of trolls may live together in one community. Social status is determined by an individual's type. They are socially matriarchal, and generally do not bother with civilized niceties even in their largest societies. Trolls are not as gregarious as humans, and lone trolls or small family hunting groups are common. Troll villages are ramshackle and small.

Types of trolls include the uzuz, uzko, uzdo, enlo and romal. Trolls avoid sunlight, and live contentedly in the dark. Their prodigious appetites are said to be able to digest anything, including solid rock (though they dislike it). Trolls almost always are seen munching on something.

**Uzuz:** the mistress race. These rare beings were born either in Godtime or under magical circumstances. They have superhuman capabilities. A mistress race troll rules any troll society fortunate enough to have one live within it. Such great beings are rarely or never seen by humans.

**Uzko:** dark, or surface trolls. The 'standard' troll of the species which once dominated the world. Since early historical times dark trolls have been cursed, and their numbers have declined as the enlo have increased. Their statistics are those of dark trolls in *RuneQuest*. Dark trolls are the only troll type really suitable for use as player-characters.

**Uzdo:** great trolls. Gigantic and powerful warrior-slaves, created during troll efforts to break the enlo curse. Though fierce and deadly, great trolls have lost intelligence.

**Enlo:** trollkin. These misbegotten wretches are among the saddest creatures in existence, born to be slaves and to suffer. They are the laborers of troll society. Most recently-born trolls are of this type.

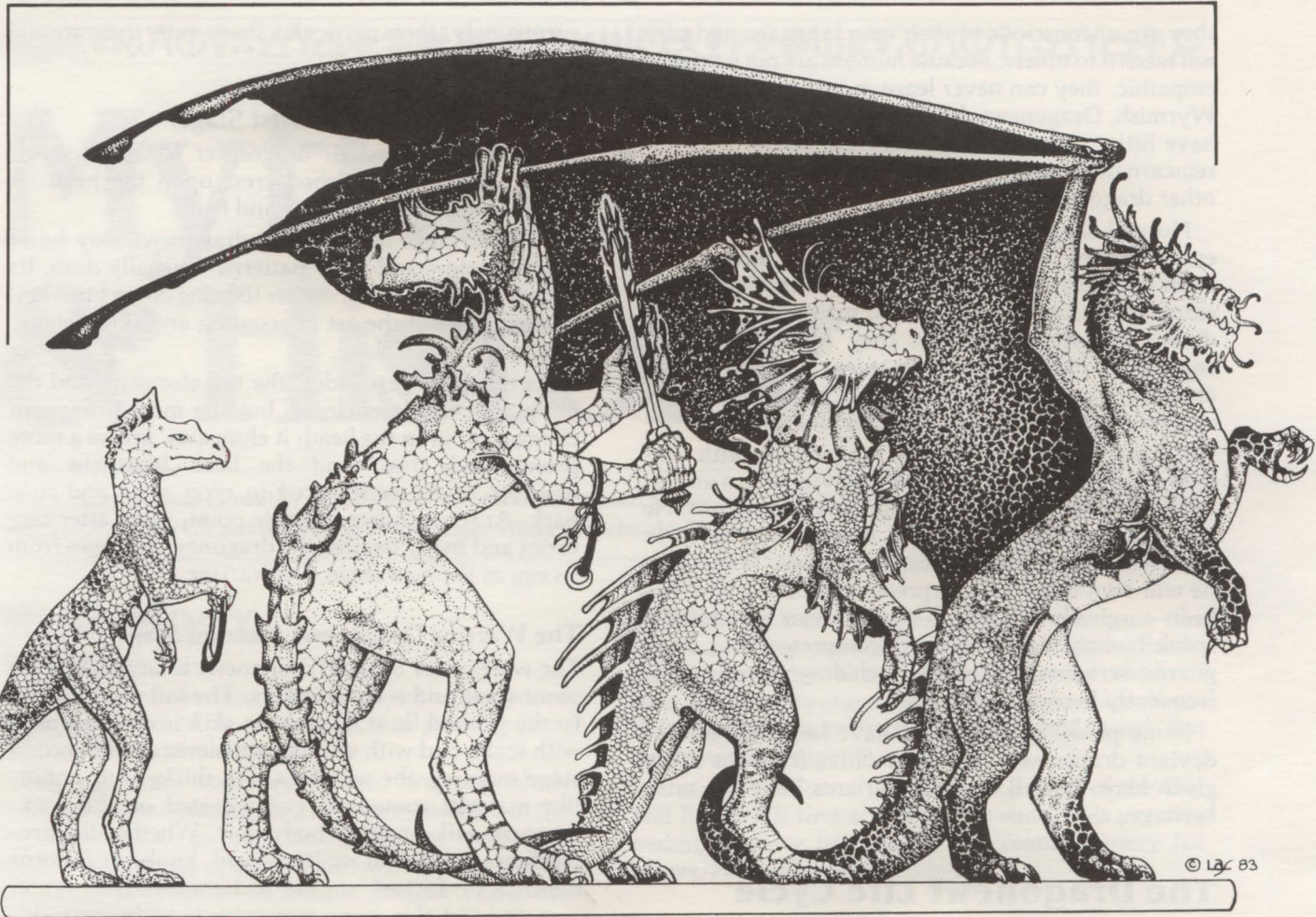
**Romal:** cave trolls, nose lopers. These large and unsightly monsters have been tainted by chaos; hence their power to regenerate. They are bestial and not really part of troll society. Their statistics are in *RuneQuest*.

### Merfolk

These are water-living creatures, whose lower bodies are finned, but who have arms and hands. Merfolk are direct descendants of the gods, and are of several types.

The most ancient ancestors of the tribes are now all gone from this world—counted among the gods. All of the mertribes are now ruled by the deep sea tritonic class, whose descendants are the more common nriadic class, whose children are, in turn, contemporary air-breathing merfolk.

All the females bear their children within their bodies until birth. Upon birth they discover if the child is normal (an inferior type) or blessed—the same type as the parents. Interclass breeding always produces the inferior type of the pair.



*Dragonewts claim to be the oldest sentient race in Glorantha, descendant from the great primordial dragons who created the world. Dragonewts are immortal, reincarnating into ever more-powerful types. Their final goal is to become a full dragon.*

The merfolk are most numerous in shallow water and just off-shore, and always organize into tribes. Although two tribes of merfolk may be ostensibly ruled by the same niadic clan, there may be frequent recorded war between them. Merfolk politics are unstable and shifting beyond the tribe; even clan influences may be in vain.

### Broos

Broos are ubiquitous in Glorantha despite drastic efforts to eradicate them. They are a rank chaos species, long since polluted by foul practices. Their parentage is often totally indistinct. Each may differ from his brother, though most which survive are vaguely humanoid. The great majority have horns.

Broos are a reliable enemy, never known to be trustworthy or good. It is their heritage to spread disease and to exult in vandalism and destruction. They are brutal beyond words.

The less said about them the better off we are. They are usually like their statistics in *RuneQuest*.

## Dragonewts

*(Draco Sapiens)*

Dragonewts claim to be the eldest creatures, descend-

ants of neotenic dragons from before the Dawn of Time. Even elven Green Age tales mention dragonewts.

Dragonewts are peculiar creatures who continually reincarnate and metamorphose, ever-striving to achieve dragonhood. They are an enigmatic race, misunderstood and mistrusted.

Individual dragonewts trace descent from whatever dragon or dragons laid the initial clutch of eggs which resulted in their existence. Dragonewts of the same clutch call each other 'egg-brother.' They organize themselves into variously-sized settlement-nests.

Any encounter with dragonewts is important, and needs to be described in some detail.

Dragonewts as presented here are not intended to become normal adventurers. No players in the original Glorantha campaign have ever played normal dragonewts. Those dragonewts who have been played as adventurers are always outlaws, cut off from the cycle of their heritage. When an outlaw dragonewt — one who has ceased to believe in the dragon way — dies, it is not reincarnated and never reappears. No one knows where its soul goes.

Normal dragonewts are intended to be a race of mystery, alien and irrational to human understanding. Their language (Auld Wyrmish) includes visual, auditory, olfactory, and empathic components. But

they are unconscious of their own language and cannot teach it to others. Because humans are not naturally empathic, they can never learn more than 25% Auld Wyrnish. Dragonewts have no written language, and have little need for one, as they are immortal, ever-reincarnating, and learn needed facts directly from other dragonewts.

Normal dragonewts are a gamemaster tool, to generate random violence, to rescue player adventurers from disaster, to provide adventurer motivation or employment, or to add awe and majesty to some ordinary journey. Sometimes they act like humans, sometimes like robots or statues, sometimes like animals, sometimes like actors in some bizarre yet solemn play, oblivious of their surroundings.

Regular contact of normal dragonewts with outsiders is usually assigned to one individual in a group, who tries to act according to human expectations. He learns human languages, and learns to write or to otherwise communicate ideas to humans. Sometimes he will own or be an interpreter dragonewt who has been surgically altered so that he can stumblingly speak human words. Altered interpreters may have guards, servants, and so on. Such dragonewts not infrequently become outlaws.

Some places in Glorantha have large colonies of deviant dragonewts, and they differ from the norm given here. But all of those variants have the same heritage.

## The Dragonewt Life Cycle

A dragonewt is not like other creatures. It is born once but dies hundreds of times; each time it dies, its soul reanimates a new body grown from the same egg. All dragonewts hatch from eggs laid by immature dragons. All the spawn are small, of the stage called 'scout,' or 'crested.'

Originally dragons taught the hatchlings the Dragon Way, and many infants grew quickly to maturity. The ones still in Glorantha have been slower, and are still developing through the dragonewt cycles.

When a dragonewt dies, its body is discarded, and the dragonewt's soul instantly returns to the egg from which it hatched originally. (Each egg apparently can grow any number of dragonewt bodies, and will continue to do so until the dragonewt matures.) After some days the reborn dragonewt emerges, personality intact, from the leathery, unchanging egg, more or less ready to pick up its life from when it died. The time spent in the egg varies with the moral development of the dragonewt individual. For dragonewts, death does not exist — it is only an interruption.

All dragonewts are four-limbed, bipedal, tailed, left-handed, and have opposable thumbs. Dragonewts do not refine metal, but use bone, stone (especially flint), and wood for weapons and tools. Only special leaders ever wear armor, though all stages may wear trinkets, jewelry, and bits of cloth.

Dragonewts have four distinct stages of growth, though their precise shape alters while within each stage. Each stage also has distinct responsibilities. Not

surprisingly, their particular shape suits their normal occupations.

### The Scout Dragonewt (First Stage)

The scout (or crested) dragonewt is small, short-tailed, and has an arched crest upon the head. A vegetarian, it prefers leaves and fruit.

The markings of the scout dragonewt may be of various colors and color patterns — usually drab. Its betters will train it as a slinger to bring down birds and rabbits, teach it the art of scouting and skirmishing, and to serve as a slave.

As the stage gets older, the tail elongates and the body as a whole enlarges, but the most prominent changes occur in the head: it elongates, grows a more pronounced crest, and the beak lengthens and develops front teeth suited to crop grass and strip bark. At some indeterminable point, often after centuries and many deaths, the dragonewt emerges from its egg as the next stage, the warrior.

### The Warrior Dragonewt (Second Stage)

The warrior (or beaked) dragonewt is larger than the scout stage and is carnivorous. The tail now reaches to the ground, and at first the skin is covered both with scales and with small protrusions. As the second stage matures, the warrior's skin thickens to armor-like material sometimes concentrated on the back, forepart, tail, or other body part. Whether the protrusions grow into spikes, hard knobs, or horns depends on factors unclear to humans. Thus representatives of this stage may appear to be very different from one another, except that all but the most extravagant seem well-suited for combat. The skin colors and patterns vary, and the color may change over the span of the stage.

The warrior dragonewt is most often found as a guard or a hunter in dragonewt nests.

Most warrior dragonewts ride upon creatures called demi-birds. Demi-birds are feathered, beaked, and lay eggs, but their bones are solid, and they have vestigial arms, not wings. Dragonewts breed these monsters, which are not found in the wild. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

### The Noble Dragonewt (Third Stage)

Second-stage armor and natural weapons are, in the third stage, nearly replaced by frills, spines, wattles, pouches, and other decorative and communicative devices. Skin colors become more vivid, and the number and variety of the scent glands increase.

A noble dragonewt will lead and represent; the stage is expert at living peacefully with the outside world. In some regions this stage is known as the 'tailed priest.'

This stage is omnivorous. Some ambassadors to human cultures are recorded as having become formidable gourmets.

### Ruler Dragonewts (Fourth Stage)

These rare dragonewts are almost never found outside their own nests. One is usually found in each small

nest, and several in a town cluster. Their community functions, diet, and powers are unknown. Some have turned into immense dragons in order to defend their nests. The appearance of a ruler dragonewt (sometimes known as a 'full priest') resembles that of a noble, but the wings grow increasingly large with age, and the size and capabilities generally increase.

Presumably a ruler dragonewt meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It then will depart from its nest, to go to wherever dragons go.

### The Dragonet (Optional Fifth Stage)

Sometimes a ruler dragonewt refuses to enter dragonhood. It then remains on earth, in life. The reason for doing this is unknown. Nor is known the extent of the power of the dragonet, although a full dragon reportedly is capable of thinking enemies to death and shaping the land as a human shapes clay. This stage is usually only present at the dragonewt site called the Dragon's Eye in Dragon Pass, the ancestral home.

## Dragonewt Weapons

Like their users, the weapons of dragonewts require some explanation. Only outlaw dragonewts use shields. Base chances for weapons and skills have not been given, since initially-hatched dragonewts are beyond the discussion. Base chance for a human using any dragonewt weapon is 05%.

### Dragonewt Weapons Table

Weapon	SR	Damage	Hit Points
Sling	S/MR	1D8	—
Long Bow	S/MR	1D10+1	8
Samarin	1/MR	1D4+1	2
Chokin	1/MR	1D6	2
Klanth	2	1D10+1	12 or 18
Gami	3	3D3	20
Utuma	2	1D6+1	8 or 12

### Weapons Descriptions

**Sling:** As per normal slings, though the pocket and loops often are made of human or dragonewt skin.

**Long Bow:** A large bone bow. This bow is used strictly by dragonewts and requires STR 17 and DEX 9 to wield.

**Samarin and Chokin:** Small throwing weapons. They can impale, and a thrower can simultaneously hurl as many (of one type) as desired. For each additional weapon thrown at one time, subtract 10 percentiles from the chance to hit for all the missiles thrown. If the chance to hit lowers to 0% or less, the dragonewt cannot throw that many weapons.

Example: If a warrior dragonewt with 50% Samarin attack threw one samarin, its chance to hit is 50%. If it threw two at once, the chance to hit decreases to 30% for each. If it threw three samarins, the chance to hit is 20% for each, and throwing four samarins yields a 10% chance per samarin. The dragonewt could not throw five samarins at once, because the chance to hit would be zero.

**Klanth:** A weapon made with flint blades set into a wooden haft and grip, and resembling the club-swords used in the Aztec empire. Treat the klanth otherwise like a bastard sword. Rarely, klanths are made of dragonbone rather than wood, and have 18 armor points.

**Gami:** Three-pronged dragonbone sword-catcher, primarily used as a parry weapon. It uses the normal sword-catching rules as given in the Players' book.

**Utuma:** The dragonewt shortsword. This is usually a reinforced flint blade, but sometimes is made of dragonbone. When of dragonbone, it has 12 armor points.

## Dragonewt Magic

Dragonewts use a fifth magical approach, called dragon magic which is different from spirit magic, divine magic, sorcery, or the rituals. When the dragonewt wills an effect, it takes place on strike rank one. Effects are not spells—a dragonewt simply knows or does not know an effect; it does not have to memorize it. An effect is similar enough to a spell in result that human adventurers might reasonably think of dragon magic as being composed of spells.

Use of dragon magic hinders a dragonewt's spiritual development, and it may prefer death (with subsequent reincarnation) to using dragon magic in many situations. If the dragonewt does decide to use magic, it may do so sparingly, to maintain its spiritual balance. A dragonewt on an important mission is likelier to use magic. A spiritually-impure dragonewt may use dragon magic to prevent a lengthy death (during which its characteristics will diminish).

### Scouts and Dragon Magic

A scout dragonewt does not know dragon magic, and may therefore learn conventional spells. However, it must forget such spells before it can progress to the warrior stage.

### Spells for Warrior Dragonewts

**Dragon Armor:** This spell absorbs damage at the rate of one magic point per point of damage. All damage done (after subtracting for armor, parrying weapons, etc.) is absorbed using as many magic points as are necessary. Magic points used to absorb this damage may be taken from all available sources. Not even critical hits will bypass this defense.

**Dragon's Claw:** This effect transforms one of the dragonewt's limbs into a claw, with two-edged, curved, dagger-like nails. The claw does 2D6 damage plus the caster's damage modifier. Chance to hit begins at a percentage equal to the dragonewt's manipulation modifier. It may parry at a percentage equal to the dragonewt's agility modifier. Skill in the claw may increase by experience. The claw will block 12 points when parrying, and its armor points do not decrease from cumulative damage.

**Dragon Strength:** This increases the dragonewt's STR by half again. Round fractions down. Thus, a warrior dragonewt of STR 19 has STR 28 by this effect. This effect may be used in conjunction with Growth.

**Firebreath:** This effect allows the dragonewt to breathe fire like a dragon. A cone of primal fire is produced with a range in meters equal to the POW of the dragonewt creating the flame. This firebreath does 1D10 damage to the general hit points of any creature in its path. Targets of the flame are not shielded by standing behind another target. Armor protects



normally, but engulfed weapons and armor lose 1 armor point each. Rarely, a dragonewt produces a fire doing 2D10 damage or more.

**Growth:** This effect causes the dragonewt to increase in SIZ by 6 points, possibly changing its category modifiers and damage modifier, and increasing its hit points by 3. The dragonewt may repeatedly use this effect over successive rounds to greatly increase its mass. If SIZ reaches more than triple the creature's STR, the dragonewt will be unable to move by itself.

**Sprout Wings:** The dragonewt grows large wings which enable it to fly at a speed three times its normal ground movement rate (6 for warriors and 9 for nobles). When winged, the dragonewt's hit location table is identical to that for ruler dragonewts, who have such wings permanently.

### Spells and Skills for Noble Dragonewts

Nobles can use all powers available to warriors, plus some more. A skill and an effect are entered below.

**Don Armor:** This skill cannot be used unless the dragonewt possesses a set of ornamental dragonbone armor. Using this skill successfully allows the dragonewt to ritually don his armor in 1D10+10 strike ranks. In addition, each full 05% rolled gives the armor 1 point of damage absorption, to the total of the user's Don Armor percentiles.

Example: a dragonewt has 25% Don Armor. Its player rolls an 18 on 1D100, giving the dragonewt 3 points of armor. If the roll had been a 25, the dragonewt would have 5 points of armor. A roll of 26 or more would yield no armor. Therefore (up to the amount of the Don Armor percentiles) the higher the die roll, the more damage the armor will absorb. Dragonewts use this skill only before important journeys or battles, and the armor is left on till the mission is accomplished. Experience may increase the Don Armor skill.

**Soul-Blast:** This is an offensive effect. The magic points of the dragonewt are matched against those of its target via a bolt of green energy. If the dragonewt overcomes the target, the target loses 2D6 personal magic points. If the magic points drop to zero, the target becomes unconscious.

### Dragon Magic for Ruler Dragonewts

These great beings have access to all magic of lesser stages, plus more. Since these beings are encountered so rarely, their magic has not been described.

## Dragonewt Statistics

### First-Stage Dragonewt: Scout

Characteristics	Average		
STR	2D6	7	Move 3
CON	3D6	10-11	Hit Points 9
SIZ	2D6	7	Fatigue 18
INT	4D6	14	
POW	2D6	7	
DEX	2D6+9	16	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	1/3 (.25)
R Leg	03-05	02-04	1/3 (.33)
L Leg	06-08	05-07	1/3 (.33)
Abdomen	09-11	08-11	1/3 (.33)
Chest	12	12-15	1/4 (.40)
R Arm	13-15	16-17	1/3 (.25)
L Arm	16-18	18-19	1/3 (.25)
Head	19-20	20	1/3 (.33)

Weapon	SR	Attack%	Damage	PARR%	PTS
Samarin	2	25	1D4+1	—	2
Chokin	2	25	1D6	—	2
Sling	2/7	25	1D8	—	—
Utuma	7	25	1D6+1	25	8

**Skills:** Conceal 25, Dodge 25, Hide 25, Sneak 25.

**Armor:** 1-point scaly skin.

**Magic:** Only scout dragonewts and outlaws use non-draconic magic, instead employing either spirit magic or sorcery, and specializing in spells such as Coordination, Disruption, Healing, Mobility, and Speedart, or in Damage Boosting, Enhance DEX, Haste, and Palsy (all at about 40% skill, with sorcery intensity at 25%).

### Second-Stage Dragonewt: Warrior

A warrior-dragonewt's maximum POW rises to 21. It is given a ritual klanth, spear, and (usually) a demi-bird. A few warriors have obtained a dragonbone klanth, utuma and/or gami. Usually, the warrior dragonewt will wield his klanth with his left hand and his utuma with his right. The sling is discarded in favor of the giant long bow.

Characteristics	Average		
STR	2D6+12	19	Move 2
CON	3D6+6	16-17	Hit Points 18
SIZ	2D6+12	19	Fatigue 36
INT	4D6	14	
POW	12-14	12-14	
DEX	2D6+3	10	
APP	3D6+3	13-14	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	6/5 (.25)
R Leg	03-05	02-04	6/6 (.33)
L Leg	06-08	05-07	6/6 (.33)
Abdomen	09-11	08-11	6/6 (.33)
Chest	12	12-15	6/8 (.40)
R Arm	13-15	16-17	6/5 (.25)
L Arm	16-18	18-19	6/5 (.25)
Head	19-20	20	6/6 (.33)

Weapon	SR	Attack%	Damage	PARR%	PTS
Klanth	6	50	1D10+1+ 1D6	50	12
Long Bow	3/9	50	1D10+1	20	8
Samarin	3	80	1D4+1+ 1D3	—	2
Chokin	3	80	1D6+1D3	—	2
RH Utuma	6	25	1D6+1+ 1D6	50	8
LH Utuma	6	80	1D6+1+ 1D6	80	8

**Skills:** Conceal 70, Dodge 70, Hide 70, Sneak 70, Ride Demi-bird 75.

**Armor:** 6-point scaly hide.

**Magic:** dragon magic only (except for outlaws).

### Third-Stage Dragonewt: Noble

By this stage, dragonewts usually cease riding demi-birds. Their weapons now are almost always of dragonbone. The gami usually replaces the utuma. Many barbarian dragonewt clans do not progress past this stage.

Characteristics	Average		
STR	2D6+6	13	Move 3
CON	3D6+6	16-17	Hit Points 15
SIZ	2D6+6	13	Fatigue 30
INT	4D6	14	
POW	18-20	18-20	
DEX	2D6+6	13	
APP	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	3/4 (.25)
R Leg	03-05	02-04	3/5 (.33)
L Leg	06-08	05-07	3/5 (.33)
Abdomen	09-11	08-11	3/5 (.33)
Chest	12	12-15	3/6 (.40)
R Arm	13-15	16-17	3/4 (.25)
L Arm	16-18	18-19	3/4 (.25)
Head	19-20	20	3/5 (.33)

Weapon	SR	Attack%	Damage	PARR%	PTS
Klanth	7	90	1D10+1+ 1D4	90	18
Gami	8	40	3D3+1D4	50	20
Long Bow	3/9	90	1D10+1	20	8
Samarin	3	90	1D4+1+ 1D2	—	2
Chokin	3	90	1D6+1D2	—	2

**Skills:** Conceal 90, Dodge 90, Hide 90, Sneak 90, Ride Demi-bird 90.

**Armor:** 3-point skin.

**Magic:** Uses dragon magic only, except for the rare outlaw noble.

### Fourth-Stage Dragonewt: Ruler

They gain wings and are too large for demi-birds. Outlaw ruling dragonewts are nearly unknown. Species maximum POW for rulers rises to 28.

Characteristics	Average	Move	4/12 flying
STR	4D6+12	26	
CON	3D6+6	16-17	Hit Points 22
SIZ	4D6+12	26	Fatigue 43
INT	4D6	14	
POW	24-26	24-26	
DEX	2D6+6	13	
APP	3D6+12	22-23	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	9/6 (.25)
R Leg	03-05	02-03	9/8 (.33)
L Leg	06-08	04-05	9/8 (.33)
Abdomen	09-11	06-09	9/8 (.33)
Chest	12	10-13	9/10 (.40)
R Wing	13	14-15	9/6 (.25)
L Wing	14	16-17	9/6 (.25)
R Arm	15-16	18	9/6 (.25)
L Arm	17-18	19	9/6 (.25)
Head	19-20	20	9/8 (.33)

Weapon	SR	Attack%	Damage	PARR%	PTS
Klanth	5	120	1D10+1+ 2D6	120	18
Gami	6	90	3D3+2D6	100	20
Long Bow	3/9	120	1D10+1	—	8
Samarin	3	120	1D4+1+ 2D3	—	2
Chokin	3	120	1D6+2D3	—	2

**Skills:** Conceal 120%, Dodge 120%, Hide 120%, Sneak 120%.

**Armor:** 9-point skin.

**Magic:** draconic magic only.

### Demi-Bird (*Aepyornis draconis*)

Characteristics	Average	Move	45
STR	4D6+18	32	Hit Points 20
CON	2D6+6	13	Fatigue 45
SIZ	4D6+12	26	
INT	3	3	
POW	3D6	10-11	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	4/7
L Leg	05-08	04-06	4/7
Abdomen	09-10	07-10	4/7
Chest	11-13	11-15	4/9
R Wing	14-15	16	4/6
L Wing	16-17	17	4/6
Head	18-20	18-20	4/7

Weapon	SR	Attack%	Damage
Peck	8	30+14	1D10+2D3
Kick	5	30+14	1D6+2D6

**Skills:** a demi-bird can attack with both peck and bite in the same melee round, usually kicking first, and following up with a peck. The peck's damage modifier is half normal.

**Armor:** 4-point feathers on body and head, 4-point tough hide on legs.

## Chaos in Glorantha



Here we see an association of some of the chaos creatures of Glorantha. To the left, the trained dragonsnail of a jack o' bear confronts a smallish gorp. Behind the gorp a walktapu watches, sure that the dragonsnail will quickly finish-off the amorphous chaos-slime. To the rear a scorpion man warily approaches the others.

### The Nature of Chaos

Glorantha represents a bubble in an infinity of chaos; order randomly formed. In forming, the world came from disorder to a condition of order. But the Gods War weakened that order, and admitted chaos into the world, where it still exists.

Chaos tends to reestablish itself. This tendency threatens the existence of Glorantha and its deities. Though chaos is in itself formless and structureless, mutual corruption of chaos and order occurs at the weakened seams of the world where chaos leaks in. This corruption, like all of Glorantha, is personalized — embedded and manifested in disgusting, cruel, and evil living things.

The living manifestations of chaos naturally parody the kinds of life of Glorantha, since they represent corruptions, perversions, or reorganizations of it.

Chaos comes therefore in many forms — broos, gorps, disease spirits, walktapi, scorpion men, succubi, and so on. Some aspects of chaos steal life force and POW, other aspects break down ways of organizing (such as government and religion), and yet other aspects simply destroy everything possible.

Intelligent mortal beings naturally fear obvious forms of chaos. Atrocities against nature are easily recognized. But chaos also includes good, at least according to those who embrace the Lunar religion. Through Illumination they can overcome fear and resist the soul-blasting temptations which their

attitude risks. Most Gloranthans do not believe this, however.

The battle against chaos is integral to the mythology of Glorantha; without it, the world as it exists is not understandable.

## Chaos Creatures

Chaos monsters are often fun and a surprise, and several common types are presented here for play. Following these is a chart to randomly determine some typical variations. These variations are called *chaos features*. The monsters below usually have a chance of having one or more such features.

### Dragonsnail (*Spirulum biceps*)

Descendants of once-ordinary pond snails mutated to gigantic size. They now have multiple heads and an unnatural taste for flesh, though they can eat anything organic. Dragonsnails are found in marshes and watery areas. They were created in the Great Darkness when the Spire of Law exploded, the Devil was pinned beneath the Block in Prax, and the area was flooded. Dragonsnails are still most common in Prax and nearby areas. Dragonsnails are sometimes known as *parts of the Devil*, for their apparent lineage.

Characteristics	Average		
STR	4D6+12	26	Move 1
CON	4D6	14	Hit Points 20
SIZ	4D6+12	26	Fatigue 40
INT	2	2	
POW	3D6	10-11	
DEX	2D6	7	

#### One-Headed Dragonsnail Hit Location Table (20 hit points)

Hit Location	missile/melee D20	Points
Shell	01-08	8/11 (.50)
Body	09-14	4/9 (.40)
Head	15-20	4/9 (.40)

#### Two-Headed Dragonsnail Hit Location Table (20 hit points)

Hit Location	missile/melee D20	Points
Shell	01-07	8/11 (.50)
Body	08-12	4/9 (.40)
Head 1	13-16	4/9 (.40)
Head 2	17-20	4/9 (.40)

Weapon	SR	Attack%	Damage
Bite	7	40-3	1D6+2D6

**Note:** If the dragonsnail has two heads, both can bite simultaneously.

**Armor:** 4-point body, 8-point shell.

**Magic:** A random dragonsnail has 1D3 chaos features.

### Gorp (*Chaos amorphous*)

These shapeless blobs of putrid tissue ooze along waterways and through ruins, dripping acid and corrosive enzymes. They are amphibious.

A gorp can be killed only by fire or magic. Weapons just pass through the tissue, taking damage from the acid, but doing none. Because of the corrosive nature of the gorp, acid and poison have no effect on it. Non-fiery weapon-enhancing magic (such as Bladesharp or Truesword) do nothing to a gorp. Spells such as Disrupt or Lightning Bolt take normal effect.

If a gorp is slain, noble metals and other indissoluble treasures may (rarely) be found within. However, anyone searching the mess will take acid damage to both hands. Armor may help absorb this.

A gorp attacks by moving next to a victim during a melee round. If the victim fails a Dodge or Jump roll, the gorp envelops him. Anyone attacked by the gorp is enmeshed and corroded for 8 points per round. Armor will protect (until it is eaten away). If the adventurer can still move after the first round, he may try a second Dodge or Jump.

If a Dodge is used, the adventurer may attack as usual in the same round. If the adventurer tries to Jump, though, he may not attack that round. A different agility skill might be substituted, depending upon the situation and the gamemaster.

Characteristics	Average		
STR	0	—	Move 1
CON	3D6	10-11	Hit Points 16
SIZ	6D6	21	Fatigue n/a
INT	1	1	
POW	3D6	10-11	
DEX	0	—	

Hit Location	missile/melee D20	Points
Body	01-20	all

Weapon	SR	Attack%	Damage
Envelope	1	100	8 points acid

**Armor:** none

**Skills:** none

**Magic:** A roll of POW ×1 on D100 indicates that a gorp has a chaotic feature.

### Jack O'Bear (*Joannursus paralysis*)

These are shaggy, wiry monsters with bloated orange heads resembling pumpkins. Jack o'bears normally inhabit mountains and forests. They are chaotic carnivores with an exotic talent not to be sneered at.

Each melee round, in addition to its normal attacks, the jack o'bear can match its magic points vs. those of a foe. If the victim is overcome, he is harmonized—frozen in place and helpless until the jack o'bear dies or the effect is dispelled. The harmonize acts as a 1 point Divine magic spell for purposes of dispelling or blocking.

This exotic talent does not cost the jack o'bear any magic points, though it can be boosted, which does cost magic points. The creature can keep a number of live victims equal to half its POW controlled at once. The jack o'bear cannot voluntarily release a victim.

Characteristics	Average		
STR	3D6+6	16-17	Move 4
CON	2D6+6	13	Hit Points 15
SIZ	3D6+6	16-17	Fatigue 30
INT	2D6	7	
POW	4D6	14	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/5 (.33)
L Leg	05-08	04-06	3/5 (.33)
Abdomen	09-11	07-10	3/5 (.33)
Chest	12	11-15	3/6 (.40)
R Arm	13-15	16-17	3/4 (.25)
L Arm	16-18	18-19	3/4 (.25)
Head	19-20	20	3/5 (.33)

Weapon	SR	Attack%	Damage
R Claw	7	25+2	1D6+1D6
L Claw	10	25+2	1D6+1D6
Harmonize	1	automatic	resist MP against MP or be paralyzed

**Notes:** Each melee round, a jack o'bear may use its Harmonize as well as strike with its claws. It may hit with both claws in the same melee round, three strike ranks apart.

The Harmonize always is resolved on strike rank 1, unless the jack o'bear boosts it, in which case the strike rank is 1 plus the magic points used.

**Skills:** Hide 60-10, Sneak 60-10.

**Armor:** 3-point fur and thick head-skin.

**Magic:** Chaotic Harmonize. A jack o'bear could use other magic if anyone would teach it.

There is a five percent chance that a jack o'bear will have a chaotic feature in addition to its exotic talent.

## Scorpion Man (*Hominiscorpio devourens*)

More scorpion than man, such a creature resembles a centaur, with the chest, arms, and head of a man, but the abdomen, tail, and rear (six!) legs of a scorpion.

This chaos breed is left over from the Great Darkness. They are found in deserts and small mountain villages. Their society is based upon servitude to gigantic queens, who perform most of the breeding. They live by raiding and hiring out to optimistic employers who forget their employees' chaotic nature.

Characteristics	Average		
STR	2D6+12	19	Move 3
CON	3D6	10-11	Hit Points 15
SIZ	2D6+12	19	Fatigue 30
INT	2D6	7	
POW	2D6	7	
DEX	3D6+3	13-14	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01	01	3/3 (.17)
RC Leg	02	02	3/3 (.17)
RF Leg	03-04	03	3/3 (.17)
LH Leg	05	04	3/3 (.17)
LC Leg	06	05	3/3 (.17)
LF Leg	07-08	06	3/3 (.17)
Tail	09-10	07	3/5 (.33)
Thorax	11-12	08-10	3/5 (.33)
Chest	13-14	11-15	3/6 (.40)
R Arm	15-16	16-17	3/4 (.25)
L Arm	17-18	18-19	3/4 (.25)
Head	19-20	20	3/5 (.33)

**Note:** Loss of one of a scorpion man's multiple legs will not incapacitate it, though if it loses two on one side, it is slowed and cannot attempt any Agility skill. If it loses all three legs on one side, it is immobilized. Damage to a scorpion man's legs does not subtract from its total hit points.

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	6	30+6	1D10+1D6	30+0	10
Sling	3/9	30+6	1D8	—	—
Sting	9	40+6	1D6+1D6	—	—

**Note:** A scorpion man may use both sting and club each round, usually hitting first with the club and using the sting three SRs later. It may parry in the same round.

The sting injects a poison with a POT equal to the scorpion man's CON. If the victim fails to resist, he takes full damage to his hit points. If not, he takes half damage anyway. The poison takes effect 3 melee rounds after the victim is stung.

**Skills:** Climb 50+0, Devise 40+6.

**Armor:** 3-point skin.

**Magic:** Scorpion men know little sorcery or divine magic, for no one will teach them. They know some spirit magic. Favorite spells include Bludgeon, Ironhand, Protection, and Speedart.

A scorpion man has a chance of having a chaotic feature equal to his POW ×5 or less on D100.

## Walktapus (*Malapsyche hybridus*)

This extremely chaotic race have human-like bodies, with heads resembling large, entire octopi. A walktapus can attack with all eight tentacles at once, using the human arms for balance. It can attack up for four foes simultaneously, and also can squirt out a poisonous gas cloud, similar to the effect of an ink-squirting octopus.

Walktapi also have the chaotic ability to regenerate damage. Not only do their wounds heal, but every body portion severed from the parent organism eventually creeps back together, to reform the walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by a factor of 10. Walktapi may be permanently destroyed only by powerful magic, or complete destruction, such as dissolution in acid.

The regrowth rate of walktapus is only 1 hit point per full turn; if one was dismembered, the survivors could leave it behind, and it would not bother them again unless they passed the same way hours later.

Walktapi are amphibious, and breathe perfectly underwater. They do not like dry climates.

Characteristics	Average		
STR	2D6+18	25	Move 3
CON	2D6+9	16	Hit Points 21
SIZ	2D6+18	25	Fatigue 41
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-02	01	4/7 (.33)
L Leg	03-04	02	4/7 (.33)
Abdomen	05	03-04	4/7 (.33)
Chest	06	05-07	4/9 (.40)
R Arm	07-08	08	4/6 (.25)
L Arm	09-10	09	4/6 (.25)
Tentacle 1	11	10	4/6 (.25)
Tentacle 2	12	11	4/6 (.25)
Tentacle 3	13	12	4/6 (.25)
Tentacle 4	14	13	4/6 (.25)
Tentacle 5	15	14	4/6 (.25)
Tentacle 6	16	15	4/6 (.25)
Tentacle 7	17	16	4/6 (.25)
Tentacle 8	18	17	4/6 (.25)
Head	19-20	18-20	4/9 (.40)

Weapon	SR	Attack%	Damage
Tentacle	6	40+1	2D6
Constrict	1	Auto	2D6
Gas Cloud	1	Auto	Poison: POT=CON

**Note:** Each round, the walktapus attacks with up to four tentacles simultaneously, doing damage equal to the monster's damage modifier.

If two or more tentacles strike the same victim, they will hang on and constrict, each doing damage every round. Armor protects only until its armor points are overcome, then it is broken through.

The gas cloud has a potency equal to the walktapus' CON. All those within its 3m radius must try to hold their breath (as per suffocation rules). If the gas is inhaled, the gas is immediately harmful — if the victim's CON is overcome, he takes damage equal to the gas' full potency. If he resists, he still takes damage equal to half the gas' potency. Each round that more gas is inhaled, the victim must attempt to resist again.

**Armor:** 4-point skin.

**Magic:** Regeneration, poison gas. Walktapi rarely have other chaotic features.

## Other Chaotic Creatures

The following *RuneQuest* creatures are considered to be chaotic when they appear in Glorantha, and have the listed chance of possessing a chaotic feature from

## Chaotic Features

D100 Chaotic Feature

01-03	+1D6 Power	51	reflects spells up to 2D6 magic points back at caster without harm to itself
04-05	+2D6 Power	52-54	its spirit attacks the character who killed it in spirit combat after it is dead. If it possesses its killer, it will take him over.
06	+3D6 Power	55-56	+2D6 meters movement per action rank
07-08	+2D6 Dexterity	57-58	explodes upon death, doing 1-6 D6 damage to all within 3 meters — armor helps against this damage
09	+4D6 Dexterity	59-65	regenerates 2D6-5 hit points per round (minimum of 1 point) in each injured hit location until dead
10-11	+2D6 Strength	66-67	agonizing screams when moving
12	+4D6 Strength	68-69	valuable gem (worth 1D10 × 100 pennies) visible on body; this could also be a valuable hide, metal teeth, etc.
13-14	+2D6 Constitution	70	valuable gem (worth 1D6 × 1000 pennies) hidden within body; could also be internal organ of some precious metal or an enchanted item of some sort
15	+4D6 Constitution	71-72	stench overpowering; make CON × 5 or less on D100 or lose consciousness
16-17	+2D6 Size	73-74	hideous; make POW × 5 or less on 1D100 or be demoralized (as per spirit magic)
18	+4D6 Size	75-76	automatically befuddles one opponent per round (as per spirit magic) in addition to other attacks (the user still has to overcome the targets magic points)
19-20	spits acid of 2D10 Potency 1D6 times per day with 6-meter range	77-86	functional extra appendage or body part
21-22	breathes 3D10 fire 1D6 times per day; single target, 3-meter range	87-88	double power of creature's normal chaos ability (i.e., a gorp could have 16-point acid, or a jack o'bear be able to harmonize twice per round)
23-24	highly flammable; if ignited, burns all within 3-meter radius	91-92	capable of leaping up to DEX in meters
25-27	appearance confusing — subtract 20% from all foes' attacks	93-94	hypnotic appearance; roll INT × 5 or less on D100 or stand spellbound till it eats you or leaves your presence
28-29	appearance very confusing — subtract 30% from all foes' attacks	95	appears to be a harmless creature or object until engaged in melee
30	appearance extremely confusing — subtract 40% from all foes' attacks	96-00	gamemaster's choice or roll twice more
31-32	poison touch, 2D10 potency; must penetrate armor to work		
33-35	+6 point skin (treat as armor)		
36-37	+9 point skin (treat as armor)		
39	+12 point skin (treat as armor)		
40-42	absorbs spells up to 2 magic points, adding magic points absorbed to self		
43-44	absorbs spells up to 4 magic points, adding magic points absorbed to self		
45	absorbs spells up to 2D6 magic points, adding magic points absorbed to self		
46-48	reflects spells up to 2 magic points back at caster, without harm to itself		
49-50	reflects spells up to 4 magic points back at caster without harm to itself		

the table below. "None" means that the creature normally has no chaotic features other than those usually associated with it. Creatures with names in brackets [ ] may be only mildly tainted with chaos.

## Possible Chaotic Creatures

<i>creature</i>	<i>chance of feature</i>
Basilisk	none
Broo	POW × 3 or less on D100
Ghoul	POW × 1 or less on D100
Headhanger	POW × 1 or less on D100
Lamia	none
Ogre	05% chance
[spirit of disease]	none
Stoorworm	POW × 3 or less on D100
[troll, cave]	none
Vampire	none
[Werewolf]	none

## Chaotic Features for Chaotic Creatures

Chaotic creatures do not obey orderly laws of growth and reproduction. One two-headed dragonsnail is not necessarily like another. The following chart has been

provided to generate special features for chaotic monsters. Replace this table with one of your own, if you like, give unusually powerful monsters two or more rolls, pick chaotic features from the list, or make up your own on the spot.

## Danger Classes for Gloranthan Monsters

<i>monster</i>	<i>class</i>
Dragonewt	I-IV
Dragonsnail	III
Gorp	I
Jack O'Bear	IV
Scorpion Man	III
Walktapus	IV

## Creatures not in Glorantha

Bandersnatches, polar bears, behemoths, fachans, gorgons, halflings, jabberwocks, and orcs are not native to Glorantha. In your campaign these still might appear as special creatures in a campaign, or they might be installed as regular denizens. Other *RuneQuest* creatures may be rare, restricted to remote areas, or differ in significant ways from the published versions.

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