

# Glorantha

## THE SECOND AGE



# CULTS OF GLORANTHA





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The myth of Orlanth and Ernalda's wedding written by Greg Stafford and reproduced with kind permission.

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# INTRODUCTION

This substantial volume deals with Glorantha's myriad cults. It is not exhaustive: many Gloranthan societies have small, sometimes tiny, local cults that, whilst important to that society, have little consequence in the great scheme of Glorantha's destiny. However this book *is* comprehensive: within these pages you will find details of theistic (divine) cults, sorcerous orders, ancestor and spirit cults, as well as many other peculiar cults each with a certain degree of importance.

Cults are important to Glorantha. They are essential vehicles for providing communication between the residents of Glorantha and the gods of the world. Cults are both religious and cultural structures that shape faith, belief, attitude and social structure. Cults offer community and connection: people from very different countries or regions find common ground if they worship the same or similar gods and follow the same or similar cults. Cults provide explanations and assurances for life and death's great mysteries: how did I come to be? What happens when my life ends? What am I supposed to do in between times? How am I expected to behave? Cults provide guidelines for behaviour, morality and the journey from cradle to grave.

In short, cults foster and support community. They provide balance and focus and show how the universe works. Magic comes through cults; adherence to a cult's ways, be it a theistic, sorcerous, mystical or spiritual order, grants access to the higher magical powers of that cult. Therefore cults are conduits for magical ability that go above and beyond the common, everyday magic Gloranthans experience.

## USING THIS BOOK

Most Gloranthan Adventurers belong to a cult. Those who do not belong to a curious minority viewed with suspicion and, sometimes, fear. Most Gloranthans, however, are not especially active within their cults: the god or gods of their cult are worshipped but for them cult business is a distant thing and they press-on with the routine of the daily lives.

Adventurers are different.

Many Adventurers are decidedly active, seeking progression within the cult as a means for gaining personal power, growing closer to their gods and advancing the cult's agenda, status and influence. It is therefore expected that most Adventurers will become initiates of a cult and then go on

## What About Kyger Litor... and Thanatar... and...

Whilst it is a long-upheld Gloranthan tradition to include a description of Kyger Litor in any book dealing with Gloranthan cults, you will not find Kyger Litor in here. Nor will you find the cults of most non-human species, or Chaos cults. Space, quite simply, precludes them.

You *will* find the non-human cults appearing in *Races of Glorantha*. You will also see the Chaos cults and a few others that we have not included in this book for space reasons, appearing in other Glorantha supplements and in the pages of *Signs & Portents*.

The focus of this book is to maximise the adventuring opportunities for the bulk of Gloranthan Adventurers, who will be human in the main and worship the cults of their cultures, rather than the slaving and quite rare, chaotic cults. As you will see, most cults are described in reasonable depth, with at least one myth, and this means that we have had to be selective when it comes to choosing which cults to include and which to exclude.

So, regrettably, no Kyger Litor but don't worry; its coming...

to greater things, becoming the lords and rulers of the cult and being able to draw upon considerable power: religious, political and magical.

## Choosing A Cult

The most natural choice of cult is dependent on two things: one's race and one's culture. Humans will always join human cults and this book concerns itself with the human cults; *Races of Glorantha* deals with the cults of Glorantha's elder races.



Culture is more nebulous. In general one will join the cult of one's home community; it is familiar, expected and natural. Citizens of the Middle Sea Empire will join the Malkionist cults; citizens of the EWF will choose a Draconic Cult or a Mystical Path; Dara Happa's residents will join Solar Cults and so forth. However, things are not necessarily so straightforward.

The EWF for instance hosts distinctly draconic versions of both Orlanthi and Solar cults. Some God Learners worship the Invisible God indirectly, focusing instead on a sorcery order that only tangentially offers veneration but nevertheless abides by the word of the Abiding Book.

When you create a Gloranthan Adventurer, and come to decide which cult he will be a member of, look first at his culture and background. The natural choice will be a cult that forms the closest part of his upbringing but it need not be the cult one chooses to join. Adventurers are rarely sedentary and they gain greater exposure to different myths and viewpoints than most Gloranthans who never leave their home communities. It is thus very possible for someone born in the God Learner heartlands of Safelster to, perhaps, be swayed to a Draconic Cult or even an Orlanthi one. Most will not; but if you choose this route for your Adventure consider several things:

- How will you be viewed by your community and peers? Joining a contradictory or enemy cult could have profound repercussions for personal safety.
- What cults do your fellow Adventurers belong to? Again, striking a pose that is at odds with those you adventure with could introduce difficulties and tensions that might otherwise be avoided.
- What is your Adventurer's goal regarding cult membership? What sort of relationship and personal power is being sought? All cults offer power of some kind but there is always a personal cost attached to it: a commitment. Committing to a particular path that one might later come to regret or become disillusioned with could again make life very difficult.
- What are the key myths of the cult? Myths are as important to Gloranthans as the culture of their birth. Myths explain many things and the appeal of a certain myth, and how it teaches and enforces certain kinds of behaviour, will be crucial. A meek and mild Orlanthi with a thirst for knowledge would not make for a good Storm Bull or Humakti cultist.
- How far do you intend to progress within the cult? Many Adventurers remain as initiates but higher standing brings greater power and prestige – always at some form of cost. To embrace the benefits of higher rank, what are you prepared to sacrifice?

Choosing a cult should not be a knee-jerk reaction or one that is seen to offer rapid power with no commitment in the short term. Do not join Storm Bull because your Adventurer is good with a weapon and likes killing: join Storm Bull if your father was a Storm Khan, your family hails from the Praxian Wastes and because you want to rid the world of Chaos because Chaos killed your family or friends. Look carefully at the cults as they relate to your culture, your community, your background and your personal desires. Make the choice based on certain informed decisions. Cults, once joined, are more than simply a magical or religious club; they are faiths and faiths are often vengeful if their principles are ignored and betrayed.

## ATTITUDE, POINTS OF VIEW AND MYTH

No single cult has a monopoly on truth. Every cult has its own explanations for how the world came to be and what has happened in it. Some find common ground but many differ markedly. The truth, as far as it can be called that, is correct from the cult's attitude and point of view. For example, the fact that the world was plunged into the Great Darkness, when chaos ravaged the earth, is not in dispute; however the cause of the Great Darkness varies from one belief system to another. So is how it came to an end: Orlanthi, for instance, believe that the Lightbringers went into the Underworld and rescued the sun emperor Yelm, bringing about his resurrection. The sun-worshipping Dara Happans, however, offer a different, Yelm-centric explanation that fundamentally contradicts and disputes Orlanthi belief. Both are correct. The ultimate truth cannot be known because there is no single, ultimate truth. The acts of creation and the acts that shaped the world as it is now, are the results of *mythic* action, often simultaneous and often confusing or difficult to comprehend from a mortal view point. Individual myths explain and rationalise, taking a particular attitude or stance but there is no single, unassailably true myth. There are many versions, many viewpoints and the correct viewpoint is the one you establish through your devotion and understanding of a cult.

It is therefore essential for all Gloranthan Adventurers to understand the following about cults, truths and myths:

- The myths of *your* cult are the most important. Some myths may coincide but have lesser importance; some will contradict and be wrong. Your myths are what matter.
- Some gods belong to multiple lines of faith and may have different names but their essences and, sometimes, their myths are the same. However, the point of view of your cult is the most important.

- Myths are not static legends. They replay themselves constantly in the Otherworld and maintain the stability of the cosmos. With the right magic one may experience these myths first-hand and reap great benefits. This is what is known as HeroQuesting; it is perhaps the most potent form of magic.
- Myths are real, yet outside of Time. They can be experienced from many different points of view but generally move towards the same outcome. Without myths, the cosmos would not exist; it would be Null. Myths make who we are. Thus, the lessons they provide should be channelled and their fabric experienced. Myths should be allowed to drive behaviour.
- Myths can be altered. Most religions believe this is wrong as it disrupts the stability of the cosmos. The God Learners believe that, if myths are altered in the right way, everyone can benefit. But the risks are great as the fundamental totality of the cosmos is at stake.

## TIME AND THE GREAT COMPROMISE

Mortal creatures measure their lives through Time but Time is a relatively new creation. Time came about some 908 years ago when the Great Darkness was defeated and the Sun rose again in the sky. For that to happen the gods, who had warred, reached an agreement known as the Great Compromise. All gods and god-like beings, including spirits large and small, intelligent, unintelligent and inert, are bound by the Great Compromise, which is thus:

War between gods precipitated chaos and destruction. Further war between gods should be abandoned. War of this nature will lead to the destruction of the universe.

All should find a common ground for the protection of the universe and share that responsibility.

The mortal races should be free to grow, develop and change. The mortal races may channel and emulate the gods but are apart from them. Mortals are not gods and vice-versa.

The result of the Great Compromise was the creation of Time and, if there is a single truth in the universe then this is it. Time provides stability for mortals but in a finite framework that the mortal mind can behold and comprehend. Certain races, like the dragonewts and the mostali, live within Time but are immortal and exempt from it. Most, though, are bound to Time just as the gods are bound outside of Time.

Moreover, Time exists in three forms:

**Linear Time** – Cults believing in Linear Time maintain that, once created, Time cannot be uncreated or reversed: it will continue forever in an unbroken line until something causes the world to end.

**Cyclical Time** – Cults believing in Cyclical Time hold that seasonal events, such as the phases of the year, the path of the sun across the sky, the cycle of day and night, are the same event occurring again and again. Thus the world does not change, although mortals may change within it. Myth continues to influence all life, as fixed by the Great Compromise.

**Illusory Time** – Before the Great Compromise time had no existence and therefore no meaning. All things happened at once or may have happened in any order. Mortals cannot comprehend this complexity, which exists still, and so Time is Illusory; a way of spanning the Godtime (where myths continue to exist and function outside of time), Chaos (which threatens all existence) and the mundane, perceivable world. Time itself is an illusion born of mortal need. It can be taken into the Godtime and imposed on events. This is, however, to cause immense philosophical consequence and invite chaos back into the cosmos. It is risky and dangerous. It is also at the heart of the God Learner philosophy.

The way Time is interpreted forms part of the definition of each pantheon or belief system described in *Cults of Glorantha*, although it should be noted that some cults within a pantheon or system have a different way of viewing Time based on certain mythic observations or arcane knowledge.

## THE GLORANTHAN CALENDAR

The calendar used in Glorantha is a Jrusteli concept based on close observation of how the world changes from season-to-season and day-to-day and how the Runes have an incessant, unstoppable effect on the environment. Their observations have been codified into the calendar which is in widespread use across all cultures, which accept that the Runes have a natural effect on climate that is inimical to their nature.

The calendar is opposite:

As Glorantha is flat, and does not revolve, seasonal changes are a direct result of Runic influence rather than physics. The further actions of gods may also cause additional seasonal changes and this was common during the Dawn Age. Following the Great Compromise such interference is uncommon but not unknown. The Great Compromise stipulates that the physical world should be influenced solely by the Runes and not the actions of deities. The fact that Runic powers manifest in the ways seen in the different seasons has caused the God

1 Week = 7 Days

8 Weeks = 1 Season

5 Seasons + Sacred Time = 1 Year (350 days)

Days of the Week	Weeks of the Season	Seasons of the Year
Freezeday	Disorder	Sea Season
Waterday	Harmony	Fire Season
Clayday	Death	Earth Season
Windsday	Fertility	Dark Season
Fireday	Stasis	Storm Season
Wildday	Movement	Sacred Time
Godsday	Illusion	
	Truth	

Learners to wonder if they form some kind of pattern that rotates through Glorantha, or if the Runes simply rise in influence, exert it and then slowly fade in a similar manner to the way the sun rises.

Naturally enough the God Learner's curiosity has led to musings on how human sorcerers might control the seasons, reordering them, lengthening, shortening, or even removing them altogether. Such power is currently beyond them because manipulating the Runes directly is something beyond even the gods: this does not, however, stop the God Learners from *trying*.

## Seasons

Seasons are formed of eight weeks and named for the Elemental Runes that have their most conspicuous effects at this time. There are five, with a sixth season known as Sacred Time, occupying the final two weeks of the year.

### Sea Season

Following the rebirth after Sacred Time, Sea Season is when things begin to grow and blossom. Light rains are frequent and the earth is abundant. Tides are at their calmest and the air is beginning to warm as the Fire/Sky Rune asserts its own dominance.

### Fire Season

The Fire/Sky Rune is at its strongest, bringing long, hot days and cool nights. Plants ripen and fruits fill-out on the bough. The minds and bodies of humans are at their most vibrant with considerable energy flowing through Glorantha. Fire Season was the first season after the Great Darkness when the sun emperor Yelm rode out from Hell and across the sky in his fiery chariot.

### Earth Season

As the Fire/Sky rune subsides, the Earth Rune's power asserts itself. This is the harvest time when the goddesses and gods of the earth cause all that has been planted to be ready for harvesting. Life is at its richest, even though the world is beginning to cool and trees are preparing to shed their leaves. Colours, especially earthy colours, such as browns and greens, are at their most vibrant and vivid.

### Dark Season

The Darkness Rune seeps out of the earth as the harvest completes and the world cools. Leaves fall from the trees and the land becomes stark. The sky becomes a grey plate, heavy with snow. This is a time for preparing foods and storing them, and for completing unfinished business. Many are grim during Dark Season, subtly depressed after the previous two seasons.


### Storm Season

This is the time of the Storm Gods. The Air and Mobility Runes are unleashed together creating a time of violent storms, vicious rains, deluges of snow and other activity that imposes hardship for humans. Animals are brought indoors and only the foolish embark on pursuits that will involve lengthy travel. The intensity of Storm Season is never consistent, reflecting the nature of Orlanth, most tempestuous of the gods. If there is one season the God Learners would control, it is Storm Season.

### Sacred Time

Sacred Time occurs one Storm Season ends and lasts 14 days. Glorantha mythically and symbolically re-enacts the death and rebirth of the cosmos. Sacred Time is important to all theist religions and the Dragon Worshipers. Magic is strong and





many important rituals and ceremonies are reserved for Sacred Time when they will be at their most potent: HeroQuests are traditionally held now. Even the weather becomes neutral as the Elemental Runes subside and the Magic Rune exerts itself. Days are neither warm nor cold, sunny nor overcast. Rain does not fall but neither does the sun break through. The sky is a slate slab covering the world.

## Weeks

Just as the Runes influence the nature of each season, so they influence the nature of each week – although the influence is less profound than at the seasonal level.

**Disorder** week, the first of each season, is a time where confusion is at its highest; things lack clarity and focus and if individuals are distracted, it is because the Disorder Rune is at its strongest.

By contrast, **Harmony** week sees all things coming together as the Rune asserts itself over Disorder. Plans fall into place, arguments and disputes are settled with far greater ease and the world seems to have found its balance.

**Death** week follows Harmony and it signifies the ending of things. Many plans and projects come to their natural conclusion during Death week and although mortality itself is not influenced significantly, those who follow cults with the Death Rune, such as Humakt, find a certain vibrancy during this week.

**Fertility** week sees a rebirth. For females, conceiving a child is at highest during Fertility week and those cults with the Fertility Rune see their magic and outlook at its strongest. Fertility week of Sea Season is the time for planting crops and sowing grain. Sexual energies run high.

**Stasis** week sees the Stasis Rune slowing all things down. There is a natural urge to rest during this week. Some dragonewts spend the entire week stock-still, immobilised by the Stasis Rune's influence. In humans, it manifests as a need for relaxation after the exertions of Fertility week.

And then **Movement** week forces all things into action once more, energising the world. The Mobility Rune is ascendant here and all things act with renewed energy and vigour.

The seventh week, **Illusion** week, sees Glorantha taking on an almost dream-like quality. Dreams are at their most vivid and there is always a feeling that what can be seen and perceived is

quite different to the reality. Some cultures, such as in Esrolia, take to wearing masks and outlandish disguises during Illusion week, celebrating the secretive nature of the Illusion Rune.

Finally **Truth** week sees many revelations. Magic based on illusion and trickery is easier to counter; secrets have a habit of being made public; attempting to tell a lie of any kind is difficult as the Truth Rune exerts a powerful influence over the world, compelling everything to its true nature.

## MAGIC AND HEROQUESTING

New magic is presented throughout *Cults of Glorantha* and summarised in the Magic chapter. HeroQuesting, too, is also covered and is discussed in more detail in the next chapter.

## CREATING YOUR OWN CULTS

You should feel free to create your own cults, for your own societies and cultures. Use the Cult Structure template to guide you and decide upon magic from the spells presented here and in the *RuneQuest Core Rules*. A few rules to guide you...

- Cults usually reflect a real-world need: a profession, a way of life, a philosophy. Look to fill these gaps.
- Not all cults are large. Many are local cults revering a local nature spirit, a small, forgotten god or a hero known in a particular region. Anyone or anything can be the focus of a cult with its magic reflecting what it is, what it did, what it does and what it offers to those who worship it.
- Cults provide meaning. Meaning is usually conveyed through myths. Look to the many myths in this book to help you create your own but spend some time being creative in the myths for your cult. They can also, quite freely, contradict the myths of other cults and other cultures – even within the same pantheon. Every cult explains its own gods in its own ways. There is no single truth.
- Paths to power. Cults usually offer a path to influence of some kind. Any cult you create should offer the same but be balanced with its purpose, role and mythology. A new cult to challenge Orlanth, for instance, would soon be crushed by the warriors of Orlanth Thunderous; but a new cult revering one of Orlanth's many heroic brothers, that honours heroes of Orlanthi settlements, would be made most welcome.





# CULT STRUCTURE AND FORMAT

The cults in this volume are gathered together into their respective pantheons, which broadly reflect the cultures worshipping them. However things are never that clear cut in Glorantha and one may find a god from one pantheon being worshipped in another simply because that god shares in the mythology of several pantheons and is not in conflict with any of the 'host' pantheon's core myths. Ernalda, the Orlanthi Earth Goddess, is a good example: she finds worship in several pantheons other than the Orlanthi pantheon because, as a goddess of fertility and the nurturer of the earth, she has a common resonance. In other cases some gods may be worshipped outside of their usual pantheon because invaders or settlers have adopted certain local practices and veneration whilst remaining more or less true to their own faiths.

However, the broad categorisations are as follows:

## Barbarian and Nomad cults

The gods and great spirits of Glorantha's nomads and barbarians are the subject of this category.

## Draconic Cults

The Empire of Wyrms' Friends follow a mystical path and do not venerate dragons as gods per se. However some dragons and powerful draconic mystics have developed certain mystical teachings and approaches that result in veneration of one or more named individuals. These can be likened to personality cults or Hero cults but no divine relationship is expected or presumed.

## Invisible God

The pantheon of prophets and saints who act in the Invisible God's name. Worshippers are monotheists who offer veneration to both prophets and saints such as Malkion and Hrestol. The God Learners are the most obvious example but this group also includes the Carmanians.

## Solar Pantheon

The gods of the sun worshippers in Peloria, Prax and other regions. Yelm is the greatest representative of the Solar

Pantheon but there are many, many more gods worshipped too.

## Storm Tribe

The Orlanthi pantheon, usually worshipped by the Old Ways Traditionalists.

## PANTHEON AND CULT DESCRIPTION FORMAT

Each category or pantheon begins with an overview of its nature. This includes a summary of the culture and regions where it is dominant or has a significant presence. Following this is a brief Cosmology, which outlines how that pantheon views certain core truths (such as creation) relating to its place in the universe.

The magic of the pantheon is also explained. Usually this will be either Divine, Mysticism, Sorcery or Spirit magic but some pantheons have a mixture of these higher forms reflecting the nature of the gods and their relationship with their worshippers.

The Key Myths section offers an overview of the myths that all of the gods in that pantheon have as part of their foundation although the Mythic Resonance (see the *RuneQuest Core Rulebook*, page 150) for these Key Myths will differ from cult-to-cult. Any myths specific to a particular cult are described in that cult's entry.

Following the pantheon overview come the individual cult descriptions. These conform to the following format:

### Name

The name and, sometimes, names, by which the god and cult is known.

### Runes

Which runes the cult possesses. These in turn influence myths, magic, behaviour and so forth.

### On Myths...

Some cults have many, many myths. There is not space to explore all of them but each cult comes with at least one myth particular to it, along with the key myths for the pantheon.

Games Masters are encouraged to create their own myths, based around the themes of the cult, that touch upon or explain:

- How the world came to be.
- What the cult did in the Great Darkness.
- How the cult survives.
- Deeds of the cult's heroes.
- How enemies have been defeated.
- How the cult overcame other gods, or sought help from them.
- How a great treasure, secret or gift came into being.

### Mythos and History

This entry includes both the Resonance of Key Myths and the Resonance for any Specific Myths. The typical behaviours membership of the cult inculcates are also detailed.

### Nature

What the cult represents and seeks to achieve. Some cults have no specific aims save the propitiation of the god; others have very deliberate agendas. Also listed here is how the cult views and treats apostate members.

### Organisation

Worship structure, temple organisation, high and holy days, important places for the cult and so on.

### Membership

The membership requirements for the cult. If a cult's membership requirements are listed as Standard, then the Requirements, Duties and Benefits detailed on page 148 of the *RuneQuest Core Rulebook* are used. If membership requirements differ in any way, then they will be listed by cult rank.

### Common Magic

This section lists the specific Common Magic spells the cult offers. It also details the prices or requirements for teaching Common Magic to its members.

### Higher Magic

This will either be Divine, Mystic, Sorcery Grimoire or Spirit in nature. If a cult offering Divine Magic has the entry Standard then it automatically offers access to the Standard Divine Magic spells. Any additional or new spells it offers are then listed and detailed here.

### Gifts and Compulsions

Some cults offer specific gifts and impose specific compulsions upon their members. More details on how these work can be found in the following section. If a cult has any gifts and compulsions, they will be listed here along with any membership requirements.

### Cult Skills

Skills held important by the cult that form the membership requirement. These are also skills taught by the cult. The skills essential for cult membership are listed in *italics*. Any skills that are taught as an extra benefit are listed in standard type.

### Allied Cults

If a cult has any specific alliances with another cult, they will be listed here, along with any specific benefits the allied cult offers to members of the main cult.

## GIFTS AND COMPULSIONS

Gifts and Compulsions are awards and drawbacks given and imposed by gods or prescribed by the cult. Gifts can be wondrous; Compulsions, sometimes also known as *geases*, can be catastrophic but, in most cases, tend to reflect certain aspects of the god's nature, which come to be reflected in their worshippers.

Gods reward their followers with Gifts but the strength of the relationship always comes at a price, in the form of Compulsions. Gifts vary in their power, as do Compulsions, and what is offered depends on the god worshipped. A worshipper of a god may be entitled to select one Gift each time a Compulsion is *imposed*: a worshipper *always* gains a Compulsion – if Compulsions are a part of the cult – every time he advances one rank.

The maximum value of the combined Gifts cannot exceed the POW dedicated to the deity as part of the Pact. In certain circumstances, such as successfully completing a mighty quest for the god or its cult, the Games Master might offer the faithful worshipper a chance to accept a new Gift. If accepted, the Gift always comes with a further Compulsion. Note that any dedicated POW used to obtain Gifts cannot be used for Divine Spells.





## Gifts

A Gift is a power or ability, usually of a permanent nature, granted to faithful cult members. The opportunity to receive a Gift is only granted to those who have shown dedication, or performed a major service for their deity, and only one Gift is permitted each time. Adventurers are not required to **accept** the Gifts of their cult but the powers offered are seductive, and few can resist their lure. Once all available POW has been bartered for Gifts, not only may they not receive any further Gifts. Gifts may also be dependent on certain tests for a character – such as completing a HeroQuest, making a specific donation, or even making a series of Persistence and Resilience tests.

## Compulsions

Compulsions are behaviours imposed by gods and they always accompany a Gift, although Gifts may not **always** accompany

Compulsions. Compulsions, unlike Gifts, quite often do not have specific game mechanics dictating how they work. This is deliberate; Compulsions are often based on perception and motivation that require role-playing, not mechanics, to implement. A character might not be aware of the depth of a particular affliction, for example, or a Compulsion might skew his ideals.

Games Masters should always be aware of the Compulsions that Adventurers carry and use judgement to remind them when a Compulsion may dictate the way they act, feel or respond in a given situation. Penalties to skills are always a useful way of applying game mechanics to a Compulsion's manifestation and the depth of the membership in the cult is always a guide to how deeply a progressive Compulsion affects skills.

Therefore, as a **general** rule a Compulsion, if used in this way, penalises an appropriate skill by –10% for every 20% of a Cult Pact (rounded up). *For example, a character who Hates Chaos and has a Cult Pact of 60% can expect skills such as Courtesy and Influence to be subject to a –30% penalty whenever the character has to deal with Chaos Worshippers or those allied with them. Again, use judgement to modify the penalty if the circumstances warrant it; our Chaos Hater might suffer only a –15% penalty when dealing with certain allies, for example; or –60% when being forced to deal with Rune Lords of a Chaos Cult.*

## RUNIC AFFINITIES

Most – but not all – of the gods listed in *Cults of Glorantha* are associated with a small number of runes that represent the natural forces, behaviours, elements, personality traits and other qualities core to that god's mythic identity. The most powerful gods have several runic affinities whilst some have but one.

It is customary for Gloranthan cultists to approach the worship of a god through one of these runic affinities, choosing the affinity that best represents their manner of worship and veneration. This selection is chosen at initiation and is sealed with the creation of the Pact. Yet even in those cults where a pact is not essential (such as the Invisible God cults or Spirit cults), members still choose an affinity to follow.

This is an important part of cult membership for the following reasons.

- Choosing the affinity that an Adventurer follows is a personal expression of how they view the relationship with their god. This is an important and fundamental aspect of all Gloranthan cults. Being active in a cult is the only way to become close to one's god and to learn his or her inner secrets. Everyone understands that the gods embody certain runes and, as runes are the primal building blocks of the universe, establishing a relationship on a runic level becomes a personal statement about oneself and the way the divine relationship will develop.
- The affinity chosen will determine some of the spells or magic chosen by the cultist as part of the higher magical form they study. *For example, Ernalda's runic affinities are Earth, Fertility and Harmony; an Ernalda cultist who chooses to follow the Fertility aspect of Ernalda would therefore choose a Divine spell such as Bless Crops in preference to a spell reflecting either her Earth or Harmony affinities.* This is a preference rather than a restriction but if Gloranthan Adventurers are to accurately reflect the way they approach their worship, this principle will guide the choices made.
- Runic affinity shapes behaviour. When one dedicates POW to a god they establish a relationship of a divine nature. As runic affinities represent the way the god behaves, so the rune one chooses to follow will reflect in the cultist's behaviour. Orlanth, for example, has the Air, Motion and Mastery runes. An Orlanthi cultist choosing to follow Orlanth through the Mastery rune will seek to achieve excellence in cult skills and personal skills, aiming to become a reflection and embodiment of Orlanth's own mastery. The deeper one's Pact (i.e. the higher it is and the more POW dedicated to it) the more like the god one becomes. An Adventurer following Orlanth's Mastery runic affinity will, as his Pact develops, become increasingly more of a perfectionist, increasingly obsessive over achieving excellence and less tolerant of incompetence or failure in others. There are no hard and fast mechanics to enforce the way behaviour changes through one's own runic affinity approach but players need to be aware of the way runic affinities will shape their characters' behaviour and play their character in this style.
- Cultists can HeroQuest to become Rune Touched (see HeroQuesting on page 12 and page 103 of the *RuneQuest Core Rulebook*). Becoming Rune Touched offers certain benefits to those who attain it but the rune one becomes touched by will always be the runic affinity that the Adventurer has chosen to follow. An Adventurer who follows Orlanth through the Motion rune would, if he became Rune Touched, gain all the abilities listed for the Motion Rune on page 105 of the *RuneQuest Core Rulebook*.

Adventurers can follow more than one runic affinity but do so only as they progress through the cult's ranks. The availability of runic affinities is as follows:

### Runic Affinities by Cult Rank

Rank Title	Runic Affinities Permissible
Common Member	0
Pious Member	1
Fervent Member	2
High Lord/High Priest	3

Thus, an Adventurer who becomes an Initiate of Orlanth would begin by choosing one runic affinity from Air, Motion or Mastery. Upon becoming an Acolyte (the Divine cult equivalent of Fervent Member) he might choose to also follow Orlanth through the Air Rune. And, upon becoming either a Rune Lord or Rune Priest he would be able to follow Orlanth through all three runic affinities with his behaviour being shaped by the depth of his Pact (Orlanth) and the inherent nature of how Orlanth represents, and is represented by, these three runes.

Adventurers do not develop a separate Pact skill for each runic affinity they follow; the same Pact skill serves for multiple affinities but as their Pact increases or deepens, and as more affinities are gained, the *more like the god they behave*. Rune Lords of Orlanth, following all three affinities for example, are typically extremely energetic, impatient, passionate, hot-tempered perfectionists with an innate love for freedom and always welcoming of thunderheads, rainstorms and gales, revelling in the raw power these represent: *just like Orlanth himself*.

## ASPECTS

Some gods have several aspects representing either specific myths, specific deeds, specific behaviours or specific spheres of influence. To continue with Orlanth (one of the most complex of all Gloranthan gods) as an example, he can be worshipped in the forms of Orlanth Adventurous (representing his questing, adventurous side); Orlanth the Dragon (representing his draconic side); Orlanth Rex (as chief of the Storm Tribe) and others (Orlanthcarl the Good Farmer, for instance). For the most part *Cults of Glorantha* focuses on the major cults as these are the ones that most Adventurers will pursue in their adventuring careers. Where a god's different aspects are discrete enough to warrant a separate cult, then it is a question of the Adventurer joining the cult that both represents his personal upbringing and background as well as his personal preferences. Edric, the example Adventurer from the *RuneQuest Core Rulebook*, is a member of Orlanth the Dragon because that is the cult his clan worships and always has.



Whilst most different aspects of a god are friendly towards each other and can be considered allied cults, this is not always the case. Orlanth the Dragon, for instance, is hated by the Orlanth Adventurous cult, because Orlanth Adventurous rejects the draconic aspects Orlanth the Dragon espouses. Yet the two cults both believe in Orlanth, probably share most of the same myths and even follow Orlanth through similar runic affinities. However the fundamental difference in aspects sets them at odds. Similarly some cults might venerate the sun as the Emperor of the Universe (Yelm) or as the Great Fire Spirit (Yu-Kargzant): both worship the sun but from different mythical positions, through different myths and certainly through different customs and practices.

Therefore the aspect one chooses is every bit as important as the pantheon and the runic affinities chosen. It is reflection of culture and upbringing and a further personal statement about oneself and one's approach to worship.

## MULTIPLE CULT MEMBERSHIP

Adventurers can be members of more than one cult at a time, as long as the following conditions are observed:

- The cults must not be enemies or opposed in some way. One could not, for instance, be a member of Orlanth the Dragon and Orlanth Adventurous. The first cult chosen always takes precedence. If one wants to become a member of an enemy or opposing cult – because his beliefs shift substantially, for instance – then he must renounce his old cult first and effectively become apostate. Most cults view this state as heretical and will pursue the apostate through various means (Rune Lords sent to punish, or Spirits of Reprisal sent to do even worse things).
- The cultist must be prepared to sacrifice POW to establish a new Pact. His rank in one cult does not usually have much weight in another. An Adventurer might be a Rune Lord of Orlanth the Dragon but if he subsequently joins Humakt the Fang he will begin as an initiate and be constrained by this status until he is able to advance.
- Naturally, joining multiple cults means choosing multiple runic affinities to follow. In all cases the runic affinity for the highest Pact skill will take precedence over any others. If Pact skills are the same value or close to each other (within 10%) then the Pact with the highest POW dedicated to it takes precedence. Adventurers can choose the same runic affinity but followed through separate cults: Motion for Orlanth and Motion for Zola Fel for example. Obviously the stronger Pact will drive Motion-related behaviour more strongly than the other but in this case the Motion Rune's nature will be subtly different. Zola Fel is a river god and his

Motion Rune is concerned with flow to the sea and joining the Great Ocean. Thus the Adventurer who is an Orlanth *and* Zola Fel acolyte could be expected to be energetic and impatient but also with single-minded depth of purpose and always striving for grace and elegance in their actions.

## HEROQUESTING

At its simplest level HeroQuesting is the act of participating in a myth for personal or community gain, re-enacting the deeds of the gods and returning to the mundane world with knowledge, treasures, power or magic.

On another level, and one especially important to God Learners, is the ability to not just HeroQuest for the previously described advantages but actually change and alter a myth. In so doing one can fundamentally alter the nature of magic, cults, myths and events in the mundane world. Myths of one culture can be combined with another (or separated from it) and the results manipulated just as God Learner sorcerers can manipulate the spells in their grimoires to make them more powerful and wide-ranging in scale.

For Divine cultists manipulating myths is unconscionable: it is to usurp the gods themselves and tamper with the fabric of what makes a culture what it is. But to the curious, meddlesome natures of the God Learners, it is simply another way of understanding the cosmos and allowing mankind to have a hand in its direction.

In theory any myth can be the subject or host of a HeroQuest. In practice, it is somewhat more complicated. The most powerful myths – the ones with the greatest resonance – are usually the most difficult to interact with and complete successfully. Myths are resistant to the mundane world and mundane beings; they also take place outside of Time and outside of the mundane world, which means that the traditional laws (such as they are) governing Glorantha do not apply. Community and cult support is also essential to successfully HeroQuest: the more support and magical energy a cult or community can contribute to the HeroQuester's attempt to enter the quest and interact with the myth, the better.

## The Mechanics of HeroQuesting

HeroQuesting relies on a number of elements.

First and foremost is the magical skill needed to initiate a HeroQuest. This imparts an understanding of how the myth is structured, the rituals and preparation necessary to interact with it and then the methods of entering it.

*Divine HeroQuests use Lore (God)*

*Sorcerous HeroQuests use the Grimoire skill for the Order*

*Spiritual HeroQuests use Spirit Walking*

Second is a holy place, sacred place or place where the barriers between the mundane world – known also as the Inner World – and the God Plane (where myths take place) are weakest. Examples of such places are:

- Major temples or shrines.
- Places where mythic deeds related to the myth to be HeroQuested took place.
- Certain sites in Glorantha where the barriers are mutable: the ancient temple of Hrelar Amali in Ralios, for example; or certain sites in Seshnela where the prophets Malkion and Hrestol walked and worked.

Third is the Mythic Resonance of the myth itself. The most powerful myths resonate sharply with individuals who follow them but are also the hardest to interact with as their events and focus is also sharply defined.

Fourth is community or cult support. Also important in this is cult rank. High Lords and High Priests find it easier to HeroQuest than Fervent Members. No rank below Fervent Member can initiate a HeroQuest although they can partake in HeroQuests if accompanying a higher rank.

Lacking any of these things makes HeroQuesting all the more difficult, as the HeroQuesting process defines.

To attempt a HeroQuest one does the following:

1. Find a place that will permit the HeroQuest: a temple, shrine, sacred place or similar. The guardians of the place, must also grant permission for the HeroQuest to go ahead. The place grants a bonus to the magical skill being used for the *lead* HeroQuester:
  - Temple: +10
  - Shrine: +5
  - Sacred Place: +20
  - Attempting the HeroQuest during Sacred Time: +20
  - Attempting the HeroQuest on a cult High Holy Day: +10
  - Attempting the HeroQuest on a cult Holy Day: +5
2. The lead HeroQuester takes into account all bonuses or penalties to his magical skill and makes an opposed roll of his adjusted magical skill against the Mythic Resonance of the myth or quest he is attempting to embark upon. Games Masters may provide bonuses to the Mythic Resonance, or additional penalties to the lead HeroQuester, depending on the myth, previous actions of the HeroQuester and so on.
3. If the HeroQuester wins the Opposed roll then he, along with any companions, is moved into the myth and the quest

begins. If the Opposed roll is lost, then the requirements for HeroQuesting have not been successfully met and the opportunity for this particular day or time has been lost. The HeroQuester will need to take further steps in preparation for a future quest – such as gathering more community support, gaining deeper permissions and so forth.

## Completing a HeroQuest

Every HeroQuest is framed in terms of Stages. Stages represent specific actions, challenges, problems or encounters within the myth that occur in the same order that the deity, who is the focus of the myth, undertook them. Myths can have many stages but as a rule of thumb, a myth has *up to* a number of stages equal to its Resonance divided by 10 and rounded up. So, a myth with a Resonance of 72% would have up to 8 stages. The Games Master should decide how many stages *must* be completed successfully for the character to emerge victorious; it might be all the stages or just a handful. Note, also, that success does not always mean winning. Myths often have heroes learning valuable lessons from their defeats – so the objective of a particular stage might not be to win but to actively lose (although the character may not be aware of this).

The strength of the challenges and foes he will encounter during each stage of the HeroQuest is also determined by the myth's Resonance. As a general rule, the opposing skills used by any challenges, be they magical, combative or otherwise, will be equal to the myth's Resonance but may be adjusted by the Games Master to suit circumstances. So, a myth with a 72% Resonance will have adversaries with skills of at least 72% themselves. The stronger the myth, the greater the challenge.

## Using Magic on HeroQuests

Common Magic does not work on the God Plane: it is simply too weak and bound to the Inner World. Divine Magic, Sorcery and Spirit Magic, however, will work.

## Stage by Stage

Each stage of the HeroQuest must be completed in turn before advancing to the next stage. If the HeroQuester completes all the stages of the HeroQuest he gains the reward that that myth offers to those who quest through it. The nature of the reward will vary from myth-to-myth and sometimes the same HeroQuest can yield different rewards. The types of rewards most common to HeroQuests are as follows:

- Becoming Rune Touched.
- Gaining specific mythic knowledge to help overcome a foe or obstacle.
- Gaining one-off, large-scale Divine Intervention or a Miracle to life a curse, alleviate a famine, improve crop yields or fertility.
- Gain the use of a mythic or Divine weapon, artefact



or spell.

- Gain a Heroic Ability.
- Become closer to one's god.
- Understand a competing myth, or the nature of an enemy.

Before the HeroQuest begins the lead HeroQuester must be certain of the goal he wants to achieve. Usually it will be obvious or dictated by others or necessity. Only one goal can be pursued at a time: multiple goals are not possible on a HeroQuest, even if there are several participants.

If a stage is failed then the reward the HeroQuester is attempting to gain will be reduced in some way, accordingly. Obviously what reward or outcome the HeroQuester is hoping to achieve will vary considerably and so Games Masters must use their personal judgement in deciding how the outcome is affected. It may be that the subsequent stages of the HeroQuest simply become more difficult (the quester faces greater resistance) or the outcome itself might be weaker.

Ultimately Games Masters must decide what HeroQuesters can gain from a HeroQuest and how these gains can be applied. As the name implies, HeroQuests are truly heroic undertakings that bring the power of the gods from the God Plane to the Inner World but those who *persistently* seek to undertake HeroQuests for purely selfish ends and personal gain, at the expense of their cult or community rather than for their benefit, *may* well find themselves either doomed to failure or the subject of reprisal if they abuse whatever they achieve.

## Random Challenges

The nature of the challenge to be faced at each stage of a HeroQuest is usually fixed in that quest's description; however, different questers may face different challenges whilst on the same HeroQuest or even if they perform the same HeroQuest again.

The following table can be used as a way of randomly determining the type of challenge the quester must face, if the

nature of the challenge for a particular stage is not clear-cut (a combat, for instance). It can also be used to quickly determine the challenges for improvised HeroQuests where the Games Master has not had the opportunity to fully detail each stage.

In all cases the skill will be opposed by a similar skill inherent in the stage which is based on the Resonance of the myth. The strength of the opposing skill can be equal to the Resonance or adjusted as follows:

### Challenge Level

1D100	Challenge Level	Challenge %
01–05	Very Easy	Resonance x0.25
06–30	Easy	Resonance x0.5
31–70	Standard	Resonance x1
71–90	Hard	Resonance x1.25
91–98	Very Hard	Resonance x1.5
99–00	Mythically Difficult	Resonance x2

### Example HeroQuest: Orlanth Tames the Wind

The myth of how Orlanth tamed the four winds of the world is a myth of all the Orlanthi cults. The myth tells of how Orlanth first stole the One Bag from the sky goddess and then used it to capture and contain the four winds, which he then brought into his own power. As a myth it relates to the Air and Motion Runes.

In the Inner World a valley in Hendrikiland has been ravaged by howling gales for weeks. Steads have been destroyed, livestock scattered and crops flattened. The clan decides that its Rune Lord must complete the Wind Taming HeroQuest to somehow rid the valley of these dreadful gales.

The myth has a resonance of 50% and thus five stages.

Landras the Pale is the Rune Lord of Orlanth Adventurous who vows to undertake the HeroQuest. His Lore (Orlanth) is 80%. His base chance to enter the HeroQuest is thus 30%; however Sacred Time draws near and so he waits until then to

### Challenge Nature

1D10	Challenge	Skill to be Used by the HeroQuester
1	Artistic Performance	Art, Dance or Sing
2	Brawn or Physical Exertion	Brawn or Resilience
3	Combat	Combat Style
4	Display of Intellect or Wit	Courtesy, Influence or Lore
5	Magical	Magic Skill (excluding Common Magic)
6	Persuasion	Culture, Influence or Seduction
7	Purity or Virtue	Pact or Persistence
8	Puzzle or Riddle	Insight, Meditation or Persistence
9	Race or Physical Contest	Acrobatics, Athletics or Brawn
10	Social Interaction	Courtesy, Culture or Influence

undertake it. He also has the backing of his whole community and makes his preparations at the Orlanth Shrine in the heart of the community. He therefore gains a +20% bonus taking his chance of undertaking the HeroQuest 50%. His roll is successful and Landras is transported to the HeroPlane, becoming a youthful aspect of Orlanth.

#### Stage One

Orlanth must persuade his mother, Kero Fin, to lend him the One Bag. This is a prized possession of the goddess and she is reluctant to do so. Landras must succeed in an Influence roll opposed by Kero Fin's Persistence of 50% (based on the Mythic Resonance of the myth). He rolls a success to her failure and is granted the One Bag. Landras has successfully completed the first stage of the HeroQuest.

#### Stage Two

Orlanth first attempts to capture the North Wind. North Wind is strong and Orlanth must wrestle it into the One Bag. Landras's Unarmed 75% is used for this challenge and he must defeat North Wind in combat, with North Wind using its Resilience of 80%. Opposed rolls are made to abstract the challenge: North Wind is successfully wrestled into the One Bag and the second stage is completed.

#### Stage Three

Now Orlanth must capture East Wind, which is fleet and cunning. This requires an opposed Athletics test of Landras's Athletics 65% versus East Wind's Athletics 80%. Landras rolls a critical success against East Wind's normal success. He outruns East Wind and opens the bag, causing East Wind to run into it. The third stage is successfully completed.

#### Stage Four

West Wind has hidden, seeing the fate of his brothers. Orlanth must find him, hunting high and low amongst the mountains. This requires an opposed test of Landras's Perception 70% against West Wind's Stealth of 85%. Landras again scores a critical success whilst West Wind fails. Orlanth finds West Wind skulking in a valley and drops on him from a high peak, capturing him.

#### Stage Five

South Wind storms forth to free his brothers, hurling thunderbolts at Orlanth. Orlanth must Evade these thunderbolts using Landras's Evade 55% against South Wind's Thunderbolt attack of 80%. He manages this just but must also hurl the thunderbolts back at South Wind to incapacitate it. Landras's Spear Combat Style is used here and South Wind must Evade or Parry. Landras succeeds in the roll and scoops the unconscious South Wind into the bag.

The HeroQuest is completed successfully. Landras returns to his body and community. The Games Master rules that Landras is now Rune Touched and, because Landras follows Orlanth's Air runic affinity, he now has the Air Rune

Touched abilities. More importantly he has brought with him the One Bag from the God Plane. Landras and his followers struggle to the top of the highest peak overlooking their valley and he opens it as the winds howl around him. The bag billows and becomes a huge thing – a sack of truly mythical proportions that engulfs the gales and captures them. Calm descends over the valley and the One Bag magically returns to the God Plane, its task fulfilled.

Landras has successfully HeroQuested and saved his people. His name will now be immortalised in song and he is, himself, filled with the true power of the Air Rune and embodies still further this aspect of Orlanth's personality.

### God Learners and HeroQuesting

The God Learners are fascinated by myth. One of their overarching goals is to unify all myths and beliefs into a single truth that will explain all and show how the Invisible God is at the heart of all myths, in one shape or form.

Many God Learners try to develop an understanding of other cultures' myths by developing a variety of Lore skills that will allow them to HeroQuest. However they have also developed the *Unencumbered Lights of Reason Grimoire* specifically to allow them to interact with the myths of many cultures without having the need to learn their Lores.

The *Unencumbered Lights of Reason Grimoire* contains several spells. One of these spells is Myth Treading which manipulates the barriers between the God Plane and allows them to enter a given culture's myths. Myth Treading acts in the same way as the magical skill used by a particular culture to gain access and the Unencumbered Lights of Reason Grimoire skill percentage is reduced by the Mythic Resonance of the myth that the God Learner wishes to tread. God Learners gain no bonuses for community, place or time: they must rely on the strength of their Grimoire skill and hope that the resonance of the myth they are attempting to access is weaker.

If access to the myth is gained, then the God Learner moves into it just as any legitimate HeroQuester would. However, instead of undertaking the challenges of each stage, he can use the spells of the Unencumbered Lights of Reason Grimoire to manipulate the nature of the myth itself.

Heroes of cults to whom the altered myth belongs should be granted chances to HeroQuest and set the balance straight. Tampering with myths can wreak dreadful change upon the Inner World – as the Goddess Switch showed. Usually the God Learners resist wholesale changes of myths because the consequences can be disastrous for all concerned; but myths of lesser resonance are always attractive for tampering and subtle alteration – either to subvert a threat from a rival culture, to understand the consequences of a myth's nature, or to bring the myth into line with Malkionist doctrine.



# MAGIC

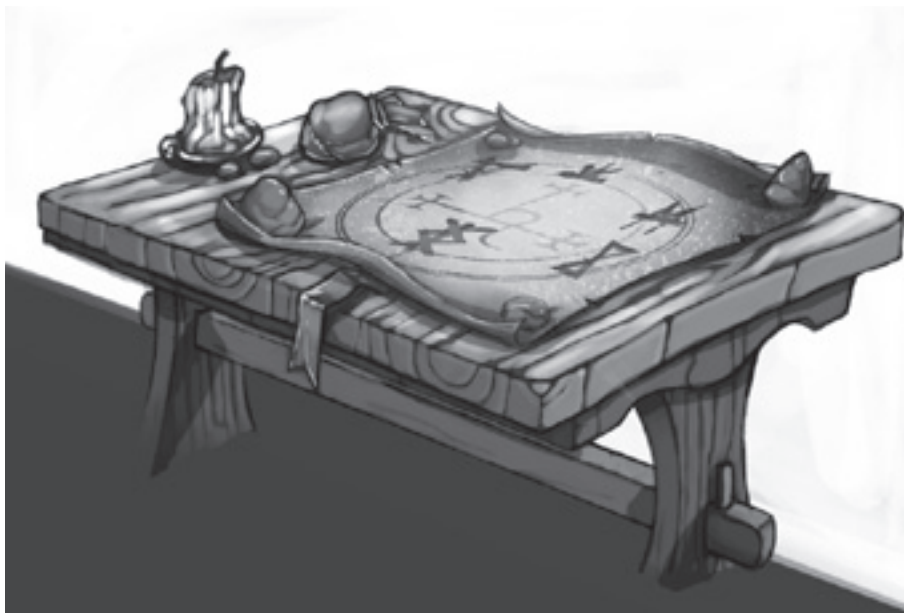
This book contains many new spells, which are introduced on a spell-by-spell basis in the cult's description. For ease of reference all of these new spells have been gathered together into their respective paths – Common, Divine and Sorcery – and are represented, in full, in this chapter.

## STANDARD DIVINE MAGIC

Certain Divine spells are common to all divine cults, reflecting common rites, magical approaches and so on. Rather than list all these common spells on a cult-by-cult basis, they are listed here.

*Behold*  
*Blessing*  
*Consecrate*  
*Dismiss Magic*  
*Excommunicate*  
*Extension*  
*Soul Sight*

If a divine cult has the entry 'Standard' as part of its Higher Magic description then all of these spells are available to cult members.



## DIVINE SPELLS FROM ALLIED CULTS

Many cults are allied to others and these allies will teach certain additional Divine Magic. One does not need to become a member of the allied cult to learn these spells but unless one does (assuming one is able to), then the following restrictions apply to learning Divine Spells from allies:

- The Rank required to learn a spell taught by an allied cult is **one higher** than in the spell's description. For instance, to learn a spell from an allied cult available to Initiates, one would need to be an Acolyte or higher. Rune Priests and Rune Lords are able to learn all levels of spell without restriction.
- The Magnitude of spells learned from an allied cult are based on the caster's Pact score divided by 20 rather than divided by 10. The Pact score for the cult that the character belongs to still forms the basis of the Magnitude but because the caster does not have a direct relationship with the god, the power is lessened.

## NEW COMMON MAGIC SPELLS

### Placate Master

Duration 5, Magnitude 1,  
Progressive

This spell adds +5 to any skill used to please or placate a slave's master. It is typically combined with skills such as Courtesy, Seduction or similar social skills but can affect any skill as long as the aim is to make the master happy.

### Punish Slave

Instant, Magnitude 2, Ranged,  
Resist (Resilience)

A slave owned by the caster who fails their resilience roll is immediately wracked by agonising pain, which causes 1 point of damage to each Hit Location and reduces the slaves fatigue by one level. The pain is such that the character is at -25% for any action that they are performing at the instance the spell hits them. The spell also leaves a distinct series of welts on the victim that remain for one day after it has taken affect, known as Ompalam's Mark.

### Shelter Blessing

Area Special, Duration Special, Magnitude 3

Shelter Blessing is taught to all Spirit Worshipper females of Votankiland Hearth Mother cults. Each casting blesses one shelter.

The spell remains in effect until the shelter is taken down. A blessed shelter is weatherproof against the natural elements: it is always warm within (but never too warm), free from drafts, free from insects and rodents. The spell does not protect from weapon damage or from magically enhanced elements.

## NEW DIVINE MAGIC SPELLS

### Asrelia's Cavern

Duration 15, Rank Acolyte, Touch

The spell creates an invisible boundary that is impervious to all physical elements (wind, rain, snow, flame and so on) with a radius in metres equal to the spell's Magnitude. Spells can be cast through the barrier and creatures can also cross it without any problems but all physical, non-living forces are repelled completely.

### Axe Trance

Duration 15, Rank Acolyte, Touch

The spell can only be cast on an axe. Each point of Magnitude increases the weapon's damage, AP and HP by one for the spell's Magnitude. The Babeester Gor cultist also gains +1 to her Strike Rank whilst using the tranced axe. This spell is compatible with other damage-enhancing spells such as Bladesharp.

### Become Alynx

Duration 15, Rank Rune Lord/Priest

The caster becomes an alynx although his SIZ does not alter. His INT and memories are retained but his DEX increases by half again. In this form he gains the Traits of Night Sight and Magic Sense plus the heightened senses of a feline, doubling his Perception skill.

As he has become an alynx his hands and feet are now paws and it is impossible to use tools or weapons.

### Beast Claw

Duration 15, Rank Initiate, Ranged

The recipient's Unarmed skill is increased by 5% for each point of Magnitude of the spell and he gains an additional point of damage, also equal to the Magnitude. When cast the recipient's hands become alynx paws with the curved, sharp, sheathed claws of the sacred cat.

### Blast Earth

Instant, Rank Acolyte, Ranged

This spell affects an area of radius, in metres, equal to the spell's Magnitude. No plants or flowers can grow within the blasted area for a number of years equal to the caster's Dedicated POW.

### Bless Home

Duration Special, Rank Acolyte, Ranged

This spell blesses a dwelling. Whilst the caster maintains the spell (not recovering or releasing it) the dwelling is made immune to harm of any kind and will withstand fire, flood, storm and earthquake. Direct damage will not affect it and all within its walls will be held safe.

### Bless Thunderstone

Duration Special, Rank Acolyte, Touch

This spell is cast on Thunderstone (flint) and is traditionally used on pieces of flint that are launched from slings but the Thunderstone can be thrown too.

The blessed Thunderstone has a damage dice of 1D4 plus a number of points of damage equal to the Magnitude of the spell. The blessed Thunderstone ignores a number of Armour Points equal to its Magnitude when striking a target.

### Bless Woad

Instant, Rank Rune Lord/Priest

This spell can only be cast on the High Holy Day upon a ritually prepared pot of woad. The number of people who can wear the woad equals the Dedicated POW of the caster. When worn (and a pot covers all Hit Locations), the wearer gains a number of Armour Points equal to the Magnitude of the spell. The potency of the Armour decreases by one point each day it is worn. Covering the woad immediately negates the Armour protection.



## Bow of Dominion

Duration 15, Initiate, Touch

The spirit of Sagittus is channelled into the caster's bow, transforming it into a devastating divine weapon for the spell's Duration. The caster's Critical range is increased by 2% for every point of Magnitude in the spell. Arrows fired from the bow ignore all mundane and natural armour (magical armour protects as normal).

## Call Shadow Cat

Duration 1 Day, Rank Initiate, Ranged

When cast this spell attracts one alynx per point of Magnitude (as long as alynxes are present in the vicinity) to the caster's side. The alynx arrives when it sees fit but will arrive during the Duration of the spell. The alynx are not compelled to serve the caster; merely to heed his summons.

## Catseye

Duration 12 Hours, Rank Initiate, Touch

This spell grants the recipient the Night Sight trait. The recipient's eyes become cat-like under the effects of the spell.

## Celestial Divination

Duration One Night, Rank Acolyte

The spell must be cast in a sanctified area such as a shrine or temple. A celestial object must also be named when casting the spell. The caster focuses on the night sky for the whole of the night and the patterns of the stars and planets form a plan and pattern that the caster has revealed to him through the spell.

The Games Master should roll 1D100 in secret. If the score is less than the caster's Lore (Dayzatar) then the caster has successfully interpreted the star pattern and can make use of this knowledge in his dealings with others. He gains a bonus equal to his Pact to the following skills: Commerce, Influence, Lore (Any), Perception, Oratory.

## Charisma

Duration 15, Rank Initiate, Ranged

The recipient's CHA is increased by the Magnitude of the spell.

## Cloud Call

Duration 15, Rank Initiate

This spell covers the area of sky visible to the caster with clouds. There is a chance equal to the Pact (Heler) that the clouds will also generate rain that will last for the spell's Duration.

## Cloud Walk

Duration 15, Rank Initiate, Touch

This spell allows the caster to walk upon clouds (including low-lying mists) as though firm ground. The uneven nature of clouds may require Athletics or Acrobatics tests to negotiate them with alacrity. When the spell dissipates the clouds lose their tangibility and the caster falls to the ground below. The spell only confers the ability to walk on clouds; reaching them is another matter entirely.

## Comfort Song

Duration Special, Rank Initiate, Touch

This spell has a Duration, in minutes, equal to the caster's Sing skill. The caster does not need to make a successful Sing roll when casting the spell; the spell itself is enough. Whilst in effect all those touched by the caster feel no pain and automatically succeed in Resilience rolls to resist the effects of damage sustained, although the damage itself is unhealed. At the end of the spell the pain returns and a Resilience roll, depending on the nature of the wound, may be required to remain conscious.

## Command (Creature)

Duration 15, Rank Acolyte, Ranged, Resist (Persistence)

While the spell lasts, the caster takes over the actions and will of the fixed INT creature specified by the spell. Thus many varieties of spell exist. The caster must be able to see the creature and if it leaves the caster's sight then the spell is automatically broken until the caster comes into view again. The caster can affect one creature for every point of Magnitude for the spell. Whilst under the caster's control the animal will perform whatever actions the caster declares and will refrain from causing the caster any harm.

## Command Troops

Instant, Rank Acolyte, Ranged

When cast, the caster is able to issue an order to as many members of the regiment as necessary. He may give a short message (10 words per point of Magnitude) to these targets if they are within range. These troops must be under his orders. He may also target his direct superior with this spell as well. For each point of Magnitude in the spell the radius is 100 metres.

## Counter Undead

Duration 15, Rank Acolyte, Resist (Persistence)

Undead creatures such as spirits, ghosts, zombies and so forth cannot come within a number of metres radius equal to the Magnitude of the spell. Ranged and magical attacks (not

relying on touch) can still be made. Discorporation attempts suffer an immediate penalty of the spell's Magnitude x3.

Undead that are deterred by this spell automatically withdraw to a safe distance. If the Humakti can force the creature to enter the radius of the spell (because it cannot physically retreat any further) then he can match his Pact against the creature's Persistence in an Opposed skill contest. If the undead creature loses the contest, it suffers a number points of damage, equal to the spell's Magnitude, to all Hit Locations simultaneously.

### Create Bonfire

Instant, Rank: Initiate, Ranged

This spell must be cast on an existing fire – see the *RuneQuest Core Rules*, page 58. Its heat, and thus damage it inflicts, is increased by the spell's Magnitude; thus, a Small Fire affected by a Magnitude 6 spell would inflict 1D6+6 damage.

The spell is compatible with Fireblade and Firearrow and can be cast on salamanders – however, the weapon takes damage equal to the spell's Magnitude (reduced by available AP for the weapon).

### Create Fissure

Instant, Rank Acolyte, Ranged

The spell creates a chasm a number of metres wide and deep equal to the spell's Magnitude. If the spell is used to undermine a building then the structure suffers 1D4 damage per point of Magnitude. If cast to engulf a target an Evade roll is permitted to roll clear of the earth's opening.

### Create Great Market

Duration Special, Rank Rune Priest

This spell is available only to elected High Dragon Speakers of the cult and is temporarily given to them by Issaries when they attain that status. This allows all priests of the cult to combine their Create Market Divine spells together to make one large, protected marketplace. It lasts for a week in a temporary market and a full year in on-going places of market worship where Issaries has an established temple.

### Create Market

Duration Special, Rank Acolyte

This spell creates a gently glowing wall with a radius in metres equal to the Magnitude of the spell x5. The boundaries of the spell must be clearly marked by the caster – either with chalk or some other form of marking, or the placing of boundary markers such as stakes or even stones. Within the confines of the spell the caster is immediately aware of anyone who is

entering the area with a hostile intent. Theft is a hostile intent. Note that this will make no distinction between 'friendly' fighters and 'hostile' fighters; anyone attempting to pass through with intentions of harm from the Outside will alert it. The Market lasts for as long as the Issaries caster remains within its confines; once he moves outside, the spell dissipates. Anyone who tries to commit a hostile act within the Market suffers a skill penalty to the hostile skill equal to the Pact skill of the caster.

### Create (Skeleton, Zombie)

Duration Special, Rank Rune Lord/Priest, Touch

This spell creates a skeleton or zombie with the statistics provided on pages 178 and 183 respectively of the *RuneQuest Core Rulebook*.

One creature is created for every three points of Magnitude, assuming that the raw materials (complete pile of bones, a corpse) are available for the caster to use. The creature remains animated for a number of hours equal to the overall Magnitude of the spell; at the end it collapses.

Once created the creature must be commanded with the respective Command spell.

### Create Wildfire

Instant, Rank Acolyte, Ranged

This spell must be cast on an existing fire. For each point of Magnitude its diameter increases by one metre but its intensity remains the same (although it can be increased using Create Bonfire).

The spell is incompatible with Firearrow and Fireblade. Salamanders increase their size by one cubic metre for each point of Magnitude although its Hit Points remain unchanged.

### Defend Against Chaos

Duration 15 min, Rank Initiate

This spell adds 30% to the Parry and Evade skills of one being who is fighting against one or more creatures of chaos. The spell does not work against non-chaotic beings.

### Delivery

Duration Special, Rank Initiate, Touch

Delivery ensures that a natural childbirth is safe, clean and with managed pain for the mother. The spell lasts for the natural length of the delivery and is usually cast when the waters break, although it can be cast when contractions have begun. The beneficiary of the spell feels relaxed and calm and,



although she will still feel the pain of childbirth, it is neither distressing nor overwhelming. The spell dissipates once the child has been born (and the spell guards against still births or birthing difficulties) and the cord is cut and tied magically as the closing act of the spell.

### Dispel Hellmen

Duration Special, Rank Rune Priest, Ranged

This spell destroys one Hellman (see Summon Hellmen) for every three points of Magnitude. The Hellman can attempt to resist being dispelled by matching its Resilience against the dispelling caster's Lore (Shargash) in an Opposed test.

### Draw Beast

Duration 15, Rank Initiate, Ranged, Resist (Resilience)

This spell only affects mundane animals with a Fixed INT. If the Resistance roll is failed then the targeted animal walks towards the hunter at a walking pace; the hunter can stop and start this motion at will during the spell's Duration. Each point of Magnitude in the spell allows another beast to be controlled although each gains its own Resistance roll.

### Durability

Duration Permanent, Rank Acolyte, Touch

The casting of the spell takes as long as necessary to forge whatever it is the caster is forging. At the end of the casting period the resulting object has its natural Hit Points and Armour Points increased by the Magnitude of the spell. The effect of the spell is permanent.

### Earthblood

Instant, Rank, Rune Lord/Priest, Ranged

This spell takes a day to cast and affects 100 square metres, per point of Magnitude, ploughed by a team of oxen. Until the next harvest every death on this land that results in spilled blood produces enough crops to feed an additional family. Deaths may come from sacrificed animals but must be of at least the size of a pig in size.

### Earthpower

Duration Instant, Rank Rune Lord/Priest

This spell activates automatically when the holder of the spell's POW or Magic Points fall to zero for any reason. For the spell to work the caster must be in physical contact with the earth. The spell automatically restores a number of points of POW and/or Magic Points equal to the spell's Magnitude, up to the caster's normal values. If the cultist has multiple Earthpower

spells, then each instance of the spell contributes towards the regained POW and Magic Points up to the normal values.

### Earthwarm

Duration 12 Hours, Rank Rune Lord/Priest, Ranged

This spell raises the local temperature in a 100 metre radius by a number of degrees centigrade equal to the Magnitude of the spell. The caster can determine what Magnitude will be applied to avoid overheating. The spell is often used to protect crops from frost but is also useful for protecting and warming all within the radius during poor weather.

### Elder Knowledge

Instant, Rank Initiate, Touch

This spell allows the caster to grant a single target a powerful bonus to any single Lore skill they wish to make – even if they do not already have the Lore skill in question. The spell funnels a good portion of information gathered over the millennia into the target, giving them a bonus to their next Lore test equal to the Pact of the caster. Neither the caster nor the target need have any points in the Lore being augmented.

### Eloquence

Duration 15, Rank Rune Lord/Priest, Ranged

Each point of Magnitude in Eloquence grants the caster +5% to the Evaluate, Influence and Oratory skills.

### Face Chaos

Duration 15 min, Rank Acolytes

This spell can be cast only on Lay Members of the Storm Bull cult. When cast upon a single fighter, that person will stand his ground and fight the chaotic foe he faces, even if ordinarily he would have run. Initiates and Rune-level members will stand regardless of any fear.

### Fateful Omen

Duration Special, Rank Initiate, Touch

This spell shows the target a particular moment in their relative future where they will fail something they attempt to accomplish in a catastrophic way. They might see themselves spit on a spear when their parry goes wide or perhaps their sculpture cracks down the middle. Whatever the case may be, they will have the knowledge to recognise when that event is about to occur and correct their pending mistake. This means that the target of this spell can re-roll their next fumbled roll (roll of 00). A single target can only benefit from one Fateful Omen at a time.

**Festival Ritual**

Duration 1 Day, Rank Rune Lord/Priest, Resist (Persistence)

This spell is cast on all participants (10 per point of Magnitude) in a feast of celebration. Even the most meagre fare tastes like the most delicious food ever brought to the table and water is the sweetest of any tasted. Even the oldest, most vinegar-like wine tastes like nectar. People feel compelled to enjoy themselves, eat, feast and be merry but they do not feel as though they are being controlled or directed. The enjoyment feels natural and can be discarded simply by removing ones' self from the festivities.

**Fidelity**

Duration Special, Rank Rune Lord/Priest, Touch

The caster entrusts someone with the tenacity to stay loyal to the cult, no matter the distraction. This spell is a subtle way for the cult to trust its allies and hirelings. For a number of months equal to the Magnitude of the spell, the enchanted target (who must be willing) cannot betray his duties to the cult for any reason. Bribery, threats, torture or even magical persuasion will fail in the face of Fidelity. Although this magical stubbornness could lead to unnecessary violence, it allows the cult to keep its secrets and safeguards without fail.

**Fight Dragons**

Duration 15, Rank Initiate, Ranged

Each point of Magnitude in the spell provides the recipient with +5% to all Cult Skills employed in any kind of fight against dragons, draconic cultists or dragonewts.

**Flawless Scribe**

Duration 15, Rank Initiate, Touch

This spell allows the caster to flawlessly copy or render any document irrespective of its size or language. The caster must provide the writing implements and vellum/papyrus of a size equal to the original but by the end of the spell the quill, moving at phenomenal speed, will have completely and accurately copied the contents of the subject.

**Flight**

Duration 15, Rank Initiate, Ranged, Resist (Resilience)

This spell grants the recipient the power of flight. He can reach an altitude in metres equal to the spell's Magnitude x10 and travel at a number of metres per round equal to the spell's Magnitude. The caster can transport one object of SIZ equal to his POW, as well as himself, using this spell.

**Float**

Duration 15, Rank Initiate, Ranged

This spell is intended to be cast on submerged items or objects that need to be conveyed over water. For each point of Magnitude, 100 kilograms of material is transported just below the surface of the water. Heavier objects will not float but will continue to sink – albeit more slowly. Lighter objects will be raised about halfway out of the water, bobbing about.

**Freezing Wind**

Duration 15, Rank Rune Lord/Priest, Ranged, Resist (Resilience)

For the Duration of the spell the caster can decrease the temperature of the prevailing wind by 1D6 degrees for each point of Magnitude. The spell has a radius equal to the caster's POW, in metres, x5.

**Fruition**

Duration Instant, Rank Initiate, Touch

The spell takes a day to prepare and cast. It causes a radius in metres equal to the Magnitude of the spell, to bear fruit as long as that area is not barren and already contains fruit-bearing trees or plants. Depending on the season there is the possibility that the spirit tied to the plants will be killed by this spell: Sea Season 30%, Fire Season 15%, Earth Season 10%, Darkness 50% and Storm Season 70%. If cast during Sacred Time the spirit always survives.

**Great Parry**

Duration 15, Rank Initiate, Touch

Cast on any weapon, the weapon's Size for the purposes of parrying, increases by one step: thus a hatchet would increase from Small to Medium and a Battleaxe from Medium to Large. The spell is compatible with other damage enhancing spells, such as Bladesharp and is also compatible with the Parry Common Magic spell.

**Guided Teleportation**

Instant, Rank Rune Lord/Priest

This spell returns the caster to a specific location made sacred to Mastakos through a week-long ritual that is learned when the spell is adequately used. The ritual must be performed again if the location is to be moved from its initial place. The spell has no set range: it returns the caster from any point in the world to the sacred site.



## Halo

Duration 15, Rank Acolyte, Touch

This spell gives a target a powerful defence against melee combatants, at the price of becoming a better target for ranged warfare. Anyone trying to attack the target with a melee attack must pass a Resilience test or avert their eyes at the last second, suffering a penalty to the attack equal to the caster's Pact skill. However, any Ranged combat Skill Tests made against the target while the spell is in effect are made with a similar bonus. Naturally blind or blinded attackers cannot suffer or benefit from the effects of this spell; they are sightless and cannot be blinded further.

## Heat Metal

Duration 15, Rank Initiate, Touch

This spell causes 1 ENC of metal for each point of Magnitude to heat-up to a point where it is workable and malleable, as though heated in a forge. In this state the metal cannot be used as a weapon unless hurled in some fashion (in which case it inflicts 3D6 damage). At the end of the spell the metal cools normally, which may take some time. During the spell the metal can be worked with a suitable Craft skill. The spell does not require any forge or furnace to work.

## Heler's Downpour

Duration 10, Rank Rune Lord/Priest, Ranged

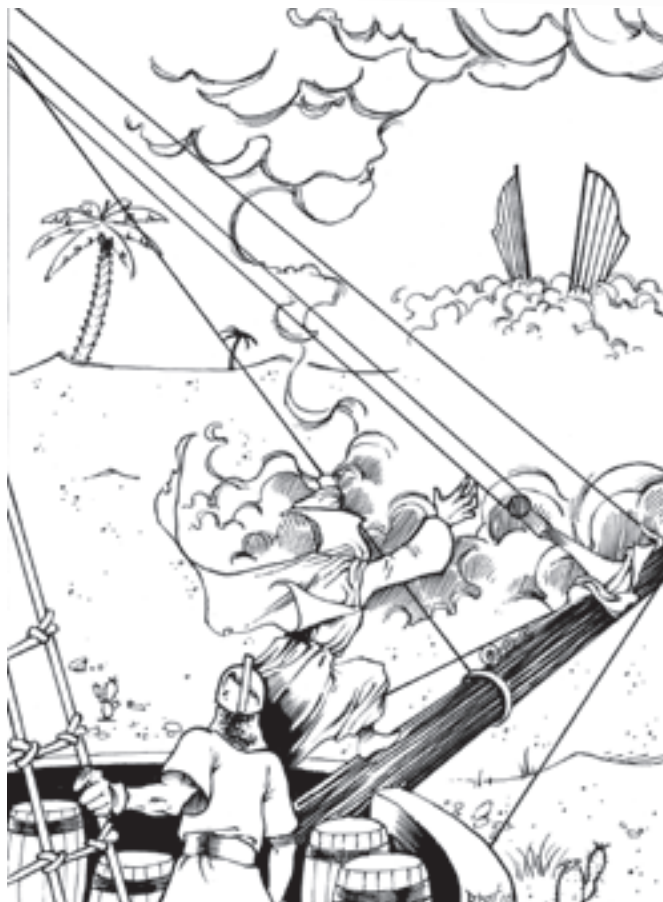
This spell can only be cast when it is either raining or snowing. The spell calls forth driving hail that inflicts damage based on the Magnitude of the spell, as follows:

### Magnitude

1-2	1D2
3-4	1D4
5-6	1D6
7-8	1D8
9-10	1D10
11+	1D12

The damage inflicted represents the strength of the hail over the duration of the spell and is thus applied only once. When determining the location struck, roll 1D10+10 rather than 1D20.

Armour and other magical defences protect against this damage, as does suitable cover. Rune Priests of Heler are immune to this damage, however.



## Hide Wealth

Duration 1 Day, Rank Initiate, Touch

Up to 1 ENC of goods is affected for every point of Magnitude in the spell. When cast, it causes the goods to become invisible to everyone except the caster for a period of one full day. The spell can be lengthened by casting Extension along with Hide Wealth, doubling the period to two days. Magic items within the bundle of goods cannot be detected by Detect spells although the presence of the Hide Wealth spell is, itself, detectable. If the hidden goods are moved, then the spell dissipates.

## Hie Wagon

Duration 15, Rank Initiate, Ranged

This spell must be cast on a moving wheeled vehicle, such as a wagon, cart or chariot. Each point of Magnitude increases the entire vehicle's speed (including all the draft animals) by 1 metre per Combat Round. Animals drawing the wagon return to normal speed if they are cut loose.

### Hurl Javelin

Duration 1 Round, Rank Initiate

This spell only affects javelins. Each point of Magnitude increases its range by a further 30 metres and the thrower gains a damage bonus equal to the spell's Magnitude. The spell is not compatible with other magical enhancements, whether Common or Divine.

### Identify Scent

Duration 15, Rank Initiate, Ranged

The recipient of the spell can identify any available scent. His Track skill is increased by the spell's Magnitude x5.

### Jagrekriand's Bolt

Instant, Rank Rune Lord, Ranged

This spell draws a bolt of energy from the War Planet and directs it at a single target, inflicting 3D6 points of damage to a single Hit Location. Neither armour nor spells can protect against this damage. For each point of Magnitude, the caster may select another target.

Obviously, this spell may only be used outside.

### Know Dragon Weakness

Instant, Rank Rune Lord/Priest

The spell can only be cast on the High Holy Day of Orlanth. When cast it ensures that the next blow struck against a dragon (of any shape or size) or dragonewt is *automatically* a Critical Success. It does not matter how long it takes for that first blow to be struck; be it a day, week, month, year or decade; but the spell lasts for only that one blow.

### Lock

Duration Special, Rank Acolyte, Touch.

This spell may be cast on a door, chest lid, bag opening or similar. It will thereafter keep the target sealed for a number of weeks equal to the spell's Magnitude. Overcoming the Lock spell requires a Passage spell of *greater* Magnitude than the Magnitude of the Lock spell when it was cast to break the seal and give access to whatever is within or beyond.

### Mist Cloud

Duration 15, Rank Initiate, Ranged

This spell creates a natural-looking mist two metres in diameter for each point of Magnitude of the spell. Visibility

within the cloud is limited to one metre. The cloud moves with the caster but the caster's visibility within the cloud is also compromised.

### Morale

Duration 15, Rank Rune Lord/Priest, Resist (Persistence or Pact)

The radius of this spell is a number of metres equal to its Magnitude x3. All within the radius of the spell will fight with the caster or follow him into battle for the spell's Duration. Those who wish to resist the effects can do so through either a Persistence or Pact roll – whichever is higher.

Those who *willingly* follow the caster gain a bonus to their Combat Style equal to the spell's Magnitude. However during the spell's Duration they cannot surrender or flee the battlefield.

### Oath

Duration Special, Rank Rune Lord/Priest

This spell creates a binding oath between the caster and the subject. If the other party breaks the oath in any way, shape or form, he immediately sustains a number of points of damage to all Hit Locations equal to the default Magnitude of the caster: thus, as the Pact of the caster increases so does the potential damage the Oath Breaker would sustain.

The oath can only be negated by the caster who must verbally free the other party, or if the caster dies.

### Outlaw

Instant, Rank Rune Lord/Priest, Ranged

This spell take an hour to cast and is usable only on an outcast of the clan or tribe. It marks the recipient as a clan enemy and means that he will always be detected as an enemy when any Detect spells are cast that he is in range of. The target of the spell also immediately loses any clan magic possessed and carries with him a taint that members of his former clan can immediately detect.

### Passage

Duration 8 Weeks, Rank Initiate, Touch

This spell is used to gain passage through a Lock spell, the Magnitude of the Passage needing to exceed the Magnitude of the Lock (or Special Lock). The spell also has a Duration, in weeks, equal to its Magnitude.



## Pathfinder

Duration Special, Rank Initiate

The spell only works when the caster is in completely unfamiliar territory. When cast it ensures that the caster will never be lost and will be made immediately aware of all enemies, traps and hazards within a number of metres equal to the spell's Magnitude x100.

## Plough Strong

Duration 1 Day, Rank, Initiate

This spell endows a plough with the ability to effortlessly break through the hardest packed earth or the most stubborn rocks. The plough must still be controlled by the ploughman but his work becomes infinitely easier as Barntar's own hand helps guide the path. The spell is usually cast just before dawn and it expires at dusk. At the end of the working day the plough must be cleaned and sharpened in preparation for its next use. The spell will not work on a dirty or blunt plough.

## Purify Water

Instant, Rank Acolyte, Ranged

This spell causes a body of water – one cubic metre per point of Magnitude – to purify all contaminants and extraneous particles (such as salt or grit) making it suitable for drinking.

## Radiate

Duration 15, Rank Acolyte, Touch

This spell gives the caster the ability to enchant a person or item (such as an arrow) with the power of the sun. Sunlight is summoned into being around the object in a 10 metre radius that lasts until the spell expires. This area not only dispels any form of darkness or shadow introduced to that area automatically but it also imposes a – 15% blinding penalty to Skill Tests made by sighted creatures. Creatures attuned to darkness or sensitive to sunlight will double this percentage. This light is magical in nature and will not be extinguished by any means short of dispelling the spell itself.

## Rally Troops

Instant, Rank Rune Lord, Ranged

All members of the caster's unit who are under his command and affected by the effects of Demoralise, Fear, Panic or other morale-influencing spells, who are within range, gain an immediate Persistence test against whatever created the effect. However, they receive a bonus equal to +5% per point of Magnitude of the spell.

This spell will also provide the same bonus to an officer using Influence or Lore (Strategy and Tactics) to rally his troops if the battle starts to go against them.

## Regal Aura

Duration 15, Rank Initiate, Touch

This spell confers an Influence skill bonus equal to the caster's Pact (Ernalda) skill.

## Reveal Truth

Duration 15, Rank Initiate

This spell reveals the presence of all verbal lies within a radius equal to the caster's dedicated POW x2. The liar is shrouded in a dark, smoky glow visible only to the caster. The spell cannot be resisted although magical defences such as Countermagic will counter the Reveal Truth spell if their Magnitude exceeds that of the Reveal Truth spell.

## Sail Through Ice

Duration 12 Hours, Rank Rune Lord/Priest, Ranged

This spell must be cast on a ship. For the Duration of the spell it can cut through any ice as long as the thickness of the ice, in metres, does not exceed the spell's Magnitude. The ship travels at its normal movement rate whilst the spell is in effect.

## See the Unseen

Duration 15, Rank Acolyte, Trigger

Whenever an invisible entity is within range of the caster this spell triggers, putting him in an Opposed Test of his Persistence versus the entity's Persistence. If successful then the entity is revealed to the caster. The caster does not need to be actively searching for hidden things.

## Shake Earth

Duration 15, Rank Rune Lord/Priest, Ranged

The spell affects an area of land in square metres equal to the spell's Magnitude. All within the affected land suffer a –5% penalty to DEX related skills for every point of Magnitude in the spell. Additionally, anyone standing must make a successful Athletics or Acrobatics test to remain upright. Fallen characters must succeed in a similar roll to regain their footing. Once successfully made, characters remain upright but DEX-based skills remain affected for the spell's Duration.

## Slash

Duration 15, Magnitude 2, Progressive, Touch

This can only be cast on slashing weapons. Each instance increases the weapon's damage by the spell's Magnitude. It is compatible with other damage enhancing spells.

## Sleep

Duration Special, Rank Acolyte, Touch

When cast, whoever is touched by the caster must make a Persistence roll opposed by the caster's Pact or fall into a deep sleep that lasts for a number of hours equal to the spell's Magnitude. If the spell is successfully resisted then the target suffers a number of levels of Fatigue equal to the spell's Magnitude divided by two, for the spell's Duration.

## Sleep to Life

Duration Special, Rank Acolyte

The caster can heal great wounds to himself by performing a hibernation ritual. The caster must find a safe spot and settle in it, deciding how long he will sleep for. He heals one point of damage to each location simultaneously for each hour slept, up to the Magnitude of the spell. If disturbed from this sleep then all healing halts until the spell can be cast again. The scars and marks of wounds are retained, if the hunter so wishes them to.

The spell cannot reattach severed limbs, although maimed limbs still attached to the body will regenerate. The spell cannot resurrect the caster from death.

## Snow

Duration 15, Rank Initiate, Ranged

This spell must be cast when there is precipitation. For the Duration of the spell all rain is transformed into snow, sleet or hail, depending on the heaviness of the original precipitation, for a radius equal to the caster's POW in metres. Each point of Magnitude increases the radius by POW in metres.

## Special Lock

Duration Special, Rank Acolyte

This is like Lock in every way but may be cast on top of it to allow one other specific person to pass through the target area each time it is cast. This is cast on the door (or whatever) and the person getting the 'passage' must also be present, laying their hands on the door during the spell. It is only good for one door and one person per casting.

## Spell Trading

Duration 15, Rank Acolyte

This spell allows the Issaries priests the ability to trade one use of any Divine spell which they know – exempting Spell Trading – in exchange for one use of any Divine spell known by another priest of any cult. The trade must be done voluntarily. Trading any Divine spell counts the same as casting it and they lose that instance of it until appropriate prayers can be offered for its return. Issaries priests may trade any spell of which they have use, even if it did not originate with their cult. However, spells that require a higher rank to be cast cannot be traded. Thus, an Issaries Acolyte could not trade for a spell that only a Rune Lord could cast.

The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, who might cast the traded spell against the Issaries trader. Some sort of token must also be passed as part of the trade and it should represent in some way the spells being traded. Thus a Shield spell would use a shield, a Humakti spell would use a knife and so on.

Traded spells must be used within a number of days equal to the default Magnitude available to the respective casters. Thus, an Issaries cultist with Pact (Issaries the Claw) 70% must use whatever spell he gains through the trade within seven days. The spell, if not used, is lost at the end of this period.

## Steadfast

Duration 15, Rank Rune Lord/Proest, Ranged

Each point of Magnitude in Steadfast provides the recipient of the spell with a +10% *parrying* bonus to Spear and Shield Combat Styles. The recipient also gains a +3 bonus to his SIZ for the purposes of resisting Knockback and the Bash Combat Manoeuvre.

## Steady Speed

Duration 8 Hours, Rank Initiate, Touch

This spell must be cast upon a moving, wheeled vehicle, such as a wagon, cart or chariot. For the Duration of the spell, and while the vehicle remains on a road, track or path, the vehicle's speed remains constant, moving as fast as it would upon smooth, level ground. The spell does not protect the vehicle from mishaps caused by travelling on narrow roads, around narrow bends or from other traffic; nor does it protect the vehicle from damage caused by such mishaps. Should the vehicle leave the road for whatever reason, the spell ends.

## Strength of Shargash

Duration 15, Rank Acolyte, Touch



This spell swells the muscles and sinews of the recipient, effectively doubling their STR. Each subsequent round, the recipient must succeed at a Resilience test or suffer a level of fatigue.

## Summon Hellmen

Duration Special, Rank Rune Priest, Ranged

When successfully cast, one Hellman is summoned for every three points of Magnitude of the spell. The summoning is permanent until the caster dispels it, or the Hellman is dispelled by the Dispel Hellman spell. The summoner will not be able to use the POW dedicated to this spell until the Hellman or Hellmen have been released to whence they came.

Once cast, the Hellman forms itself within one Combat Round, rising from the ash to await its commands. Only the summoner can command the Hellman and it explicitly obeys whatever command it has been given until the task has been completed.

The caster must have access to one cubic metre of ash or cinders for every Hellman summoned, if he is outside Alkoth's

walls. Priests of Alkoth and Shargath typically carry supplies of ash, taken from Alkoth, in highly decorative caskets, whenever they go into battle.

## Hellmen

The Hellmen of Alkoth are a terrifying sight. Those truly dead souls claimed by Shargash are remade into human-shaped beings composed entirely of cinders and ash; their forms held together by Shargash's own breath, which is the very fire of the underworld.

Hellmen obey the commands of the Shargashi who summon them, carrying out their orders tirelessly, ruthlessly and to the letter. Their bodies grind, hiss and spit as they move, flame spilling through the cracks and fissures in their cinder and ash skin. Their eyes and mouths are gaping holes filled with the breath of Shargash and the air around them crackles with the unholy heat.

All Hellmen are immune to attacks based on fire, lightning and the sun. However they sustain half damage from mundane weapons and normal damage from attacks based on water or ice.

Hellmen can be summoned by Shargash and Alkothi cultists who know the Divine spell 'Summon Hellman'. Only the summoner can dispel a Hellman, or another cultist who knows the Divine spell 'Return to Hell'

Hellmen spit fire up to their POW in metres. The fire causes 1D6 points of damage. If a Hellman succeeds in a successful Unarmed attack, it can try to use its Grasp of Fire attack on its next Combat Action. The Hellman expels fire through the fissures in its hands attempting to ignite the flammable areas of the opponent's clothing or armour. If successful, the Grasp attack sets light to the victim and 1D3 locations adjacent to the one struck by the initial Unarmed attack suffer 1D6 points of damage per Combat Round until the fire can be extinguished. Armour offers no protection.

## Summon Moot

Duration 2 Days, Rank Rune Lord/Priest, Ranged

Casting this spell gathers together a clan or tribe. It must be cast within a stead's borders or within a temple or shrine to either Orlanth or Issaries. It sends out a mental call to all such community members within a number of kilometres equal



## Hellmen

	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	3D6+12	23	1-3	Right Leg	2/6
CON	3D6	11	4-6	Left Leg	2/6
SIZ	2D6+8	15	7-9	Abdomen	2/7
INT	1D3	2	10-12	Chest	2/8
POW	3D6	11	13-15	Right Arm	2/5
DEX	3D6+3	14	16-18	Left Arm	2/5
CHA	—	—	19-20	Head	2/6

Combat Actions	3	Typical Armour: Ash. No Armour Penalty
Damage Modifier	+1D6	
Magic Points	11	Traits: Breathe Flame, Dark Sight, Formidable Natural Weapons, Night Sight, Poison Immunity
Movement	6m	
Strike Rank	+10	Skills: Athletics 35%, Brawn 75%, Persistence 100%, Resilience 65% Unarmed 50%

## Combat Styles

Unarmed 50%, Spear and Shield 75%, Spit Fire 40%

## Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Shortspear	M	L	1D8+1+1D6	4/5
Target Shield	L	S	1D6+1D6	4/10

to the spell's Magnitude x3. Community members cannot ignore the summons and feel immediately compelled to move towards the location occupied by the caster.

## Sunbright

Duration 15, Rank Rune Lord, Ranged

This spell creates a circle of light around the caster with a radius equal to the spell's Magnitude in metres. The light creates the full effects of daylight affecting those unable to stand daylight accordingly.

## Suppress Flame

Instant, Rank Initiate, Ranged

This spell reduces the damage of any fire or flame by 1D6 for every three points of Magnitude of the spell. Thus, a Large Fire with 2D6 damage would be completely extinguished by a Magnitude 6 spell. The spell must be cast on the fire directly; it cannot be cast on an individual or item, unless that individual or item is alight.

## Teleportation

Instant, Rank Acolyte

The range of this spell is one mile for every point of Magnitude. This spell allows a cultist to instantaneously move himself, or a target, to anywhere within the range of the spell, as long as the destination is in direct observation, there is solid footing and no object bars their arrival. If these conditions are not met, the spell automatically fails. The caster is able to teleport objects up to 3 points of SIZ per point of Magnitude, as well as himself

## Tree Communion

Duration 15, Rank Rune Lord/Priest, Touch

Cast upon any tree the Flamal cultist communes directly with the tree's spirit learning all that the tree has seen, heard or experienced within a number of weeks equal to the spell's Magnitude. The transference of knowledge is over the Duration of the spell and requires that the caster hug the tree tightly, pressing his head or cheek into the bark hard enough to



leave an impression of the tree upon the skin. The knowledge transferred is not expressed as language but as visuals, sounds, sensations and so forth.

### **Waste Loins**

Instant, Rank Rune Lord/Priest, Resist (Resilience)

If successfully cast this spell renders the target permanently sterile.

### **Wind Mastery**

Duration 15, Ranged

Wind Mastery increases or decreases the strength of a wind (see Wind Strength, RuneQuest Core Rules page 190) by one step for each point of Magnitude of the spell. The spell has no influence on wind direction or temperature.

### **Wind Words**

Duration 15, Rank Acolyte, Ranged

This spell causes the prevailing wind to bring to the caster's ears any conversations within a number of metres equal to the spell's Magnitude x100. The caster hears the words as though spoken aloud even if the words were whispered by the speakers. The words are only audible to the caster.

## **NEW SORCERY SPELLS**

### **Absorb Damage Unto Self**

Concentration

This spell absorbs damage, restoring the injured location by the Magnitude of the spell and transferring the wound to the same location on the caster.

### **Absorb Sickness Unto Self**

Concentration

This spell transfers any disease, being suffered by another, to the caster. The caster's Grimoire skill must equal or exceed the Potency of the disease for it to work. If the caster uses this spell to absorb a disease from multiple targets the caster only experiences one instance of the disease, not several.

### **Accurate Missile**

Autonomous

This spell must be cast on any weapon that propels missiles (sling, bow, crossbow and so forth). For every 10% of the

Grimoire skill the weapon gains a +10% bonus to its chance to hit and the missile +1 damage. Weapons firing large missiles, such as siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain these bonuses.

### **Agile Reflexes**

Autonomous

The recipient of the spell gains a +1 Strike Rank bonus for each 10% of the Grimoire skill and an additional Combat Action for every additional six points of Magnitude invested in the spell.

### **Augment Armour**

Autonomous

This spell is cast on armour, rather than an individual. Every location receives an additional Armour Point for each 10% of the Grimoire skill, with no additional Strike Rank Armour Penalty. Furthermore the armour's ENC is reduced by one point for each additional point of Magnitude invested in the spell.

### **Bless Corpse**

Autonomous

This spell must be cast on a recently deceased corpse. Any attempts to contact the corpse, or raise it from the dead, suffers a penalty of -5% for every 10 points of the sorcerer's Book of Betrayal and Murder skill.

### **Bless Marriage**

Autonomous, Resist (Persistence)

This spell ensures that any married couple will remain married, no matter what the circumstances, for a number of years equal to half the caster's Sorcery (Book of Betrayal and Murder) grimoire skill. The couple may argue, fight and so forth but will never divorce or be parted from each other. If they remain in wedded bliss, then that is a bonus to the marriage state.

### **Boost Missile Range**

Autonomous

This spell is cast on a missile, rather than the device firing it. The weapon's range increases by 30 metres for every 10% of the sorcerer's Grimoire skill. Large missiles, such as those fired by siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain this bonus.

## Danger Sense

Concentration

This spell grants its targets a supernaturally attuned awareness that could protect them from ambush or other unknown dangers. For every 10% of the Grimoire skill the recipient gains a +5% bonus to Perception and Evade. The bonus for Perception is applicable only when the recipient is being careful to look for enemies, traps or other forms of threat.

## Dominate Culture

This works in the same way as the standard Dominate spell (RuneQuest Core Rules, page 131) but works on a specific culture rather than a species. If cast at the right level, an entire culture can be Dominated but usually a few key members of the culture are chosen for the Domination attempt: priests, wise men, scholars and so forth.

## Familiarity

Concentration

This spell grants the sorcerer an endless library of knowledge from which he can borrow from. Once the spell is cast the sorcerer chooses a number of topics equal to the Targets of the spell. For the Duration of the spell he receives a bonus to Lore Skill Tests to those topics equal to +5% for every 10% of the Grimoire skill. These topics can be as broad or as specific as the sorcerer would like and he need not have any score in that Lore skill to make the tests concerning them.

## Healing Sleep

Concentration

This spell places the target into a deep sleep for a period of eight hours. Whilst in the sleep he undergoes the following healing processes:

- Regains 1 point of Damage for every 10% of the Grimoire skill.
- Regains 1 lost Characteristic point for every 50% of the Grimoire skill.
- Reduces the potency of any poison or disease by an amount equal to half the caster's Grimoire skill.
- Awakes having regained all Fatigue and Magic Points.

The caster must keep the sleeper within sight and concentrate on his healing for the Duration of the spell.

## Myth Engineering

Special

This spell is used to create myths. It is reliant on certain essential factors. First, the caster must be versed in at least two

myths of a culture he has studied. Second, he must write the story for the myth being created, which requires a successful Insight roll to ensure that the mythic conditions of the new myth are realistic.

Casting the spell is a ritual requiring one entire day. Once successfully cast, a myth appropriate to the culture is created that has a presence in both the mundane and appropriate Otherworld. The myth has a Resonance of 5% for every 10% of the Hwarosian Grimoire skill. Once created it can then be introduced into the culture it has been created for. The chance that the myth is accepted by that culture, and integrated into their belief system, is dependent on other means and magics – such as Dominate or, more subtly, convincing that culture of the inherent truth of the created myth. Such subtle tactics can involve weeks, months or years of delicate indoctrination: as a rule of thumb, it takes one week for every five points of Resonance of the newly minted myth for it gain acceptance. Powerful myths can reshape entire societies and extra time is needed to ensure a seamless introduction and acceptance.

Myth Engineering cannot be used to amend an existing myth: only to bring a new one into existence.

## Myth Manipulation

Concentration, Resist (Mythic Resonance)

This spell is what is used by God Learners to alter the fabric of a myth or HeroQuest. It is always resisted by the myth's Mythic Resonance, even if the myth belongs to the God Learners.

The Resistance roll is always Opposed. If the myth wins the contest then it fully resists tampering. If the caster of the spell wins the contest then the myth can be altered or manipulated in some way but according to the following conditions:

- Myths can only be altered one stage, or element, at a time. Each requires a new casting of the spell with a fresh Resistance. The essential story and nature of the myth is untouchable but names, small events and small outcomes can be changed.
- The key participants in a myth (gods, saints, dragons, major spirits and so on) cannot be killed or removed from it but new participants can be introduced, as long as the caster of the spell has entered a myth involving them and thus has an understanding of how the new introduction appears in a mythic context.
- Events and stages can be swapped but not removed.

Myths always resist such tampering. If attempts to change a myth fail the expedition is expelled immediately and painfully.





The sorcerer must make a successful Persistence roll to avoid sustaining a number of points of damage, applied to the Chest Hit Location, equal to one tenth of the myth's resonance.

For any changes made to a myth's stage to fully take effect the sorcerer must successfully manipulate each stage one at a time. Failing at any point leaves the myth untouched, no matter what the degree of change made in previous, successful stages. If, however, he manages to alter all the stages then the alterations wrought consolidate.

### Myth Treading

Concentration, Resist (Special)

This spell creates a gate in the fabric of reality allowing expeditions to pass through. If a myth is being penetrated, requiring passage to the Hero Plane, then the Resistance is the myth's Resonance. The spell must be Manipulated to accommodate the number within the expedition. If a vessel is being used then the range of the spell must be adjusted to encompass the length and breadth of the ship but a separate manipulation for each expedition member is not necessary.

Cast successfully, the spell opens the Otherworld Gate and the expedition moves through it and into the Otherworld. There is always a slight time-lag experienced. If the spell casting attempt was Fumbled, Backlash results; roll on the Backlash Table.



### Otherworld Backlash

1D100	Backlash Effect
01-40	No effect. The gate fails but no harm is caused. Magic Points used for the spell are expended as if for a success.
41-60	The caster sustains 1D4 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
61-70	The caster sustains 1D8 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
71-80	The caster is driven insane, becoming either a raving or drooling idiot prone to delusions and violent rages. The gate fails. Magic Points used for the spell are expended as if for a success.
81-90	All members of the expedition sustain 1D4 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
91-95	All members of the expedition sustain 1D8 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
96-98	All members of the expedition are driven insane, becoming a raving or drooling idiot prone to delusions and violent rages. The gate fails. Magic Points used for the spell are expended as if for a success.
99-00	The entire expedition vanishes. It will not return. Taken, perhaps, by the foul things lurking between the Otherworlds and tortured or worse. Their screams and cries may echo through the Ether for Eternity.

**Name Child**

Autonomous, Resist (Persistence)

This spell must be cast on a new-born infant and calls upon the Abiding Book to provide the name for the child (or more, if the spell is manipulated). The child's name appears magically on the child's forehead and becomes ingrained into the child's personality henceforth. The name fades within an hour of appearing, although the caster will always see it.

For every point of Magnitude invested in the casting of the spell, the sorcerer gains a +10% Influence bonus over the child he has named. Furthermore, the child named by this spell will become a member of the Atroxic Church as soon as he becomes of age to initiate to a Malkioni cult.

**Navigate Otherworld**

Concentration

Through this spell, an expedition's Navigator charts the current position of the entire expedition in location to the gate or point of entry into the Otherworld. As distances and time in the Otherworld are meaningless in conventional senses, getting lost is very easy and this spell ensures against it. The spell attunes to the temporal and dimensional physics of the Otherworld and allows the caster to gauge temporal and spatial movement in relation to the gate, the expedition and so forth. It always requires Manipulation to cover each member of the expedition or, if a vessel is used, the length and breadth of the ship.

**Neutralise Poison**

Autonomous

This spell reduces the Potency of a poison by an amount equal to the Grimoire skill of the caster. The sorcerer must be able to touch the poisoned subject: it cannot be cast at range. The recipient of the spell will remain naturally resistant to the same type of poison, being able to resist it as though the poison's Potency is one third its normal value.

**Prayer of Perseverance**

Concentration, Resist (Persistence)

This spell increases the recipient's Persistence and Resilience skills by +5% for each 10% of the sorcerer's Book of Betrayal and Murder skill. In addition, each point of Magnitude of the spell reduces existing levels of Fatigue by 1.

**Punish Disobedience**

Concentration, Resist (Persistence)

This spell is cast on someone who is innocent, rather than guilty, and known to the sorcerer. It activates at any point in the future (unless the spell is successfully resisted when cast) whenever the sorcerer concentrates on the target.

This concentration alerts the sorcerer to whether or not the recipient of the spell obeyed orders, commands, remained loyal and generally behaved according to the caster's requirements – which must be stipulated at the time that the spell is cast. If the target of the spell has been disobedient, then he sustains one point of damage to the head location for each 10% of the sorcerer's Book of Betrayal and Murder skill. The damage is in the form of head-pain and it is never enough to kill or even cause the target to pass out. Once the target receives enough damage to take him to -1 in the Head location, he is placed in total agony, unable to move, save only to sink to his knees in despair. Further points of damage have no additional effect.

The spell lasts for whatever Duration the sorcerer chooses to inflict through Manipulation but he must remain in concentration throughout.

**Rapid Fire**

Autonomous

Cast on a missile weapon, rather than the missile itself, the user gains a +1 Strike Rank bonus for every 10% of the caster's Grimoire skill. Large missile weapons, such as siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain this bonus.

**Resist Disease**

Autonomous

This spell adds 5% to the Resistance roll for the recipient when resisting any form of a disease. It must be cast on an uninfected victim in advance and remains in effect until a disease needs to be resisted, although the Magnitude of the spell governs how many instances of infection a recipient can resist with the spell's bonus (thus, cast at Magnitude 2 a recipient could resist two separate diseases with the spell's bonus and so on).

**Summon (Demon)**

Concentration, Resist (Persistence)

The sorcerer uses this ritual spell to summon forth a demonic entity that must then be successfully controlled with the Dominate (Demon) spell. The summoning spell only affects those planes successfully identified within Nerjeran's Tome of Finite Emanations; demons from elsewhere cannot be summoned.



The casting of the spell takes 1D10+6 hours, with the first 6 hours being consumed with preparation of the summoning area. The remaining time sees the summoner seated in his arcane symbol concentrating on calling forth the entity he wishes to summon.

If the sorcerer is happy to call forth a random demon, then the spell has a Magnitude cost of 1. If he wants to summon an entity from a specific plane, then the spell has an additional Magnitude as indicated in the Summoning Table.

The demon summoned also has an Intensity, rather like Spirits, and the Intensity of the summoned creature is also added to the Magnitude cost of the overall summoning. The sorcerer has no control over the Intensity of the demon.

If the spell is successfully cast then the demon appears in the summoning area at the end of the casting Duration. It remains there for the spell's Duration. In this time the sorcerer can attempt to Dominate the demon or bargain with it.

The demon summoned is always a physical thing. Its characteristics, skills and other attributes are calculated as follows:

- STR 1D6 per point of Intensity
- CON 1D6 per point of Intensity
- SIZ 1D6 per point of Intensity
- INT 1D6 per point of Intensity
- POW 1D6 +6 points per point of Intensity
- DEX 1D6 per point of Intensity
- CHA 1D6 per point of Intensity

Attributes are figured normally.

Skills: the demon has 100 Free Skill Points per point of Intensity, which can be distributed to whatever skills the sorcerer (or Games Master) sees fit, according to what the demon may be required to do. The only exceptions to the skill allocation are Persistence and Resilience. Persistence is calculated as POW x5 and Resilience as CON x5. These values cannot be altered.

1D100	Runes	Magnitude Cost	Demon Intensity
01-04	Air	4	1D8
05-08	Beast	3	1D6
09-12	Cold	2	1D4
13-16	Communication	1	1D2
17-20	Darkness	4	1D8
21-24	Death	2	1D4
25-28	Disorder	2	1D4
29-32	Earth	4	1D8
33-36	Fate	2	1D4
37-40	Fertility	2	1D4
41-44	Fire	4	1D8
45-48	Harmony	2	1D4
49-52	Heat	2	1D4
53-56	Illusion	2	1D4
57-60	Infinity	1	1D2
61-64	Law	1	1D2
65-68	Light	2	1D4
69-72	Luck	2	1D4
73-76	Magic	1	1D2
77-80	Mastery	1	1D2
81-84	Movement	2	1D2
85-88	Plant	3	1D6
89-92	Stasis	2	1D4
93-96	Truth	2	1D4
97-00	Water	4	1D8

The demon is Rune Touched by the Rune governing the plane it was summoned from.

The demon also has the following additional abilities:

- Spirit Walking and Spirit Binding scores at their base, plus whatever skill points are accorded to them.
- Common Magic at the base score, plus whatever points are allocated from Free Skills Points. It knows one Common Magic spell for every 3 INT and spells have a maximum Magnitude equal to the demon's Intensity. If the demon has Progressive Spells, it always knows them at the maximum permissible Magnitude.
- The ability to automatically neutralise any spirit that is linked with the same Rune as itself, as long as the demon's Intensity *exceeds* the spirit's. The spirit cannot resist this neutralisation attempt and it is not destroyed but it is placed at the full command of the demon which, if

successfully dominated by the sorcerer, means that the sorcerer can fully command it as though he had bound it as a shaman binds spirits.

The demon's attitude is important; it determines how it reacts to the summoner and what kind of services it will perform. The attitude is rolled randomly using the Demon Attitude table:

The summoned demon can be either Dominated, using the Dominate (Demon) spell, or the summoner might attempt to negotiate with it. Negotiation requires the summoner to beat the demon in an Opposed Roll of the sorcerer's Influence or Oratory resisted by the demon's Persistence. If the sorcerer wins, the demon will perform one service of the sorcerer's choice and then return to its plane. The service cannot contradict the demon's attitude. The attitude will also determine to a large degree if the demon can be negotiated with: demons that are Dismissive, Hostile and Oblivious cannot be negotiated with. Domineering demons can be but always want a return service from the sorcerer. If the return service is not provided then the demon may take revenge of some form.

### Demon Attitude Table

1D10	Attitude	Game Effects
1	Amorous	The demon develops a physical attraction for anyone who tries to engage with it. It may become protective, jealous or lustful depending on how the encounter develops.
2	Argumentative	The demon delights in contradictions and arguments. It does not become physically aggressive but may be verbally abusive. It certainly sticks to its own point of view, rejecting out of hand the most reasoned cases put to it.
3	Arrogant	The demon treats those who interact with it as worthless scum, unfit to occupy the same physical space as itself. If the character might be useful in some capacity, then the demon might deign to engage but is otherwise contemptuous of such an inferior, mortal being.
4	Dismissive	The demon dismisses, without any discussion, anyone who tries to engage with it. Not a team player.
5	Domineering	The demon seeks to use Influence or threats of violence to browbeat anyone it meets into some form of service.
6	Hostile	The demon is hostile to all mortals. It attacks immediately.
7	Intrigued	The demon expresses a huge degree of interest in the character's motives. It spends 1D3 hours engaged in deep and detailed questions. At the end of this period, roll again on this table to determine the demon's final reaction.
8	Neutral	The demon has no strong opinions one way or another. It simply goes about its business.
9	Oblivious	The demon is oblivious to mortal life. It exists in its own existential bubble.
10	Welcoming	The demon is open, friendly and willing to engage in conversation. Friendship may result.

# BABARIAN AND NOMAD CULTS

These are the cults of the barbarian and nomadic tribes of Glorantha, principally Prax and Pent but other areas also. These cultures tend to follow a shamanic tradition revering the Great Spirits of the wilds, wastes and plains, plus the ancestral spirits of the tribe and clan.

## Cosmology

Specifics between regions vary but cosmology is startlingly similar.

Primal Earth begat many sons and daughters through his union with the sky, the oceans and other great spirits. From these unions came the Runes and from the Runes came many forces that shape the world as it is: the Sun, the Father of Animals, the Earth Mother, Grandfather Mortal and many others. Of these Grandfather Mortal is important to understand because of his encounter with Death.

Death was a new force in the world when Grandfather Mortal was already very old and experienced. It was Grandfather Mortal's duty to test this newcomer and he was therefore the first to die. As a result all men share Grandfather Mortal's fate and he is sometimes known as First Ancestor.

Death did not part Grandfather Mortal from his children. Instead, he waits for men to die and then acts as a guide for them on the Spirit Plane where he is also the judge of mankind. Those who please Grandfather Mortal and who are judged favourably become the Ancestor Spirits who watch over their old kin from the Spirit Plane and provided wisdom and guidance.

Death claimed other forces too, so that the animals and beasts of the world can also die. Their spirits also pass into the Spirit Plane where their own guides, the Great Beast Spirits, serve in the same way that Grandfather Mortal and the Ancestors watch over and guide men. On the Spirit Plane all the old relationships are maintained but find purity and clarity of purpose.

Other spirits are found there too. The Sun passes through the Spirit Plane just as it passes over the Inner World. The Hero Spirits such as Waha and Daka Fal control ancestral lands. Some spirits, like Pamalt, are not dead or have not been challenged by Death and reside in the Spirit Plane because this is a natural place.

## Key Myths

The following myths are common to most barbarian and nomad cults.

### Death Makes a Challenge

Death was a new force in the world and a mischief maker, going from place-to-place challenging those he came across. Those who passed his challenge – and there are many challenges Death makes; some with weapons, some with curses, some with feats of strength or prowess – live and continue to live and theirs is the most potent magic of all. Those who failed the challenge died and passed into the Spirit World forever although their magic is still of use to all who can see and commune with the spirits.

First to be challenged was the Grandfather. Death came to him one day and questioned his purpose in the world. 'To bring breath to my children,' Grandfather replied.

'But breath can be stopped. I shall stop yours. What else is your purpose?' Death said.

'To bring prosperity be it as food, or warmth or shelter,' Grandfather replied.

'But some people will never be happy, or warm enough, or keep the rain and wind from striking their skin. Do you offer nothing else?'

'What more can anyone want or need?' Grandfather asked. 'The world provides and I see that it does.'



The two continued to talk like this through the night and by the morning Grandfather had stopped breathing, was chilled to the bone, sad for not having more to offer and cold with the first frost of the morning. He lay still because Death had taken him and this brought mortality to mankind.

### First Man: The Wanderer

First Man was born of Grandfather and Grandmother. He would not stay where he was placed and, even whilst still an infant, took to crawling far and wide, exploring the world. When he was grown he left Grandfather's side and took on First Expedition, encountering many things, many spirits, many gods and many hardships.

Each one he met with either Grandfather's strength or Grandmother's wisdom. With Strength he conquered the animals and made them riding beasts or food beasts. He made the right sacrifices and so gained their kinship. With wisdom he found and tamed First Woman and made a home for her so that they might bring more children into the world. When he did, he used Wisdom again to teach them to hunt, to care for the food, riding and herd animals and to make the best homes and shelters. Some, like him, preferred to wander; so he taught them the hunting trails and the ways of the seasons so that they would want for nothing even though they had no fixed place, or cared for none.

After tricking Grandfather, Death came to First Man. First Man knew that Death was a force to be reckoned with and he quickly outran him, using strength. But Death caught up with him and showed him Grandfather's head, which Death had taken as a trophy. First Man saw that he was no match for Death with Strength but that Wisdom was his ally. He allowed Death to take him but with Wisdom he passed into the Spirit Plane where he found Grandfather's spirit and broke the chains that held him using Strength. Neither could return, being dead, and instead resumed their activities in the Spirit World, which is why Ancestors who are strong and wise watch over us and guide us.



### Magic

All these cults practice Spirit Magic. Its priests are the shamans and high shamans who can see spirits, commune with them, bring them and bind them. It is common for clans and tribes to venerate both an ancestral spirit and a beast spirit, with either a single shaman in charge of propitiation or separate shaman conducting the rites of their respective spirit.

Thus these cults all practice Spirit Magic as the higher form of magic and do not engage in Divine Magic, Mysticism or Sorcery.

### ANCESTOR CULT

Ancestor worship is very common across all the barbarian and nomad peoples of Glorantha and this cult framework forms the basis for any and all specific ancestor cults found in Pamaltela, Prax, Pent and the Hsunchen beast cultures.

Ancestor cults tend not to have special names; the ancestor or ancestors (if there are numerous important ancestors) are known by their individual names or simply known as Ancestors or, perhaps, 'Grandfather' or 'Grandmother'.

### Runes

Man, Mastery

### Mythos and History

The history of an ancestor cult is rooted in the life and deeds of the venerated ancestor. His or her stories are told nightly and their importance ingrained into all. Every ancestor's

power is linked with either Grandfather or First Man and thus their deeds (which will always be strong, or wise, or both) are resonant.

**Death Makes a Challenge (Resonance 80%)** – Do not fear death; remember the importance of breath, prosperity, food and shelter; do not take these things away from others.

**First Man: The Wanderer (Resonance 70%)** – Strength and Wisdom work together; neither is more powerful than the other; honour the ancestors.

**Individual Ancestor Myths (Resonance 75%)** – Learn from the ancestors' examples; protect your community; guide those who need guidance; heed the spirits. Each ancestor cult will have two such myths at 75% and 65% respectively.

## Nature

Ancestor cults seek to continue the memory of honoured ancestors, drawing upon their strength and wisdom through remembrance and continued kinship. Different ancestors embody different skills, deeds or examples and so many ancestors might be honoured as part of the same cult, or only one, which teaches a valuable lesson.

By honouring the ancestors and emulating their deeds, the community continues to prosper and grow stronger and wiser. If the ancestors are forgotten or their deeds allowed to diminish, then distance between the community and the Spirit Plane will increase and so the ancestors' magic will become weaker, the community will lose its strength and its wisdom. There are plenty of communities who have allowed this to happen and they have returned to savage ways and worship false gods.

## Organisation

High Shamans and Shamans lead the ceremonies venerating the ancestors. A High Holy day is set to commemorate all the Ancestors, the day when they move from the Spirit World and walk amongst the community once again. On the High Holy Day – which can be any day of the calendar but is typically in Sacred Time – the community is led in ritual cleansing and purification: bodies, clothes, tools, weapons, homes, animals. Humans fast for the whole day but offerings of food and drink are placed either in a central shrine or other designated place, sacred to the clan or tribe. A ceremony commemorating the ancestors is led by the High Shaman or Shaman, concluding with a welcoming ritual and, if appropriate, sacrifice: this takes place on the evening preceding the High Holy Day.

Additional Holy Days are the birth and death days of the individual ancestor. Ceremonies are held but are usually smaller in scope, require no fasting and consist of honouring

ceremonies at dawn for the birthday and evening for the death day. Death day ceremonies are not a time of mourning; rather they celebrate the passage into the Spirit World and continued guidance. Offerings and sacrifices may be made at the place of burial (if the culture buries its dead) or a similar place associated with the ancestor – such as the place where he or she fell when death came.

Ancestor shrines are not elaborate affairs. A small nook in a wall, or a cairn, or even a natural presence such as a tree, hill or grove can form a shrine. The ancestors are represented by small figurines, carved from wood or bone, or shaped from clay. In Primitive cultures and in some Pamaltelan communities, the bones of the ancestor are preserved and fixed into a particular position – such as sitting, kneeling or standing – and are placed at the shrine as a constant reminder and presence. Generally though, more subtle representations – the figurines – are the personal reminders of faith and relationship.

## Membership

Standard.

Members are drawn from the community and must have some form of blood-tie to the ancestor (even though the blood tie might be highly tenuous or impossible to prove) or deep, long-standing connection with the community. Those without can take part in High Holy Days and Holy Day ceremonies as Followers but no more than that.

Spirit Worshipers and all ranks above are expected to observe and participate in all Holy Day rites.

Shaman and High Shaman lead the ceremonies. If the community has no High Shaman then the Shaman assumes all the rights and responsibilities.

## Common Magic

Common Magic spells associated with the ancestor are most likely to be taught by the Shamans of the cult, so much really depends on the ancestor's nature. However, spells associated with strength and wisdom, such as Becalm, Fate and so on are likely to be included, although most Common Magic will reflect the Common Magic the ancestor knew, his profession and so forth.

## Higher Magic

Ancestor spirits will only become the Fetch of a High Shaman and no one below that rank would dare attempt to make an ancestor a fetch. However the ancestors of the cult will always be on-hand to greet cult faithful who Spirit Walk even though they may not *necessarily* have the answers required or guidance sought.

The depth of experience of an ancestor depends on his past life but also how long he has been an ancestor. The statistics on page 143 of the *RuneQuest Core Rulebook* are for a respected ancestor of perhaps two or three centuries standing. Younger ancestors will have a correspondingly lower POW (1D10+5, for instance) and older ones higher (1D10+15, perhaps).

Some examples follow:

#### **Hunter Uncle**

Hunter Uncle knew all the game trails and could identify any track. He could bring hummingbirds down with his sling from 1,000 paces and knew how to gut, skin and hang a carcass so that not a scrap was lost. He was in-tune with the land and the spirits equally and understood and loved that which he hunted.

INT 11  
POW 16  
CHA 12

Skills: Craft (Snare) 106%, Lore (Regional) 106%, Persistence 64%, Sling 106%, Spectral Combat (Spectral Spear) 80%, Survival 106%, Tracking 106%.

Common Magic: Bladesharp 5, Clear Path, Pierce 5

Heroic Abilities: Tireless

#### **Great Aunt the Healer**

Great Aunt knew all the herbs and ways of mending a broken body, be it that of man or beast. When the men came back from raids or war she prepared the poultices and bandages that healed their wounds and cured their fevers. When the Disease Spirit came out of the Darkness she had the medicines made from tree-bark and river-weed to send it away.

INT 15  
POW 18  
CHA 15

Skills: First Aid 108%, Heal 108%, Insight 108%, Lore (Herbs) 108%, Lore (Regional) 108%.

Heroic Abilities: Empathic Wound

#### **Gifts and Compulsions**

None.

#### **Cult Skills**

Any Spear Combat Style. Sling, Bow. Resilience, Ride, Track, Survival, Lore (Ancestor)

#### **Allied Cults**

The Ancestor cults of neighbouring clans or tribes, as long as they are friendly, can be considered allied cults, teaching their cult skills and Common Magic.

## **BEAST SPIRIT CULT**

The veneration of animals and their spirits is widespread throughout Glorantha but dominates the disparate tribes of Prax and in the savannahs of Pamaltela. These tribes claim a mythical kinship with the beasts that they herd, ride and occasionally hunt. Consequently man and beast have developed a bond that runs deeper than husbandry or domestic necessity. The beast represents the tribe's spirit and nature, being evident in their customs and habits. Those who have the deepest kinship – the Shamans and champions of the tribe – exhibit similar traits to the venerated animal, a result of the mythical relationship and their physical closeness, developed since childhood.

There are thus many – perhaps countless – beast cults in Glorantha. In Prax the cults are centred on the plains animals domesticated and used for food, clothing and for war: zebra, impala, rhinoceros, bison and so forth. Amongst the hsunchen peoples the relationship is deeper and more complex: men and beasts are brothers; the latter is not dependent upon the former and the kinship runs as deep as in any human relationship.

#### **Runes**

Man and Beast

#### **Mythos and History**

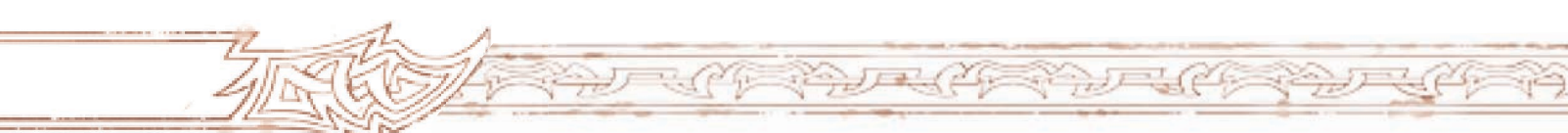
**Hykim and Mikyh (Resonance 110%)** – How animals came to be; how chaos corrupted; why purity of species is splendidous.

*This is a Praxian myth but a very similar myth exists amongst the Pamaltelans.*

The Earth Goddess and the Dragon came together and created the Egg. From the Egg came first Hykim and then Mikyh and they were not alike although they looked the same. This was before Grandfather Mortal and before Death. This was before the Great Darkness and even before some gods.

Just as the Earth Goddess and the Dragon came together, so came together Hykim and Mikyh. From one or the other came either an egg or a live creature. At first all were different but looked the same and neither wanted this image. So Hykim and Mikyh fashioned each young thing into things that were different on the surface and inside. Some were given fur or hair; some were given scales or leathery hides, depending on





who had created the egg or the infant. As their couplings were so pleasurable and productive, Hykim and Mikyh continued to couple and many young things, which they fashioned, were produced.

But the young ones, when they became old enough to couple, coupled only with their own kind. Thus was purity, and so harmony, ensured. When Chaos came in the Great Darkness it made the creatures form unnatural pairings and so were monsters and creatures of Chaos born – twisted, sour things that were loathsome and loathing. All this happened in Darkness.

When the Sun came back from Death light was restored and all could see what purity truly was and meant. The wrongful couplings were banished and creatures returned to their rightful pairings. Grandfather Mortal looked upon things and said that it was man's duty to ensure that purity would continue and wrongful pairings should be prevented. In this way First Tribe was formed and within it the first clans. Each clan chose a beast to protect and watch and thus ensured its purity of nature.

*In addition to this key myth, all beast cults have a particular myth associated with the beast venerated. There are clearly thousands of such myths but they share some common traits.*

**Beast Myth (Resonance 95%)** – How the beast chose its nature; why the beast fears its enemies; how the beast overcame its enemies.

## Nature

Praxian and Pamaltelan beast cults run in unison with other cults, such as ancestors or the cults of Waha and Eiritha. The aim of the cult is to develop and entrench knowledge of, and respect for, the beast and the myths that surround their existence. There is, however, always a dependency: men are the masters and animals the servants – even though they may be adored and revered.

In hsunchen cultures the relationship is quite different. Kinship dictates that the beasts are equals and their own myths at one with human myths. Through this depth of kinship it becomes possible for cultists to transform into the animal-brother, as in the case of the Telmori or the Rathori of Ralios and elsewhere.

Yet both cults exhibit reverence for animals and the natural world always. The natural enemies of a cult's animals are the enemies of the cult. Habits and instincts developed by the animals are copied and fostered in their human cousins and brothers. Shaman commune with the greater and lesser animal spirits with particularly beloved or revered animals

being treated almost as ancestors when they die and pass onto the Spirit Plane.

## Organisation

Most beast cults have a very loose organisation with only the Shamans and High Shamans indulging in regular rituals. Shrines to beasts are usually non-existent as the beasts themselves provide the focus for veneration, although it is not uncommon for totems to be carved from wood and bone that exemplify both the Hykim and Mikyh myth and the precedence of the venerated beast over its enemies. Such totems are found in those communities that maintain a fixed abode. Amongst nomads such totems are absent or are personal fetishes carried by the Shamans.

Every beast has a Holy Day where the beast itself is treated as a demi-god. Holy Day rituals are varied but include making the beast the chief for a day, cladding it in special regalia that is fashioned by the High Shaman who, for that day, takes on the aspect of Hykim (if male) or Mikyh (if female). Cult taboos are strictly enforced on the Holy Day, which may involve fasting or strict diets that emulate the venerated creature and the Great Beast Spirit that watches over the clan or tribe.

## Membership

Standard.

All members of a clan or tribe are expected to initiate into the cult and to do so as a rite of passage when a certain age (between 12 and 14, usually) is reached. The initiation ritual involves emulating the beast in some way, or making a sacrifice and being coated in the sacrifice's blood, dung, urine or skin. This ritual forms a very simple and basic spiritual link between the youth and the creature although in magical terms it confers no particular advantage.

## Common Magic

Beast Call, Bestial Enhancement

In both cases the animal of the community is the focus of the magic. Predators or enemy animals may never be called or magically emulated.

## Higher Magic

Shaman and High Shaman establish a fetch with either a lesser or greater spirit of the clan or tribe's animal. Other bindings of similar animal spirits are made as and when needed but binding animal spirits is not a common practice as all animals should be free upon the Spirit Plane.

Examples of beast spirits can be found in the Spirit Magic chapter of the *RuneQuest Core Rulebook*.

## Gifts and Compulsions

Beast cults generally enforce certain compulsions – taboos – for all levels of membership. Specifics depend on the beast of the cult but examples are:

- *Do not eat the flesh of the revered beast.*
- *Do not wear the beast's hide.*
- *Do not kill the revered beast.*
- *Kill the revered beast's natural enemies and consider their cults enemies too.*
- *Decorate the body with tattoos or war paint reflecting the beast's own markings.*

## Cult Skills

Lore (Specific Animal), Survival, Tracking.

## Allied Cults

Certain cults are natural allies but some that might seem to be allies are antagonistic to each other. A prime example are the Bison Tribe and Pure Horse Tribe of Prax, who contest grazing rights in the Zola Fel region.

## DAKA FAL

Before the Great Darkness Daka Fal was unknown. During it, when many died and even gods fell, Daka Fal appeared and taught people how to distinguish between things that were alive and things that were not through the use of tests.

From him came the first burial rites and, from those, all other funeral rites. These Daka Fal created to keep the living and dead separate so that the deceased would not interfere with the living and vice versa. He also taught the magic of Spirit Walking so that Shaman who followed this path could communicate with the Other Side.

Daka Fal is named the Judge of the Dead because he was the first to have the power to recognise death and all the secrets held within it. When Death walked abroad and killed Grandfather Mortal only Daka Fal could recognise Death for what it was.

Daka Fal's cult assures a personalised afterlife for its worshippers although the quality of what the afterlife holds cannot be guaranteed by the cult. Cultists remain untroubled by the spirits of the dead as long as cult rites and customs are observed and upheld.

The funeral rites that Daka Fal created do not stipulate how a soul should be laid to rest: it may be buried, burned, mummified or in any other way corresponding to the customs of a clan or tribe. The only constant is the prayer that should accompany any funeral ritual:

*Go! Go! Don't be Slow,  
To the place that Life does not know.*

*Stay Away! Stay Away!  
Night is there, this is Day.*



*Flee! Flee! Flee from me.  
Your kind here can never be.*

*I am free. Not thee.  
Go, you cannot touch me.*

At the end of the ceremony the people place their hands over their faces so that the spirit cannot recognise them, then turn their backs and run away from the funeral site, and must never look back under pain of death.

**Runes**  
Man, Spirit

## Mythos and History

**Death Makes a Challenge (Resonance 80%)** – Do not fear death; remember the importance of breath, prosperity, food and shelter; do not take these things away from others.

**First Man: The Wanderer (Resonance 70%)** – Strength and Wisdom work together; neither is more powerful than the other; honour the ancestors.

**First Burial (Resonance 95%)** – How to recognise the living and the dead; the importance of laying spirits to rest.

In the Great Darkness too many fell to Death to count. The living and the dead mingled and assailed each other and a man did not know if his brother was alive or not. Much confusion reigned: the living could not be sure they were alive and the dead could not be sure that they were dead. Daka Fal saw the confusion and meditated upon it. He devised the Tests that would answer all these questions and from the Tests made First Burial. If a man was dead he would remain underground and be content when buried. If alive he would cry and howl and scramble for the light. But some spirits did this too and so Daka Fal made the Judgement seat from Grandfather Mortal's bones and sat upon it. In this way he could separate the living from the dead and question them upon their nature and intentions. From their answers he decided if a dead soul would prosper in the afterlife or enter a state of despair.

When the sun rose and confusion ended, Daka Fal passed into the Spirit World to continue judgement but left his rites and prayers to those who had followed and helped him. Daka Fal greets all who cross the Great Divide and tests them, before they move into the afterlife.

**Nature**  
Widespread throughout Prax, although the Shamans of Daka Fal gain little social respect when in the presence of other

cults. Daka Fal supports the reality of human mortality by worshipping the Lord of the Dead and by drawing upon the dead for strength to survive in life. It also offers protection from malign spirits who would prey upon humans, making them slaves or worse. This simply serves to remind all of the frailty of human existence amongst peoples who pride themselves on their ferocity and survival skills.

Concerning itself with the affairs of the dead, the cult dislikes gods as a general rule and has little time for the priests and lords of Divine cults. Most hated of all gods (and very few are truly hated) is Death, who slew Grandfather Mortal and separated humans from immortality, which was their birthright. Chaos, too, is hated in all its forms because it slays men and gods alike and corrupts spirits into the terrible things that warp, twist and blight.

## Organisation

As cults go, Daka Fal has no central organisation. Its Shamans are typically lone advocates who represent Daka Fal within a clan or tribe but there is no strong body of initiates. Death comes to all and when one is presented with death – and only at that time – does one consider how Daka Fal might judge.

Neither does the cult have any special holy places. Shrines are wherever the dead are disposed of and in whatever method. However, High Shamans of Daka Fal do have the power to create a Centre of Power for their ceremonies known as the Axis Mundi. This is a function of the Spirit Walking spell that creates a ceremonial pathway between the Inner World and Spirit World for the dead to cross safely thereby ensuring that they understand their new state of existence. See Axis Mundi, page 41.

The cult has no particular holy days but observes Sacred Time as its High Holy Days.

**Membership**  
Standard.

**Common Magic**  
Becalm, Chill, Detect (Dead), Detect (Spirit), Spirit Bane

**Higher Magic**  
Daka Fal worshippers follow the Spirit Magic tradition but are not in the habit of binding spirits without exceptional good cause or maintaining a fetch. They do tread the Spirit Plane frequently to ensure that newly dead spirits have crossed as they should and to see the results of Daka Fal's judgements – although Daka Fal himself is never a visible presence to them whilst on the Spirit Plane: he can only be perceived by the truly dead.



### Axis Mundi – Daka Fal Spirit Ritual

This is a spirit magic ritual that creates a spiritual bridge between the Inner and Spirit Worlds. It is essential for the ritual to be successfully completed to allow a newly dead spirit to continue its journey and become whatever it will become in the afterlife (ancestor or any other form of spirit).

Performing Axis Mundi requires a successful Spirit Walking roll and 3 Magic Points. If the ritual fails a full day must pass before it can be attempted again, postponing any funeral rites and upsetting the waiting spirit, which may become vengeful once it reaches the Other World.

Axis Mundi is only taught to Shaman and High Shaman of Daka Fal and requires a minimum Spirit Walking of 60%.

### Gifts and Compulsions

Daka Fal offers no gifts to his followers but the cult does create a Compulsion. Daka Fal worshippers are always dour, solemn, humourless individuals who become more so the further they rise within the cult. High Shamans of Daka Fal rarely laugh and frown upon frivolity in others.

### Cult Skills

Culture (Own), Lore (Funeral Rites), Lore (Prepare Corpse).

### Allied Cults

Ancestor cults, Flesh Man.

## EIRITHA

Eiritha is the Herd Mother and the daughter of Ernala and Hykim, Lord of Beasts. Prax was her home before the Gods' War and she shared this land with her many daughters – each a goddess and each the mother of a plains species. When Storm Bull came victorious to Prax Eiritha became his wife forsaking her previous husbands. She and Storm Bull were content until the Gods War when Death stalked the world.

Death hunted for Eiritha specifically, having consumed Grandfather Mortal. One of Storm Bull's sons, the hero Orani, fought with Death and delayed him even though Orani himself perished. Tada, another of the Praxian gods,

used the time to dig a great pit in which Eiritha hid, safe in the earth's womb. Death was tricked but at great cost to the goddess: Eiritha cannot now walk freely upon the plains she loves.

Although trapped Eiritha and Storm Bull had a son, Waha, who saved the magic of both his parents and taught them to his tribe: these traditions and rituals are now common to all the tribes of Prax even though each tribe is different and as diverse as the animals they follow.

### Runes

What runes the cult possesses. These in turn influence myths, magic, behaviour and so forth.

### Mythos and History

**Storm Bull Woos Eiritha (Resonance 90%)** – The importance of male and female union; true beauty lies within.

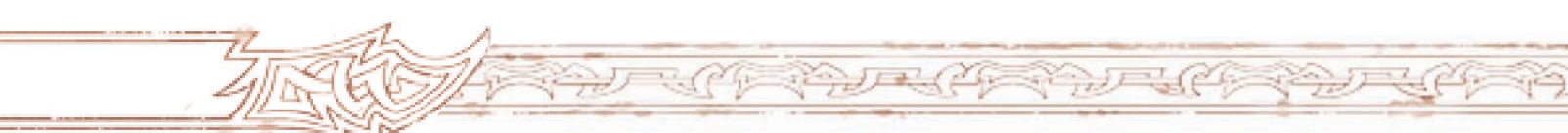
Storm Bull came to Prax dusty and dirty from his travels. He had heard that a great beauty lived there and he aimed to see her for himself. He came across a maiden washing her hair at a watering hole and enquired after the goddess. This maiden was plain to look at and she wore animal skins. 'I seek a great beauty,' Storm Bull said.

'Then you must reflect,' the maiden said. Storm Bull was impatient and in no mood for riddles. He scolded the maiden who just shrugged and continued to wash her hair. When Storm Bull demanded to know where the goddess was, the maiden said nothing and turned her back on him. So Storm Bull thundered to the water's edge intent on teaching the maiden a lesson; there he glimpsed his own reflection and that of the maiden. In the water he saw himself clean, bright and handsome and the maiden was of profound beauty, glowing and triumphant. Storm Bull knew he had found his goddess and the maiden, Eiritha, knew she had found her husband.

The two bathed together and coupled. Waha was conceived in that union but was not born until it was time for his tribe to be assembled. When Storm Bull and Eiritha emerged from the waters they went to her father, Hykim, and were married. Neither was plain or dusty or dirty and, even now, though Eiritha is below the surface of the world, no dirt nor soil clings to her.

**Tada's Pit (Resonance 110%)** – The Importance of Hiding; the wisdom of animals.

When Death came to Prax the heroes of the land were prepared, having heard what had happened to Grandfather Mortal. Orani took up his spears and went to greet Death and Tada commanded his followers to dig a pit for Eiritha to hide within.



The pit was wide and deep – deep enough to bring Eiritha back to her mother’s house. When Eiritha was safe Tada covered the pit and made it invisible. Death walked right over the pit many times, looking for the goddess but could not see, hear or smell her. But Death’s shadow fell far and wide across the plains and where it touched many knew death. The shadow seeped into the soil and created the darkness of the underworld. Eiritha was trapped by the shadow and had to hold her breath, which she still does now. This is why animals, who are all Eiritha’s children, kneel or lie when shadows or thunderheads arise: in memory of what Eiritha must do.

## Nature

Eiritha is worshipped throughout all of the Praxian herd and beast cults. Every tribe has its Eiritha High Shaman and every clan its Shaman. The cult promises that there will be a continued life after death and that worshippers who are respectful and observant of Eiritha’s practices will receive recognition by her in the afterlife. The cult believes in the cyclical reincarnation of souls and promises that Shamans, High Shamans and selected Initiates will be able to spend some time in a blissful paradise between lives. Heroes of the cult retain their identity even after death and are removed from the cycle to remain with their goddess in the afterlife to aid her.

Human members of this cult are always buried after they die but if they are animals only their tails are buried. When burying a High Shaman, the Waha warriors chant the prayers of the Peaceful Cut over the grave and Shaman perform earth rites by sacrificing herd beasts and letting the blood flow upon the grave in a bid to break the shadows and help Eiritha find her way to the surface once more.

The people of Prax are utterly dependent upon the goddess for their daily existence: she is the source of all their daily goods, such is the nature of the relationship with the beasts they domesticate. To be cursed or exiled by the goddess means death, unless the victim is able to flee the plains.

Eiritha worshippers hate all things of chaos: they also hate all animals or people who would seek to kill the beasts of their herds without knowing the proper rituals to send the souls of the beasts back to their mother goddesses, the Great Spirits. Neither is the cult disposed towards the Storm Tribe or the Solar Deities – both of which can be traced to having some part to play in Eiritha’s exile beneath the earth. However Ernalda is acknowledged as the Earth Mother although not worshipped specifically.

## Organisation

The cult holds considerable power and influence among the Praxian tribes and their Shamans are always respected to varying degrees. Among the tribes of the Sable and Morokanth

she is more revered than other deities and her High Shamans are also the ruling queens of these tribes.

Shaman and High Shaman of the cult are always female, although lower ranking members are of mixed gender. Although the warriors of a clan or tribe are typically Waha followers, they typically become Eiritha initiates too although they benefit only from Eiritha’s Common Magic.

Like many earth cults the most holy day of the year is Earth Season, Fertility Week, Clayday. Additionally, each month’s Clay Day of Fertility Week is a special day. Finally, there is time set aside each Clayday of every week for ceremonies by the High Shaman.

## Membership

Standard.

Only females can hold the rank of Shaman or High Shaman.

Shamans of the cult are called Herd Sisters. High Shamans are known as Herd Mothers.

## Leaving the Cult: Spirit of Reprisal

Apostate members of the cult are followed by an Eiritha Spirit of Reprisal. This is always a beast spirit although it does not do anything actively to harm the person, instead following and harassing them by reminding them of their betrayal and promising judgement at the hands of Daka Fal, Eiritha, Waha and Storm Bull before they will be granted an afterlife. Apostate cultists receive no aid from worshippers of the cult and forsaking the cult is tantamount to a death sentence in the harsh lands of Prax.

## Common Magic

Beast Call, Detect Food, Detect Predator, Detect Water, Endurance.

The following spells are prohibited to Eiritha Shaman and High Shaman; if they know these spells before attaining that rank they may never use them: Bladesharp, Bludgeon, Disruption, Fanaticism, Fire Arrow, Fireblade, Multimissile, Speedart.

## Higher Magic

Shamans and High Shamans are Spirit Magicians and call upon the beast spirits in their lesser and greater forms. Examples of beast spirits can be found in the Spirit Magic chapter of the *RuneQuest Core Rulebook*.

## Gifts and Compulsions

Shamans and High Shamans may take one Gift from Eiritha upon attaining that rank (it is not compulsory) but must also take one Compulsion. Choose from the following:

**Gifts**

Abstinence from Food – the Shaman no longer needs to eat.

Abstinence from Water – the Shaman no longer needs to drink.

Abstinence from Sleep – the Shaman no longer needs to sleep.

Abstinence from Breath – the Shaman no longer needs to breath air directly but absorbs it magically.

**Compulsions**

Hate Chaos

Hate Darkness

Wear No Metal

Eat No Meat

**Cult Skills**

Language (Beast Speech), Lore (Eiritha), Lore (Prax or Plains), Spirit Binding, Spirit Walking, Survival.

All initiates of the cult are taught Language (Beast Speech): This is not verbal speech but a training of one’s perceptions to be alert enough to see and interpret warning signs, odours, movements and other gestures made by their herd beasts. This is an Advanced Skill with a base percentage the same as for any other language.

**Allied Cults**

Aldrya and Ernalda.

Cultists can learn Common Magic spells from either of these cults at half the usual cost and receive food and shelter at shrines and temples.

**FOUNDCHILD**

Foundchild is the hunter god of Votankiland and is not widely worshipped beyond that region. Foundchild was first discovered as an infant by Hearth Mother during the Great Darkness; under her care he swiftly matured to manhood. As he matured and gathered others around him, he taught his followers how to use the weapon known as Death to bring life through the hunt and how to sing the songs that ensure the spirits of slain beasts return to their ancestors on the Spirit Plane.

Foundchild is the foster son of Hearth Mother, the Votankiland goddess and together they begat Votanki who populated the region with his tribes.

**Runes**

Death and Harmony.

**Mythos and History**

**Hearth Mother Finds a Son (Resonance 90%)** – Protect the weak; Hunt for food, not pleasure.

It was cold in Hearth Mother’s house and so she went to find wood for kindling. All the beasts scattered before her as she

walked through the forests and even the spirits cowered back. She was alone but not fearful, although she knew and sensed her loneliness.

In a woodpile she found good kindling but also an infant, wrapped in oak leaves. The infant regarded her with bright, enquiring eyes and did not mewl or bleat. Because it was an infant it could not flee as others did but Hearth Mother suspected it would not. She picked up kindling and the infant and took all back to her house.

She fed the child on milk from her breast. By morning he was a young man who could speak. He called her mother and told her he was not afraid. She then caught him a boar and fed on that. In the afternoon she ground oats for him and he dined some more and grew still stronger. By dusk he was a young man, tall and strong and proud. Hearth Mother felt great love for him and he for her. Neither was alone any longer.

The next day monsters came to slay Hearth Mother. They carried with them a new weapon called Death. Foundchild hid Hearth Mother in the rafters of her house and then hid himself in the trees, lying in wait for the monsters. He dropped onto the first monster from on-high and took the Death weapon, cutting the monster down. Then he killed the remaining eight monsters, stalking them through the forest with cunning and guile. When all were dead he brought Hearth Mother from hiding.

Tales of what Foundchild had done spread far and wide. Others came to see this young man and the weapon he had. ‘This weapon is good for slaying monsters, which we do not eat,’ Foundchild said. ‘But it is good for hunting boar and goat, which we do. Yet we must not kill for the sake of the kill. When we take down a boar or goat, you spare its young – just as I was spared – and you protect those who would be hunted. Then, when you have made a hunt, you sing these songs which ensure that the spirit goes to its people and is happy. Do not sing for monsters: they do not deserve happiness.’

**Nature**

Foundchild is a popular cult for Votankiland hunters. Members cultivate a strong sense of personal honour and



kinship with a duty to protect the weak but never to show fear in the face of danger. The cults believe that they will go to a Happy Hunting Ground after death. Here they will remain there for many years before again entering the cycle of birth and rebirth.

Foundchild's worshippers traditionally place their dead on raised platforms as a final offering to the Great Spirits of the hunt but also follow the burial customs of their tribe, if this is more appropriate.

The cult is friendly towards both the Storm and Solar deities, in particular Orlanth and Yelmali. Some obscure Foundchild myths, known only to a few High Shaman, posit that Foundchild is a son of Orlanth and a beast goddess. Orlanthi find this an amusing notion but do not dismiss it out of hand.

### Organisation

The cult wields little power within the Votankiland tribes although its voice is always heard in tribal councils. Its internal structure is very loose: Shaman and High Shaman are all hunters (accomplished) and always male. Communication between Foundchild cultists is neither formal nor robust in any other means although when Shamans meet they inevitably Spirit Walk to the Spirit Plane together to perform a communal, ritual, spirit hunt in memory of their god.

Foundchild rituals are simple affairs based around the preparation and execution of the hunt. Members raise their spears aloft and call to Foundchild to bless their progress. When an animal is killed the heart and liver is always set aside as an offering to the god. Holy Days are simply hunting days. Each year, during the three weeks just prior to Sacred Time, there is the Great Hunt and all followers of Foundchild participate, attempting to bring in the most magnificent creature. The winner is designated the First Hunter and the head of the cult, the next few are designated Great Hunters and the rest are simply Hunters. This is a ceremonial position rather than an active one.

### Membership

Standard.

Both sexes can join Foundchild but only males can become Shaman and High Shaman.

### Common Magic

Multimissile, Speedart. Foundchild also teaches the Silence Common Magic spell, as detailed.

### Silence

Duration 5, Magnitude 2, Touch

Silence quells all noise that the recipient might make, either verbally or through action, for the Duration of the spell. For the purposes of hiding, the Stealth skill gains a +10% bonus; for the purposes of noise, the spell is utterly effective.

### Higher Magic

Shamans and High Shamans can call upon ancestors and beast spirits, as detailed in the Spirit Magic chapter of the *RuneQuest Core Rulebook*.

### Gifts and Compulsions

All Foundchild cultists must accept the Compulsions of *Protect the Weak*, *Wear No Metal Armour* and *Kill All Monsters*. The cult offers no Gifts.

### Cult Skills

All Spear and Bow Combat Styles, Lore (Hunting), Lore (Regional), Perception, Stealth, Survival, Tracking.

### Allied Cults

Hearth Mother.

## HEARTH MOTHER

Hearth Mother is the most ancient and venerated figure in Votankiland myth. She kept a desperate band of frightened humans alive during the Great Darkness, nurturing them on her own hope and magic after the world died. Hearth Mother found Foundchild and raised him to be the First Hunter with her three famous meals. Hearth Mother and Foundchild begat Votanki, who populated the region with the Votanki tribespeople.

### Runes

Fertility, Man, Plant

### Mythos and History

**Sheltering from the Great Darkness (Resonance 90%)** – The building of shelters; the importance of the hearth; the movement of home.

When the sun died Hearth Mother was, like many, cold and alone. Yet she was also resolute and caring; so caring that many who sought chaos feared her for they could not dominate her. The people were blind and aimless, easy prey for the monsters that stalked the land and it fell to Hearth Mother to protect them, for she was a goddess, born of the Primal Earth.

Hearth Mother discovered how to make fire, which kept monsters at bay and provided warmth. To each of the strongest of the people she taught this secret and this helped keep the people safe. Next she built a shelter from the things she found and covered that shelter in skins and ferns. In this



way the shelters kept out the cold and could not be seen by the monsters. Inside her shelter she made a circle of stones to contain the power of fire and to harness its power for cooking. So was made First Hearth. She brought the champion maidens of each group of peoples to her shelter so that they could copy it and take it back to their menfolk.

When the sun returned to the sky Hearth Mother had no need to stay hidden but had come to like her shelter and hearth. So she gathered all these things together and fashioned a sack for carrying them, so she would not need to start all over again when she moved. The people did likewise so that when they followed the game trails or moved down to the low pastures where food was good, they had shelters to return to at night.

All shelters and hearths are shrines to Hearth Mother. All food cooked over the fire is Hearth Mother's gift. The movement of shelters when it is time to move is conducted in the way Hearth Mother did things, preserving the sanctity of the shelter and her grace.

**Hearth Mother Finds a Son (Resonance 80%) – see Foundchild Myths and History.**

### Nature

Hearth Mother's cult is a female-only cult and epitomises the nomadic way. At its heart is the importance of shelter and warmth and so it falls to the women of Votankiland communities to raise shelters and dismantle them, when it comes time to move on. Raising and dismantling a shelter is a highly ritualised business that must be conducted just-so, or the shelter will grant neither warmth nor protection. The Common Magic spell Shelter Blessing is the spell used to bless all shelters raised and is taught to all pious members of her cult.

### Organisation

It is common for clans to have a single leading elder, called Grandmother, who acts as the Hearth Mother High Shaman. She is the only Hearth Mother cultist permitted to have a bound spirit and to perform appropriate responsibilities. Magic is not learned by the women in the usual manner but instead they learn a point of magic per year of adulthood from the Grandmother (if the elder knows the spell, of course). This knowledge is passed on in group ceremonies during Sacred Time, which are part of the women's secret rites.

Cult elders form a loose band of teachers for women and are always treated with care and respect. However, when an elder of the cult feels herself becoming too much of a burden to her people, it is customary for her to go off into the grasslands to die: this is known as 'The Grandmother's Stroll'.

### Membership

#### Common Magic

Befuddle, Bladesharp, Detect Enemy, Heal, Ignite, Mobility, Shelter Blessing.

#### Shelter Blessing

Area Special, Duration Special, Magnitude 3

Shelter Blessing is taught to all Spirit Worshipper females of Votankiland Hearth Mother cults. Each casting blesses one shelter.

The spell remains in effect until the shelter is taken down. A blessed shelter is weatherproof against the natural elements: it is always warm within (but never too warm), free from drafts, free from insects and rodents. The spell does not protect from weapon damage or from magically enhanced elements.

## Higher Magic

As a spirit cult Shaman and High Shaman commune with spirits as and when needed but only Grandmothers are permitted to bind spirits.

## Gifts and Compulsions

None.

## Cult Skills

Craft (Build Shelter), Craft (Cook), Lore (Regional), Lore (Herbs), First Aid, Healing, Spirit Walking, Spirit Binding.

## Allied Cults

Foundchild.

# HORNED MAN

Horned Man is the Grandfather of all Shaman. In the Great Darkness Daka Fal taught Horned Man to walk the Spirit Plane and how to bind spirits so that the Spirit World would aid the Inner World but not dominate it. Horned Man is sometimes seen as a lesser aspect of Daka Fal and also of Grandfather Mortal; but also he is seen as a Shamanic Hero and so assumes many guises and appears in the myths of many cultures.

As a cult, Horned Man is specialised in that only Shaman and High Shaman of other cults can join it and advance within it. Those who seek to join the cult tend to be those who Horned Man visited in dreams and trances when the shaman was a child: to see if this was the case, a Shaman can attempt to roll his POW or less on 1D100: if so, he was visited and can, when he becomes a Shaman, attempt to join Horned Man's cult.

## Runes

Magic, Spirit.

## Mythos and History

**Horned Man Tricks Chaos (Resonance 110%):** The necessity of self-sacrifice; the power of the Spirit World; the need to display power through accoutrements and regalia.

In the Great Darkness chaos monsters captured Horned Man and intended to visit upon him terrible tortures and then Death. First, Horned Man was staked in the wastes with great pins of bone piercing his ankles and wrists. Next, monsters danced around him and did foul practices above, onto and under his body. Then they stuck him with knives and spears. Last they called their evil ghosts to come and steal away his soul.

All the while Horned Man remained calm and just chanted. His songs were low and mournful and reached into the Spirit World and the ears of Daka Fal who made judgements on his behalf. Daka Fal commanded the Soul Wind from the Runes and the Soul Wind came through the Spirit World and into Horned Man's lungs where he held it close and did not reveal its presence.

When the Chaos Ghosts came to take Horned Man's soul he exhaled the Soul Wind and it tore through the ghosts and monsters alike, turning their bodies to dust and snatching the evil spirits up in a whirlwind that took them to the halls of Daka Fal, where they were judged and then chained forever. Horned Man's bonds were broken and he gathered around him the teeth, spines, skulls and bones of the monsters and made necklaces and other decorations from them so that all Chaos would know that Horned Man had tricked them and had power over them.

## Nature

Horned Man is an elite cult for practicing Shamans. It teaches the purity of spirit and the capabilities necessary for communication with the spirit world. It holds little power amongst the various cultures of Glorantha but for Shaman who seek dedication to their craft it is the pinnacle of mystical devotion.

The cult focuses on the nature of the relationship with the power of the Spirit Plane through the teachings and secrets of Horned Man. The magic it grants is the ability to harness the direct nature of the Spirit Plane rather than the spirits themselves: Horned Man was noted not so much for the spirits he bound or commanded but for his understanding of what the Spirit World represents in comparison with the world of mortals.

This is a cult for a meeting of minds. Holy Days are always in Sacred Time and vary from culture-to-culture, depending on the holy times of the members' own societies.

## Organisation

The cult follows a very loose structure. Members recognise each other through tattoos and body paint, with the runes of Magic and Spirit figuring prominently. In Prax, Horned Men tattoo the Magic Rune onto the left hand and the Spirit Rune onto the palm of the right, holding that hand up in greeting for the rune to be seen with prominence. In Pamaltela a similar tattooing pattern is found but on the eyelids or cheeks. Elsewhere the runes are painted anywhere of prominence on the body.



The most devout Horned Men members travel to desolate, wind-scoured places, often of high elevation, to spend time in solitary meditation aiming to achieve communion with Horned Man and learn more secrets. Group meetings of Shaman are exceedingly rare, although, during times of great turmoil Horned Man may send dreams or visions that compel its members to seek out a particular place to meet, commune and discuss whatever it is that has brought them together, which is only ever revealed through group visions and requires discussion and debate to interpret correctly. Such revelations are then taken back to their respective cults and communities for whatever individual action may need to be taken.

### Membership

Shaman and High Shaman only. There is no head of the cult: all members are considered equals, which acts as a reflection of the Spirit Plane.

All members are therefore considered pious members or initiates: there are no fervent members or High Priests or Lords. None are needed.

### Common Magic

None.

### Higher Magic

Horned Man's worship confers the ability to command the Soul Wind, a direct drawing of spiritual energy that is the scourge of the Inner World, if a Shaman wishes it to be. To command the Soul Wind requires the following circumstances:

- The Shaman must be in the greatest of need: his life, or the lives or well-being of his community being under direct threat.
- A successful Spirit Walking roll must be made. The roll must be equal to, or less than, the Shaman's POW Characteristic.
- All Magic Points but one are expended.
- The Soul Wind surges into the lungs of the Shaman. He must succeed in a Resilience roll to contain and control its energy. He may contain it for a number of minutes equal to his CON. If the Resilience roll fails then the Soul Wind is released immediately.
- The Soul Wind's Strength is equal to the Magic Points invested (all but one of the Shaman's own) times five. All creatures within a number of metres equal to the Shaman's POW x5 must succeed in a Persistence test opposed by the

Soul Wind's Strength. Those that succeed take no damage. Those that fail sustain damage equal to the Shaman's Spirit Damage to all Hit Locations simultaneously. Armour offers no protection although any protection provided by Spirit Magic is effective – but not Common, Divine or Sorcery.

The Soul Wind manifests as a howling surge of spiritual energy, filled with flitting, grasping, clawing ghosts that are the commanded but unjudged souls of the Spirit World.

### Gifts and Compulsions

Horned Man may visit cultists through visions and dreams. These often compel the Shaman to undertake certain tasks or pilgrimages that are impossible to ignore. If Horned Man commands it, the Shaman *must* obey.

### Cult Skills

Horned Man cultists learn Meditation from whoever brings them into the cult. Further tuition in Meditation comes from those times when Horned Man cultists come together in spiritual Convocation.

Other skills that can be taught by the cult are Spirit Binding and Spirit Walking.

### Allied Cults

None.

## KAB TOLAT SOLF (TESHNOS/TROWJANG)

The Blood Red Planet is the home of Kab Tolat Solf, the great destroying warrior. He is worshipped in Teshnos and the surrounding islands under a variety of guises and names. To some, he is the Sword God, protecting the land against its foes. Among the Amazons of Trowjang, he is the god of Love and War, leading to them having no other husbands but him. He is a great wanderer, travelling through the heavens and the underworld on his adventures, but he always returns to Teshnos, the land he loves best. He gave the ancient kings of that land his sword, to protect them when he was gone.

King Bratoszaran of Melib lost the Sword of Tolat to war against Slontans and Seshnelans. Since then, the kingdom has been under the control of foreign magnates and priests. Kab Tolat Solf is pictured as a huge, powerful man with red skin, often with a monstrous phallus. His temples can be of all sizes through these lands but the greatest is on the island of Melib, at Dosakab – city of the Sword.

## Runes

Death, Fire

## Mythos and History

**First Sword (Resonance 75%) – The Importance of a Good Blade:** Preparing to travel, Kab Tolat Solf needed a new weapon because his old one was broken. As no one would lend him a spear, fearing it would be the last they would see of it, Kab Tolat Solf jumped into the sky where he had seen something moving very fast and very brightly. He chased this star, which shot across the heavens, leaving a trail that was like a blade. He caught the thing by its head and wrestled it into the sea, tail and all, where it cooled. When he brought it out of the sea, it had become Sword, a brilliant, glowing, long-bladed weapon that was sharp to the touch and glittered with the light of All the Planets. Kab Tolat Solf was very pleased with his new weapon and made a sheath for it from the hide of a dragon that he had killed a little while before.

He paraded around the city where the other gods rested – all those who had refused to lend him a spear. ‘What is that thing you carry at your side?’ They asked impudently.

‘I will show you,’ Kab Tolat Solf said. ‘Hold up your spears.’ Foolishly the gods did and Kab Tolat Solf drew Sword and with a single sweep he cut their spears in half. The gods were enraged but Kab Tolat Solf jumped back into the sky so they could not catch him.

‘Let that be a lesson to you,’ he mocked. ‘The sword is mightier than the spear that remains in idle hands!’

## Nature

This is a warrior cult open to all Teshnans be they male or female. The Red Planet is revered as the Sign of War and Kab Tolat Solf rides it as he makes war against the enemies of the universe.

Members of the cult are dedicated to fighting evil spirits, monsters wherever they lurk and enemies who may not know they are enemies yet. Just as Kab Tolat Solf never ceases moving, neither do they and so this is very much a questing and adventuring cult.

## Organisation

Shrines to Kab Tolat Solf are scattered throughout Teshnos, usually in high places where they can be in sight of the Red Planet as it progresses through the heavens.

## Membership

Standard.

The cult is open only to warriors.

## Common Magic

Bladesharp, Fireblade, Ignite, Protection, Vigour.

## Higher Magic

Standard.

The cult also provides: Command Elephant, Elemental Summoning (Salamander), Tolat’s Fury (Amazons only) and True Sword.

## Tolat’s Fury

Duration 15, Ranged, Resist (Persistence)

The caster and the target of this spell must be Amazons of Kab Tolat Solf’s cult. While under the effects of this spell, the recipient is filled with the power of Tolat. Her Close Combat Weapon Styles are increased by the spell’s Magnitude x10 but she loses a Combat Action (to a minimum of 1). The effects of this spell are automatically cancelled by the Fear spell or by Demoralise. The spell can be resisted if the recipient does not wish to be affected by it.

## Gifts and Compulsions

Kab Tolat Solf’s followers tend to be bloodthirsty and gratuitous in their demeanour, revelling in their cruelty, but they are also ardent and loyal lovers when they find someone to fall in love with.

## Cult Skills

Athletics, Boating (Amazons only), Brawn, Dance, Evade, Lore (Kab Tolat Solf), Perception, Ride, all Sword and Spear Combat Styles.

## Allied Cults

None

## KARGZANT

The Pentans are descended from the horse-riding nomads who survived the darkness by constantly moving, guided by the fiery sky horse, Kargzant. He is the most powerful and potent spirit in the Pentan tradition and is the source of men, fire, stallions, morality and life. His wife is Ungariant, who was the first Feathered Horse Queen. At night he rides into the

Underworld where he harries Darkness, chasing it towards the Dawn and always emerge victorious. The spirits, planets and stars serve Kargzant, watching over the world as he battles the Darkness and preparing the way for his triumphant return.

In the Dawn Age Kargzant's followers were powerful, controlling much of northern Genertela including what is now Dara Happa. When other gods began to return the nomads simply moved on, moving into the wildlands of Pent. Recently the EWF has brought a tribe of horse nomads from Pent to Prax where they conquered the native beast riders and helped secure a border for their empire.

The cult of Kargzant focuses on the worship of the sun and horses, both of which are venerated through ancestor worship. The followers of the cult know the Peaceful Cut ritual.

### Runes

Beast, Fire

### Mythos and History

**Kargzant Battles the Darkness (Resonance 90%) – Distrust Trolls. Battle Darkness:** Before Time Kargzant was ever riding with no need to sleep. There was no night and no death. All was good.

Then the Gates of Hell opened and Darkness came out of them. Night came first and made the world black when Kargzant's back was turned. The tribes could not see and Kargzant resolved to close the Gates of Hell and keep the Darkness away. He mounted his great stallion, called Fire, and rode with spear levelled into the open gates.

He did not return for a very long time.

Ungariant ruled whilst he was away and she assembled the Great Heroes of the Tribes to go and find him: these were Dastal the Hunter, Jordan the Warrior, Josad the Spirit Talker and they were led by Henirid who was first of Kargzant's chiefs. Together they went to the Gates of Hell and found them ajar. They descended into Darkness and battled the Darkness monsters, using their lights to blind them and their spears to wound them.

Next they fought Xarax Zaran, the Father of Darkness who had unhorsed Kargzant. He had put Fire in a corral of Darkness and Kargzant in a pit of Untruth. Dastal hunted for the opening of the cage whilst Jordan fought Xarax Zaran. Josad called the Spirits of Light to blind the monster and

Henirid freed Kargzant. With the monster blind, Kargzant mounted Fire and rode out from Darkness with his heroes following behind. This brought the First Dawn to the world and Kargzant undertook the task of closing the Gates of Hell each night, so that Darkness would have but limited power over the world.

### Nature

This is a male cult and all Pentan males of the Kargzant tradition initiate to it. Most remain as initiates and warriors but a few become the Spirit Talkers of the cult and follow the path of Josad Spirit Talker.

Initiates follow one of the other heroes according to their age:

Youths follow Dastal, learning to hunt and provide for the clan.

Warriors follow Jordan and protect the clan.

Chieftains follow Henirid and guide the clan.

### Organisation

Every clan is ruled by a follower of Henirid who may also be a High Shaman and call upon Henirid directly, as well as other ancestors. He is supported by the High Shaman of Ungariant and this may also be his wife. If not, he may take her as First Wife above any other wives he has but this is not a requirement.

The High Shaman of Josad ranks above any other Shaman of the cult and he communes with the spirits of all the other heroes directly, as well as finding whatever spirits the clan needs for its daily and occasional requirements.

### Membership

All males initiate to Kargzant at the age of 14 and follow the Dastal tradition. When they reach 18, and have been in their first fight or battle, they follow Jordan but remain initiates. When they reach 26 they can choose to follow Josad, becoming Shaman, or remain as followers of Jordan. Those who become chief automatically transfer to Henirid.

### Common Magic

Beast Call (Horse), Bladesharp, Detect Darkness, Detect Enemy, Firearrow, Fireblade, Ignite, Light, Mobility, Pierce.

### Higher Magic

Each of the heroes – Dastal, Jordan, Josad and Henirid – are Great Ancestors of the clan. Other ancestors exist too but these are foremost and through them Kargzant himself is



worshipped. These are all treated as Great Ancestors having a POW of 21 and the maximum available abilities for their respective skills (Dastal has Track 150%, Jordan Spectral Spear 150% and so forth).

Shaman of the cult are always able to locate and use Salamander Spirits (Intensity 3, so 3 cubic metres, minimum) along with a host of nature spirits such as Long Hoof (Intensity 3 boost Movement, horse spirit) – INT 4, POW 22, CHA 5. CA 3, SR +5, HP 22, Spirit Damage +2d6. Persistence 88%, Spectral Hoof 110%. The spirit boosts the magician's Movement by 3 metres.)

## Gifts and Compulsions

None.

## Cult Skills

Athletics, Brawn, Evaluate, Lore (Kargzant), Lore (Regional), Perception, Spirit Binding, Spirit Walking, Stealth, Survival, Track, all Spear and Bow Combat Styles.

## Allied Cults

Ungariant.

## MAGASTA (OCEAN/MERMAN)

Magasta the Churner is the mighty lord of the Homeward Ocean and the great whirlpool that leads down into Hell. He ruled over much of the world during the Gods' War, a time remembered by humans as The Flood. When the Spike exploded, the void left behind threatened to envelop the rest of the world. Magasta leaped into the void, calling upon all the waters of the world. From everywhere, they rushed to support their lord and the void was turned back upon itself, which became a vast whirlpool leading to the Underworld.

## Runes

Death, Movement, Water

## Mythos and History

**Magasta's Mastery of the Oceans (Resonance 70%):** Magasta was a child of Daliath and Framanthe. When he was born he disappeared from his nurses for three days and became visible again only when lured by the music of the liquid syrxin.

One day, after the world was made, Daliath, Keeper of the Deep, divided the known world among the heirs of Zaramaka. He gave great things to his own children but ignored the idiot brood of Framanthe and Sramak. Framanthe then ordered her own children (by Daliath) to tend to the safety and well-

being of her other children (by Sramak), whom she loved no less because Daliath did not understand them. But Daliath countermanded her, decreeing that Magasta would remain separate, to wait for the 'Waters to Come.' Some saw this as a curse upon the head of Magasta, for the Manthie, Magasta's siblings, became regal lords of the oceans and seas.

Magasta became the messenger for Daliath, carrying the deep tales of wisdom from the ancient god to the lesser races of Triolini. Magasta became well known to the peoples and the god moved through the secrets of all the worlds. He met and befriended Mastakos Mover.

When the War of the Gods began, Magasta became a mighty protector of the Triolini. He became a hideous monster rising from the sea, whose glance destroyed ranks of soldiers and whose tentacles dragged the solid earth into its wicked toothed abyss. Magasta confronted many powerful enemy gods. The awesome Storm Gods time and again destroyed the powers of the sea and kidnapped the best as slaves, including even Mastakos Mover. Only Magasta could withstand them. In an epic struggle that caused the Raging Sea to climb and flood the Spike, the Terror of the Deep drove off the storm gods and held Vadrus underwater so long that he gave up his niece in tribute. When the Storm Gods sought to break Brastalos, free Magasta again defeated them and subdued Brastalos to be his obedient wife.

## Nature

Magasta is worshipped by non-humans only, such as merfolk and sea monsters. He leads a great pantheon of gods, spirits and essences that make up the world's seas and oceans.

Worshippers who are not intelligent sea creatures are rare. Most tribes of merfolk have at least a shrine to him but larger temples are uncommon. As is customary among them, they do not portray their gods.

## Organisation

The ludoch of Glorantha's oceans have a vast network of undersea shrines to Magasta but few temples. Worship is not organised on any human lines and occasionally fearful mariners may throw a sacrifice into known ludoch waters in a bid to placate Magasta's wrath.

## Membership

Standard.

Membership is confined to undersea dwellers. A Pact is mandatory and Initiates must dedicate the maximum POW allowable.

### Common Magic

Bladesharp, Co-ordination, Demoralise, Mobility, Protection, Water Breath

### Higher Magic

Standard.

Beast Form (Sea Monster, Shark), Breathe Water, Call Monster, Channel Strength, Ebb and Flow, Mindblast, True Spear.

### Call Monster

Duration Special, Rank Rune Lord/Priest

This spell summons a deep sea creature or group of creatures. A group of worshippers, led by a priest, casts it. Each participant casts the spell in the same Combat Round, calling for the same creature. Each person who successfully casts the Call Monster spell adds to the Magnitude of the spell towards the calling of the monster(s).

The spell succeeds if the person leading the ceremony succeeds in a Lore (Magasta) skill roll and if the total Magnitude from all the participants exceeds the sum of the creature's STR, SIZ and POW. If several creatures are summoned simultaneously, the Magnitude must exceed the sum of all the creatures' relevant statistics. The creature or creatures' statistics are determined after the summoning is attempted. If the amount of Magnitude expended is insufficient, the spell fails completely.

It can be used to call a pack of sharks, a sea-serpent, whales, giant squid or other, more exotic, creatures. The creature summoned takes 2D100 hours to arrive. It is compelled to swim to the summoning location before it can undertake actions of its own volition (besides battling obvious opposition on its way to the summoning location).

The creature(s) does not arrive under the control of the caster and Command spells must be cast or some other arrangement made between the caster and the monster(s). Often the spell is used to summon powerful Tribal Ancestors, or intelligent Whirlpools or Waterspouts – all too powerful to be summoned by regular means.

### Gifts and Compulsions

Worshippers must live within the oceans.

### Cult Skills

Athletics, Craft (Any), Dagger, Evade, Lore (Magasta), Lore (Ludoch), Spear, Survival, Unarmed.

## OMPALAM

Ompalam is the creator of the universe, the master of all, the Emperor of the Cosmos. His true nature is beyond the comprehension of most. All life operates according to his specific commands, all other gods are his slaves, a fact that some have forgotten. Ompalam's throne was Bandanku, the Ruby Spire. His lands were called Selvulko, and his great city was Om, built upon the backs of his slaves who were shackled with the Chains of Palam





Master of the World, Lord of Slavery, The All Powerful. Ompalam is virtually unknown outside of Fonrit in Pamaltela.

## Runes

Man, Mastery.

## Mythos and History

**Ompalam destroys the Unworthy (Resonance 85%) – Fight against Chaos, Cause Devastation to ones enemies and spiritual separation from the mortal world:** The Unworthy could not keep their slaves in order and they destroyed the world around them. Ompalam sent the Worthy to keep order in the world. The Unworthy's slaves brought demons into the world. These monsters led by Vovisibor, the Filth-that-walks tried to ascend the Bandanku to contaminate Ompalam, so he smashed the mountain beneath him and threw the Sun down to burn them. The chaos broke the Chains of Palam and Ompalam became silent and gave no command.

**The Worthy prove their Worth (Resonance 75%) – Discover secrets of the Worthy, Prove the worthiness of a divinity, Become a better slave, Fight against the Unworthy:** The Worthy tried to make the world right. Each kept the Order of Ompalam; they kept slaves and were slaves. Darleestor hung himself from the shattered Tower of Om and gained the revelations of Compulsion, he used these secrets given to him by Ompalam to put the sons of Artmal into bondage. Ikadaaz purged pollution and found the truth with his fiery brands. Tentacule, the most loyal slave beat himself to save his master's strength. All sought to destroy Free Will and for their righteous actions were given glimpses of Ompalam's Will.

Finally Karkisso dragged the enslaved Sun from the Underworld, bringing the Dawn. Ompalam's Chains of Palam once again bound the world. The Worthy ascended to his household. The Unworthy were cast into their own hells. The slaves of the Worthy stayed in the world to follow Ompalam's commands. Thus the Now Time began.

## Nature

Ompalam is central to the entirety of Fonritan mythology; he is the source of all magic, power and rule. All gods, spirits and even saints are either his loyal slaves or his enemies. All Fonritan worship Ompalam the All-Powerful. His omnipotence is almost impossible to comprehend. His worshippers acknowledge that they are but worthless slaves. In following this belief his worshippers are blessed by his presence and gain comfort from it. Ompalam teaches that 'Life is Slavery'.

Whilst Ompalam is all powerful, but a difficult master to follow, he acknowledges and permits the existence of the Worthy, or

lesser gods and spirits. Through worshipping the Worthy, spiritual power is channelled through them to Ompalam. These lesser deities often receive more direct worship than Ompalam himself. The Fonritan thus have a pantheon of many enslaved deities. Garangordos the Tyrant, Darleestor the Noose, Tentacule the Slave, Ikadaaz the Torturer, Karkisso the Star Seer, Calari the Jumping Leopard Man, the Seventeen Holy Gargandites are examples of those deities deemed to be Worthy. The number of deities deemed Worthy depends upon which of the 17 versions of the Garangrapha is being read and how the Judge-Priests of Ompalam interpret those scriptures. It is well known that the God Learners could not calculate the number of permutations of the cult of Ompalam during their occupation of Fonrit and as a consequence failed to rule, let alone understand the slaves of the land.

The cult of Ompalam's strength is that it provides a metaphysical framework, which allows integration of other cultures through slavery. The God Learners called Ompalam the 'God of degenerative administration, of evil centralisation'. Throughout Pamaltela, Ompalam is recognised as the god of absolute rule and is despised.

## Organisation

The cult of Ompalam is highly organised, a pyramid of slaves and masters ascending all the way to Ompalam himself. Each initiate is a slave to his priest, each priest to his high priest, each temple to a greater one and those to the god himself.

There are two integral roles within the faith of Ompalam. The Kanaharim, or Judge-Priests, who are responsible for interpreting the scriptures of the Garangrapha to define law and custom. All laws aim to sublimate the populace's free will to Ompalam. The second role is that of the Ompaharim, who are enslaved to the Worthy but still adhere to the teachings of Ompalam.

There are 17 core interpretations of Ompalam's worship. In Mondoro he is worshipped as a Great Spirit, in Ebbeshal he is venerated like the Invisible God. The Faladjian Chain Dervishes and Palamic Surgeons are typical of localised extremists.

## Membership

Standard.

Ompalam is a Divine Cult (or more appropriately, the misapplied worship of a shamanic entity in a divine manner) and so requires a Pact to be established for initiation. Further devotions of POW are expected throughout a cultist's career, with a new devotion being made at the advancement of cult rank. Most do not progress far in the cult of Ompalam, instead they worship the Worthy gods. Each Worthy requires



a separate Pact and their magic and myths are more accessible than Ompalam's. Anyone initiated to a Worthy must also have a Pact with Ompalam or they cannot access any Divine Magic from that cult.

Cultists of Ompalam are always slaves, even an Emperor in Fonrit is a slave to the gods. To worship Ompalam is to remove all free will.

#### **Kadam Slaves (Common Members)**

Those enslaved by the Fonritans become lay members of Ompalam through forced worship. Many also worship a Worthy to replace their own gods. However, initiation to a Worthy results in an indirect initiation into Ompalam. These are the lowliest slaves of Ompalam, the Kadam, many of which own no slaves and often die in toil.

#### **Yad Slaves (Pious Members)**

Initiates accept the complete authority and rule of Ompalam and subject themselves to a life of slavery. Initiates are the skilled Yad slaves who can own property, as well as their own slaves. Some are lesser nobles, enslaved to a ruler.

#### **Ompaharim or Palharim (Fervent Members)**

Acolytes are the junior priests and servants of the higher priesthood; they work as religious functionaries, scribes and servants in the great temples of Ompalam. Acolytes are embroiled in deadly temple infighting. Most Acolytes are also members of other cults and are Ompaharim. Palharim are acolytes who forsake all gods but Ompalam and seek to become Kanaharim.

#### **Kanaharim (Priests)**

Kanaharim are the Priests, they are the interpreters of the law of Ompalam and hold political, as well as religious, power. A Kanaharim must have been an Ompaharim or Palharim for five years and reached 90% in Lore (Law). Bribery, assassination, coercion and slavery are all acceptable means of ascending to the role. A priest of Ompalam must forsake all other gods.

#### **Tyrant-Masarin / Ras (Lord)**

The Rune Lords of Ompalam are predominantly made up of the ruling tyrants of Fonrit, called Ras or Masarin dependent upon the region. They are the Masters, those that answer only the Great-Tyrants who rule each region and to Ompalam himself, these are known as Shakhs or Jann.

#### **Common Magic**

Detect (Slave), Endurance, Second Sight, Slow. Ompalam also teaches the special Common Magic spells of Placate Master and Punish Slave.

#### **Placate Master**

Duration 5, Magnitude 1, Progressive

This spell adds +5 to any skill used to please or placate a slave's master. It is typically combined with skills such as Courtesy, Seduction or similar social skills but can affect any skill as long as the aim is to make the master happy

#### **Punish Slave**

Instant, Magnitude 2, Ranged, Resist (Resilience)

A slave, owned by the caster, who fails their Resilience roll is immediately wracked by agonising pain, which causes 1 point of damage to each Hit Location and reduces the slave's fatigue by one level. The pain is such that the Adventurer is at -25% for any action they are performing at the instance the spell hits them. The spell also leaves a distinct series of welts on the victim that remain for one day after it has taken affect, known as Ompalam's Mark.

#### **Higher Magic**

Ompalam is mostly worshipped as a God and provides the Standard Divine Spells. The Sorcerous and Shamanic Adoration of Omapalam is left for future productions. The following special cult spells are available.

Channel Strength, Extension, Mindlink, True (Whip) (as per the Divine Magic Chapter of the *RuneQuest Core Rulebook*).

#### **Subjugate Will**

Duration 15, Rank Acolyte, Ranged, Resist (Persistence)

Once the spell takes effect the target becomes enslaved to the caster; they obey all the caster's commands, which must be stated clearly and the task demanded must be achievable within the constraints of the Duration of the spell. The victim may attempt to resist a command using their Persistence reduced by 5% per Magnitude of the spell. When subjugate will is cast on cultists of Ompalam it will only work on a target who is of a lower rank than the caster. The spell will not allow the caster to force someone to commit suicide directly.

#### **Drain Palam**

Instant, Rank Acolyte, Touch

This allows a single slave to be drained of Magic Points by his master. The number of Magic Points drained is equal to the Magnitude of the spell, if this exceeds the slave's Magic Points then only the Magic Points that they have can be drained but they are reduced to zero and lose consciousness. The Magic Points must be used by the caster within one hour or they are lost.

## Gifts and Compulsions

There are many Compulsions amongst the sects of Ompalam and few Gifts. At a cost of 1 Dedicated POW each, a Slave and Master can enter into the Pact of Chained Palam.

**The Pact of Chained Palam** – The Slave and his Master gain a permanent link, the master always knows where his slave is and can command him through innate Mindspeech as per the Common Magic spell. If the Master dies, the slave takes 1D10 Damage, ignoring armour, to the head.

### Typical Compulsions include:

- Never harm your master.
- Only beat your slaves after dusk.
- Never kill a slave for pleasure.
- Never look into a Tyrant's eyes.
- Never talk of Free Will.

## Cult Skills

Courtesy, Craft (Torture), Influence, Lore (Law), Lore (Ompalam), Lore (Slavery), Persistence, Whip Combat.

## Allied Cults

Here are just a few of the more notable Worthy cults.

### Garangordos the Cruel

The founder of Fonrit's wraith defends the temples of Ompalam. He gives the Common Spells of Bearing Witness, Detect Enemy, Spirit Bane and Thunder's Voice.

### Darleestor the Noose

The grim hanged god is the prominent Worthy in Afadjann region of Fonrit, he provides the Compulsion spell.

## Compulsion

Duration 15, Rank Acolyte, Ranged, Resist (Persistence)

The victim of this spell must be the Adventurer's sworn slave. If the victim fails their Persistence roll, the Adventurer feels an intense tightening in their throat as if a noose has been placed around their neck. The caster can at any point cause this noose to tighten choking the victim, they then become instantly subject to the Asphyxiation rules with a Resilience test at -5% per Magnitude of the spell. The caster can halt and restart the spell at any time for the Duration of the magic.

### Calari Jumping-Leopard

The god of Fonrit's notorious secret police, his quarry is runaway slaves. He provides Bind Slave.

## Bind Slave

Duration 15, Rank Initiate, Ranged, Resist (Resilience)

This can only be cast on a slave. It causes the muscles in their arms and legs to become bound by an invisible force. The movement rate is reduced by one metre per Magnitude and all physical skills (Athletics, Brawn, Combat and so on) are reduced by 5% per Magnitude for the Duration of the spell.

### Tentacule the Slave God

Tentacule teaches slaves how to suffer and rejoice. He provides the spell of Blissful Sufferance.

## Blissful Sufferance

Duration 15, Rank Initiate, Touch

For the Duration of the spell the Adventurer gains +5% Resilience per point of Magnitude against any hardship, suffering or pain caused by their master. The caster feels a sense of religious comfort in the suffering they endure and feels no hatred towards their master.

# PAMALT

Pamalt is the central god of Pamaltela and the chief god of the Agimori. He was the first witness created by Earthmaker and is the leader of the Old Gods. He is the spirit of men and his wife, Faranar, is the Earth Mother. He created the vast plains of Pamaltela for the Agimori to live in, even though his creations were resisted by other gods. He also invented the Meeting Contest where two strangers can challenge each other in safety.

Pamalt gathered to him his Necklace – those friends and companions who would help him defeat Bolongo the Empty Trickster and Vovisibor and his monsters. With the help of the Necklace, Pamalt tricked Vovisibor into the Firefall that left much of the land scorched but all Pamalt's enemies, save Vovisibor, were slain.

Pamalt holds sway over the huge savannah of the southern continent. Since the event known as the Sun Stop his worshippers have been engaged in a struggle to reclaim their land from the encroaching elf jungles. Pamalt is a god of chieftains and the common man. In traditional sand paintings he is depicted as sitting atop his royal seat holding a staff bearing the chieftain's trophies and wearing his Necklace of companions.

## Runes

Earth, Mastery.

## Mythos and History

**Pamalt Creates the Land (Resonance 100%) – The Wide Spaces Belong to the Agimori. Elves are the Enemy:** In the elder days the world was inhabited by many gigantic and

potent beings. Pamalt was one, a son of Ancient Grandmother. He took a wife, Faranar the Earth Mother, and they had many children

In those days there were few responsibilities. Pamalt wandered, making friends and learning about the world, while everyone else practiced new magics or studied hard. Artmal, a pompous god, condemned Pamalt as no more useful than Trickster and the people of Artmal shunned Pamalt as a result of this accusation. Pamalt instead turned his attention to a new race of mortals, called Agimori.

The old trees were jealous that the Agimori could walk and talk. One day Pamalt found some bad trees trying to break the heads of the oldest Agimori grandparents. Pamalt rubbed his fingers together and showed the grandparents how to make fire, which punished the trees. The Agimori were pleased with the place they had made to live and Pamalt became known as the Land Clearer. Pamalt gave his secret to Firebearer and that friend created the great wide plains for the Agimori to live and hunt in. In vengeance, the trees created their own people, called elves, to fight the Agimori and replant the hated jungle.

**The Meeting Contest (Resonance 90%) – The Importance of Safe Challenge. The Importance of Allies:** At this time the world was divided into two parts. Lodril, the good god, ruled the South, while Yelm ruled the North. When Yelm was killed, his realm was conquered by fierce and wild gods. Ever since then only bad has come from the North. One time many invaders came from the North, trolls, elves, dwarfs and pale humans in an unholy alliance against the Peace of the South. Pamalt told his friend Assegai to make weapons for the Agimori and ordered his friend Lodril to protect the land. Lodril raised a barrier mountain against the foes, which held them back until the Agimori gained strength enough to defend themselves. Since that time the world becomes ever less calm as one travels North and even the coastal fringe of Pamaltela is partly hostile or disbelieving of Pamalt's powers.

The Meeting Contest was popular then, just as it is now. When two great men meet they introduce themselves and offer a challenge to each other to use some skill or another. If one man is notably better at his skill, he wins and the other loses. To refuse a challenge is acceptable only if the foe refuses as well, for then both opponents lose nothing. Refusing a challenge when yours was accepted is an insult. In those early days, unlike our decadent times, there was never any guile or ill-will involved in these contests.

Pamalt always lost the first contest of each pair, because he was the oldest god and could not offer the first challenge. But every opponent lost to Pamalt in the second contest and so no

one lost any honour. This also showed that, though every god excelled Pamalt in some way, Pamalt excelled over everyone in another way.

One day a new challenger came to the land and his challenge was for all skills against all skills. Worse, no one could think of what they might do to challenge the newcomer back. The stranger called himself Surprise-From-The-North. Several courageous gods went to make the challenge but never returned. Pamalt was left to meet this stranger. 'I am the One,' Pamalt said, 'I am He to take this task'. He stamped his spear thrice on the field, shook his shield and called the name of his grandmother and his tools to help. He tried everything against his foe; sometimes he lost and sometimes the monster lost. Pamalt was aided by his friends: Kolat helped him hear a secret. Slor helped him douse a fire. The outsider was helped by his monster allies, too. In the end, both were equal in wins and losses. 'My challenge to you, Filth-Which-Walks, is this: make something new, as I can.' And Pamalt made a living necklace; each shell, stone and bead in it was one of his assistants. That is why his council of gods is called the Necklace of Pamalt.

The invader could make no such thing but he and his minions exposed fearful weapons and attacked. All of Pamalt's friends were slain in that treachery and only the god escaped alive to his home. Ever since that time anyone who attacks at a Meeting Challenge is also called Vovisibor, Filth-Which-Walks.

### Nature

All Agimori, and many others, worship Pamalt. He is the leader and creator, the challenger, the friend and the Good Father. His Song of Power is the song of the land and all who worship Pamalt are singers of that song and blessed with it.

The cult recognises many other gods as part of Pamalt's necklace: Lodril and Kolat (both included in this book) are popular cults amongst the Agimori and even Yelm is recognised as a friendly god. Despite the travails Pamalt undertook in the God Time, and the many foes he faced, the cult is inclusive and this is the reason for the Meeting Challenge.

Pamalt is revered through the many spirits that were created by him or who were loyal to him. These include ancestors, nature spirits and beast spirits. However, most worshippers approach their spirit worship through the reverence of Pamalt's Necklace; those who are his allies and friends. Their magic gives access to certain kinds of spirits which are discussed in the Higher Magic section.



## Organisation

The cult is widespread. Amongst the Agimori it is ubiquitous. Chieftains of Agimori and other tribes and clans have the right to worship Pamalt directly in a divine relationship, by establishing a Pact and working the Divine Magic listed for Pamalt in Higher Magic.

Otherwise worship is conducted through a High Shaman who supports the chieftain and leads the veneration of the members of the Necklace. Shamans call on the spirits associated with the members of the Necklace and venerate all of these spirit deities, calling on the appropriate spirits as and when they are needed. Shamans wear their own necklace in honour of Pamalt.

## Membership

The rank and file of a clan or tribe are all Followers of the spirit tradition. Those who become Pious Members of the Pamalt cult become Spirit Worshipers, venerating the Necklace Spirits.

Chieftains of the clan or tribe, and chieftains only, may venerate Pamalt directly. The cult in this respect has only two ranks: Initiates, who are clan chieftains, and Rune Priests, who are tribal chieftains. Requirements for meeting these ranks are standard as per the *RuneQuest* cult rules. Chieftains can be, and often are, High Shaman as well; they do not need to relinquish that status if they become Initiates of Pamalt directly.

## Common Magic

Beast Call, Befuddle, Bladesharp, Clear Path, Detect Enemy, Detect Food Animal, Detect Path, Endurance, Extinguish, Pierce.

## Higher Magic

Higher Magic is divided into two types: The Necklace, which are Pamalt's servants and the chief spirits of the Agimori spirit world.

The second is Pamalt's Divine Magic offered to chieftains.

### The Necklace

Each spirit of the Necklace is an ally of Pamalt and a direct aid to his people. Each grants access to a certain type of spirit. Fetches are usually taken from the most highly revered member of the Necklace and this varies from clan-to-clan and tribe-to-tribe.

**Aleshmara:** The Old Woman. She is Pamalt's mother-in-law and mother of Faranar. On the spirit plane she occupied a

grand hut surrounded by the huts of the Ancestors, holes of the Gnome spirits and the air currents of the Magic Spirits. Typical spirits found in Aleshmara's vicinity are:

**Ancestor Spirit:** INT 12, POW 16, CHA 12. Skills: Athletics 106%, Lore (Agimori) 106%, Persistence 64%, Spectral Spear and Shield 80%. Common Magic 90%: Beast Call, Befuddle, Bladesharp 2, Clear Path, Detect Enemy, Detect Food Animal, Detect Path, Endurance 2, Extinguish, Pierce.

**Gnome Spirit:** Intensity 3 (3 Cubic Metres), INT 9, POW 14, CHA 3. Skills: Brawn 58%, Engulf 100%, Perception 35%, Persistence 43%.

**Magic Spirit:** Intensity 2, POW 13. Skills: Common Magic 75%, Persistence 75%. A Magic Spirit will lend its POW as Magic Points and its Common Magic can be used in place of the mortals when casting Common Magic. Its Persistence can be used in place of the mortal's for resisting spells that require Persistence. The spirit has all the Common Magic skills for the cult, with Progressive spells at Magnitude 2. It will also use these to assist the mortal.

**Balumbasta:** The Fire Spirit and Father of Volcanoes. His realm on the Spirit Plane is a fire pit surrounded by Magic Spirits and Salamanders.

**Salamnder Spirit:** Intensity 3 (3 Cubic Metres), INT 9, POW 11, CHA 3. Skills: Brawn 42%, Engulf 100%, Persistence 43%, Stealth 75%.

**Magic Spirit:** Intensity 2, POW 13. Skills: Common Magic 75%, Persistence 75%. Balumbasta's spirits have the following spells: Cauterise, Extinguish 2, Firearrow, Fireblade, Ignite. It will lend its POW as Magic Points and its Common Magic can be used in place of the mortal's when casting Common Magic. Its Persistence can be used in place of the mortal's for resisting spells that require Persistence.

**Cronisper:** Grandfather Sky. He is the source of male magic. His lodge is in the sky surrounded by Sylphs and Bird nature spirits.

**Sylph Spirit:** Intensity 3 (3 Cubic Metres), INT 9, POW 14, CHA 3. Skills: Brawn 58%, Engulf 100%, Perception 30%, Persistence 43%.

**Bird Spirit:** Intensity 2 boost Strike Rank, bird spirit – INT 4, POW 17, CHA 5. CA 3, SR +5, HP 22, Spirit Damage +1d10. Persistence 69%, Spectral Peck 87%. Augments the Strike Rank of the Shaman by 2 points.

**Faranar:** Pamalt's wife who knows the secrets of planting and counting. She is the mother of fertility and all female Shamen revere her above others of the Necklace. Her home is the Womens' Hall on the spirit plane and it is surrounded by Healing and Magic spirits.

**Care Giver, Healing Spirit:** Intensity 6 Healing Spirit: INT 18, POW 21, CHA 16. Persistence 85%. Care Giver appears as a wise old woman who stitches together injured things with her bone needle. If convinced to provide healing (winning an opposed test against her Persistence, or agreeing a favour on the mundane world), she acts as a Magnitude 6 Heal Body Divine Spell (*RuneQuest Core Rulebook*, page 122).

**Magic Spirit:** Intensity 2, POW 13. Skills: Common Magic 75%, Persistence 75%. Faranar's spirits have the following spells: Becalm, Heal 2, Light, Mobility and Repair. It will lend its POW as Magic Points and its Common Magic can be used in place of the mortal's when casting Common Magic. Its Persistence can be used in place of the mortal's for resisting spells that require Persistence.

**Jmijie the Traveller:** Jmijie is restless and cannot remain in one place. Finding him on the spirit plane can be difficult and those who follow him are also filled with his wanderlust. He has no spirits close to him but has constructed magical roads to aid movement. A Shaman who convinces Jmijie to guide them can travel a number of kilometres equal to his POW on the spirit plane with his body materialising at the corresponding point on the mundane plane. Convincing Jmijie to help requires a successful Spirit Binding roll Opposed by Jmijie's Persistence of 95%.

**Keraun:** The Good Wind. She came from the North but is now Pamalt's friend. She has no hut or lodge but fills the spirit plane with her presence. She manifests as an Intensity 6 (6 Cubic Metre) Sylph with the following characteristics: STR 42, POW 21, INT 12, DEX 84. HP 80, Damage Bonus +2D10, CA 9, Strike Rank 48, Movement 60m. Skills: Brawn 200%, Engulf 200%, Persistence 180%, Stealth 180%. Keraun attempts always to give aid, never to harm or hurt unless Pamalt himself directs it. Convincing her to assist personally requires a successful Opposed Roll of Spirit Binding against her Persistence.

**Noruma:** The Great Shaman who tends the Sacred Fire and guards the Old Secrets. His lodge is high in a tree, at the base of which wait his Knowledge Spirits.

**Knowledge Spirit:** Intensity 3. INT 3, POW 22, CHA 3. Spectral Questioning 110%. If the Shaman beats the Knowledge Spirit in an Opposed test of Spirit Binding against Spectral Questioning, the spirit will reveal hidden knowledge

by answering, correctly and accurately, up to three questions put to it. It can see no more than 3 days into the future but up to 300 years into the past.

**Nyanka:** The Good Water and the Midwife. Her lodge is the Birthing Hut and all creatures emerge from it fully formed. Surrounding her lodge are Healing Spirits and Birthing Spirits.

**Healing Spirit:** Intensity 3 Healing Spirit: INT 3, POW 18, CHA 3. Persistence 65%. The spirit acts as a Magnitude 3 Heal Body Divine Spell (*RuneQuest Core Rulebook*, page 122).

**Birthing Spirit:** Intensity 6: INT 6, POW 22, CHA 6. The Birthing Spirit will ease the pain of childbirth if approached and offered a favour on the mundane world. Any child born with the spirit's aid carries a necklace-shaped birthmark around its neck and gains +6 to its POW Characteristic.

**Rasout:** The Hunter. Rasout hunts the beasts of the plain and teaches reverence for the kill. He manifests as an Intensity 6 Leopard Spirit: INT 6, POW 23, CHA 6. CA 4, SR +6, HP 36, Spirit Damage +3D6. Persistence 118%, Spectral Foreclaw 125%. He grants the automatic free use of the Choose Location Combat Manoeuvre whenever the Shaman succeeds in his attack.

**Yanmorla:** Grandmother Earth takes all the dead things unto herself and then sends them back out into the world. She has the power of Resurrection, as per the Divine Spell, if she can be convinced that the dead person is worthy. The person seeking resurrection must win in an Opposed test of his Influence against her's of 180%. If successful, he is granted more life. If he fails, then he is not judged unfairly and is taken into Yanmorla's lodge and thence to the afterlife where he may become an ancestor. A Shaman must accompany the spirit of anyone seeking resurrection to call forth Yanmorla from her lodge with a successful Spirit Binding roll. This only brings her forth to consider; it does not guarantee resurrection.

#### **Pamalt's Divine Magic.**

Those worshipping Pamalt directly are provided with access to: Alter Target, Amplify, Behold, Bless Crops, Blessing, Clear Skies, Disarm, Dismiss Magic, Exorcism, Heal Mind, Meditate, Mindlink and Spirit Block.

#### **Gifts and Compulsions**

None.

#### **Cult Skills**

Athletics, Bow Combat Styles, Brawn, Evade, Lore (Pamalt), Perception, Sling, Spear Combat Styles, Stealth, Survival, Track.

## Allied Cults

Yelm provides Sunspear.

Lodril provides Heat Metal.

Kolat is considered a friendly cult and Kolat worshippers are welcomed in Agimori settlements and vice-versa.

## STORM BULL

Storm Bull, also known as Urox, is the Scourge of the Plains and the Scourge of Chaos. He is a manifestation of Umath, the Primal Air, and the husband of Eiritha who was gifted to him by Ernalda Earth Mother. When Umath sundered the earth from the sky so that he and his kin might have more room to live and grow, it was Storm Bull that manifested the most bestial nature of this act.

Storm Bull is the rumbling thunderhead; he is the approaching stampede of raw energy that is channelled into the destruction of Chaos. In the Dawn Age, Storm Bull led his sons down to the fertile lands of Prax where they befriended the peoples and wed the goddesses. The Earth Mother Ernalda, gave the Storm Bull her daughter, Eiritha, as his own wife. This way the two forces worked together to create their world.

When the gods made war upon each other, Storm Bull and Lodril found a great rivalry. As the spirit of Fire, Lodril sapped the energy of Storm Bull's children and this led Storm Bull to gore and wound Lodril, which led to his retreat underground and allowed the powers of the Lesser Darkness to grow. When the Great Darkness came and Chaos stalked the land, Storm Bull took the weapon known as Death and gave it to his children so that they might be at the head of the charge alongside him. Storm Bull knew no fear, unlike other, lesser gods and laughed as he met the monsters and gods of Chaos head-on. Storm Bull slew Ragnaglar, having shod his horns and hooves in iron. But this did not stop the Devil from coming into the world and this would be Storm Bull's greatest test.

The Devil is the full manifestation of Chaos and it slew many gods before it surged into Prax seeking more to devour. Storm Bull and his fellows resisted the Devil's invasion and they prepared for their death nobly, expecting the worst but prepared to accept whatever came – after fighting. Storm Bull and the Devil clashed and the cosmos rocked with their fury. Eiritha loaned Storm Bull, her husband, her strength through the earth, so that he would stand firm. His ear was torn away in that battle and the Devil seized Storm Bull's horns and wrestled him to the ground. But knowing his wife's love and power Storm Bull fought back. With a roar, which made

even the dead gasp, Storm Bull gored the Devil and called all followers to him. From the edge of the world came a fragment of the Spike, summoned by Storm Bull's mighty energy and magic. It struck the Devil and pinned it, containing Chaos beneath immeasurable tons of Pure Law.

Storm Bull was wounded badly by his exertions and limped into the far hills where Chalana Arroy healed him. He resides there still and his hooves can be heard as the thunder across the desert. He ventures rarely from the halls of his residence but his power – that uncontrollable force that defeated the Devil – can be heard and felt through the power and devotion of those who worship him. His followers seek-out and defeat Chaos wherever it can be found and are always prepared for a firm stand and a noble death, just as Storm Bull first commanded.

## Runes

Air, Beast, Death.

## Mythos and History

**Storm Bull Faces the Devil (Resonance 95%) – Stand Firm. Do not fear death. Fight with Fury. Die Well:** The Devil came to Prax as a foul darkness, many dead in its wake, many more falling to its vile breath as it stalked the plains. Storm Bull saw the pestilence and gathered his followers before him. 'We have seen Death and used it,' he said. 'Death holds no fear for us but it is best always to die a Good Death than to sink and be lost to the Darkness. Let no man turn his head or back in the face of the enemy. Let no man shirk from protecting what must be protected. Let the strength of the earth and the storm and the sky fill your hearts and strengthen your spear arms. Meet that which would kill you and turn its power into them. Bring Death and accept it when it is brought to you. But howl your rage and smite your foes with everything your soul can muster. Go not quietly or meekly. Go not with a whimper but with a snarl. Let your enemies see and feel your rage. Once they are dead will you know peace and only then.'

So saying this the line was formed and the firmness gained. Eiritha's strength filled all hearts and Storm Bull let-loose his full fury, which filled his followers also so that they charged as one alongside Storm Bull's questing horns. And when they struck the vile Darkness that was the Devil they sang their songs of death and thrust and slash and tore and gored and stamped and crushed. Many fell but fell raging and killing. When Storm Bull also fell, wounded, he tore great pieces from the Devil, which he chewed and stamped into the ground. But even when felled, Storm Bull fought and so his followers fought too; all were brothers then, carving glory for themselves despite their wounds.



And when the Scourging Wind brought the Block, hewn from the Spike, Storm Bull seized upon it like a spear and drove the Devil beneath it. Around him his followers seized shards and drove them into the monsters following in the Devil's wake. And there was much carnage but when the Darkness lifted and the foul winds abated, Chaos was imprisoned and the Storm Bull stamped his victory song upon the earth filling Eiritha's heart.

**Storm Bull Woos Eiritha (Resonance 75%) – The importance of male and female union; Seeking strength from the Earth**

### Nature

Storm Bull seeks to continually protect its people and to challenge Chaos in whatever form it takes. It promises glory after death: an afterlife of continuous, glorious battle followed by great feasts and merry-making. Even those who have been killed by Chaos will be sought-out by their comrades and liberated; such is Storm Bull's tenacity.

The worship of Storm Bull extends far beyond Prax. The cult is known throughout the Orlanthi lands and in Pamaltela where His deeds are sung in the jubilant lays of the savannahs. In these times Chaos seems to be in retreat but Storm Bull cultists are ever vigilant and, as dark murmurings of Chaos rising on the edges of Talastar and stirring in Dorastor filter out, so the cult gains strength in these regions.

This is, then, a Warrior's cult and an Adventurer's cult. It rewards tenacity, bravery, stoicism and those willing to sacrifice all and Die Well. Cultists dislike anything that does not conform to their crude and simple cult demands. They exercise this dislike through contempt, even though they may fully partake of the contemptible lifestyle. They tolerate worshippers of cults associated with Storm Bull and are, naturally, friendly to the Eirithans and Praxian beast cults but distrust strangers and gods they do not know: Chaos may lurk at their heart.

Storm Bull funeral rites are matter-of-fact affairs. The favourite beast of the cultists is sacrificed using The Peaceful Cut and the fallen warrior is set upon the corpse along with his weapons, armour and treasures. Other cultists then gather around and celebrate their fallen comrade's life and deeds with songs of fury intended to summon the Winds of Storm Bull to carry the departed soul to the afterlife. Then all is left to the elements – and to act as a symbol to others and a ward to Chaos and enemies.

### Organisation

The only formal structure the cult has exists in its Rune Lords and Rune Priests. When groups come together, the cultist who

can declaim the bravest deeds and most illustrious ancestry is deferred to by right.

Rune Priests are known as Bull's Heads and they serve as the centre of information and judgements for followers. A loose attachment of acolytes, known by a variety of names (Bull's Heart, Bull's Tail and so forth) provide assistance on an ad-hoc basis but there is little call for organised ceremonies. However, only priests and Bull's Heads can initiate others into the cult and deference is always given to whoever made the initiation. In this way distinct pockets of loyalty, centred around a Bull, form across those regions where the cult is practised.

The holiest areas for the cult are in Prax where Storm Bull's most illustrious deeds and battles took place. Revered sites include The Block, a pillar of immense Truestone that crushed the Devil and marks Storm Bull's greatest victory. Camps of dedicated Storm Bull warbands gather around The Block's base, recounting their own victories and ensuring that the vile stuff of Chaos does not seep-out from beneath. The Dead Place is another area of reverence: the place where Eiritha strengthened the Storm Bull before his battle with the Devil; however this is a strange region where even the gods are reduced to mortality, such is the nature of the power found within, and humans do not go near it. The final holy place is the Eternal Battle; a rift in Time and Myth that contains a capsule of the God Time. Entering it brings the traveller into the world of the gods and thus is a place for the launching of HeroQuests. Eternal Battle is not fixed and it shifts around Prax (but never out of it) following no known logic. Encountering Eternal Battle is to, perhaps, reach the pinnacle of one's mortal achievements and many Storm Bull cultists choose to remain there, close to their god and aiding him in the battle with the Devil where glory at Storm Bull's side is assured.

### Holy Days and High Holy Days

Each season has a holy day during Stasis Week. The day varies according to the season. In sea-season it is on Freeze Day, in Fire Season on Waterday, in Earth Season on Clay Day, in Dark Season on Windsday and in Storm Season on Fireday. The High Holy Day for the year is Storm season, Stasis week, Wild day, when the marriage with Eiritha was celebrated. It is on this day that those cultists who choose to marry (and there are few) do so.

### Membership

Standard.

Storm Bull is a Divine Cult and so requires a Pact to be established for initiation. Further devotions of POW are expected throughout a cultist's career, with a new devotion being made at the advancement of cult rank.

Cultists cannot be tainted by Chaos in any shape or form. All cultists are obliged to report the presence or suspicion of Chaos to higher ranks of the cult. If the cultist is a Rune Lord then he is expected to tackle it.

Initiates must have been Lay Members for at least one year and have shown during that time that they upheld the laws of the cult. Doing this usually means spending at least a year of Lay Membership in the company of the Bull who will hopefully initiate them. The Bull weighs heavily any fighting deeds of the candidate, especially if they fought chaotic opponents.

Acolytes are known by the title 'Bull X' and must have been Initiates for at least three years, in addition to the standard requirements. Again their deeds are weighed by the Bull's Head and so the Bulls stay close to their Head.

The Rune Lords of Storm Bull are known as Storm Khans. These are the berserker masters of Prax: chaos-killing machines, so skilled that they may ignore ordinary laws. The only respect a Storm Khan owes is to his god, the Bull's Head who initiated him and whoever can best him in battle. Storm Khans can only ever marry Eiritha Priestesses – if they choose to marry, that is.

Bull's Heads are the Rune Priests. They must know Beast Speech at a minimum of 80% and must have defeated forces of chaos in a combat of personal danger.

Bull's Heads are required to pledge themselves fully to Storm Bull and swear away the opportunity to ever enter normal tribal life. They also are gifted once per year by the Kahn of the tribe that they originally left. This gift must be of at least three beasts suitable for riding or eating, as specified by the Bull's Head, and the exchange of all damaged weapons from the Storm Bulls for as many repaired and whole weapons from the tribe. It is the duty of the priest to locate his Kahn at some point during that year if they wish to collect. Debts for failure to collect do not build up over a year. This arrangement is called Vargov's Due.

## Common Magic

Detect Enemies, Dispel Magic, Fanaticism, Protection.

## Higher Magic

Storm Bull is effectively a Divine Cult and thus offers the Standard Divine spells, plus the following special cult spells:

**Berserk** (as per the *RuneQuest Core Rulebook*, Page 120)

## Defend Against Chaos

Duration 15 min, Rank Initiate

This spell adds 30% to the Parry and Evade skills of one who is fighting against creatures of Chaos. The spell does not work against non-chaotic beings.

## Face Chaos

Duration 15 min, Rank Acolytes

This spell can be cast only on Lay Members of the Storm Bull cult. When cast upon a single fighter, that person will stand his ground and fight the chaotic foe he faces, even if ordinarily he would have run. Initiates and Rune-level members will stand regardless of any fear.

## Gifts and Compulsions

At a cost of 1 Dedicated POW, Bulls and higher in rank may be Gifted an iron weapon, blessed by the cult. They must also accept one of the following Compulsions:

- Accept Magical Healing only from Chalana Arroy or Eiritha cultists.
- Never Surrender.
- Never Use a Shield.
- Never Use Missile Weapons.
- Use only Two Handed Weapons.
- Wear No Armour.

All Storm Bull cultists are compelled to seek-out and challenge Chaos. The deeper the Pact, the more compelled and zealous they are in doing so.

Storm Khans gain the gift of Sense Chaos. This sense automatically pinpoints the presence of Chaos in an individual or in an area equal to the Storm Khan's POW x10 in metres. This Gift has no Dedicated POW cost but a Compulsion, from the previous list, is mandatory.

Bull's Heads may also receive the services of an allied spirit as part of their rank. Receiving a spirit is not compulsory but costs 2 Dedicated POW per point of Intensity if chosen, as well as the taking of a Compulsion. The spirit is bound into a fetish, chosen by the priest, and acts upon the Bull's Head's commands without any need for the Spirit Walking or Spirit Binding spells. A priest may choose more than one spirit if he has the Dedicated POW to support the choice – but a Compulsion accompanies each spirit taken.

**The Bull's Head** – This beast spirit resembles a Minotaur but with a bull's hindquarters. It has the following Characteristics: (Intensity 1 boost Damage Bonus, Bull Spirit) – INT 5, POW 10, CHA 5. CA 2, SR +5, HP 10, Spirit Damage +1d6. Persistence 40%, Spectral Gore 50%. This spirit boosts the Damage Modifier of the cultist by one step.

**The Bull's Heart** – This spirit carries the bravery of the Bull. It has the following Characteristics: (Intensity 2 Increase Skill, Bull Spirit) – INT 1, POW 14, CHA 1. CA 2, SR +1, HP 14, Spirit Damage +1d8. Persistence 56%, Spectral Hoof 70%. Increases the cultist's Resilience skill by 20%.

**The Bull's Hide** – This spirit carries the constitution of the bull and has the following Characteristics: (Intensity 2 boost Hit Points, Bull Spirit) – INT 6, POW 16, CHA 7. CA 2, SR +7, HP 16, Spirit Damage +1d8. Persistence 64%, Spectral Gore 80%. Adds an extra 2 HP to each location of the cultist.

**The Bull's Feet** – This spirit carries the speed of the bull. (Intensity 3 boost Movement, Bull Spirit) – INT 4, POW 22, CHA 5. CA 3, SR +5, HP 22, Spirit Damage +2d6. Persistence 88%, Spectral Hoof 110%. The spirit boosts the magician's Movement by 3 metres.

**The Bull's Hooves** – This spirit manifests the strength of the bull's feet. (Intensity 3 boost AP, Bull Spirit) – INT 3, POW 20, CHA 3. CA 2, SR +3, HP 20, Spirit Damage +1d10. Persistence 80%, Spectral Horn 100%. Increases the natural Armour Points of the cultist by 3. These do not affect the wearing of additional armour or reduce Strike Rank.

### Cult Skills

Any Combat Style involving sword or axe, Storm Bull Combat Style (any two handed weapon), Brawn, First Aid, Lore (Storm Bull), Resilience, Survival.

### Allied Cults

#### Chalana Arroy

The one who tended Storm Bull's wounds, Chalana Arroy teaches the Cure Chaos Wound spell.

#### Eiritha

As the wife of Storm Bull, Eiritha teaches Understand Beast Speech.

#### Ernalda

As the Earth Mother, Ernalda will teach Storm Bull cultists the Earth Power Divine Spell.

#### Waha

As the son of Storm Bull, Waha does not teach any magic but it does teach the **Peaceful Cut** ritual, which lets a sacrificed herd beast die peacefully and without fear, as well the skills for the expert butchering of the creature so as not to waste any parts. This works as an Advanced Lore skill and so begins at INT x2.

### Zorak Zoran

The trollish war god is a kindred spirit and opponent of Chaos and teaches all its special Divine spells applicable to humans to Storm Bull cultists. Additionally, any Storm Bull cultist who achieves the status of **Troll Friend** may become an Initiate of Zorak Zoran.

## UNGARIANT

The daughter of Orest the Earth, she is the First Wife of Kargzant and second only to her husband in the Pentan tradition. She is the goddess of women, horses, breeding, nurturing and all things that fall within the realm of the women's yurts. To her fall the tasks of feeding the horses, the people and making secure all shelters. She manifests the bounty of the earth and its harsh beauty.

The leader of Ungariant's cult is the Feathered Horse Queen. The cult is shamanistic and the Feathered Horse Queen is always the foremost High Shamaness of the foremost tribe.

### Runes

Beast, Earth.

### Mythos and History

**Ungariant Wins Kargzant (Resonance 90%) – The Superiority of Horses Over All Creatures:** Ungariant and her sister, Tamar, were both beautiful and eyed favourably by Kargzant. He could not choose between them. Ungariant called forth her horses whilst Tamar called forth her birds. They paraded before Kargzant but still he could not choose. He told them to exchange animals and create something that would please his eye. At first both sisters refused but Kargzant convinced them with winning words and a promise of marriage.

Tamar took the horses and tried to make them fly as birds do. She failed and the horses ran back to Ungariant. Ungariant was smarter and waited for the birds to shed feathers, which they did soon enough. From the feathers she fashioned a head-dress that reflected the light and glory of Kargzant the Sun and, when it fell on the horses Tamara had had to release, they became the Goldeneye horses.

Kargzant was pleased with Ungariant's head-dress, which was like the Dawn and the Sunset. And he chose her as his Queen, not Tamar.

### Nature

This is an ancient, shamanic cult for the women of the Pentan tribes. It reveres the spirits of the ancestors, the Earth spirits and the mare spirits. All women belong to the cult as



Followers but only the dedicated become Spirit Worshipers and embark on the path towards becoming the Feathered Horse Queen.

The cult venerates several types of spirit, described in the Higher Magic section. Otherwise its duties consist of the welfare of the herd, the cleanliness and security of the home and hearth, as well as the welfare of children and elders, as part of the general care for the clan.

### Organisation

Every clan has a High Shamaness who serves side-by-side with the Kargazant Shaman (and is often his wife). Subservient to her are all other Initiates of the cult. She directs the womenfolk in their duties and all Shamanesses of the cult participate in the propitiation of the spirits.

### Membership

Standard.

### Common Magic

Beast Call (Horse), Cauterise, Endurance, Heal, Ignite, Light, Repair.

### Higher Magic

The Ungariant cult reveres several forms of spirit.

**Ancestors:** The Great female ancestors of the tribe, which include previous Feathered Horse Queens. These are ancestor spirits as described in the Spirit Magic chapter of the *RuneQuest Core Rulebook*. Feathered Horse Queen Ancestors are always Great Ancestors and have a POW of 21 along with the Born to Saddle Heroic Ability and an allied horse spirit.

**Earth Spirits** – These are Nature Spirits. Typical spirits include:

**First Mare** (Intensity 4 boost Magic Points, Horse Spirit) – INT 4, POW 25, CHA 4. CA 3, SR +1, HP 25, Spirit Damage +2d8. Persistence 100%, Spectral Hoof 125%. Increases the Shamaness's Magic Points by 4.

**Long Hoof** (Intensity 3 boost Movement, Horse Spirit) – INT 4, POW 22, CHA 5. CA 3, SR +5, HP 22, Spirit Damage +2d6. Persistence 88%, Spectral Hoof 110%. The spirit boosts the Shamaness's Movement by 3 metres.

**Milk of Life** (Intensity 2 Increase Skill, Milk Spirit) – INT 2, POW 14, CHA 2. CA 2, SR +1, HP 14, Spirit Damage

+1d8. Persistence 56%, Spectral Strength 70%. Increases the Shamaness's Resilience skill by 20%.

### Gifts and Compulsions

Initiates of the cult gain a +20% bonus to their Ride and First Aid skills.

Shamanesses gain the Healing skill at a +20% bonus.

### Cult Skills

Craft (Cooking), Craft (Weaving), First Aid, Healing, Influence, Lore (Regional), Lore (Ungariant), Spirit Binding, Spirit Walking.

### Allied Cults

Kargazant.

## WAHA

Born at the end of the Gods' War, Waha is the son of Storm Bull and Eiritha. When he emerged from the ground, where his mother is still held, Waha beheld a world of turmoil and confusion. People were leaderless and directionless; some had turned to lesser gods or false gods – but Waha brought them back to the light, taught them how to survive and to once again honour the ancestors, the spirits of the beasts and to revere his father and mother.

Waha freed the Daughters of Eiritha who were imprisoned by the forces of Kyger Litor. Through the dark and dangerous way he searched and fought, before he returned to the world with the goddesses known as the Protectresses. Then the women of the tribe began worshipping Eiritha and people owned herds. He also taught the secrets of Death to the menfolk and devised the Peaceful Cut ritual, which allowed animals to return to the bosom of his mother with bliss in their hearts.

He also tamed the wild fire that scourged Prax and showed men how to use it. He used the earth-powers of his mother to dig a great pass through the earth, diverting a river to the place where the Devil lay. Waha ordered the river and its creatures to devour the putrid being and the river did so: this released many souls from bondage and Waha offered them solace and protection.

Waha is thus the chief god amongst the tribes of Prax. His worship is widespread amongst the many beast clans and all recognise him to a greater degree. He is the Life of the Land and the Soul of the Tribe.



## Runes

Beast, Death, Man.

## Mythos and History

**Waha Unites the Tribes (Resonance 110%) – The Founding of the Tribes; the Things needed for Life:** When Waha awoke, the world was broken and its people scattered. Waha went from one man to another and saw only blankness in their eyes. Angry, Waha called out to the spirits of Prax for their aid and Oakfed, who had consumed many Chaos Monsters, answered, bringing light and warmth into the darkness. Waha caught some of Oakfed's flames in his bag and carried them with him from one man to another. To each he showed them the cleaning flame and bid them to place their hands into it.

Those who refused were lost to him but those who agreed were brought back to sanity and their eyes were cleared and opened. They followed Waha to the Paps, where he had been born, and formed a great circle.

In the middle of the circle Waha stood and showed them the tools for survival: the flames of Oakfed, which would bring light and warmth; Spear, which would kill enemies; and the Founders, which were the Primal Spirits sent by his mother, Eiritha, and had married the Protectress, so creating unity. To each man in the circle he assigned a Founder and named a tribe. There were many: Bison, Sable, Impala, Rhino and many more. 'These are your duties and your deeds,' Waha said. 'We stand united under the watch of the Founders and in the shadow of Storm Bull and the Grace of Eiritha. Our enemies surround us and will take our lands. We will resist them. The animals of the plains are simple beasts: we will guide them. The lands of the plain are fallow: we will cause them to grow things for us. This is the Way of Prax, the Lie of the Land. Know this truth always.'

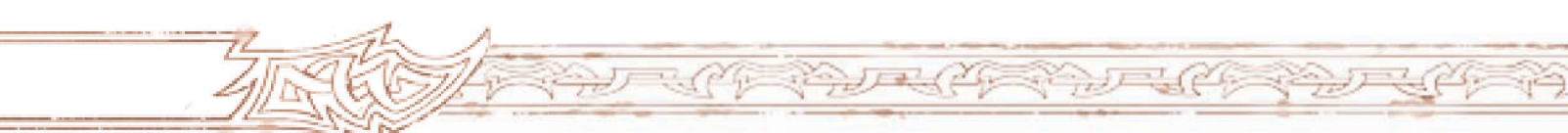
And so the men arose and were now the Khans. They went out in the eight directions and gathered more people together and showed them Oakfed's flame. Those who could see and feel did, and came into the new tribe, thus causing them to unite and grow.

Waha went to the Block and called upon Oakfed to surge forth and sweep the land of the poisons that choked it. Oakfed scorched and burned but from its ash rose the Plant Spirits and each spirit cast its seed and from those seeds came first the grasses for grazing and then the herbs for healing, then the bushes and trees for shelter. From this bounty the tribes prospered and grew, hailing Waha as Plains Father.

**Waha is Defeated by Pavis (Resonance 90%) – The Duplicity of Pavis; Waha's Wounding (a recent myth known to all):** Enemies from the west came into Prax to build a city, carried on the shoulders of a giant with no face. The leader of the enemies carried a spear in one hand and a sword in the other. He proclaimed all lands within the giant's shadow as a place for building and demanded that the tribes, who were peaceful, leave.

The Khans spoke with the ancestors and the ancestors called out to Waha. Waha rode out from the east on a bison of black and grey, the Founder Spirits following in his wake. He clashed with the Faceless Statue and struck it with many mighty blows. The enemy, who called himself Pavis, was cast from the statue's shoulders and fell, a mortal, to the ground. But he commanded ugly magics and used them most cruelly to make the Founders depart and to cause the statue to fight





harder. Three days and nights did Waha and the statue battle, causing the ground to sunder and Storm Bull to roar. But the statue was strong and it caused the Three Weeping Wounds, which were the wounds that Storm Bull suffered when he fought the Devil.

Waha was carried away to where his mother, Eiritha, would hold him safe and he vowed a return to cleanse the plains. That time is close.

## Nature

The cult of Waha defines the nomad life style and survival needs for both men and animals in Prax. It defines the social orders within a tribe and what constitutes good governance and behaviour. All the Khans of the Praxian tribes claim some lineage with Waha and they are also the High Shamans of the cult – although, in reality, their power is over the structure of society rather than magical or worship practices.

The cult, as might be expected, despises Chaos. It also hates anyone who mistreats animals and considers anyone that does not know the Peaceful Cut to be a potential enemy. All outsiders are considered enemies and this puts the tribes of Prax at unequivocal odds with the settlers of the city of Pavis. The cults of the Storm Tribe are distrusted for two reasons: first, they are not sons or daughters of Eiritha (even though Storm Bull has a strong following amongst the Orlanthei). Secondly the Lightbringers did not free Eiritha when they quested to bring the Sun back from death – and it was Orlanthe who brought the Great Darkness upon the world, which led to Eiritha's entombment beneath the earth.

Waha as a cult is not sympathetic to horse tribes, such as the Pure Horse People. First of all, horses are the creatures of the sun god, Yelm, and not Eiritha. Secondly the Horse People allied with Pavis who fought against Waha and defeated him. Horse clans are thus the subject of frequent raids and harassment from the tribes of Waha and the hero, Jaldon Goldentooth, is vociferous in this objective.

Waha members are burned rather than buried. Their ashes are spread across the plains whilst fellow warriors pray for the lost soul to hasten unto the Land of the Wondrous Dead. After death Waha promises a return to the plains of Prax following a period spent in death's grey limbo. Initiates of the cult are promised that they will spend one day in the lush Land of the Wondrous Dead (where Waha and Eiritha live and rule) for each day they faithfully serve the cult during their life. Higher ranks know that they will go directly to this special place of magical power and that they will spend years in

comfort watching over the herd of Waha in a paradise where they cannot be slain.

## Organisation

All Praxian tribes people are common members of the Waha cult. Males, upon reaching maturity (the age of 14) must choose whether to initiate into an ancestor cult, a beast cult, Storm Bull or Waha. Warriors tend to choose the latter two and this is an expectation.

Every clan within a tribe has a High Shaman who answers directly to the Khan of the tribe and leads the worship practices of the cult. Usually three or four Shaman serve a clan's High Shaman. The cult has no equivalent of the Spirit Worshipper rank.

Waha's holy day is held to be God Day because that was the day he was born. His birthday, or rather, his birth-night, is held to be the most sacred time for cult. Both the day before it and the day afterwards are counted into the ritual. The ceremonies start on God day of Death week, Dark season, and end late on Dark day, Fertility week, Dark season. Each God day of Death week is a seasonal holy day and festival.

The region known as The Paps is the holy place of Waha. This is where Waha emerged from the earth to lead mankind to the nomadic way of life. Other notable holy places are Day's Rest, where the Protectresses once halted, and Good Canal, which Waha dug.

## Membership

Standard.

Both sexes can become Initiates of the cult but only males are allowed to become Shaman and High Shaman. Women who seek such status are expected to follow Eiritha instead.

## Common Magic

Countermagic, Detect Spirit, Healing, Vigour.

## Higher Magic

Waha is a Spirit Cult and thus commands the Spirit World, as described in the Spirit Magic chapter of the *RuneQuest Core Rulebook*.

## Gifts and Compulsions

Apostate Waha cultists are haunted by the cult's spirit of reprisal, Borabo Nightmare. Whenever a person dares to leave the cult of Waha after being initiated they will be visited



unexpectedly during their sleep or Heroquest by this spirit and have no choice but to fight and defeat it if they are to be left in peace. Borabo's Characteristics are as follows:

Borabo Nightmare: (Intensity 3 Spirit of Reprisal) – INT 3, POW 23, CHA 3, CA 3, SR +3, HP 23, Spirit Damage +2d6. Persistence 92%, Spectral Foreclaw 112%.

### Cult Skills

Any Spear Combat Style (close quarters and ranged), Athletics, Culture (Prax), Lore (Regional), Lore (Waha), Resilience, Ride, Survival, Tracking.

The nomads of Prax know a skill called the *Peaceful Cut*. This is an ability and a prayer, which lets a sacrificed herd beast die peacefully and without fear, and includes the skills and rites necessary for butchering the creature properly, without wastage. This skill is taught to all Praxian nomads when they become Initiates but it can only be advanced through experience; not training. It is treated as an Advanced Lore skill and thus begins at INT x2.

### Allied Cults

#### The Founders

Khans of a tribe are taught the Spirit Walking and Spirit Binding rituals to summon the Founder Spirit of their tribe. These are immensely powerful spirits, of at least Intensity 10 and they can only be summoned when the very existence of the tribe is threatened. The Founder Spirits are those spirits that came down from the Spike during God Time with Storm Bull and who married the Protectress to create the race of man. The Founder Spirit manifests as a human, at least 20

metres tall, with the head of the tribe's sacred animal. These creatures are capable of battling demons and entire armies but only answer a Khan's call in the direst of circumstances. Treat the summoning of a Founder Spirit as an act of Divine Intervention, although successful Spirit Walking and Spirit Binding rolls are required to bring the spirit to the world, where it will perform one action to the tribe's benefit before departing.

#### Storm Bull

The cult of Waha's father teaches Defend Against Chaos to Waha cultists.

#### Eiritha

Waha's mother's cult teaches Speak to Beast.

#### Oakfed

Oakfed is the Wild Fire spirit of Prax, the cleansing flame Waha tamed and used to teach the fire secret to the tribes. From Oakfed comes the Common Magic spell Cremate Dead.

#### Cremate Dead

Duration Special, Magnitude 4, Touch

This spell can only be used on creatures that are already dead. It is the preserve of the Waha funeral rite and incinerates the body of the fallen without the need for any other source of fire, burning in any weather. The cremation fire lasts for precisely 15 minutes; the amount of time needed for the prayers that Waha cultists offer to speed the fallen to the Land of Wondrous Dead. At the conclusion of the spell the corpse has been reduced to a neat pile of fine ash, contained in a hide bag, that can then be carried and scattered.

# DRACONIC CULTS

The cults of the EWF and the dragonewts are essentially mystical paths promoting enlightenment and, ultimately, True Dragonhood. Thus far only one human, Obduran the Flyer, has attained that ideal but his ascension to dragonhood has proved to the faithful of the EWF that the goal is attainable – if purity and enlightenment are sought in the right ways and the trappings of the mundane world are studiously rejected.

The draconic cults in this chapter therefore reflect a combination of mystical paths as interpreted by the EWF's upper echelons and the veneration of True Dragons, which is derived from dragonewt practices. Where the latter is concerned True Dragons are not worshipped in the same way that divine gods are worshipped: rather, what the True Dragon epitomises, as defined by its myths and nature, is venerated and translated into an individual practice: cultists seek to emulate the nature of the dragon rather than propitiate it through prayer, ritual and sacrifice. The belief within the EWF is that every person has an Inner Dragon and the key to enlightenment is to recognise this inner draconic nature and then to channel it into actions that will, inevitably, contribute to the raising of the Great Dragon to Be: the ultimate aim of the EWF and the ultimate state of enlightenment for all.

## MYSTICISM

Mysticism focuses on negation and denial in order to realise potency and power. All draconic mystics study and practice denial and negation in some form, to greater or lesser degrees, depending on the mystic's level of commitment. The essential denial is that of human nature in order to realise the draconic core inherent in all beings. Truly committed mystics, such as Obduran the Flyer and Vistikos Left Eye, have managed to achieve states of transcendence incomprehensible to most humans – even fellow Wyrmfriends – and their example serves as the key to the EWF's Great Dragon project: the negation of humankind and the mass transformation into the Great Dragon that will join with the Cosmic Dragon and remake Infinity.

Thus underpinning both the human draconic paths and the True Dragon cults is a single cosmology that is wholly derived from the deep myths of the creation of the cosmos, as taught by the Inhuman King of Dragon Pass. This cosmology is not

some deep secret to be kept from one's enemies but a statement of unassailable truth as expressed through the OUROBOROS mantra, which is on the following page.

The expression and articulation of the OUROBOROS mantra is the first thing any student of the Auld Wyrnish language learns. In so doing it binds the consciousness to the unassailable truths underpinning draconic cosmology. The intoning of the mantra – or rather, parts of it – accompanies all Draconic Magic and ritual with the separate syllables contributing to the weaving of the magical effect, based on its components and their position with the Cosmic Dragon's fabric: which is today, infinity.

A few of the cults in this chapter are Divine Cults: these are the Orlanthe draconic cults, where the traditional Storm Tribe deities are worshipped through their draconic aspect. Worshippers of these cults can develop both Draconic Magic and Divine Magic. However, draconised Orlanthe occupy a strange position within the EWF and in relation to the traditional Orlanthe cults. The EWF considers Divine Magic with some suspicion; Divine Magic should be subservient to the realisation of the Inner Dragon. Divine Magic, whilst potent, is a gift from Something Else. Thus, those who follow the mystical paths or the True Dragon cults view draconised Orlanthe as something lesser. The traditional Orlanthe view the draconised Orlanthe as heretics; traitors to the Storm Tribe who follow twisted myths and are undeserving of a place at Orlanthe's side in the afterlife. For their part the draconised Orlanthe tread between the two camps, balancing their magic and beliefs against both orthodoxies and creating sub-sets of both faiths.

## HOLY DAYS AND CELEBRATIONS

Draconic cults do not have Holy Days as other cults do. Such concepts are meaningless. Great feasts and celebrations might be held but they do not commemorate any great deed or a god's acts, because dragons are outside of Time – and continue to remain that way. The crucial exceptions are the draconised theist cults that carry with them the Holy Days of the traditional cult on which they are based.

–	Silence. The infinite. The stillness. The unhatched egg.
O	Zero. The exclamation. The first movements within. A struggle. A peace.
OU	The cry of pain. The ego. First understanding of all that lies before. The Awe.
OUR	Collectiveness. Plurality. Understanding that you are not, and never shall be, alone.
OURO	Collective Emptiness. Understanding that you are alone within many. A single scale.
OUROB	Creation. Life. The crack of the shell beneath the egg-tooth.
OUROBO	Closed infinity. Beyond the egg. Being. Existing. Moving and waking in the World.
OUROBOR	Birth. Moving from shell to nest. The feeling of the sun and the rain and the stirring.
OUROBORO	Nothing. The emptiness. What is left behind and before. The ephemera.
OUROBOROS'S'.	The Voice. The sound that starts and ends in one breath but echoes infinitely.

## DRACONIC ILLUMINATION

*The Draconic Illumination skill was regrettably omitted from the Magic of Glorantha chapter in Glorantha; The Second Age. It is presented here, with apologies.*

### Draconic Illumination (INT+POW)

Draconic Illumination is the ability of a draconic mystic to tap into the essential forces of the Cosmic Dragon that permeates all creation. When using the skill the mystic temporarily perceives the universe through the Cosmic Dragon's eyes and gains a small amount of the Cosmic Dragon's infinite power when doing so.

Casting any Draconic Mysticism spell requires a successful Draconic Illumination Skill Test. The caster may suffer from Losing the Path, as described in *Glorantha: The Second Age*.

Draconic Illumination can also be used in a variety of different situations:

- In place of Perception, when attempting to perceive the nature of magical effects, supernatural entities and so forth.
- Against hostile spirits: Draconic Illumination allows the mystic to enter into Spirit Combat as though he has the Spirit Binding skill as described in the *RuneQuest Core Rulebook*. The damage that the mystic inflicts during Spirit Combat is determined as per the Spirit Damage Table on page 139 of the *RuneQuest Core Rulebook*.
- In place of Persistence when resisting magic that requires Persistence as the Resistance roll.

Draconic Illumination *cannot* exceed the highest of Dance, Insight or Meditation.

## DENIAL – ADJURATIONS

Many of the True Dragon cults and mystical paths have at their heart denials, known as Adjurations. Masters of a cult can choose to take their cult's Adjuration, which offers specific powers and effects based on the cult's myths, runes and natures. Each Adjuration is a denial of certain physical and philosophical concepts. A cult adherent who is also an Adjurant has committed himself, earnestly and solemnly, to the cult's highest precepts and ideals. In return, he embodies, exudes and communicates those precepts and ideals in some demonstrable form. Adjurants of Night Dragon, for example, negate magic emanating from the Fire Rune: as such, fire magic, or that based on warmth or light, will be ineffective against them. Similarly the Night Dragon Adjurant is wreathed in darkness and can even see darkness as a tangible substance; cold follows him everywhere as the innate warmth of the Fire Rune is negated – denied.

Adjuration is always a voluntary act. Once embarked upon the expectation is that the Adjurant will persist as his denial will guarantee enlightenment. There are many cult adherents for whom Adjuration is a step that they do not wish to undertake and no cult compels any of its members to become Adjurants. Those who do, however, are amongst the most powerful expressions of a cult and have demonstrated their ultimate commitment to what the cult represents and seeks to achieve.

Adjurants, in accepting their denial, suffer certain constraints:

- They are forbidden and unable to use any other form of magic: Common, Divine, Draconic or Spirit.





- The path of Adjuration is irreversible: once embarked upon it cannot be reversed.
- The nature of the Adjuration may also carry its own restrictions specific to its nature. All restrictions apply to the Adjurant.
- If a cultist is a member of several cults, each with specific Adjurations, he may become an Adjurant for each, as long as the Adjurations do not conflict. If a conflict were to exist, then the first Adjuration always takes precedence.

## Mechanics of Adjuration

Once invoked, Adjuration is irreversible. No mortal force can remove it.

There are no Magic Point, or other, costs for embarking on Adjuration, save the personal commitment to the path.

Depending on the Adjurant's Draconic Illumination, anyone within the radius of an Adjurant is subject to the Adjuration's effects but may attempt to resist them by winning an opposed test of their Persistence or Resilience (as appropriate) matched against the Adjurant's Draconic Illumination skill.

Alternatively, cultists may use either their Draconic Illumination, Pact, Sorcery (Grimoire) or Spirit Walking as the basis for their Resistance roll as this represents their own personal link with the Runes. If any of these skills are inappropriate for resisting the Adjurant's effects, then Persistence or Resilience *must* be used instead.

Adjurants can use their Draconic Illumination as the Resistance against all forms of magic – irrespective of the Resistance roll specified for a particular spell.

An Adjurant's powers are personal until he exceeds 100% in Draconic Illumination. Above this the range of the effects increases according to the following table:

### Adjuration Effect Range

Draconic Illumination	Radius of Effect
100% or less	Self
101% – 110%	1m
111% – 120%	5m
121% – 130%	10m
131% – 140%	50m
141% – 150%	100m
151% – 160%	500m
161% – 170%	1km
171% – 180%	5km
181% – 190%	10km
191% – 200%	50km

## Games Mastering Adjuration

Adjurations frequently have a wide remit, which will require the Games Master to exercise a certain degree of interpretation and creative thinking when adjudicating their effects. Whilst Adjurations offer a high degree of power they are, essentially, concepts to support and enforce certain kinds of roleplaying behaviour rather than act as another magical form used for the smiting of enemies. Adjurations are based on philosophical concepts and the concept of denial specifically. Games Masters with Draconic Adjurants in their games should take some time to discuss with the player how his Adventurer will now act and view the world, as well as how his Adjuration powers then manifest.

Becoming an Adjurant is not a trivial step: it is a life changing moment with profound consequences.

## DRACONIC CULT RANKS

The draconic cults embody a similar structure to most other Gloranthan cults. The ranks (and their equivalents in other cults) are on the following page.

Sometimes the name of the cult rank is affixed with a Wyrnish title such as Wyrms Claw, Wyrms Talon and so forth; but this is an affectation rather than holding any particular cult significance.

Draconic cults have a further two ranks that exceed the rank of master: *Exultants* and *Ascendants*. They have no cult equivalent save for kings and rulers, such as Pavis or Hendrik; and those specific heroes of Glorantha such as Alakoring, Karvanyar, Arkat and so forth.

**Exultants** are those who have achieved leadership of a cult on a state scale. These are the movers and shakers of the EWF's political direction and whilst they remain full members of their cult, their activities are directed towards administering the Great Dragon Project directly, rather than being preoccupied with daily cult matters. The title of Exultant is conferred upon Masters by other Exultants who seek that Master's expertise in the Empire's greater political aspirations. Becoming an Exultant offers no additional magical power but it offers considerable political influence.

**Ascendants** are those individuals who are considered to be on the verge of attaining enlightenment through their deeds, HeroQuests and so forth. Ascendants are effectively above and beyond the political process and are concerned with achieving total enlightenment and transcendence into a draconic form as proof positive to every member of the EWF that the draconic way offers personal transformation.

Rank Title	Draconic Cult	Divine Cult	Spirit Cult	Sorcery Order
Common Member	<i>Follower</i>	<i>Lay Member</i>	<i>Follower</i>	<i>Novice</i>
Pious Member	<i>Believer</i>	<i>Initiate</i>	<i>Spirit Worshipper</i>	<i>Apprentice</i>
Fervent Member	<i>Disciple</i>	<i>Acolyte</i>	<i>Shaman</i>	<i>Adept</i>
High Lord/High Priest	<i>Master</i>	<i>Rune Lord/Priest</i>	<i>High Shaman</i>	<i>Mage</i>

The current Ascendants of the EWF are the Original Twelve and the Eternal Dragon Ring. The Original Twelve are those who were the first to split their tongues and realise the draconic path. This is the mystical council of the EWF and all 12 reside in Dragon's Eye. Over the centuries of the EWF's ascension, the Original Twelve dragon speakers have become less engaged with the mortal world and now never leave their tower in the city. Only Vistikos Left Eye retains anything of the human condition and even that is merely a shell. Of his 11 companions, only their names remain and these names roam the hollow helix of the tower in search of people to tell themselves to. Sometimes they appear as shadows of their former selves but for the most are a gaggle of whispers that float through the labyrinthine passages of the tower in draconic meditative conference. Their material forms are irrelevant since they will one day be reborn into something beautiful. In the Dragon's Eye Nest, 11 newly laid eggs stir and rest again, hinting perhaps at the transformation they are undergoing.

Vistikos no longer perceives the mortal world and peers instead into the unutterable Void where Orxili waits to repeat its torments of the Cosmic Dragon's meditations. Vistikos tries in vain to contact the Cosmic Dragon once more, to finalise the stages for raising the Great Dragon, for bringing apotheosis to an entire empire. The Cosmic Dragon never answers. Now and then a tantalising vision brightens Vistikos's half-dreams and he begins the Ouroboros chant but it always eludes him and he is plunged into the Void once more.

The Eternal Dragon Ring are those who sought enlightenment from within, rather than from without, as was the case with the Original Twelve. Under the tutelage of Obduran the Flyer these Wyrmfriends developed specific mystical paths that sought a direct transformation of the human condition rather than a seeking of rebirth. Obduran achieved that state and transcended but his students – Isgangdrang, Lord Great Burin, Lorenkarten and Hurarbargaten – remain in Glorantha. They have become something different physically – Ascendants with truly formidable draconic powers – but have retained their physical forms (unlike most of the Original Twelve) and are the active directors of the EWF's expansion. The Eternal Dragon Ring commands of all the draconic cults of the EWF and heads its armies and councils of war.

Becoming an Ascendant requires a complete transformation and is beyond the scope of most mortal beings. It is

an aspiration for every Exultant that the path towards Ascendancy will be revealed, or an Ascendant will take an Exultant under his or her wing and elevate them towards true enlightenment. Such an accomplishment is beyond the scale and scope of the cult and is thus not addressed further in these pages, although more detail will be given in *Tenets of the Inner Dragon*.

### Higher Magic

The nature of higher magic differs according to the kind of draconic cult:

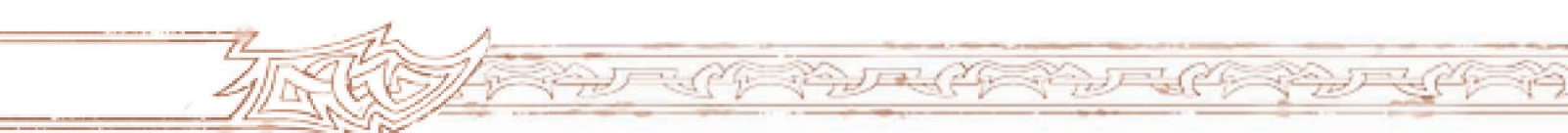
Mystical Paths and True Dragon cults, such as The Perfect Uprising, offer Draconic Magic to their adherents. Draconic Magic is detailed on page 245 of **Glorantha: The Second Age**.

Draconised cults, that have a basis in a Divine Cult, offer a combination of Divine Magic and Draconic Magic, with some specialist Divine Spells unique to the cult's nature.

## COSMOLOGY

Infinity came first. It was perfect and complete giving simultaneous existence to all that surrounded it, binding all together with no beginning or end. Some called this the God Time but dragonewts and dragons know that the God Time came after.

Something broke infinity. Perhaps it spun too fast or made too much at once but it became broken. One end became the head of the Cosmic Dragon and the other its tail. Knowing it was a broken infinity the Cosmic Dragon's first task was to heal itself and restore infinity but this required meditation. As the Cosmic Dragon meditated the monster, Orxili the Disturber, arose to plague the Cosmic Dragon's meditations. With six limbs and no head, all it could do was prod and grasp at the two ends of the Cosmic Dragon attempting to pull it apart as it coiled around itself.



This was but a minor irritation for the Cosmic Dragon but of great consequence for the universe. From its mouth the Cosmic Dragon spoke the first word, which was Silence and Orxili could not utter its blasphemies to disturb the Cosmic Dragon's thoughts. One of the limbs was severed and was cast into the Void. Next Orxili tried to probe the secrets of the Cosmic Dragon's meditation and was bitten again, its limb tumbling to the Void. So was born Secrecy.

Again Orxili tried to disrupt and lost another limb: this was called Being and it would be retrieved by the Cosmic Dragon later and used to make the sky and the world. On its fourth attempt Orxili lost another limb and this the Cosmic Dragon swallowed and thus gained Experience. On the fifth disturbance the Cosmic Dragon tore away Orxili's limb and absorbed it with its mind: this became Thought. Finally Orxili sought to tear at the Cosmic Dragon's soul but it lost again and the final limb became Spirit.

The Cosmic Dragon took the helpless body and the third limb from the Void. From the limb it made the world and the sky, keeping the two apart by the breadth of the limb's fingers. With the world made the Cosmic Dragon placed the body at its centre and wrapped around it, setting it spinning, thus isolating it from the realms beyond reality. The body became the Cosmic Egg and etched upon it were the Prime Runes. As it span, so it hatched. From it was born the Grand Ancestral Dragon.

The Cosmic Dragon had no use for the limbs it had severed from Orxili and regurgitated the pieces into the Void so it might resume its meditations upon infinity. To purge itself, the Cosmic Dragon swallowed its own tail and in so doing infinity was remade and the Cosmic Dragon was at its heart. The limbs of the Disturber were cast to the Nothingness but would one day return but it could not disrupt infinity now it was remade.

## The Grand Ancestral Dragon

The first action of the newly hatched Grand Ancestral Dragon was to meditate and contemplate the universe. Because the Cosmic Dragon had severed the limb of Orxili that tried to steal secrets, the Grand Ancestral Dragon could see into the secrets of the universe and it noted them all as treasures to be shared only with those that were like itself.

Because it was alone in the world its second action was to make servants, which it did from the two halves of the Cosmic Egg, calling one Inside and the other Outside.

Its third action was to make real the six principles of Orxili's disturbance so that they would not interfere with the workings of the world but also to make the world whole again. Thus

were born the Six Actions of Orxilius and the Grand Ancestral Dragon created guardians for each of them, which were in his own image.

Its fourth action was to return to meditation, now that all was guarded. But while it dreamed, the limbs of Orxili returned from the Void and tried to interfere with the world. One limb became the Oozing Chaos, which lapped at the Grand Ancestral Dragon's feet. The Grand Ancestral Dragon took the Disorder rune from the Inside and gave it to the Guardian of Being, who used it to fight back the Ooze. From this battle was born Nakala, the Primal Darkness and the Guardian of Being fashioned a race from it and called it to life with part of the Cosmic Dragon's mantra using the OU and the S sounds. The new race, which chose to dwell beneath the world, at the Grand Ancestral Dragon's feet, misheard the partial mantra and named itself Uz.

## The First Utuma

When its meditations were complete the Grand Ancestral Dragon sliced open its loins and created the seas and oceans of the world, which flowed freely in defiance of the Oozing Chaos that was now defeated. Then the Grand Ancestral Dragon cut open its belly and gave power to the world through the first gifts of Life, thus defeating the body of Orxili forever.

Next the Grand Ancestral Dragon removed and dismembered its head, creating the Sun, the Stars and the Gods with each of its eyes and the skull of the Grand Ancestral Dragon became the God Plane where their powers would flourish in noble fashions.

From its brain came new servants, identical to the Grand Ancestral Dragon, who taught the Gods how to know and use their powers and how to keep the Oozing Chaos at bay. They taught the gods through the First Dance, from which all other dances are derived. The First Dance took place at Dragon Pass and now it is sacred to gods and dragons and the Uz, who guard its gateways from the Oozing Chaos. When the First Dance was finished, the Ancestral Dragons each laid an egg and the gods returned to the God Plane made from the Grand Ancestral Dragon's skull.

From these eggs hatched the True dragons, which were mighty beings and had substance and form. The Ancestral Dragons, their dance complete, returned to meditate with the Grand Ancestral Dragon and still watch the world through the secrets of the universe, accepting worship from the True Dragons and their offspring.

Thus the first utuma of the Grand Ancestral Dragon brought life and order to the world and established the sacrifice of the self and subsequent rebirth, as the Dance of Life and Egg,



which all dragonewts follow. From utuma comes the egg and from the egg comes life. Its cycle mirrors the actions of the Cosmic Dragon but is real in the world. And, because the Cosmic Dragon defeated Orxili and remade infinity, so is the Dance of Life and Egg infinite.

## Common Myths

All draconic myth springs from the Grand Ancestral Dragon and the True Dragons. Thus, each True Dragon is its own myth.

The following are the key common myths of the draconic cults. Every draconic cult, be it a mystical path or a True Dragon cult, shares the same myths but to varying degrees of resonance, which are indicated within each cult's description, along with specific myths.

### Names of the True Dragons

Here are the names of the True Dragons. The list is incomplete because many True Dragons have no need for names or have forgotten those given to them by the Ancestral Dragons. They figure in the myths of many cultures and are venerated by both the EWF and the dragonewts.

- All Eyes Open But One, who advised Genert and was the first dragonewt to become a True Dragon.
- Arangorf, lover of Drolgard, who found peace with Orlanth.
- Adamantine Truth Redoubtful, known also as Diamond Storm, who taught Mostal and made the imperishable stones.
- Earth Dragon, who taught Asrelia and protected her as the First Friend.
- Green Scaled Father, who taught Flamal and purged the earth with fire to make it fertile.
- Night Dragon, who taught Dame Darkness of the Uz.
- Sun Dragon, who taught the Sun God.
- The Emperor of Wisdom, who taught wisdom to the gods and saw it squandered.
- The Imperial Fountain of Peace, known also as Aroka, who guides the waters of the world and was also slain by Orlanth.
- The Mover of the Heavens, known also as Sh'kaharzeel and was slain by Orlanth.
- Wondrous Mother of Many, who is the Mother of the dragonewts and venerated by all of them.

## The Emperor of Wisdom

The Emperor of Wisdom flew to the Gods Plane carrying the Spirit Rune, so that the gods might know inner peace and the harmony of considered responsibility. But the gods, being young and foolish, turned-down this gift. Only Asrelia accepted the gift of wisdom and engendered the beginnings of First Friendship. The gods laughed and danced about the Spirit Rune and so squandered the gift of wisdom. The Emperor of Wisdom flew away, disappointed in the frivolity of these children.

## The Mover of the Heavens

Sh'kaharzeel flew first to the sky where he surveyed the world below and decided to change parts that were not to his liking. This angered certain gods who had been making the world to *their* liking and amongst them was Orlanth. The Storm God challenged Sh'kaharzeel and they fought across Glorantha and into the God Plane and then back to the sky where Orlanth was victorious. He placed the dragon's soul in the sky and imprisoned his bones in Dragon Pass.

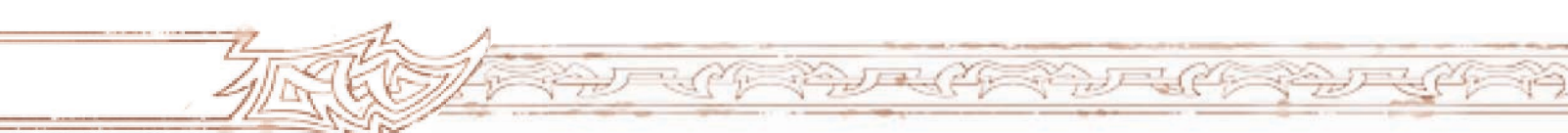
## How Orlanth Slew Sh'kaharzeel

One morning Sh'kaharzeel awoke to find the world not as he had left it. Behind him was a mountain that soared to the sky and he did not like it. He took to the wing and soared to its summit, finding that it was Kero Fin, a goddess. Sh'kaharzeel wanted to eat her but she was too big, so instead he looked about him at the way the world had changed and saw Kero Fin's son, Orlanth, busy at the plough making new lands for his tribe.

Sh'kaharzeel went to undo these labours ignoring Kero Fin's warnings. He blasted the crops with fire and ate all the grain in the barns. Next he drank dry the lakes and streams and then went in search of Orlanth.

The Storm God had heard of dragons but had never seen one. At first he thought Sh'kaharzeel was Eurmal the Trickster and so taunted him awhile. The dragon spat fire and convinced Orlanth he was real. He protested over the reshaping of the lands and how this was unwise because it was not a part of the Cosmic Dragon's designs. Orlanth said he had never heard of this Cosmic Dragon and demanded proof but Sh'kaharzeel could offer none because the world had been reshaped many times since it had been the Cosmic Egg. Orlanth shrugged and returned to his ploughing. Angered, Sh'kaharzeel burnt Orlanth's plough.

Enraged, Orlanth went to his hall and fetched Death, the weapon he had stolen from Humakt. Sh'kaharzeel countered with tooth and claw and their battle raged across Dragon Pass, which was not then known by that name. Orlanth used the



sky as a shield when Sh'kaharzeel breathed fire at him and the dragon used the mountains to parry Orlanth's blows with Death. Their fight lasted three days and three nights and around them the earth was undone. When Sh'kaharzeel knocked Orlanth flat with a blow from his tail the Shadow Plateau was made; and when Orlanth put out one of the dragon's eyes, Skyfall lake was created.

At last both began to tire. Sh'kaharzeel, because he had not eaten for a long time, wearied first and left his spine open to Orlanth's blade. Death cut deep and Sh'kaharzeel fell. Orlanth fetched his nets and bound-up the dragon's soul within and flung it high into the sky, which was now dark. The net broke open and scattered the dragon's soul as stars, which can be seen even now.

Orlanth left the dragon's body where it was because it was too heavy to carry away and burn. He hoped monsters would eat it. But Sh'kaharzeel instead turned to stone, and formed the Rockwood Mountains. The cleft made in the dragon's spine by Death is now the place we call Dragon Pass and it amuses Orlanth that in death, the dragon provides a gateway to the lands it tried to unmake.

## The Six Dragons and the War Against Chaos

In the beginning, when there was nought but the Void, neither men, gods nor the world existed. Nested both within And without the vast Emptiness was only Ouroboros, The Infinite Dragon who existed before even Chaos.

Ouroboros had many thoughts though we know only one, called the Dance of Six Dragons. At first they danced only with each other but their music disturbed the silence of Chaos and there rose a being whose existence was begun only to end that of the Dragons.

Orxili is the best known name for this ancient enemy. Headless, its six limbs grappled with the dragons to destroy them but the power of the Dragon is as unchangeable as the Void and they tore the giant Orxili asunder. They ripped his limbs from the body and cast them into the darkness of the Outer Emptiness. Each limb later returned, garnering names of their own but they were met by other foes than the dragons.

The body of Orxili was placed in the centre of the Emptiness and set to spinning on its tip like an egg. The Dragons Gathered around and fanned it with their wings until a world settled into quarters, each of which was an element. Inside was the yolk of the egg, a new Being.

Under the thoughts of the Dragons, Yolk-child grew and matured within its shell to become the creature called the

Dragon Guardian. Its first act was to break open the shell thereby loosing all of creation by dividing the cosmos from Itself.

After the world was begun this entity, the Dragon Guardian, came to be known as the Cosmic Dragon. He is known as the Watchman of the Interior and sometimes as the Master of the Cosmos.

The Cosmic Dragon appointed six other dragons to be his Assistants. These others are the founders of the Real Dragons in Glorantha and are the race of dragons which warned against The Old Giants in the days when the goddess Glorantha was but a child.

## FALSE DRACONIC PATHS

The dedicated draconic mystic follows one of the cults listed in the rest of this chapter. However there are thousands of people within the EWF who are simple people seeking to venerate the Great Dragon and be a part of the Great Dragon Project but otherwise remain uncommitted to either a Draconic Path or True Draconic cult, simply because they wish to remain in touch with their humanity whilst still showing their allegiance to the Empire.

There are two such cults, widespread, and there to satisfy the needs of the ordinary people in the Empire: artisans, craftsmen, farmers and so on. Both of these cults are known as False Draconic Paths by the dedicated draconic mystics because they do not offer a direct path to enlightenment or transcendence, as they are without supporting myths and the magic offered is limited. They do, however, fulfil a need within the wider EWF populace.

## CULT OF THE PROMISED DRAGON

### Runes

Mastery.

### Mythos and History

None.

### Nature

The Cult of the Promised Dragon offers temporal perfection as the ultimate reward for its adherents. Those who join the cult have no access to draconic mysticism spells, adjurations or any other of the 'true' draconic cult benefits. They do, however, gain from a certain degree of Draconic Enlightenment in one skill, chosen from the following:

Art (any), Boating, Craft (any), Engineering, Lore (regional), Mechanisms, Shiphandling, any one Combat Style.

The benefits are listed under *Gifts and Compulsions*.

### Organisation

The cult has no formal hierarchy of priests or mystics who attend. In many senses the Cult of the Promised Dragon is an assembly or society rather than a cult but one that, with thousands of members, channels draconic energy back to its adherents.

Every society in the EWF has an enclave of the Promised Dragon, usually headed by someone of local importance who has been appointed by the truth path mystic. The head of the local cult performs initiations and acts as the channel for the skill benefits described.

### Membership

Anyone can join the Cult of the Promised Dragon if they are prepared to fulfil the following stipulations:

- Dedicate at least 1 Point of POW to a Pact (Promised Dragon).
- Dedicate 20% of their earnings to the cult (which is transferred back to the EWF's central coffers).
- Induct one new member each year.

Members can dedicate up to half of their POW to the Pact (Promised Dragon) but no more. Cult leaders are generally those who have dedicated the most POW.

The cult consists only of Initiates and a local head. There are no other ranks.

### Common Magic

Armoursmith's Boon, Bandit's Cloak, Bladesharp, Cauterise, Clear Path, Detect (Substance), Extinguish.

### Higher Magic

None.

### Adjuration

None.

### Gifts and Compulsions

Members of the cult gain, as a Gift, a +10% bonus to their chosen skill for each point of POW dedicated to their Pact. Only one skill can benefit in this way. Bonuses can be split across skills.

In addition, every member gains the same Compulsion: absolute devotion to the draconic way. Members of the cult

reject all but draconic teachings and prefer to remain within draconised society. If forced to move and work amongst non-draconics they become nervous, irritable and homesick. A Persistence roll is required once per week. If failed, then the individual is compelled to return to draconic society post-haste.

### Cult Skills

Art (any), Boating, Craft (any), Engineering, Lore (regional), Mechanisms, Shiphandling, any one Combat Style.

### Allied Cults

Members of the cult may join any of the other true draconic cults when they feel ready to dedicate themselves to a True Draconic Path.

## SILENCE OF THE EYE PRACTICE

The EWF relies on a constant stream of magical energy, in the form of dedicated POW, which channels up through the Empire's network to its leaders and illuminates. The most common source of that power is the rank and file members of the Cult of the Pure Dragon and the Silence of the Eye Practice.

The Silence of the Eye Practice is an elaborate, but necessary, dupe that promises its members that they will become like the enigmatic dragonewts in all but physical form. To become so, they must enter into one of the cult's many Monasteries, usually hidden far away from mainstream society, and learn to become Of the Silenced Eye – which is to say, act in dragonewtish ways but without any of the special benefits dragonewts enjoy – such as rebirth.

### Runes

None.

### Mythos and History

None.

### Nature

The cult relies on the innate gullibility of humans and their desire to transcend. It is based on a monastic way of life with each monastery being led by a cult member who has been brave and foolish enough to dedicate all bar one point of POW to a Pact (Silenced Eye).

All members of the cult are encouraged to dedicate as much POW as they feel brave enough to, with the common lie running that if they dedicate all bar one point, transcendence into a true dragonewt is assured when the cultist dies. Most will not go that far. A few are foolish enough to do so.



## Organisation

Members of the cult surrender all property and belongings to the cult. The proceeds are donated to a licensed poverty institution. All cultists are known as Brothers or Sisters and are subject to a severe life regime of water, a little bread, berries, nuts and herbs but no meat or fish. Dawn until midday is spent in meditation; midday to early evening in a rotating regime of hard physical exercise, gathering of food for the rest of the brotherhood and mock combats.

## Membership

Anyone can join the cult. It is the refuge of the gullible, the hopeless, the mad and those seeking to escape society for whatever reason. All that is required is a dedication of POW to establish the Pact. Many poor families who have wastrel sons and daughters send such offspring to join the cult knowing that the Silenced Eye lifestyle will be, at best, character building.

## Common Magic

None.

## Higher Magic

None.

## Adjuration

None.

## Gifts and Compulsions

Every point of dedicated POW raises one of the following Characteristics by 1 point. No Characteristic can ever be raised beyond half again, or the species maximum: STR, CON, DEX. Any dedicated POW that cannot be used to raise a Characteristic is channelled to the greater glory of the EWF.

Cultists gain two Compulsions. The first is based on whatever Characteristic has been raised:

STR – The incessant need to lift, pull and drag heavy objects around. STR cultists frequently burden themselves with chains, stones, lengths of timber and so on.

CON – The incessant need to engage in acts of extreme physical stamina: holding one's breath; naked walks in the foulest weather; energetic press-ups, squat-thrusts, knee-jerks and so on.

DEX – The incessant need to run, juggle, perform tricks with lengths of string and so on; anything to occupy the hands, legs and feet.

The second Compulsion is to believe that one is, in all but form, a dragonewt. To this end, cultists often mimic the bizarre nature of dragonewt behaviour, developing an individual obsession, habit or even prejudice that makes sense to them (and other cultists) but to no one else.

## Cult Skills

All skills based on STR, CON and DEX.

## Allied Cults

Members of the cult may join any of the other true draconic cults when they feel ready to dedicate themselves to a True Draconic Path. However, breaking away from the Silenced Eye Practice often requires covert intervention by concerned family members. Cultists rarely feel the need to leave voluntarily.

# ADAMANTINE TRUTH

The cult of Adamantine Truth is a True Dragon cult. It venerates the dragon Adamantine Truth Redoubtful, also known as the Prevailing Strength. From this dragon Glorantha's strength and permanence flows, giving the world its shape and resilience. Like most True Dragons, Adamantine Truth Redoubtful slumbers and did so through the Gods' War and the Great Darkness. Because it sleeps, Glorantha is solid and permanent, with many others drawing from this state, such as the Mostali and the Uz. When Adamantine Truth Redoubtful awakes, it will mark, so adherents believe, a great shift in Glorantha's nature as its state will become fluid and open to change – but not in the way Chaos changes things. Glorantha will, instead, rise to a point of realisation.

The EWF senses that Adamantine Truth Redoubtful begins to stir because Draconic Magic is becoming more potent and subtle changes in the magical fabric of the world, not attainable through the usual magical methods, are taking place. Strange events and manifestations are occurring that are distinctly draconic in their resonance. As a result this is a popular EWF cult gaining more and more followers keen to take advantage of the dragon's stirrings.

## Runes

Earth, Stasis

## Mythos and History

**The Taming of Mostal (Resonance 80%): Permanence through the dragon. The duplicity of Mostali:** When Orxili was tamed, Adamantine Truth Redoubtful coiled its scales and flattened its body, sinking deep into the earth to see what lay beneath. Its claws and wings stretched out and brought together the many disparate things that had neither shape, form or substance.

A new force arose, which was an Idea, and it called itself Mostal. It did not spring from Adamantine Truth Redoubtful's mind but shared common traits with it. Mostal sought a slow dynamism and a need to repair, whilst the dragon sought rest and healing, a natural order, that required little interference. The two communed and the dragon wept. Mostal took scales from the dragon and forged the tools that became the many castes of Mostal, the mostali. Adamantine Truth Redoubtful saw the logic of this and allowed the Idea to cultivate, served by the new beings created from its fabric. So are dragons and dwarfs tied to a common ideal.

Later Adamantine Truth Redoubtful sought Mostal so that he might teach him how to forge the unbreakable stones, also known as diamonds, which are dragon's tears. Mostal thanked Adamantine Truth Redoubtful for the secret and imprisoned him so that he might make as many diamonds as he needed for the World Machine. Instead, Adamantine Truth Redoubtful slept and dreamed, his eyes firmly shut so that Mostal would be denied diamonds. That is why diamonds are so rare in Glorantha when once they were abundant.

When the Spike broke and the world crumbled, the dragon kept the world together by tightening its coils and flattening its body still further. Glorantha now rests on the body of the dragon and is tied to it as the coils twine through all things, binding them together.

## Nature

The cult reveres permanence. The world is as it is because Adamantine Truth Redoubtful permits it. The path of Enlightenment lies in the realisation that permanence is an illusion but the strongest illusion there is. Adamantine Truth Redoubtful might sleep and while it does all is stable but when it stirs and awakens a new Permanence will be created, one that is perfect. This permanence will be called Infinity and into it all things will be taken in a cycle of birth, life, death and rebirth.

The cult is responsible for the building of all the EWF's greatest monuments and structures. Every temple and monastery has the marks of Adamantine Truth Redoubtful inscribed into it: three claws surrounded by the coils of the serpent with the Earth Rune below and the Stasis Rune above. The cult consists of architects, philosophers, artisans and prophets. All obtain strength through adherence to the cult's ways and embrace permanence whilst understanding its illusion.

The cult does not enjoy change. The only change that is to be welcomed is that that Adamantine Truth Redoubtful will bring when it awakens and brings about The Great Change.

Until then, all things must remain as they are. This is called The Stable Way, because the cult understands that effective change can only come from a solid position and a stable philosophy.

As a result, the Adamantine Truth cult is not a proselytising cult or one that enforces change upon others. Rather it seeks rationalisation through contemplation and emulation. New ideas and concepts must be analysed, hence its appeal to philosophers and theorists, and all things proven.

## Organisation

The cult is highly organised with networks of temples across the Empire. Its structure, whilst following the structure of most cults, stresses the Knowing of Place. Mostal did not know his place and imprisoned the dragon: the cult redresses this through strict adherence to the cult hierarchy. Respect and deference is offered to higher ranks, who are closer to understanding the true nature of permanence, the new permanence that will arise when Adamantine Truth Redoubtful awakes.

Adherents who fail to show courtesy, respect and due deference face strong sanctions; this may be temporary ostracism from the cult but can be as severe as living entombment in a cult temple, with release coming only when Adamantine Truth Redoubtful awakes and commands The Great Change. The threat of live burial ensures that the cult maintains its discipline and permanence.

Temples are grand affairs; tall, slender things with clustered spires that emulate the spines of the dragon's back, and sweeping buttresses that represent the claws. Temples are always circular in design, emulating the coils of the dragon, and its foundations are deep, so that the structure is in touch with the slumbering dragon. Mostali are sometimes employed to build these structures, as penance for imprisoning Adamantine Truth Redoubtful, and sometimes a dwarf is imprisoned in the catacombs of the temple to act as a hostage, which will be released when the dragon awakes. The Mostali accept this ritual as a fundamental part of the World Machine but the cult knows it is a symbolic necessity and a way of maintaining the Mostali in the Cosmic Hierarchy.

The cult's greatest temple is the Adamantine Temple in Dragon Pass, a few kilometres south of Dragon's Eye. A cluster of tall, tapering spires arranged in a circular pattern, it is wrought from granite and marble and glitters in all weathers. All prospective members of the cult must make their application for initiation here.

## Membership

Standard.

Membership is open to civilised cultures only. Barbarians and nomads do not have the philosophical reserve to entertain the cult's nature effectively and are rooted in impermanence. Those who initiate into the cult are required to swear a blood oath to uphold the discipline and stability of the cult and to suffer the natural consequences of failing in that duty.

## Common Magic

Armoursmith's Boon and Mason's Boon, Countermagic, Detect Change, Heal, Repair, Slow.

## Higher Magic

The cult teaches the following Draconic Spells: Draconic Regeneration, Earthquake, Universal Negation.

## Adjuration

Masters can opt to Adjure Change. This denies the mutability of the physical world, fixing the Master at a point in the Cosmic Cycle that has profound effects for his nature and actions. Adjure Change has the following effects:

- The Adjurant ceases to age.
- The Adjurant is completely immune to any magic that would force a change upon him. Neither can he use it.
- The Adjurant ceases to progress in any skills, with the exception of Draconic Illumination, and cannot increase any Characteristics. Any Improvement Rolls he receives from the point of Adjuration are applied to the Draconic Illumination skill, if they are not used for healing.
- The Adjurant is not immune to physical damage but magical healing will clearly not work upon him. He may, instead, use any Improvement Rolls he has stockpiled or received to heal his body, returning it to its normal physical state. One Improvement Roll heals 1D3 points of damage to a single location.
- If the Adjurant's Draconic Illumination is above 100%, all those within his range are subject to the same effects of the Adjuration.

## Gifts and Compulsions

At each rank an adherent must accept one Gift and one Compulsion, chosen from the following list:

Gifts

**Abstinence (Sleep):** The cultist has no need for sleep although he must occupy a state of immobility for several hours, which provides the rest that his body needs. His senses remain fully aware.

**Endurance:** Adherents can endure any pain, never need to test Resilience to prevent unconsciousness when wounded and are immune to torture.

**Enhanced Learning:** Results of Improvement Rolls are doubled (thus, a failed Improvement roll means a skill advances by 2 points; successful Improvements improves skill by x2 1D4+1).

**Healing:** The adherent regenerates 1D3 Hit Points each Combat Round, whilst he is still alive. He need not be conscious for the regeneration to work but if a wound is sufficient to kill him, the regeneration ability will not restore him to life.

## Compulsions

**Deliberate:** All actions are considered and contemplated before execution. The only exception is in combat situations. Otherwise skill use takes the optimum time and the adherent never rushes.

**Perfectionist:** The cultists abhors anything but perfection and elegant detail. The adherent will not undertake any action he believes himself unskilled to do and is painstaking in the detail addressed. Failure in others is greeted with anger or disdain; certainly impatience.

**Obsessive Compulsive:** Develop Obsessive Compulsive Disorder. Must check everything several times. Must complete simple, everyday tasks in a set order. Eat the same foods in the same places at the same times and so forth.

**Suspicious of Dwarfs:** Mostal imprisoned the dragon for his own ends. The World Machine threatens the dragon's awakening. Dwarfs are not to be trusted.

## Cult Skills

All Crafts. Draconic Illumination, Engineering, Insight, Lore (Adamantine Truth), Lore (Architecture), Lore (Philosophy) and Mechanisms

## Allied Cults

All True Dragon cults. The cult is also sympathetic to the Solar cult of Lodril but is forbidden to learn any of its magic.

## ALL EYES OPEN

The All Eyes Open cult venerates the True Dragon known as All Eyes Open But One. Noted for embodying the Cosmic Dragon's wisdom, this is the cult of the EWF's knowledge keepers. The dragon's own teachings are obscure and unrecorded but the EWF holds All Eyes Open But One as the





source for imperial wisdom and so its seers, scholars, archivists and luminaries traditionally join this cult.

The hope is that, upon enlightenment, the cult's members will have all truths revealed and all knowledge conferred. Every fact, figure, philosophy, idea, ideal and notion will be granted to the faithful; the enlightened of cult will be fonts of all knowledge, irrespective of its origin.

In the lead-up to enlightenment, adherents of the cult gather, record and archive as much knowledge as possible so that it can be recorded and then later absorbed into The Cosmic Truth – the term given to the communication of all knowledge upon enlightenment. As a result adherents of the cult travel widely, observing, questioning, noting and then returning, periodically, to the University of Molorios where the accumulated knowledge of the whole cult is painstakingly transcribed into the vast, illuminated texts, written entirely in encoded Auld Wyrnish and stored in the vast underground archives that are fervently protected by warrior dragonewts.

The archives of Molorios are so extensive that even the cult of Lhankor Mhy has established formal connections with the All Eyes Open cult in a bid to enhance its own learnings. This is welcomed as it establishes a fundamental exchange

of ideas that is a part of the dragon's wisdom, as embodied in the key myth of the cult (see All Eyes Open and Genert). The university – and All Eyes Open scholars – is a target for God Learners, Orlanthi purists and many others who seek knowledge either to gain from it or to destroy it.

## Runes

Mastery, Truth.

## Mythos and History

**All Eyes Open and Genert (Resonance 60%):** Draconic wisdom is above all others; the importance of observing everything; the fallibility of gods in the face of draconic illumination.

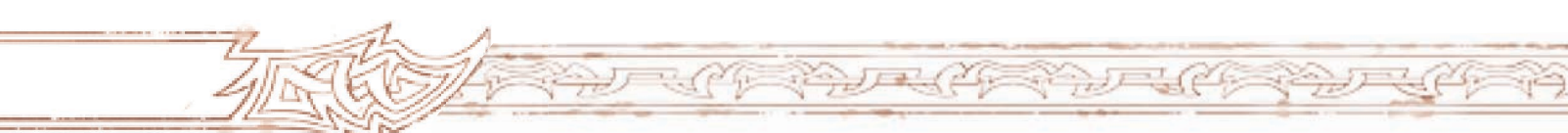
When the god Genert required an adviser, he turned to a dragon because he had heard of their wisdom. He hunted through the dragon lands and met many dragons who scorned his attempts to find counsel, each declaring that they had nothing left to teach to gods and wished to sleep. Eventually Genert found a dragon lazing on its back, belly exposed to the sun, with all but one of its eyes wide open. Genert was intrigued and asked why it did not close all its eyes. 'So I can be both asleep and awake at the same time and thus miss nothing,' the dragon replied. And Genert knew he had found his adviser.

## Nature

The cult craves knowledge. All knowledge. It records it, stores it, guards it and shares it only with those who can appreciate its importance. This includes the EWF, clearly, but also the cult of Lhankor Mhy, which is considered a descendant of Genert and thus entitled to the sharing of information (within reason).

All Eyes Open cultists are therefore dogged, curious individuals with minds that become ever more inquiring the greater the cult rank acquired. Masters have an insatiable thirst for knowledge that manifests itself in complex interrogative techniques, constant cross-referencing with what is already known and an incessant need to clarify facts over and over again. A Master of All Eyes Open will never ask just one question; 100 questions, sometimes seemingly obscure, is the norm.

The cult maintains a fierce hatred for the God Learners who, through their own agencies, such as the Revealers, aim to pervert knowledge to their own ends. All Eyes Open seeks truth through enlightenment; not truth through manipulation and reshaping. If God Learner revealers and All Eyes Open mystics encounter each other, trouble looms.



As well as knowledge, All Eyes Open cultists seek experience, for therein lies further truth. Thus, cultists never turn-down a new experience, save for those that would divert them from the draconic path. The cult may appear to be a haven for hedonists but hedonists seek pleasure for its own ends: All Eyes adherents seek out experiences so that the details can be recorded, archived and assimilated into the Cosmic Truth at the point of enlightenment.

## Organisation

The cult is centred around the University of Molorios in the Yolp Mountains between Dara-Ni and Lakrene. This is where Genert is said to have encountered the dragon and is a mystically significant site for Wyrmfriends and Orlanathi.

The university is arranged into over 600 separate faculties, each dedicated to a different Lore or area of knowledge. A permanent staff of 600 maintains the accumulation of information brought back by the itinerant cultists, meticulously gathering and then transcribing written and verbal reports into the great parchment Wisdom Scrolls that are then stored in the subterranean archives. These archives consist of mile upon mile of tunnel leading between the 600 Scroll Halls where the scrolls are kept in their own scroll slots. The tunnels are patrolled by warrior dragonewts who instinctively know if a visitor is an All Eyes Open cultist or not. Those that are not need to have appropriate documentation giving them leave to visit, or face the dragonewts' wrath. Trespassers are never seen again.

Otherwise the bulk of the cult is out in the world, travelling, experiencing and learning. Every cultist must return to Molorios once per year to deliver their findings and upon initiation into the cult, each cultist is given the specific day on which they must return. If a cultist cannot return for some reason he must have ample evidence of the circumstances so that when he does return, it can be fully documented.

## Membership

Standard.

Believers are traditionally indentured for one year to a Disciple or Master who tutors the initiate in the ways of the cult and ways of gathering knowledge. At the end of this period, and before the Believer can advance further, a test is undertaken at the University of Molorios where the Believer proves what he has learned: this is abstracted as a standard Lore (All Eyes Open) roll.

Disciples and Masters are allowed to take a Believer as an apprentice when they are on their travels.

Masters may have multiple apprentices and it is not uncommon to find a single Master with a small cadre of keen Believers following in his wake and acting as his official heralds and entourage whilst he undertakes his missions of discovery.

## Common Magic

The cult teaches the following spells: Bearing Witness, Detect Knowledge, Endurance, Golden Tongue, Minspeech.

## Higher Magic

The cult teaches only Mystic Sight and its own, specialised draconic spells, which are as follows:

### Eyes Wide Shut

Casting Time: 5, Duration Special, Magnitude 3

This spell allows the caster to sleep with his eyes open absorbing all that happens to him within a number of metres equal to his Draconic Illumination skill divided by 10 (rounded up). The information comes to the caster in the form of vivid dreams; specific threats cause the caster to immediately wake. When slumber is over the caster has absorbed and assimilated any happenings and has full recall of events.

### History Unveiled

Casting Time: 5, Instant, Magnitude 2, Touch

This spell reveals the history behind an object when it is touched. The caster can determine the object's maker, origin, significant events and so on.

### Wyrnish Code

Casting Time 3, Duration Special, Magnitude 2, Touch

Using this spell, anything the caster writes is translated into a codified form of Auld Wyrnish that can only be decoded by a further casting of the spell (although it need not be by the same caster). The spell lasts for as long as the caster has pen set to paper, papyrus, vellum or whatever substance is being used to record the information.

### Wyrnish Memory

Casting Time 5, Duration 1 Hour, Magnitude 4, Trigger

Wyrnish Memory allows the caster to commit to memory, perfectly, all that he experiences during the spell's Duration. Every fact and experience is remembered with perfect clarity and can be recalled as such at will.

## Adjuration

All Eyes Open Masters may opt to *Adjure Illusion*. Through the eyes of the dragon the Adjurant perceives all things in their true state; all truths are revealed; all illusions dispelled. The Adjurant cannot ever lie and must deny all personal illusion. The Adjuration confers the following:

- All illusions or magic based upon illusion are dispelled if the Adjurant touches the source of the magic or if he brings it within his range.
- Those within his range are compelled to speak truthfully, no matter what their disposition. Similarly the Adjurant always speaks truthfully and without concealing or withholding any information, no matter what the circumstances.
- Any disguises used against the Adjurant fail to conceal the truth of what lies beneath.
- Hidden things are within plain sight for the Adjurant.

## Gifts and Compulsions

The cult offers no Gifts but all All Eyes Open cultists develop an insatiable curiosity that deepens with time. Adherents also become increasingly pedantic over the smallest details in a bid to miss nothing and understand everything.

## Cult Skills

Draconic Illumination, Influence, Insight, Language (All), Lore (All), Lore (All Eyes Open).

## Allied Cults

Lhankor Mhy is an allied cult and All Eyes Open cultists are instructed to treat Lhankor Mhy sages with respect and deference according to their status. Lhankor Mhy does not teach its spells to All Eyes Open cultists but will trade information.

## INNER DRAGON

This is the Mystical Path founded by Obduran the Flyer, the only EWF human to have attained full draconic ascendance. This was made possible by understanding and embracing the nature of the Inner Dragon: that spark of the Cosmic Dragon that is found in all beings but which is buried beneath layers of consciousness, instinct, culture and racial make-up. Obduran, through decades of meditation and contemplation, undertook the Arangorf HeroQuest and, through it, realised the significance of the Inner Dragon. This enabled him to reach enlightenment and, from there, to transcend.

Obduran was a wholly remarkable individual to begin with and transcendence was most likely no accident. However his philosophy and techniques have been widely studied by his

direct disciples, the members of the Eternal Dragon Ring, and translated into several different, varying, mystical paths. This, however, is the one true path.

It also marks a divergence from the EWF traditionalists who believe that transcendence is something the Cosmic Dragon permits. The Inner Dragon path works on the belief that the Cosmic Dragon is present in all things; not as a source of creation but as a source of ultimate truth. Once this is realised, the Inner Dragon can be awoken and a path to enlightenment and transcendence can be followed. The traditionalists of the Original Twelve believe that the path to enlightenment comes through the emulation of the dragonewts and breaking the cycle of Time. Obduran's path, on the other hand, leads to a single state of conscious realisation: an awakening rather than a transformation.

## Runes

Man, Mastery, Spirit.

## Mythos and History

The key to Obduran's philosophy was the understanding and completion of the Arangorf HeroQuest. This is a little known myth and is taught only to those Wyrmfriends who are accepted into the Inner Dragon Path.

**Arangorf Myth (Resonance 90%) – The existence of the Inner Dragon:** Drolgard, who spoke the dragon language, was taken as a lover by Arangorf. When Orlanth, who had slain Sh'kaharzeel and Aroka, wanted to make peace with the dragons, he called Drolgard to his stead and she brought Arangorf with her. Arangorf took revenge by eating and drinking everything Orlanth owned and then tearing away the roof of the great hall. Arangorf expected Orlanth to fight him but no fight came. Drolgard had urged Orlanth to speak with the dragon and taught him the dancing-praying-chanting language that gave the Storm God the draconic tongue.

In splitting his tongue Orlanth was able to Look Within, Beneath and Above. He saw all things that are connected to the Cosmic Dragon by wefts that have no explanation but are embodiments of the singular truth of the Cosmos. Orlanth followed these threads and found that he became more than the Storm God: he was a manifestation of the Cosmic Dragon and in him was kinship not with the draconic body but the draconic consciousness. Understanding this took him on many journeys and he made many mistakes – including killing other dragons.

His full realisation of the Inner Dragon came when the Cosmic Dragon revealed itself in the shimmering of the aurora above Kero Fin. Orxili rose-up to devour the aura and Orlanth fought the monster and allowed the aurora to



clothe him. In that moment all was one and the Inner Dragon was awoken. Orlanth's nature was then dual: the Storm God and the Draconic Storm; an unstoppable ideal that had been hidden beneath layers of falsehood that manifested as a path to power. In rejecting that, Orlanth became The Dragon.

## Nature

This is a small, select mystical school, as reflected in the Membership requirements. It focuses on inner purity, abstinence, lengthy meditation and a willingness to surrender all material considerations in pursuit of realising the Inner Dragon. No one other than Obduran has attained this perfect state although all the members of the Eternal Dragon Ring are Masters of the Inner Dragon Path to varying degrees.

Students of the path find that isolation offers the best approach to Inner Realisation and that Realisation must be approached from a runic position.

## Organisation

The cult has no temples or shrines other than those that adherents fashion for themselves. There are no formal schools or monasteries and this is very much a path of individual dedication and devotion. The path has no political standing within the upper echelons of the EWF's guiding council and is, as such, very much a personal attempt to attain enlightenment rather than a community approach focused on a cult – as almost all the other mystical paths and True Dragon cults are.

## Membership

To embark on the Inner Dragon path requires the following:

- Insight of 90% or above.
- Meditation of 80% or above.
- A minimum POW of 14.
- The ministrations of an established Inner Dragon adherent to teach the essentials of the path.
- The cessation of all magic use (Common and Draconic) forthwith. Making use of any form of magic removes the adherent from the Inner Dragon path.

The cult has only two ranks: Adherent and Master. Adherents are the equivalent to Believers and many years will be spent in this state.

Advancing to the state of Master requires the attainment of the following:

- Insight of 100% or above.
- Meditation of 100% or above.
- POW of 18.

At this stage the adherent can attempt the Arangorf HeroQuest. The HeroQuest has nine stages, each of which must be passed successfully. Failure at any point brings the HeroQuest to an end. It can be reattempted after a further year. The stages are as follows:

**The wooing of Drolgard:** The quester must win an opposed test of his Influence against Drolgard's Persistence of 90%.

**The Eating and Drinking of Orlanth's Hall:** The quester becomes Arangorf and must consume Orlanth's hospitality entirely. This is an opposed Resilience roll against a Resistance of 90%.

**Teaching Orlanth the Dancing-Praying-Chanting language:** Here the quester must win an opposed test of either his Dance, Draconic Illumination or Auld Wyrnish against Orlanth's Persistence of 90%.

**Perceiving the Cosmic Dragon's Wefts:** The quester must win an opposed test of his Perception against the Weft's Stealth of 90%.

**The First Realisation:** The quester must succeed in an Insight roll opposed by the Cosmic Dragon's own Insight of 100+3D10%.

**The Atonement for Mistakes:** The quester must succeed in an opposed test of his Persistence against the weight of his past mistakes, which have their own Persistence of 90+3D10%.

**The Rise of Orxili to Devour the Aurora:** Here the quester must win an opposed test of his Draconic Illumination against Orxili's Resilience of 100+3D10%.

**The clothing of the Aurora:** The quester must win an opposed test of his Athletics skill against the Aurora's brilliance of 90%.

**The Second Realisation:** The Inner Dragon is realised if the quester succeeds in rolling either his Insight, Meditation or Draconic Illumination and rolling less than his POW x2.

If the quest is completed successfully, the adherent emerges as a Master. He gains *one* of the following benefits; he also emerges as Rune Touched according to the Rune he has chosen as the basis for the Inner Dragon path:

## Common Magic

None.

## Higher Magic

None.

**Arangorf HeroQuest Benefits**

**Extended Life Span:** The Adventurer effectively becomes immortal, ceasing to age from the point of his Transcendence attempt.

**Mastery:** Adventurer develops mastery and command over a random element. Roll 1D6:

- 1 - Air
- 2 - Earth
- 3 - Fire
- 4 - Water
- 5 - Darkness
- 6 - Light

As a Master of an Element, the mystic is able to command (but not summon) any creature tied to that elemental rune and it will obey unless it can succeed in a critically successful Persistence roll. The mystic cannot create the element he maintains mastery over but neither can he be hurt by it. Burying a transcendent mystic with Mastery of Earth under a ton or so of dirt or rock will not injure him – although it will take him time to escape its clutches.

**Fly:** The Adventurer can fly with the aid of semi-corporeal wings that unfold from his back. He can fly at 20 metres per Combat Round and the ability costs no Magic Points to invoke.

**Regeneration:** The Adventurer regenerates damage from physical attacks as per his Natural Healing rate but measured in Combat Rounds rather than in hours. Thus, a transcendent wyrmfriend with Resilience 65% would regenerate 1 HP every 24 Combat Rounds – roughly 1 HP every two minutes.

**Commune:** The mystic can commune with True Dragons and Inhuman Kings, adopting a trance-like state to do so. Whilst in this state he is treated as an equal and can share both wisdom and the abstract thought processes of the true draconic kind, understanding and appreciating their motives and natures.

**Create Cult:** The mystic can form a draconic cult based around his teachings and transcendent philosophies. He is guaranteed a number of Followers equal to his CHA gathered from amongst the EWF faithful. Any spells the mystic knows or formulates, if he has the Draconic Magic Creation ability, can be taught to cult members as long as the limitations for draconic cults are followed. He may also take 1D3 deeds from his own life and formulate draconic myths. The first myth has a Mythic Resonance equal to his POW x5, the second equal to POW x3 and the third equal to POW x2. Behaviours can be associated with each myth accordingly.

Members of the cult can, in turn, go forth to proselytise and draw more members into the cult. For every 100 members gathered, the mystic gains 1 POW, even if this exceeds his species maximum.

**Draconic Form:** The Adventurer can assume a draconic form at will. The dragon maintains the INT, POW and CHA of the mystic but all other Characteristics are transformed as follows:

STR – Multiply by 7.

CON – Multiply by 3.

SIZ – Multiply by 7.

DEX – Multiply by 1.5, rounding up.

The mystic gains the traits of Dark Sight, Formidable Natural Weapons and Night Sight.

The following skills transform in the following ways:

Athletics – Multiply by 2.

Influence – Multiply by 2.

Gain Track at Perception value.

The dragon form can only breathe flame if the mystic has a Draconic Spell permitting it and the spell works in the same way.

The dragon can fly at 20 metres per round.

All attributes are refigured for the draconic form.

All Draconic Magic is cast as normal.

Transformation takes 1D6 Combat Rounds to effect and the mystic can hold the form for a number of hours equal to his POW.

## Adjuration

Inner Dragon Masters *Adjure Imperfection*. Simply put, any skill lower than 100% **cannot** be used by the Adjurant: similarly, all those within his range cannot use any skill of lower than 100%.

## Gifts and Compulsions

See Membership for the benefits of the Arangorf HeroQuest.

## Cult Skills

Athletics, Auld Wyrnish, Dance, Draconic Illumination, Influence, Insight, Meditation, Perception, Persistence, Resilience.

## Allied Cults

The mystical paths of the Eternal Dragon Ring members are considered subservient cults to Inner Dragon but there are no mutual benefits.

## AROKA

The source of all waters, Aroka is the great Ocean Dragon, manifest in the seas of Glorantha; fed and tended by the rivers of the world, which acknowledged their draconic nature by flowing down to great him.

Aroka is a True Dragon cult. Aroka is not some beast that lives or sleeps beneath the waves; it *is* the waves; a tempestuous, yet binding force, that is its own master and cloaks the world in the fluid consciousness of the Cosmic Dragon. Aroka, if it chooses to stir and display its true nature, would manifest as all the seas and rivers made flesh, its immensity dwarfing all other things. It is the Cosmic Dragon's fluid spirit; it is the bringer of life and the destroyer. If Aroka chose to close down these things – and there are hints that one day it may do so – then all the lands of the world would become cut-off from each other and insular; pockets of earth divorced from the Primal Fountain of Peace.

And, of all the dragons, Aroka is perhaps the most peaceful, despite its nature. When Orlanth killed its physical body its spirit became the oceans whilst its skeleton was thrown into the sky by the Storm God. Aroka took no vengeance because none was needed. Its power was displayed, its scales the rippling waves and its breath the tides. Aroka joins the sea, the sky and the land, despite the efforts of others to sunder and keep them apart. The Eye of Aroka, which some call Magasta's Pool, offers a way into true draconic consciousness and is a part of the infinite cycle. The Elder Races, particularly the giants, know this and send their infants down the River of Cradles to enter the Eye and travel through Infinity to become born into their adult form and something else entirely.

## Runes

Infinity, Motion, Water

## Mythos and History

**The Imperial Fountain of Peace (Resonance 110%):** The relationship between land, sea and sky. The creation of Infinity upon Glorantha. Enlightenment through fluidity.

Of all the Grand Ancestral Dragons, Aroka was foremost. When the tears of the Cosmic Dragon fell they covered the world and Aroka was born from them, embodying all the sorrow and all the fury of broken Infinity.

Aroka found a way to become infinite again by flowing through and binding all together in a single stream. The god, Magasta, knew this and became one with Aroka. The dragon's tails became the rivers and, when Orlanth came and slew Aroka, its tails realised their own consciousness and became the named forces: Zola Fel, Oslira and others. But each continued to reach down to Aroka's fluid spirit, joining with it and thus forming the circle.

Aroka opened one eye to stare up at the Cosmic Dragon and turned that eye inwards towards the Other Worlds, so that it would forge that bond which is the Fountain of Peace. Through Aroka's Eye one may contemplate all mysteries and reach a state of enlightenment that is a portion of the Cosmic Dragon's own enlightenment. All waters come from and return to Aroka. No dragon is mightier. No dragon unites and divides simultaneously as does Aroka, Imperial Fountain of Peace.

### **Orlanth Slays Aroka (Resonance 85%) – The treachery of gods. The undying power of dragons:**

Orlanth hated dragons after his fight with Sh'kharzeel and sought out more to challenge them. This was before Orlanth's tongue was split and he realised that, inside, he was clothed with scales. One he sought was Aroka, who controlled the waters of the world. Aroka was unafraid of the blustering Storm God and fought Orlanth with rain, storms and floods, turning Orlanth's powers against him. Having bested Sh'kharzeel, Orlanth was wise to dragon tricks and used these on Aroka, besting him also. Orlanth called upon the Primal Air and attempted to use the weapon called Death to tame the dragon. Aroka allowed Orlanth's tricks and opened its Eye towards the Cosmic Dragon and into the Other Worlds. It let Orlanth remove its skin and cast it aside, making the islands of the world. It let Orlanth take its bones and place its skeleton in the sky. Aroka was so big and mighty that its head did not fit in the sky dome and so forms a different pattern of stars, which is known as Orlanth's Ring.



But Death could not take Aroka's spirit, which flowed out and around and engulfed half the world. Orlanth was afraid of this power, knowing that he could not defeat so mighty a mass. And so Orlanth went back to his halls and decided to make peace with dragons. Thus did he summon Drolgard and Arangorf, to learn their ways.

Aroka accepted this peace and let its spirit be Open so that all life might come and go from it.

## Nature

Aroka's adherents believe in enlightenment through the unity of sky, sea and land. The great dragon ties all together into a seamless fluid whole, whereas gods would have each sundered so that dominions can be created. Aroka's existence is proved through the rains, the rivers, the streams, the seas and the tides. Its Great Eye, at the heart of the world, looks inward and outward and, through the same process, others can realise the unity of the whole; the infinite cycle.

The inherent belief amongst adherents of Aroka's cult is that the Great Dragon to Be will be Aroka made manifest and clothed in the flesh of the world. This arising will take place in four stages: first, Aroka's skeleton will move out of the sky and assemble upon the earth; shooting stars are often seen as indications that this is starting to happen. The second stage will be the clothing of the skeleton with the land; earthquakes and other disturbances of the land are seen as indications of this preparation. The third stage is the flowing of all waters into the assembled dragon, filling it with its spirit. The final stage is the devouring of all Wyrmfriends who will cascade through Aroka's Eye and become transformed into dragon-kind, emerging from Magasta's pool in whatever world lies beyond. Glorantha will be left far behind, an empty shell, where, as part of the Infinite Cycle, all things will begin again, but Wyrmfriends will have been removed to a state of True Draconic enlightenment.

The cult also believes that all rivers are aspects of Aroka that have forgotten their draconic natures and flow down to the sea in order to rediscover it. Thus, river gods such as Zola Fel and Oslira are viewed as confused entities that are seeking the same enlightenment as everyone else.

Such is the fervent belief in Aroka's power that the Aroka cult is viewed as being arrogant and domineering. This view has gained credence with the ascendancy of Lorenkarten the Mile, the Eternal Dragon Ring student of the Inner Dragon who is also the foremost Ascendant of the Aroka cult. Lorenkarten undoubtedly channels Aroka's power and he claims kinship with the dragon, claiming himself to be its human aspect. In the past Lorenkarten has exercised direct power over Oslira, the River Goddess of Dara Happa, and this has been viewed

favourably by the various echelons of the cult. Masters of the Aroka cult attempt to emulate Lorenkarten's example by HeroQuesting to help other river gods realise their true draconic nature, placing them in territory that only God Learners have previously occupied.

In truth the cult seeks, like all Wyrmfriends, a path to enlightenment. Some reject Lorenkarten's approach and believe that the way to achieve enlightenment quicker is to journey into Magasta's Pool (which is, of course, Aroka's Eye) without waiting for the raising of the Great Dragon to Be. Those who have attempted this journey have disappeared from Glorantha but those who share this view of transcendence naturally claim that the Eye Journeymen, as such questers are known, have realised their draconic form and will not reappear until such a time that all True Dragons return to the world. Lorenkarten and his followers reject this philosophy: the way to true enlightenment is found in patience and the assembly of Aroka; those who seek an accelerated path are encouraged to become students of the Inner Dragon path, or Lorenkarten's own path: the Path of Enigmatic Configurations

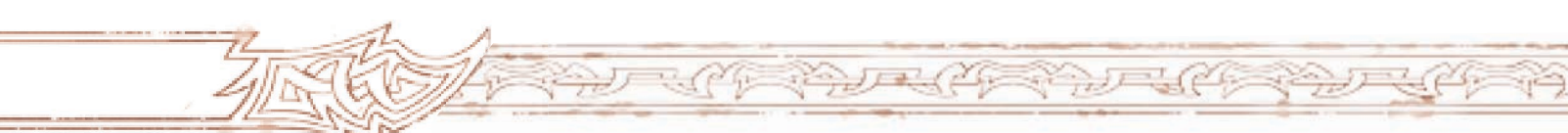
In terms of enemies, the fiercest enemies of Aroka are the traditionalist Orlanthi cults, reflecting Orlanth's slaying of Aroka. However the cult of Orlanth the Dragon is, conversely, an allied cult.

## Organisation

The cult is widespread across EWF territories and even finds temples and shrines in Dara Happa, along the Oslir River. The largest temple is in Dragon's Eye where the centrepiece is the immense, magically powered waterfall known as Truth Spring Abandonment. Bathing in or drinking of the waters of the fountain is said to confer mystically enlightening dreams, although how these dreams aid Aroka cult adherents is difficult to say.

The largest temples outside of Dragon's Eye are found close to water; either on the coasts, lake banks, river banks or islands. Every temple is controlled by a Master who ensures that the holy day of the cult, Water Day, Movement Week, Sea Season, forms the crux of a week-long meditation for all Aroka faithful. Ritual bathing and submerged meditation are fundamental aspects of the holy week rites, symbolising Aroka's wisdom and munificence.

Every large temple maintains a cadre of active adventuring and questing Masters who tend to be of rank within the EWF's armies. As the cult of Aroka is close to the Eternal Dragon Ring, through Lorenkarten its members are often chosen to undertake specific tasks for the Ring and, occasionally, for Lorenkarten himself. Thus the cult of Aroka forms a mystic military force with its adventuring Masters being known



as Arokan Templars. The Arokan Templars must have been Masters for at least three years and have performed a reputable service for the cult and the Eternal Dragon Ring. The Templars meet every holy week at the Great Temple in Dragon's Eye to exchange information and receive any potential instructions on adventures and activities for the forthcoming year.

Most draconic temples have some form of shrine to Aroka; usually a font carved into the shape of a dragon curved around the Water Rune. Where a shrine does not exist, freely running water or a large body of freshwater (such as a tarn or lake) forms a shrine automatically. Aroka cultists who submerge themselves up to the neck in these waters and Meditate, recover expended Magic Points at two and a half times the normal rate.

## Membership

Standard.

Initiation into the cult requires a ritual baptism, conducted by a Master, at either a temple, shrine or place of acceptable water. The baptism rite involves the initiate being plunged fully underwater for as long as it takes for him to gasp for breath. At this stage the Master performing the rite understands instinctively how far the candidate is likely to proceed in the cult. He never reveals this information to the cultist but always keeps it in the back of his mind throughout any individual dealings.

## Common Magic

Bladesharp, Extinguish, Mobility, Skybolt, Water Breath.

## Higher Magic

The cult teaches the following Draconic spells: Cold Blooded, Combat Meditation, Draconic Enhancement (DEX), Inspiration, Poison Resistance.

## Adjuration

Masters of the cult can opt to *Adjure Individuality*. Individual perception, thought and action is subsumed into the Whole.

In practice, *Adjure Individuality* causes the Adjurant to view all things from the perspective of all dragons: he ceases to think of the 'I' and thinks and speaks in terms of the 'We' – *We Are Aroka*:

- Adjurants never take individual action. They will, however, act as part of a pair or group.
- Within his range, the Adjurant shares all of his skills, attributes and magic: those within his area that act with him as part of the group can use the Adjurant's skills and so forth in place of their own. Similarly the Adjurant can share theirs.

- All decisions and actions are subject to a group consensus. All Act as One.

## Gifts and Compulsions

Cultists are offered one Gift, which is accompanied by one Compulsion at the ranks of Believer and Master. The Gifts are as follows and can be chosen freely:

**Abstinence from Drink:** The cultist never needs to drink and never feels thirsty.

**Sense Storm Enemy:** The cultist is always aware of when an *enemy* member of the Storm Tribe pantheon is close-by – within POW x10 metres – although who that person is is down to the cultist to determine.

**Increased Health:** The cultist's Hit Points are recalculated, based on the sum of CON, SIZ and POW.

**Swim Perfectly:** The cultist's Swim skill is raised to 100% automatically.

### Compulsions

Cannot wear armour of any kind; must always wear loose-fitting clothes or robes.

Undertake a vow of chastity.

Develop claustrophobia. Cannot enter any space of less than 3 times SIZ willingly; stricken with panic if forced into such a space.

Drown all foes in sacrifice to Aroka.

## Cult Skills

Any Sword Close Combat Style, Athletics, Dance, Draconic Illumination, Lore (Aroka), Seduction, Swim

## Allied Cults

Lorenkanten the Mile's Path of Enigmatic Configurations is an allied cult; Believers and above gain automatic entry should they decide to join it.

The cult of Orlanth the Dragon is an allied cult and Aroka cultists may freely join this cult, benefiting from its magic as well as Draconic Mysticism.

## EARTH DRAGON

This is a True Dragon cult that venerates Earth Dragon (no other name exists for it). The cult is one of chivalry and protection – something EWF outsiders consider to be



impossible for Wrymfriend mystics to be capable of. But, as the core myth of the cult, Asrelia and Earth Dragon shows, the cult is founded on protecting the weak, innocent and vulnerable. Earth Dragon itself is a protective force, acting as the barrier between Orxili/Chaos and the world. Its members are therefore those who have a natural inclination to protect others – be it through sanctuary, familial love or force of arms.

This is a popular draconic cult for women, although it is not exclusively such. Its martial side cultivates many female warriors, or Asrelia's Daughters, who actively defend the weak and defenceless, placing their own lives on the line.

However Earth Dragon is still a Draconic Cult and one that aims to further the EWF and extend the Empire. Earth Dragon itself manifests the Darkness Rune as it resides with Dame Darkness deep within the earth. It is therefore a popular cult with Uz who convert to the draconic path and seek a strong draconic force to associate themselves with.

Earth Dragon also encompasses two other cults: the cult of Asrelia, who is both an Orlanthe Goddess and an Uz Goddess; and the cult of Ernalda the Scale, for Asrelia is the mother of Ernalda. Through the sub-cults Earth Dragon cultists

have a reputation for ostentation and generosity, displaying any wealth they accumulate conspicuously but also donating generously and offering considerable hospitality. To this end Earth Dragon is an almost palatable draconic cult to the traditionalist Orlanthe (who note that Earth Dragon and Orlanthe never fought and had no cause to). This means that Earth Dragon cultists tend to be the first choice as emissaries from the EWF to traditionalists tribal lands: their shared myths and naturally protective natures make them almost kinsmen, although Orlanthe always view any draconic cultists with deep suspicion.

## Runes

Darkness, Earth, Spirit

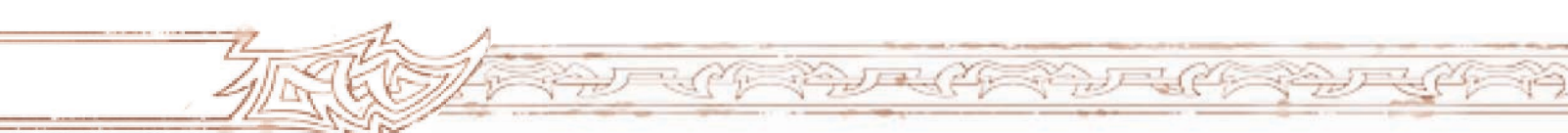
## Mythos and History

**Asrelia and Earth Dragon (Resonance 90%)** – Protect the Weak, defend the innocent, act with generosity: When Gata birthed her daughters, Asrelia and Ty Kora Tek, Asrelia was deformed and ugly in the eyes of her mother and could not possibly be a creature of any good for the world. Earth Dragon found Gata abandoning the child in the mouth of a cave, perhaps in the hope she would be eaten by monsters from Chaos. Earth Dragon was sad and angry but did not want to confront Gata because he loved her also. Instead he took Asrelia deep underground and left her with Dame Darkness. Earth Dragon told many lies when questioned over what had happened to the unwanted child but he never revealed her presence. As she grew Asrelia prospered in spirit and kindness, mastering the art of wealth and bounty. She learned to give to the world and to share what was sharable. Earth Dragon understood this and was pleased. Dame Darkness understood it and thus so did the Uz. Thanks to Earth Dragon's protection Asrelia dwells deep underground even now but shares her wealth with all the peoples of the surface. Though Earth Dragon sleeps, his tail is coiled around Asrelia's hearth and whilst he endures, nothing can harm her.

## Nature

Earth Dragon is another popular True Dragon cult. Just as Aroka venerates the Great Dragon of the waters, so Earth Dragon venerates the dragon who forms and protects Glorantha. One of the core beliefs of the cult is that when the Great Dragon project reaches its culmination, Earth Dragon will uncoil and rise-up, absorbing all surface life, returning to the Cosmic Dragon to complete OUROBOROS. Until that momentous time Earth Dragon's task is to protect both the Empire and the sanctity of the EWF's philosophies. It is a nurturing cult and a martial one; the EWF's armies consist of many Earth Dragon adherents who defend the Empire's furthest reaches.





There is little love lost between Earth Dragon and the Mostali. Mostali resent the friendship the cult shares with the Uz and the Earth Dragon cult resents the selfishness of the dwarfs who seek to keep Asrelia and Earth Dragon's bounty for themselves. Mostali have mounted attacks on Earth Dragon temples, which they view as being damaging to the stability of the World Machine: likewise the cult has launched its own attacks on some Mostali enclaves that have sought to control resources in EWF territories and therefore keep Earth Dragon imprisoned.

## Organisation

The cult has no central structure, being disparate, but numerous, across the Empire. Its temples and shrines are underground, so as to be as close to Earth Dragon as possible and often utilise abandoned mines, natural cave formations and so forth. The cult rarely builds its own temple instead making use of what is already present.

The protective philosophy and nature of the cult means that Earth Dragon adherents often act as guards and mercenaries in many capacities. The great trading caravans of the EWF are accompanied by Earth Dragon outriders and EWF cities, temples and shrines hire Earth Dragon guards to supplement their own reserves.

The scattered temples of the cult therefore act as hiring centres for Earth Dragon mercenaries and cultists in need of a cause to defend, or place to protect, can usually find a patron through temple connections.

Another aspect of the cult, in keeping with its nurturing side, is the training and provision of midwives. Many EWF women place themselves in the care of the nearest Earth Dragon temple or summon an Earth Dragon midwife when they reach full term. If a woman gives birth within an Earth Dragon temple the child is considered to be mythically blessed from the very start, sharing a special relationship with either Earth Dragon directly (if male) or Asrelia (if female). Although there is no compulsion for children born in Earth Dragon temples to join the cult, many of its members have this common connection, hence the popularity and extent of the cult.

## Membership

Standard.

The cult is open to both males and females. Those who choose to follow the martial side of the cult follow Earth Dragon through the Earth or Darkness Runes; those who choose to become midwives or healers follow the cult through the Spirit Rune.

Although a True Dragon cult, with Earth Dragon as its focus, Earth Dragon members can devote to a Pact, obtaining Divine Magic through Asrelia. The martial side of the cult tends not to do this, although the cult's midwives and healers frequently do so.

## Common Magic

Earth and Darkness Rune followers have access to: Bladesharp, Bludgeon, Boon of Lasting Night, Darkwall and Protection.

Spirit Rune followers: Cauterise, Heal, Spirit Bane, Vigour and Warmth.

## Higher Magic

Earth Dragon adherents have access to the following Draconic Mysticism spells:

Combat Meditation, Deafening Cry, Disease Resistance, Draconic Regeneration, Earthquake.

Those who follow the cult through Asrelia have access to the following Divine Spells: Consecrate, Cure Disease, Disarm, Heal Body, Heal Wound and the two special cults spells:

## Delivery

Duration Special, Rank Initiate, Touch

Delivery ensures that a natural childbirth is safe, clean and with managed pain for the mother. The spell lasts for the natural length of the delivery and is usually cast when the waters break, although it can be cast when contractions have begun. The beneficiary of the spell feels relaxed and calm, and, although she will still feel the pain of childbirth, it is neither distressing nor overwhelming. The spell dissipates once the child has been born (the spell guards against still births or birthing difficulties) and the cord is cut and tied magically as the closing act of the spell.

## Asrelia's Embrace

Duration Special, Rank Acolyte

When cast, an area equal to the spell's Magnitude x10 in metres is immune to the effects of Earthquakes. Asrelia rouses Earth Dragon who absorbs all earth tremors within the area of the spell's effect. The earth may split or fold around the affected area but all within it is immune to destruction and even the tremors cannot be felt.

The spell offers protection for up to a year but cannot be recovered or released for as long as the spell is maintained.

## Adjuration

Masters can opt to *Adjure Offence*. In practice this means that the Adjurant:

- Never initiates offensive action.
- Never offers personal insult or offence.
- All Offensive Action levelled against the Adjurant within his range is negated – Adjurants can render the offensive into the passive.

Adjurants can act to defend themselves if an offensive action somehow succeeds but will never enter into offensive action.

## Gifts and Compulsions

The cult does not offer any specific Gifts, although all members are compelled to defend and protect the weak, the innocent, the sick and the vulnerable, whatever their caste, creed or faith. Earth Dragon cultists do not willingly initiate combat and must be suitably provoked before doing so. However, if challenged or attacked, they do not hesitate to offer a spirited defence.

## Cult Skills

Any Combat Style involving a shield. Evade, First Aid, Healing, Lore (Earth Dragon), Lore (Midwifery), Persistence, Resilience, Unarmed.

## Allied Cults

The cult has strong alliances with Ernalda the Scale and the troll cult of Xiola Umbar. It is also allied with the Orlanthi cult of Asrelia and Earth Dragon members can learn Asrelia Divine Spells.

## ERNALDA THE SCALE

Ernalda appears in the cults of many cultures. She is the Earth Mother, the All Mother, the nurturing mother and, frequently, the wife of the Storm God Orlanth. The cult of Ernalda the Scale venerates Ernalda in her draconic form: that of the Great Serpent Who Binds and Heals; the counterpoint to Orlanth the Dragon and the regenerative, nurturing force of the land itself.

Her scales are seen in the rivers and lakes. Her body is seen as the fields and valleys. Her blood is the tilled earth, dark and luxuriant. Her breath is the cherry blossom and the carpeting of wild-flowers across the land. Her gift to all is the bounty of the harvest. Her husband is Orlanth but her consorts are Earth Dragon and Aroka. Her nature is to calm and to grow, just as the dragons know calm through their long sleep, awaiting the Day of Days when Infinity will be remade.

Ernalda is womanhood in the pattern of the dragon. Her coils are the plan for the world. She realised her true draconic nature through a kiss and a pledge. She, a goddess, realised her Inner Nature and channelled it through peace and prosperity.

This is a cult of the draconised Orlanthi of the Empire of Wyrms' Friends. Those who have realised that the Old Gods understand and have embraced their Inner Dragon and now provide the example for mortals to do the same. Ernalda the Scale is a cult of farmers and mothers. It is not limited to females, as is the traditionalist cult and males join the Ernalda the Scale ranks as an alternative to the path offered by Orlanth the Dragon.

## Runes

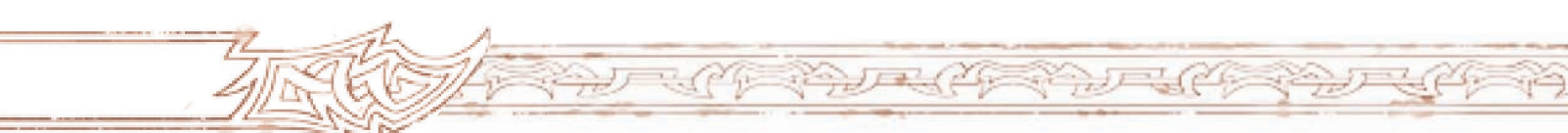
Earth, Fertility, Man.

## Mythos and History

When Orlanth learned how to speak the tongue of the dragon he kissed Ernalda and passed that ability onto his wife. Not only did Ernalda learn how to speak as dragons speak, she also learned how to move as a dragon moves and interact with the earth in the way a dragon interacts with it. She discovered how to shape the earth with her body, make her body into a flow of water that would give life to parched lands and preserve the earth's body through the natural cycles that the dragons imparted when the earth was newly formed. In this way the dead body of Genert was granted fluidity and immortality, and Ernalda's new form as the Serpent of Life offered gifts to the Storm Tribe and its worshippers.

When Time was established the people forgot Ernalda's form as the Serpent of Life, which was a mistake because she forgot it also. This forgetfulness allowed Valind the Ice God to freeze the world solid and Yelm the Sun God to scorch it black. The world lacked protection and the Old Gods took vengeance upon it because they were naive and inadequate.

With the realisation that all things in time and space emanate from the Cosmic Dragon, those who had adopted draconic ways remembered Ernalda's form as the Snake and realised that the ways of the naive, untrustworthy, senile old gods could, and should, be challenged. The dragon, Aroka, had been slain by Orlanth and was not inclined to use its own immortal powers to help a world in such need; had Orlanth not been so petulant, then the world would not be in this state of affairs. When Orlanth came on bended knee to Aroka, the dragon said 'No. You did this. You must make it right. Only you know how and you must realise your draconic nature to do so.'



And so Orlanth persuaded Ernalda to resume her serpent form so that the world could heal and the earth give plenty to those that needed it.

Through the worship of Ernalda the Snake, even the most frozen lands wriggle free of Valind's grasp. The earth can be broken and its riches revealed. Ernalda's many daughters, the rivers and streams, might be caught in the grip of ice or drought but this is an impermanence; the snake cannot be halted in its progress towards renewal.

## Nature

The traditional representations of Ernalda are maintained by worshippers; however icons depicting her show her adorned with scales and, sometimes, emerging from an egg. She is venerated as the source of all food, clothing and shelter, and the source of the feminine virtues of fertility and peace. Yet she is also seen as the challenger of those who freeze or bake the earth and so has a warlike aspect, in keeping with the aggressive nature of the serpent. The symbolism of the egg reminds cultists that all things emerge from a shelter and must return to them.

In many ways the cult is quite traditionalist in nature but it also exhibits an eroticism and celebration of fertility and the union of living things that is commonly absent from many Ernalda rituals. Ernalda the Scale priestesses revel in the secrets of womanhood and how these were unveiled to the male gods through those natural acts and embraces that now form the draconic dances of the cult.

## Organisation

The cult is widespread through those lands where the EWF have unfurled the wings of the dragons and brought their battle banner to pattern the lands. Many Orlanthi tribes in Hendrikiland, Dragon Pass and Ralios have adopted the clan as a true representation of Ernalda. In Fronela small pockets of Ernalda the Scale worshippers persist despite a concerted return to traditionalist Orlanthi roots.

Within Orlanthi steads there is always a temple dedicated to Ernalda the Scale. These tend to be simple affairs, made of wood and stone, carved with a representation of Ernalda rising from the land, her lower half clad in scales, her upper half human, protective and nurturing. She typically carries the Fertility Rune, in the form of a plant familiar to the area in one hand, and forms her other into an 'O' signifying OUROBOROS. Gifts of food (dried fruit, nuts and small clay jars filled with preserves) are placed within the shrine on Holy Days – which are the same as for the traditional version of the cult.

Priestesses of Ernalda tend to all births and bless all announcements of impending motherhood. If an Earth Dragon cult is nearby then the choice is for the mother, whether to remain with Ernalda the Scale or make use of Earth Dragon midwives.

In the spring Ernalda the Scale priestesses conduct the traditional crop blessing rituals and in the harvest time bless the year's yield. Her cultists are skilled in all hearth pursuits: cooking, preserving, tending the home and taking care of young and old alike.

In addition to all the activities commonly associated with Ernalda – which mirror closely those of the Orlanthi version of the cult – Ernalda the Scale practices many dances, most of which involve the females of the cult and ritualise certain myths relating to fertility, the flow of life and the eventual culmination of the Great Dragon to Be, which will be a combination of Ernalda the Scale and Orlantha the Dragon undertaking the Same Ways Embrace to produce the Greatest of all Dragons: the reuniting of the Earth, Sky and Sea. This final ritual is considered deeply erotic by its practitioners, deeply blasphemous by traditionalist Orlanthi and deeply dangerous by the God Learners.

## Membership

Standard.

The cult is open to both males and females although only females can become High Mothers (the term given to High Priestesses). The cult has no equivalent of a High Lord/Rune Lord rank.

Every clan has a single High Mother supported by numerous acolytes who are known as Scaled Sisters. The High Mother has a special hall made for her by the men-folk of the cult, which is where all sacred rites are conducted during Sacred Time and involve only the females of the cult. It is also from here that the Dance of the Seven Scales begins.

## Common Magic

Cauterise, Clear Path, Countermagic, Detect Child, Healing, Warmth.

## Higher Magic

All Standard Divine Spells, plus the following:

Aphrodisiac, Bless Crops, Clear Skies, Cure Disease, Heal Body.



The following two Divine Spells are also available:

### Delivery

Duration Special, Rank Initiate, Touch

Delivery ensures that a natural childbirth is safe, clean and with managed pain for the mother. The spell lasts for the natural length of the delivery and is usually cast when the waters break although it can be cast when contractions have begun. The beneficiary of the spell feels relaxed and calm, and, although she will still feel the pain of childbirth, it is neither distressing nor overwhelming. The spell dissipates once the child has been born (the spell guards against still births or birthing difficulties) and the cord is cut and tied magically as the closing act of the spell.

### Dance of the Seven Scales

Duration Special, Rank High Mother

This dance ritual channels the earth power of Ernalda the Scale. Beginning with the High Mother of the clan and starting in the Sacred Hut, the dance winds through the settlement in a gentle, series of steps that sees all members of the cult eventually join to form a long, twisting serpent. The dance culminates in the serpent forming a circle around the Sacred Hut and symbolically devouring its own tail. By this stage the participants in the dance are encouraged to disrobe, touch, caress and kiss. As the dance culminates, the High Mother casts the spell which, if successful, invigorates each member of the clan with a 5% bonus to Resilience, Persistence and Insight for every point of Magnitude the High Mother has. The magic lasts for a number of days equal to the Dedicated POW of each participant (thus a dancer with 3 Dedicated POW gains the effects for 3 days).

The Dance of the Seven Scales is conducted whenever the clan requires both spiritual and physical strengthening. It is always performed before a HeroQuest.

### Gifts and Compulsions

Cult members are unable to bring harm to crops in any form; similarly, serpents, even venomous ones, are considered sacred to Ernalda and cannot be harmed – unless clearly tainted by Chaos.

### Cult Skills

Common Magic, Craft (Cooking), Craft (Gardening), Craft (Keep Hearth), First Aid, Healing, Lore (Ernalda the Scale), Lore (Husbandry).

### Allied Cults

Ernalda the Scale is friendly towards the cult of Earth Dragon

## GREEN SCALED FATHER

Green Scaled Father is a True Dragon cult and venerates the dragon who is credited with bringing the Disorder Rune into being through stealing the Plant Rune, which led to Flamal's destruction.

Amongst the cults of the EWF, Green Scaled Father is not trusted. Whilst a True Dragon, and thus a being of phenomenal power, Green Scaled Father worshippers seek short-cuts to enlightenment, stealing secrets and paths where they can to attempt to find enlightenment ahead of those who tread a lengthier road. If Green Scaled Father has any equivalent cult, then it is that of the Trickster.

### Runes

Disorder.

### Mythos and History

**The Theft of the Plant Rune (Resonance 75%)** – Short Cuts Bring Power; Dragons Should Not Deny; When Orxili was tamed, the Cosmic Dragon gave powers to the Ancestral Dragons and these were the runes. Yet when it came time for Green Scaled Father to receive his reward, there was nothing left to give. This angered the green dragon, who had served faithfully and well. It knew that envy and anger were not emotions an Ancestral Dragon should ever display but a spark within its soul made it so.

Green Scaled Father stole the Plant Rune from the Inside of the Cosmic Egg and gave it to Flamal. Flamal ate it and developed roots. The roots moved into the earth, disturbing the children of Dame Darkness who sent Zorak Zoran to see what was happening. Zorak Zoran ate Flamal, whose roots threatened the people of Darkness. Above ground, the sons and daughters of Flamal made war on the children of Dame Darkness: by stealing the Plant Rune, Green Scaled Father had created Disorder and this Rune became his.

As Zorak Zoran devoured Flamal, Green Scaled Father had been caught by the Ancestral Dragons and could not protect Flamal. Thus, while Flamal's roots were eaten by Zorak Zoran, the Green Scaled Father was being punished for creating the first Wrong Action.

### Nature

The cult believes in enlightenment but not enlightenment through strenuous methods and means. It believes that an accelerated path is available, one that is based around the manipulation of Disorder, which was a power created by

Dragons after conquering Orxili. The cult therefore recognises no authority other than its own and is thus highly marginalised on the fringes of the EWF.

Green Scaled Father cultists all venerate their dragon through the Disorder Rune. They are not anarchistic or destructive but they are disruptive, contemptuous of authority, dismissive of a common good and, whilst part of the Empire of Wyrms' Friends, believe that there should be no single authority. Thus, the Original Twelve, Vistikos Left Eye and, in particular, the Eternal Dragon Ring, are all viewed with contempt; the only authority is that of the Cosmic Dragon.

The Green Scaled Father cult therefore follows its own agenda, which is to raise the Great Dragon on its own and in its own way. Its members seek-out short-cuts to power, taking meditations and rituals from other cults and 'refining' them, aiming to realise hitherto untapped depths that will create a faster route to enlightenment.

Great store is placed in mandalas conduits for information. Complex, mystical patterns that repeat stolen motifs and mantras in a complex geometric array that seeks to reveal The Perfect Number. The Perfect Number is itself an equation of startling simplicity and elegance, yet constantly overlooked by the complexity of other mystical practices, and will reveal the Great Dragon's nature directly through the Disorder Rune and explode into existence.

## Organisation

Very few Green Scaled Father worshippers are found within the EWF heartlands. Their largest numbers are across the very fringes of the Empire, where their presence is more tolerated and they do not offer challenges to the central authority of the Council or the Eternal Dragon Ring. Of particular interest to the cult of Green Scaled Father is the land of Kralorela. The mystics of this eastern land have long maintained that the EWF is a parody at best and a heresy at worst: Green Scaled Father believes that the Kralori hold many short-cuts and secrets that would help them achieve their aims. Thus, the cult has many active shrines and agents at work in Kralorela, attempting to steal – and unravel – as many secrets as possible.

A similar attentiveness is granted to the Aldryami. As Green Scaled Father gave the Plant Rune to Flamal the cult believes that it has a particular superiority over the elves (who, without the actions of Green Scaled Father, would not exist). The cult sees patterns within nature that it believes can be weaved into the mandala that will reveal The Perfect Number. Thus, Green Scaled cultists are often to be found courting the Aldryami, attempting to assert their superiority and gain ever greater insight into the powers and patterns of nature.

## Membership

Standard.

Members of this cult must be prepared to forego living in the imperial heartland and accept a high measure of distrust from other draconic cults and paths.

## Common Magic

Bearing Witness, Befuddle, Lucky, Second Sight, Understanding.

## Higher Magic

The cult teaches for following Draconic Magic spells: Bone Singing, Cold Blooded, Draconic Enhancement (CHA), Flamesight, Inspiration.

## Adjuration

Masters may opt to Adjure Authority by channelling the Disorder Rune. Adjurants cannot be ordered, commanded or compelled in any way, shape or form, including magically. When their Adjuration becomes ranged, then all within the sphere of influence become similarly impossible to order, command, compel and so on. This means that even the most well-disciplined or organised force can very quickly become an uncontrollable rabble – until the mystic decides to leave the vicinity.

## Gifts and Compulsions

All Green Scaled father cultists are fascinated by patterns, symbols, equations, symmetries and short-cuts. No cultist will follow an obviously more advantageous long-path when a short-cut, no matter how dangerous, presents itself. Likewise any recurring pattern, symbol and so on will cause the cultist to stop and spend 1D20 minutes in fascinated contemplation.

## Cult Skills

Art (Drawing or Painting), Draconic Illumination, Insight, Lore (Green Scaled Father), Lore (Mandala), Meditate, Stealth.

## Allied Cults

None.

## HUMAKT THE CLAW

For all its enlightenment and mysticism, the Empire of Wyrms' Friends, like all empires, deals in death. It has regiments of loyal soldiers, willing to lay down their lives for the empire. Humakt, the grim god of Death, is their god.

Humakt the Claw is nothing less than the Claw of the Cosmic Dragon. It was Humakt who sundered Orxili and then slept, until Orlanth stirred him and used him against other gods and True Dragons. Humakt, having not fully woken, did not realise his role in the Gods' War and when he did fully wake, he spoke with a Split Tongue and Orlanth answered likewise: both realised they were parts of the Cosmic Dragon. Orlanth did not use Death again.

As an Orlanthi Draconised cult, Humakt is a Divine Cult and a Pact can be made by worshippers with their god.

## Runes

Death, Truth.

## Mythos and History

When Orlanth took-up Death against Dragons, the Dragons welcomed this strange experience. Their corporeal bodies would break but their essences became stronger and they knew they could make new bodies, when they wanted to. On the other side of Death, Humakt, the single Claw of Truth, waited for each dragon and spoke his purpose:

'This new weapon is for mortals, not gods and dragons, yet we should experience that which will sunder the soul from the flesh. Now that you have suffered Death you will be able to bring Death and will neither fear it nor fear to bring it. Such is the circle that is OUROBOROS. The dragonewts show that the circle can be accomplished and to them Death comes many times and in many ways. They do not fear it, for each death brings them a step closer to enlightenment. So, through death, will enemies come closer to their gods and we closer to the Cosmic Dragon.'

And now Death is a weapon of the True Dragons and it takes the shape of Humakt the Claw.

## Nature

For the Orlanthi, Humakt is a grim, dour god. For Wyrmfriends, he is representative of a step closer to enlightenment. Wyrmfriends note how the dragonewts, who are wise in all things, accept death with ease and are never scared, saddened or angered. Death is but part of the grand cycle; the OUROBOROS; a necessary agent to progress towards enlightenment. All things die but Humakt the Claw's worshippers do not wait for death to come to them; they take it forward.

As such, Humakt the Claw is a cult for warriors and mercenaries – often from an Orlanthi background but not always. Many Wyrmfriender warriors who have no time for Orlanth and the Storm Tribe are still worshippers of Humakt, because his power is universal and unrivalled.

Like their Orlanthi counterparts, Humakt the Claw worshippers believe in an honourable and clean death and that the dead are treated with respect. Most of the Storm Tribe version of the cult's customs are observed within Humakt, including his Holy Days and rituals, such as the placing of a broken sword on the resting place of a fallen warrior.

Unlike Storm Tribe Humakti, Humakt the Claw worshippers are not dour, sombre individuals but pragmatic and philosophical about death. Death is not thought to be a finality but an opportunity. There is little speculation as to what happens after death because it is apparent that all souls are reborn within the fabric of the Great Dragon to Be; or they become dragonewts; or they enlighten and become dragons. Claw Humakti also do not believe in severing the spirit from the body, thus ensuring a separation between the spirit and material planes. Instead they believe that the spirit will remake a body of some kind and so a tie to the material world is essential.

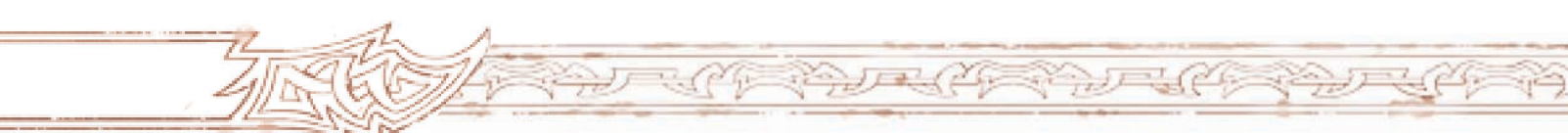
It is still the case that Claw Humakti loathe those cults that create undeath or deny death – such as Vivamort and others creating animated corpses. This is to deny OUROBOROS by keeping the Perfect Circle, infinity, broken. It is a trick of Orxili, and so Humakt the Claw must be brought with full-force against those who would keep the Perfect Circle in a state of fracture.

## Organisation

The Claw Humakti organisation replicates that of the Storm Tribe incarnation of the cult; thus, its Rune Lords (called Claws) are the martial leaders of the cult with Rune Priests (Flames) subservient. Temples are found in every EWF city and organised along the same military lines: a Claw and a Flame at the top, with 10 Acolytes below them, known as Centurions. Each Centurion commands 100 warriors (a mix of humans and dragonewts) with an Initiate (Horn) in charge of a battalion of 20 warriors.

The Earth Shaker regiments of the EWF are filled with Claw Humakti. Active mercenary bands that execute specialised missions and troubleshoot in the most contested areas, are common throughout the Empire's territories. The Eternal Dragon Ring makes prolific use of the Claw Humakti because their philosophical outlook mirrors that of some of the deeper-thinking draconic paths. Claw Humakti see themselves as natural extensions of the Cosmic Dragon but do not presume to be a physical part of it. This is a popular attitude and Claw Humakti command great respect throughout the EWF even though, as a Divine Cult, they manifest certain traits that Wyrmfriender purists wish did not exist.





Of course, all this would be nothing if the Claw Humakti were not expert fighters. Their reputation is fearsome and that selection of Combat Styles figures large in their arsenal. Favoured, however, are klanths and claws – weapons associated with both the dragonewts and the True Dragons.

## Membership

Standard.

Initiates must be sponsored by another cultist of Initiate level and must be able to demonstrate a minimum of 50% in any Combat Style.

Once accepted into the cult, all members must make a dedication of POW to the god and must accept at least one Gift, chosen randomly from the Gifts and Compulsions table. In addition the cultist accepts a Compulsion for each Gift – and some Gifts carry multiple Compulsions (which are known as Geases by Humakti).

In addition, all Initiates receive training in Bladesharp, gaining 1 Magnitude in the spell. Thus a cultist without Bladesharp gains Bladesharp 1 whilst someone with Bladesharp 2 would gain Bladesharp 3. The spell cannot exceed Magnitude 4 through this cult Gift although it can exceed through regular training and improvement.

## Common Magic

Bladesharp, Detect Enemy, Detect Truth, Parry, Pierce.

## Higher Magic

Standard.

The cult provides only Divine Magic and aside from the Standard Divine Spells it teaches True (Weapon) and the following spells:

### Counter Undead

Duration 15, Rank Acolyte, Resist (Persistence)

Undead creatures such as spirits, ghosts, zombies and so forth cannot come within a number of metres radius equal to the Magnitude of the spell. Ranged and magical attacks (not relying on touch) can still be made. Discorporation attempts suffer an immediate penalty of the spell's Magnitude x3.

Undead that are deterred by this spell automatically withdraw to a safe distance. If the Humakti can force the creature to enter the radius of the spell (because it cannot physically retreat

any further) then he can match his Pact against the creature's Persistence in an Opposed Skill Test. If the undead creature loses the contest, it suffers a number points of damage equal to the spell's Magnitude to all Hit Locations simultaneously.

### Morale

Duration 15, Rank Rune Lord/Priest, Resist (Persistence or Pact)

The radius of this spell is a number of metres equal to its Magnitude x3. All within the radius of the spell will fight with the caster or follow him into battle for the spell's Duration. Those who wish to resist the effects can do so through either a Persistence or Pact roll – whichever is higher.

Those who *willingly* follow the caster gain a bonus to their Combat Style equal to the spell's Magnitude. However, for the spell's Duration, they cannot surrender or flee the battlefield.

### Oath

Duration Special, Rank Rune Lord/Priest

This spell creates a binding oath between the caster and the subject. If the other party breaks the oath in any way, shape or form, he immediately sustains a number of points of damage to all Hit Locations equal to the default Magnitude of the caster: thus, as the Pact of the caster increases so does the potential damage that the Oath Breaker would sustain.

The oath can only be negated by the caster who must verbally free the other party, or if the caster dies.

### Reveal Truth

Duration 15, Rank Initiate

This spell reveals the presence of all verbal lies within a radius equal to the caster's dedicated POW x2. The liar is shrouded in a dark, smoky glow visible only to the caster. The spell cannot be resisted, although magical defences such as Countermagic will counter the Reveal Truth spell if their Magnitude exceeds that of the Reveal Truth spell.

## Gifts and Compulsions

All cult members must accept at least one Gift, using Dedicated POW to buy it, and take the number of Compulsions, or Geases, indicated by that Gift.

Gifts can be chosen from the following list, but Geases are always rolled randomly.

### ***Humakt the Claw Gifts***

Increase any one Combat Style by 10%.  
 Gain 1 Combat Action.  
 Increase Strike Rank by 1D3.  
 Increase any one Cult Skill by 10%.

Increase one from STR, CON or DEX by 1 point.  
 Increase one from POW, SIZ or INT by 1 point.  
 Gain the Sense Assassin ability, or increase it by 25%.

### ***Humakt the Claw Geases***

- 01 Favored by Humakt; no geas.
- 02–04 Mistrust all Dwarfs.
- 05–07 Mistrust all Elfs.
- 08–10 Mistrust all Trolls.
- 11–13 Mistrust all non-Humakti except those friendly to Humakt's cult.
- 14–16 Mistrust all non-Humakti, friendly or not.
- 17–18 Never eat from a dish.
- 19–21 Remain silent for one week per season (this includes casting spells).
- 22–23 Do not speak for one day per week.
- 24–26 Eat no meat on Windsday.
- 27–29 Eat no meat on Death week.
- 30–32 Eat no cooked vegetables.
- 33–36 Eat no vegetables.
- 37–40 Ride no animals for one day per week.
- 41–43 Ride no animals for two weeks each season.
- 44–46 Ride no animals.
- 47–50 Drink no alcoholic beverages.
- 51–57 Never participate in an ambush.
- 58–60 Never lie to a friendly cultist.
- 61–61 Never lie.
- 62–65 Dedicate a further 1 POW to the Humakt Pact during Sacred Time.
- 66–67 Dedicate a further 2 POW to the Humakt Pact during Sacred Time.
- 68–71 Never use non-cult weapons.
- 72–75 Never strike first in battle.
- 76–79 Never Evade in combat.
- 80–81 Cannot use any Shield.
- 82–85 Cannot use metal armour in one location (random).
- 86–89 Cannot use any armour in one location (random).
- 90–93 Cannot use metal armour in two locations (random).
- 94–95 Cannot use any armour in two locations (random).
- 96–98 Roll twice more.
- 99–00 Roll thrice more.

### **Sense Assassin**

This ability is roughly analogous to Insight and begins at INT+Dedicated POW. The ability gives the Humakti the

ability to suspect an associate who intends to assassinate someone the Humakti is currently attached to, whether as a part of a temporary adventuring party or a permanent fealty relationship. This of course includes an assassin coming after the Humakti. The Sense will not tell the Humakti who the intended victim is but does point out the assassin.

### **Cult Skills**

Emphasis is placed on combat for all Claw Humakti. The cult's Combat Styles are as follows:

Sword and Shield, Two Handed Sword, Twin Swords, Spear and Shield, Two Handed Spear, Axe and Shield, Two Handed Axe, Dragonewt Weapons (Klanth, Utuma and so on), Unarmed.

Other, non-combat skills are: Athletics, Brawn, Lore (Burial Rites), Lore (Humakt the Claw), Lore (Regional), Resilience.

### **Allied Cults**

Humakt the Claw is essentially isolated, although Claw Humakti can learn healing skills and spells from Earth Dragon.

## **PATH OF THE PERFECT UPRISING**

This is the draconic path developed by Isgangdrang. It teaches that enlightenment stems from the development of perfection in either the Right Hand Path or the Left Hand Path – but only one. The Right Hand Path is embodied by the Mastery Rune; the Left Hand Path by the Magic Rune. Although followers choose only one path, enlightenment for the entire cult will be achieved when both paths find equilibrium, creating the Perfect Uprising.

Isgangdrang is the nominal leader of the Eternal Dragon Ring following Obduran's transcendence and Isgangdrang, the only follower of this path to have attained totality in both paths, is capable of assuming either male or female form. He/she also channels the full power of Drang, the Diamond Storm dragon and, as such, is the most potent realisation of draconic power (with the exception of Obduran) anywhere in Glorantha.

Males follow the Right Hand path, traditionally; females the Left Hand path. As with divine cults, followers choose the rune of their path and seek to embody its nature; thus males approach the Right Hand Path through the Mastery Rune whilst females approach the Left Hand path through the Magic Rune. Certain gifts allow the changing of gender and this then allows the dedicant to change the path being followed.



The key to the Perfect Uprising is the realisation of perfection in the path being followed. Those who achieve it via their first chosen Rune then change gender to follow it through the second. Only Isgangdrang has yet done so completely but others follow in his/her footsteps.

## Runes

Mastery (Right Hand Path, Males); Magic (Left Hand Path, Females)

## Mythos and History

**The Diamond Storm (Resonance 95%) – The necessity for different paths; the ways of male and female:** Drang is the Diamond Storm, that from which all stars form and the simultaneous coalescence of all stars: the fabric of the universe. The stars in the Sky Dome are the glittering scales of Drang's hide; the planets its eyes and the stars that shoot are its breath.

When Drang fought Orxili it was forced to choose its nature. First it fought through mastering its ability to fight. Orxili was bested and dragged to the earth where it might be destroyed. Next Drang chose its magical nature so that where

Orxili touched the earth its suppurations would be healed and its substance consumed within the firmament. Splitting its natures in this way, Drang realised both the masculine and the feminine. Its mastery of tooth and claw was its male nature; its mastery of magic its female. Drang's form changed continually, creating many heads, to fight the Orxili monster.

When Orxili was destroyed Drang returned to the Sky Dome to watch for further intrusions but left its substance and paths inherent through the earth as a path for others to follow. First was Obduran who realised the significance of the Right and Left Hand paths and called upon one of his followers to seek enlightenment through it. This was Isgang, who was born both male and female, knowing the strength of both sexes. First Isgang followed the Left Hand Path and so became the female. When she had attained enlightenment through the realisation of the Magic Rune, she became humble again and became male, following the Mastery Rune. When he had attained that rune, through meditation and quests, and the destruction of enemies, he knew totality as One Being with Two Genders and was raised up to the sky to commune with Drang. Here, both Runes coalesced as do the stars, and Isgang remained there, in the sky, for 10 times 10 years. When he/she returned to Glorantha, he/she was Isgangdrang and channelled Drang's presence and both Runes.

## Nature

The Perfect Uprising dedicates itself to the mastery of mundane and magical skills. Its followers believe that the ultimate uprising is to become a being that is both sexes simultaneously, embodying the natures and virtues of both. But before one can become this being, one must become a master of one's gender. Thus males seek the answer to the question: 'What is a Man?' and females 'What is a Woman?' The answers do not lie in the physical differences between the sexes or the communion of the two to create life. The answer lies in understanding all aspects of the male and female, accepting them, becoming them and then, at the moment of enlightenment, merging them together into the Single Sex – the Perfect Uprising. The struggle of the Cosmic Dragon and Drang with Orxili is symbolic of the struggle between male and female natures. Drang prevailed because it realised both, whilst Orxili realised neither and remained a shapeless, confused morass.

## Organisation

Isgangdrang is at large on EWF business throughout Glorantha but the Perfect Uprising's monastery is fully functional in the Stormwalk Mountains, facing towards Dragon's Eye in Dragon Pass. The monastery is where every adherent to the path is initiated into its secrets and an annual pilgrimage to it, to spend a month in meditation, is a ritual most adherents endeavour to stick to. It is not, however, compulsory. The



cult finds strength in diversity and worldiness and so most of its practitioners are, like Isgangdrang, at large in the world, spreading the cult's message and its boundaries.

It is usual for members to attach themselves to a Master who oversees their development, guides their progress and keeps them informed of Isgangdrang's actions. There are many Masters and they have the honour of communing directly with Lord Isgangdrang on a frequent basis. However as the order celebrate individuality as a part of totality, adherents to the path are encouraged to become autonomous but still true to the Path's ways of Mastery and Magic.

Aside from the Monastery of the Perfect Uprising, the cult has no temples or shrines: they are not necessary. The body of the adherent is the only shrine required. However it is common practice for adherents to leave a subtle mark in places they have visited and stayed for any length of time. The mark is the Magic and Mastery runes entwined, carved into a subtle area so as to be unobtrusive. Other adherents passing through a place where other cultists have trodden look for the symbol, examining the corners of rooms, the depths of caves, the lower skirting of other temples and so forth. If none is found, it is customary for the adherent to leave the mark.

## Membership

Standard.

Members of the Perfect Uprising cult must be able to speak Auld Wyrnish and be committed to the EWF's cause. A Master checks the credentials of each applicant with an Insight roll to ensure that the applicant is worthy of the cult.

## Common Magic

Bearing Witness, Becalm, Co-ordination, Dragon's Breath, Vigour.

## Higher Magic

Perfect Uprising teaches Draconic Magic (see *Glorantha: The Second Age*). The usual rank restrictions on Magnitude apply. The following spells are taught:

Become Draconic Wyrm, Brand Traitor, Combat Meditation, Inspiration, Mystic Sight, Royal Grace.

## Adjuration

Masters of this path can opt to Adjure Restrictions. Essentially the ends justify the means and Adurants willingly ignore any form of restriction, boundary (including magical ones) and other limitations. Adjurants never accept any form of restriction and are immune to the effects of any magic levelled against them that would restrict or confine their actions. As

a consequence, Adjurants do not wear any form of armour (but may use magical armour forms) and cannot impose restrictions or binds on anyone else. Naturally everyone else within the Adjurant's range is subject to similar conditions and immunities.

## Gifts and Compulsions

The Path of Perfect Uprising confers the Gift of Change Gender once an adherent has achieved 100% in the following skills, depending on the Right or Left Hand Path:

Right Hand Path: Athletics, Dance, Influence, Lore (Perfect Uprising), Resilience.

Left Hand Path: Common Magic, Lore (Perfect Uprising), Perception, Persistence, Sing.

The Gift changes the gender of the adherent so that the next path can be followed. Once 100% has been reached in the next path's skills then the Gift is conferred once again but this time the adherent can change gender at will, switching from one to the other as needs see fit. The process takes a full night's sleep and the successful casting of the Becalm spell the night before.

However all adherents gain a Compulsion as soon as they join the cult, choosing from the following list:

**Obsessive:** The adherent chooses a single thing that is the focus of the obsession; this could be counting, the washing of hands or clothes, locking doors or windows and so forth. The Compulsion becomes more acute as perfection in the path skills improves.

**Meditate:** The adherent is compelled to spend 2D4 hours in meditation each day. The Compulsion over-rides all other concerns. If not followed then a level of Fatigue is incurred until meditation is completed.

**Speak only Auld Wyrnish:** The adherent will not speak any other language under any circumstances.

**Silence:** The adherent will not speak at all, communicating instead via sign-language and in script.

## Cult Skills

Right Hand Path: Athletics, Dance, Influence, Resilience.

Left Hand Path: Common Magic, Perception, Persistence, Sing.

The following skills are taught to all adherents: Draconic Illumination, Language (Auld Wyrnish), Lore (Perfect Uprising), Meditate

## Allied Cults

All mystical Draconic Paths and True Dragon cults are considered allied cults. Draconised Orlanthi cults are not.

## ISSARIES THE CLEFT-TONGUE

When Issaries learned how to speak with dragons he learned the *true* nature of *pure* communication. This enabled him to spread the word of the True Dragons and so ensure that all came into contact with their draconic natures. When the Lightbringers went to bring the Sun Emperor back from the land of the dead, Issaries' power in this regard helped convince many foes that the Sun was essential to the Cosmic Dragon and had to be returned to life.

This is a draconic Orlanthi cult and is based on communication and trade. It is therefore an important cult for all EWF merchants, traders, negotiators, ambassadors, orators and so forth. Communication – and draconic communication – is at the cult's heart. It functions very much like the traditional Storm Tribe version of the cult but with certain subtle twists that are explored in Nature.

## Runes

Dragonewt, Harmony, Mobility.

The Dragonewt Rune allows those who follow the cult through this Rune to perceive and understand the natures and actions of Dragonewts. Cleft Tongue Issaries scholars are the ones who have allowed the EWF the greatest insight into Dragonewt behaviour and high-ranking Cleft Tongue Issaries cultists form the elite cadre of ambassadors who deal with high-caste Dragonewts and Inhuman Kings on a regular basis.

## Mythos and History

### **Issaries Reborn (Resonance 80%) – The importance of dragonewts; the importance and purity of Auld Wyrnish:**

Orlanth learned the dragon language but Issaries knew it already. Coming across a dragonewt one day, Issaries sat with it, observed it and, eventually, talked with it, for this dragonewt knew several other languages. At the end of their discussion, Issaries agreed to be reborn and so returned to an egg. When he hatched he was as before save that he now spoke Auld Wyrnish fluently and had, during his egg-time, conferred with the Cosmic Dragon.

Issaries went out amongst the gods and taught others the new language and wisdom. He solved many riddles and many problems. As an orator he had no equal. One day, a creature Issaries had not come across before confronted him and asked him the Six Riddles. Issaries sensed that failing this test led

to something terrible and so meditated on each riddle as it was asked. When he answered, he answered in Auld Wyrnish because to have answered in any other way, even correctly, would have been the wrong way of doing things. Issaries knew Right Action and applied it, just as his dragonewt rebirth had taught him. The creature was enraged because no one had solved the Six Riddles before; the creature was so angered that it ate itself, leaving Issaries to contemplate only a mouth. Issaries took the mouth and ate that, so gaining the creature's knowledge and mastery of all languages, methods of discourse and so on.

From that day, Issaries only ever used the dragon tongue.

## Nature

The Cleft Tongue Issaries believe in the power of The Word above all other powers. The Word is OUROBOROS and dragonewts are the truest expressions of it. It is therefore in the cult's nature to study and communicate with dragonewts at every opportunity and only ever to use Auld Wyrnish unless one is forced to speak with a lesser species in a tongue it understands; only on these occasions will Issaries cultists use another language, reluctantly.

The central philosophy of the cult is pure, clear understanding. Issaries members speak clearly, audibly and economically. This makes them appear blunt but their meanings are always clear. In trade, the substance of a deal is always succinctly and accurately articulated, with all further communications geared towards reaching a beneficial outcome for the cultist. Cleft Tongue Issaries are fierce and cunning negotiators.

The fascination with dragonewts is prevalent amongst all cult members but is strongest in those who follow the cult through the Dragonewt Rune. These cultists can perceive all Dragonewt actions, no matter how bizarre, in their logical context (abstracted as an Insight roll) and understand potential repercussions from not following the action.

## Organisation

Issaries the Cleft Tongue is a highly important cult within the EWF. Clear communication is essential to the Empire and all emissaries are drawn from the cult's ranks, particularly where dragonewt relations are concerned. Every EWF city has several Issaries Cleft Tongue temples, with one devoted to each of the three Runes the cult possesses. Each temple is controlled by a High Priest, known as a High Dragon Speaker, and at least one Rune Lord, known as a High Dragon Emissary who is responsible for any specific activities or agendas the temple may have. The leader of the cult as a whole is always the High Dragon Speaker of the Dragonewt Rune with all other High Dragon Speakers deferring to his decisions.

Cultists are expected to seek the guidance of their temple in all matters regarding communication and trade. Failure to do so is frowned upon and it is thus the habit of all cultists to pay regular visits to their temple seeking advice in advance of any enterprise. As a result, this is very much a cult that prevails in cities with few cultists in isolated or small settlements.

Every temple offers schools in Auld Wyrnish where anyone who can pay the (standard) training costs can receive tuition in the language. Cultists receive all tuition for free. Other training focuses on the particular Rune being followed: thus Mobility for trading skills, such as Commerce, and Harmony for communication skills such as Courtesy, Culture and Lore (Diplomacy). Non-EWF Gloranthans can still benefit from what Issaries Cleft Tongue temples offer as long as they are prepared to learn, and speak, Auld Wyrnish.

## Membership

Standard.

All Initiates into the cult must have some degree of skill in Auld Wyrnish. As this is a Divine Cult a Pact is necessary for all Initiates.

## Common Magic

Babel, Detect Cheat, Glamour, Golden Tongue, Mobility.

## Higher Magic

Standard.

The Cleft Tongue Issaries may also benefit from the Divine Spells: Laughter and Meditate. In addition, the following Issaries spells are available:

### Lock

Duration Special, Rank Acolyte, Touch

This spell may be cast on a door, chest lid, bag opening or similar device. It will thereafter keep the target sealed for a number of weeks equal to the spell's Magnitude. Overcoming the Lock spell requires a Countermagic spell of *greater* Magnitude than the Magnitude of the Lock spell when it was cast, in order to break the seal and give access to whatever is within or beyond.

### Special Lock

Duration Special, Rank Acolyte

This is like Lock in every way, but may be cast on top of it to allow one other specific person to pass through the target area each time it is cast. This is cast on the door (or whatever) and the person getting the 'passage' must also be present, laying

their hands on the door during the spell. It only works for one door and one person per casting.

### Create Great Market

Duration Special, Rank Rune Priest

This spell is available only to elected High Dragon Speakers of the cult and is temporarily given to them by Issaries when they attain that status. This simply allows all priests of the cult to combine their Create Market Divine spells together to make one large, protected marketplace. It lasts for a week in a temporary market and a full year in on-going places of market worship where Issaries has an established temple.

### Spell Trading

Duration 15, Rank Acolyte

This spell allows the Issaries priests the ability to trade one use of any Divine spell which they know – except Spell Trading – in exchange for one use of any Divine spell known by another priest of any cult. The trade must be done voluntarily. Trading any Divine spell counts the same as casting it and they lose that instance of it until appropriate prayers can be offered for its return. Issaries priests may trade any spell of which they have use, even it did not originate with their cult. However, spells that require a higher rank to be cast cannot be traded. Thus, an Issaries Acolyte could not trade for a spell that only a Rune Lord could cast.

The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, who might cast the traded spell against the Issaries trader. Some sort of token must also be passed as part of the trade and it should represent in some way, the spells being traded. Thus a Shield spell would use a shield, a Humakti spell would use a knife and so on.

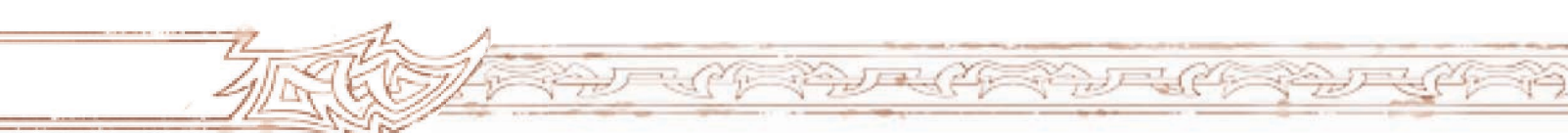
Traded spells must be used within a number of days equal to the default Magnitude available to the respective casters. Thus, an Issaries cultist with Pact (Issaries the Claw) 70% must use whatever spell he gains through the trade within seven days. The spell, if not used, is lost at the end of this period.

### Create Market

Duration Special, Rank Acolyte

This spell creates a gently glowing wall with a radius in metres equal to the Magnitude of the spell x5. The boundaries of the spell must be clearly marked by the caster – either with chalk or some other form of marking, or the placing of boundary markers such as stakes or even stones. Within the confines of the spell the caster is immediately aware of anyone who is entering the area with a hostile intent. Theft is a hostile intent. Note that this will make no distinction between 'friendly'





fighters and 'hostile' fighters; anyone attempting to pass through with intentions of harm from the Outside will alert it. The Market lasts for as long as the Issaries caster remains within its confines; once he moves outside, the spell dissipates. Anyone who tries to commit a hostile act within the Market suffers a skill penalty to the hostile skill equal to the Pact skill of the caster.

## Gifts and Compulsions

The cult offers no specific Gifts but its one Compulsion is to force its members to converse in Auld Wyrnish unless absolutely no alternative is available. This applies at all levels within the cult.

## Cult Skills

Commerce, Courtesy, Evaluate, Influence, Insight, Language (Auld Wyrnish), Lore (Diplomacy), Lore (Issaries the Cleft Tongue).

## Allied Cults

Such is the importance of the cult to the EWF that it can be considered to have alliances with all cults described in this chapter, with the exception of Green Scaled Father. Magic from these cults can be taught to Issaries members if they have the capacity to use the magic (including Draconic Mysticism spells).

# PATH OF THE UNSTRUCK SOUND

Also known as the Musicians of Unstruck Sound, this mystical path reveres Lord Great Burin and follows his Ten Step Path. The cult believes that Lord Great Burin will lead the Great Dragon Project to completion through the destruction of the Cosmic Dragon's enemies – which is to say, all who do not accept the draconic ideal.

The Unstruck Sound is the infinite silence broken when the Cosmic Dragon was forced to create the universe when Orxili interfered with its meditations. The aim of the cult is therefore a return to the purity of the cosmos; or, to put it bluntly, the unmaking of all physicality, replacing it with the perfection of the Void, occupied only by the Cosmic Dragon. The only way to achieve this is through purity and the absence of further creation, which only works against the ideals of true purity.

Followers of the Ten Step Path are destructive denialists. They see no extended purpose in existence but do not seek death. Instead they seek transfiguration, which Lord Great Burin is attaining, and that can only be attained through a life of denial. This is a reactionary cult, based completely on disassembling the world, which will be realised in the raising of

the Great Dragon to Be. Musicians of the Unstruck Sound are deeply committed mystics who serve Lord Great Burin unwaveringly. They are patient and calm but opposed to the continuation of existence as it denies the universe its original purity. Following the Ten Step Path involves lengthy periods of meditation, denial of all but the most essential physical requirements (food of the plainest kind, water and sleep – though some deny themselves even that) as the Musicians seek to realise internal purity and transcend the prison of physical mortality.

## Runes

None, although the Ouroboros symbol, a dragon swallowing its own tail, is sometimes used as a symbol of the Musicians' pursuit of purity.

## Mythos and History

**The Single Sound, Unstruck (Resonance 70%) – Why All That Is should be Unmade:** Lord Great Burin was commanded to perform the Single Sound HeroQuest as part of his tutelage under Obduran the Flyer. The object of the quest was to hear, and replicate, the single sound that was audible when the Cosmic Dragon brought the cosmos into being.

The quest changed Lord Great Burin utterly. When he returned he had not only committed the Single Sound to memory but had realised that for it to be struck once more, all physical creation must first be undone. With that undoing, the universe would be pure once more and the Unstruck Sound would be a single, perfect, infinitely resonating note.

Following the HeroQuest, Lord Great Burin retired to his monastery, known as Ai-Kokomo and there realised his Inner Dragon. From that point onwards he was a dragon incarnate and dedicated to opposing all who would preserve physicality and prevent the Striking of the Unstruck Sound. His apotheosis is based totally on rejection and denial. Through exerting these he can consume entire armies if he so wishes (in his draconic form) and send them back at their former lords as draconic wraiths who emit the Single Sound, uncreating all within hearing.

## Nature

Members of the cult are ardent celibates, engaging in purity of mind, body and soul and working towards the Ten Steps of Perfection:

Absence of impure thought.

Absence of impure deed.

Abstinence from procreation.

Acceptance of the Null; infinity through a return to the O – the unbroken will of the Dragon.

Denial of the physicality: creation is a necessary lie that must be unsung.

Coalescing of all physicality into the O.

Cleansing of the cosmos through the purging of the material.

Perfect transformation into a single state of nothingness.

Mystical purity attained through physical denial.

Embracing the Null. Becoming nothing. Attaining the Void.

This is a lengthy process that requires denial of all pleasure and especially the physical pleasures derived from the lie that is the world. Once the world is unmade, the Cosmic Dragon will swallow its tail once more and perfect infinity, with perfect silence, will result.

Unstruck Sound mystics are therefore fanatical denialists with an exceedingly hard-line view on the physical world and its corrupting nature on purity of thought and deed. They are zealots, intolerant of anyone who cannot abjure from the 10 separate elements that the Path dictates.

## Organisation

The cult has no ranks. All Musicians of the Unstruck Sound are equal. Lord Great Burin is their paradigm, for he has perfected the Ten Step Path and achieved all its principles; his 11<sup>th</sup> step will be to transfigure completely and join the Cosmic Dragon in eternally pure silence.

This is also not a widespread cult: its stringent views and regimens mean that it appeals to only a few ardent draconic mystics who find other cults too forgiving or soft in their approach. Dragon's Eye in Dragon Pass has the largest branch of the sect and some small sects exist in Fronela. Others have taken themselves away from the EWF heartlands to seek isolation in rugged, difficult terrain such as the upper reaches of the Rockwoods, the Nidan Mountains and even as far away as Teshnos.

Individual cultists are often encountered at large in the world, seeking trials of denial and to bring their philosophy to others. They often travel naked.

## Membership

Joining the cult requires that the adherent have a minimum of 30% in Dance, Draconic Illumination, Language (Auld Wyrnish) and Meditate.

Members must meditate for at least four hours per day. They must reject all physical possessions, including clothes, armour and weapons, to pursue a life of purity through training in the cult's skills. Any lapses from this path result in the loss of all draconic powers.

## Common Magic

None.

## Higher Magic

The cult teaches the following spells: Become Draconic Wyrm, Cold-Blooded, Combat Meditation, Deafening Cry, Dragon Flight, Mystic Sight, Sense Surface Thoughts, Unseen Presence.

Musicians of Unstruck Sound gain 2 draconic spells when they are accepted into the cult. They gain another draconic spell for every 30% attained in Lore (Cosmic Dragon) and/or Lore (Lord Great Burin).

## Adjuration

Adherents of the Path of Unstruck Sound are expected to Adjure the Physical when they reach 80% in Draconic Illumination. Those who do not are expelled from the order. Adjuring the Physical creates the following conditions:

- The Adjurant cannot make physical contact with any living creature. If the Adjurant's Draconic Mysticism skill gives his Adjuration a range, then no living creature can approach within the radius of his power. Furthermore, no physical thing, with the exception of magic, can come into contact with the Adjurant: thus, ranged attacks and even raindrops are repelled.
- By making a Meditation roll the Adjurant can levitate himself a number of centimetres above the ground equal to his POW. Adjurants often use this to repel the physical nature of the earth beneath them.
- Adjurants are utterly celibate. All those within range reject all sexual notions and appetites.

## Gifts and Compulsions

The Compulsions of the order are obvious. However, all cultists gain two of the following Gifts:

- Abjure Food – The mystic never needs to eat.
- Abjure Drink – The mystic never needs to drink.
- Abjure Sleep – The mystic never needs to sleep.
- Repress Emotions – The mystic becomes utterly devoid of emotion, no matter what the circumstances.

## Cult Skills

Dance, Draconic Illumination, Language (Auld Wyrnish), Lore (Cosmic Dragon), Lore (Lord Great Burin), Meditation, Unarmed.

## Allied Cults

None.

## PATH OF ENIGMATIC CONFIGURATIONS

Lorenkarten the Mile is one of the most active and enigmatic of draconic mystics in Glorantha. A student of Obduran and an Aroka Ascendant, Lorenkarten plays a key part in the EWF's imperial aspirations, working at large in both Peloria and Pavis.

His work concerns the tying of the EWF's Battle Banner – a complex mandala holding within its myriad, ever-changing patterns, the core tenets of True Dragon philosophy – into the mystic and physical fabric of Glorantha. This work takes many forms: in the Dara Happan city of Alkoth it took the form of subtly changing Oslira, the River Goddess, into her True Draconic aspect and controlling the agendas of the city's three kings and its two gods (Shargash and Alkor). In Pavis it concerns altering the very nature of an already magical city to act as a focus of protection for EWF interests and its sustained presence in a world that it seeks to change.

The Path of Enigmatic Configurations is a mystical path of Lorenkarten's devising. It looks for, finds, interprets and redefines patterns: of thought, of deed, of myth, of substance and of truth. Its central tenet is that all truths are mutable and remain so until the Single Configuration, the OUROBOROS, is attained. At that point all sources of power flow into a single source that will channel all energies into the realisation of Aroka.

The Path has gained a small but ardent band of adherents attracted to Lorenkarten's persuasive nature and undoubted ambition. Sects of the path are found in the Oslira Valley of Dara Happa, ostracised from the hell city of Alkoth just as Lorenkarten has, himself, been ostracised. In Pavis the sect is gaining considerable credence under the direction of the mystic Labygyron (Lorenkarten himself) and is instrumental in both challenging and working with Lord Pavis and others and attain certain magical objectives that will protect the city against its foes. It appeals to those who see patterns, understand and embrace change and are looking for a way of understanding their own, contradictory natures.

## Runes

Lorenkarten has quested for, and controls, the Runes of Illusion, Mastery and Water. These are the Runes of the sect and they are every bit as potent as those held by True Dragon cults.



## Mythos and History

The Battle Banner of the EWF was conceived in a simultaneous dream between the Inhuman King of Dragon Pass, Vistikos Left Eye, Obduran the Flyer and a fourth, un-named mystic known only as Person Four. Appearing first as swirling colours and higher mathematics, the dream caused the mandala to coalesce and attain the physical. Still changing, reflecting the ever flowing and changing nature of magical power, as channelled through the Cosmic Dragon's consciousness, the Battle Banner is the true source of the EWF's power. Without it, the Empire would have frayed and died centuries ago. With it, all mystical paths, True Dragon cults and draconised cults continue to derive their energy and substance, enhancing their magic and understanding. When unfurled, at the head of the EWF's mighty armies, the most potent mystics of the Wyrmfriends directly channel the raw power of the Cosmic Dragon, becoming fearsome incarnations of the Great Ancestral Dragons who fought and destroyed Orxili.

All fear the EWF Battle Banner. With it potent mystics like the Eternal Dragon Ring assume draconic form and devour armies. The Middle Sea Empire see within the banner



certain truths thought to be unique to the Abiding Book. The Storm Tribe see their own gods' runes and myths reflected and rendered impotent. With it the cult of the Golden Dragon Society proved that Hurarbagarten was an aspect of Yelm, the Sun Emperor. The Battle Banner is thus the most potent magical item in Glorantha; a standard, a focus and a weapon – but also a symbol that, if controlled, offers access to the deepest myths and magics of gods, demigods, demons and dragons.

## Nature

The Path of Enigmatic Configurations seeks to do several things. First, it aims to gain deeper understanding of the Battle Banner's nature, its central mandala. Second, it aims to protect it from the EWF's enemies. Thirdly, it seeks to replicate the Battle Banner's mandala in ever greater physical forms across Glorantha, creating extensions of the EWF's power and preparing the way for the Great Dragon (which the sect understands to be Aroka) to assume full, awful, physical form. When all these physical manifestations arrive at the same, precise, configuration, then the Path of Enigmatic Configurations will be opened and all will change.

## Organisation

The Path of Enigmatic Configurations takes the form of discrete sects led by a Master. Each sect is given the task of creating a physical replication of the EWF Battle Banner in a chosen location. In Pavis, this is the Puzzle Canal; in Alkoth the Cyan Maze beneath the palace of the Red King; in Hendrikiland it is the reconfiguration of several hills and valleys. In Esrolia, it is the All Mother Avenue. Other sects are being established elsewhere in Glorantha.

The realisation of the physical mandala requires a mixture of deep meditation and mystical dances. Masters lead regular meditation classes and every sect seeks to strengthen its membership through attracting new adherents who may not (ever) know what it is they contribute to but gain personal contentment as each part of the mandala's pattern grants them personal insight and wisdom.

Each Master is supported by one or more aspiring Masters who are responsible for attracting new members. Public displays of complex dance and meditation are used to interest those who seek direction or new truths and then an invitation is extended to become more deeply involved. Individual members are encouraged to introduce new recruits although there is no Compulsion to do so.

Adherents to the path must attend the daily meditations always held at a draconic temple (often Aroka) or a specially

constructed monastery. The Aspirant Masters lead the new recruits whilst the Master leads the confirmed assembly. Each day the mystical power generated by the students advances the magical formation of the Battle Banner's physical configuration wherever it happens to be located (usually close to the temple). In return, the students find a personal contentment and peace they cannot experience through any other means. The sect also offers teaching in the cult's skills and magic to those who move from being casually interested into full initiates.

## Membership

Standard.

Anyone can join the cult. Lay members are simply casual meditators who attend the classes occasionally but with no enduring conviction. Initiates are those who commit to the cause and they are immediately taught Draconic Illumination and Auld Wyrnish as a reward for their commitment.

## Common Magic

Becalm, Befuddle, Co-ordination, Glamour, Lucky, Second Sight.

## Higher Magic

The cult teaches the following Draconic Mysticism spells: Draconic Enhancement (INT), Draconic Prophecy, Draconic Regeneration, Inspiration, Mystic Sight, Royal Grace.

## Aduration

Masters may opt to take the same Adjuration offered by Aroka.

## Gifts and Compulsions

Whilst meditating, adherents find Inner Peace. Natural Healing is treated as though the person's Resilience is twice its normal level and all negative thoughts, emotions, troubles and problems dissolve into perfect clarity as the mandala of the Battle Banner is imagined in the meditator's consciousness.

In return, adherents must recruit new members, introducing them to the Aspirant Master who will then guide them towards initiation.

## Cult Skills

Dance, Draconic Illumination, Insight, Language (Auld Wyrnish), Lore (Aroka), Lore (EWF), Meditation.

## Allied Cults

None.

## NIGHT DRAGON

Night Dragon is the enduring darkness: that which envelops and seeps into the world and is an extension of the Cosmic Dragon's own denial of Infinity Broken. In its physical form Night Dragon is darkness made substance and it was at the height of its powers during the Great Darkness. When light returned to the world, Night Dragon was forced beneath the surface but each evening its breath wraps the world once more, exhibiting this slumbering dragon's power.

As a True Dragon cult its worshippers are those who find comfort and solace in the calm of darkness and those who actively abhor and fight Chaos. For this reason it is very much a warrior's cult and one that appeals to draconised Uz.

### Runes

Darkness, Man.

### Mythos and History

#### **Night Dragon and the Teaching of Dame Darkness (Resonance 70%) – Kinship between Dragons and Trolls:**

When Night Dragon hatched he went beneath the world to thank the new race who had defeated the Oozing Chaos. Dame Darkness welcomed him and told him the name of her people. He gave her the Man Rune so that she might create her race from flesh and with it Dame Darkness created Kyger Litor, who bore Korasting. With the Man Rune they created more children who became the Sacred Ancestors of the Uz.

**Night Dragon Battles Chaos (Resonance 90%)** – Chaos is the Enemy. Orlanthe Cannot be Trusted: Night Dragon went to Dame Darkness to teach her the wisdom of the Cosmic Dragon and found her a willing student. Together they fought against the Oozing Chaos that still sought to steal the world and showed her that all things can be eaten. Next the Night Dragon taught the children of Darkness certain secrets of darkness that would help them fight Chaos and showed Zorak Zoran where Death was hidden so that he might avoid it.

When the sun died and went to Hell, Night Dragon drew upon the powers of Darkness to rise up and fight the Chaos creatures that sought to steal the world again. The Black Dragon battled with many Chaos gods and destroyed several of them. It fought with Krarsht and banished her to the depths of the earth so deeply that only her children can find their way out. Next, Night Dragon fought with Mallia and stole from her the secrets of infection, thus ensuring that all dragon kin would resist her diseases.

When Night Dragon faced Storm Bull it thought it was another Chaos god and prepared to kill him but saw that

Storm Bull was not afraid and realised that he was no creature from the Ooze. And so they took to travelling for a while, killing Chaos and making the world shake with their mighty roars.

When the Light Bringers went into Hell to bring back the sun, Night Dragon watched them from afar and kept various monsters at bay. It knew that Orlanthe had killed its brothers, Sh'kaharzeel and Aroka, and so knew that the secret of Death was no longer hidden. Night Dragon went to Eurmál and punished him with whips from its tail, because Eurmál had followed the Black Dragon when it showed Zorak Zoran how to evade Death and had then stolen Death to give to Orlanthe.

When the Light Bringers returned the sun to the sky, Night Dragon knew its time to sleep was at hand and it dozed while the Great Compromise was made. Then it slept and its body merged with the earth. Night Dragon's dream dragons roam freely in the underworld, hunting Krarshtkids and other Chaos monsters to kill them.

### Nature

Whereas Storm Bull, the other anti-chaos cult of Glorantha, rages against Chaos, Night Dragon cultists use the calm and stealth of darkness to their advantage. They are calculating and methodical, suppressing emotions so that they will be better able to channel their energies into the defeat of Chaos and its kin.

The cult is intense and brooding. Its temples are all below ground and its members most active at night when Night Dragon's powers are at their greatest. The cult does not trust Orlanthe because their chief gods, through complacency, caused Chaos to rise. Even draconised Orlanthe are distrusted and, given the tempestuous and emotional nature of many Storm Cultists, they represent an unpredictable, unstable force.

The cult prefers order and method. Its philosophies are based around establishing a rule of draconic law and ensuring all abide by it. Once the EWF has conquered an area, Night Dragon warriors are often used to keep the peace, emotionlessly quelling any rebellion whilst simultaneously hunting down signs of Chaos. Draconised Uz are common soldiers or mercenaries in such forces, sharing an unusual kinship with the human Night Dragon worshippers – and one that many traditional trolls find disconcerting.

### Organisation

The cult is highly organised. Its ranks follow the Divine Cult structure with High Priests managing the important religious aspects of the cult whilst the High Lords (who adopt Rune Lord customs) manage the many soldiers of the cult. Acolytes

are typically the commanders of units with Initiates taking on the command of individual companies.

The temples and shrines of Night Dragon are widespread but always underground. They are sometimes found sharing locations with the Earth Dragon cult, although Night Dragon shrines are subdued affairs. Occasionally Night Dragon cultists will also join Earth Dragon because the two have a definite kinship and the trollish associations within both are strong.

Night Dragon combat units are composed of hard, intense individuals who obviously prefer night strikes to daylight activities. A unit commander leads companies of between four and twelve warriors, answering to their local commander (an Acolyte) who, in turn, answers to the Rune Lord for the region.

In overall command is the High Darkness, the major Ascendant for the cult, based in Dragon Pass. He, in turn, answers directly to the Eternal Dragon Ring, which means that Night Dragon cultists are often foremost in the Dragon Ring's military endeavours. The cult has been especially successful in its Dara Happan campaigns where its night magic and the Darkness Rune countermands the Light Rune.

## Membership

Standard.

Although a True Dragon cult, membership reflects Divine Cult lines but there is no need to sacrifice to a Pact.

## Common Magic

Boon of Lasting Night, Chill, Darkwall, Detect Chaos, Dragon Breath.

## Higher Magic

The cult teaches the following draconic spells: Become Draconic Wurm, Blood of Lava, Bone Ridges, Cold-Blooded, Disease Resistance, Dragon Claws.

## Adjuration

Rune Lords and Priests can choose to Adjure Light and Fire. Adjurants are cloaked in a sheathe of darkness, generated by the Darkness Rune, that accompanies them everywhere and envelops all within its range when the Draconic Illumination skill reaches a ranged level. The Light Rune is completely negated by the Adjuration: all light is extinguished, all warmth quelled and all Light-based magic negated wholly. Adjurants are immune to the effects that their Adjuration creates but others within their sphere of influence will not

be, unless protected by some form of magic. The negation of warmth, for example, creates an area of cold with a negative temperature (in Celsius) equal to the Adjurant's own CON; thus, unprotected individuals will soon feel the effects of the resulting cold.

## Gifts and Compulsions

The cult offers no Gifts but all cultists become increasingly emotionless as their Draconic Illumination increases. Adjurants display absolutely no emotion whatsoever and become immune to emotions such as sympathy and empathy.

## Cult Skills

All Combat Styles, Athletics, Resilience, Stealth.

## Allied Cults

Earth Dragon.

# ORLANTH THE DRAGON

As one of the most powerful of the Gloranthan gods, it became an EWF imperative to prove the Storm God's draconic nature in order to assimilate the tempestuous Orlanthe into the wider empire. The key to this transition lay in the realisation of the myth concerning Orlanthe splitting his tongue and explaining in some way how Orlanthe was able to slay True Dragons. Of course, Orlanthe had killed other gods, most notably Yelm but Yelm had been brought back from the dead. It was clear that the True Dragons that Orlanthe killed were only separated from their physical forms: their essence simply transferred to someplace else.

Orlanthe the Dragon venerates the Storm God both as chief of the Storm Tribe and a True Dragon in his own right – the equal of the True Dragons. Orlanthe the Dragon worshippers believe that Orlanthe's strength lies in his ability to tread the two paths – both draconic and divine – and that humans who worship him are destined to become part of the Great Draconic Storm, where Orlanthe will become the Cosmic Dragon's cleansing breath and sweep Gloranthe into a new, enlightened age.

## Runes

Mastery, Mobility.

## Mythos and History

**Orlanthe Becomes the Dragon (Resonance 75%) – Accepting Draconic Wisdom; Realising the Inner Dragon:** Orlanthe learned the dragon tongue from Drolgard and Arangorf. In so doing, his tongue and mind were cleft and on one side and in one language he was Ourlanthe the Dragon and



on and in another he was Orlanth, Lord of the Storm. His dual nature revealed he was sorrowful for the dragons he had killed and vowed he would slay no more.

Arangorf took him into the realm where dragons dream and there Ourlant had wings, a tail and a fiery breath that was the Everlasting Storm. This was not a weapon but a creation. Next they flew together to where the Great Nest had many eggs and Ourlant touched each one with his tail; from these hatched the Eight Sons who founded the eight tribes of Orlanth the Dragon. The Eight Sons were dragonewts in one way and language, and human in another. Ourlant told them to tread the human path and they did, following him back to Dragon Pass and then going far and wide to found the Storm Dragon Tribes.

Next Arangorf took Ourlant to see the Heart and Mind of the Cosmic Dragon, tended by the True Dragons Orlanth had killed or fought. He bowed down to them and forgiveness was given. The Heart and Mind opened to Orlanth and he saw many futures, with many reckonings, but chief was how Ourlant would lead the Storm Dragon Tribes to glory over the Many Limbed Foes and so raise the Great Dragon into a single being that would reunite the Heart and Soul of the Cosmic Dragon with its other parts and so restore Infinity. Then would all things come to a close.

**Myth of Obduran's Orlanth Dragonfriend Revelation (Resonance 55%) – Behaviours: Attaining Personal Wisdom; Seeing the Dragon in All Things.**

See the Arangorf Myth for Inner Dragon.

## Nature

The cult reveres Orlanth as both Thunder Chief and Dragonfriend. Through worship, Orlanth's draconic wisdom, impetuous and imperfect, can be channelled and made pure, leading to eventual enlightenment through the understanding of the Seven Scrolls of Revelation. Obduran, a left-handed mystic born in the early years of Glorantha's Second Age, explored these mythic concepts and understood the Orlanth Dragonfriend revelation, bringing it to the Orlanthi and enfolded them in the draconic path. This path understands that every man, woman and child possesses Arangorf the Inner Dragon and through acceptance and understanding might attain the levels of enlightenment Orlanth himself underwent, contributing to a greater transformation.

Worship is usually conducted at an existing temple to Orlanth or, if none exists, at a specially created shrine built of stone and bone and decorated with Orlanth's runes and inscriptions or pictograms of his draconic transformation. This is a cult for males and male warriors at that; those who are accepting of

Arangorf the Inner Dragon and keen to realise their position in the clan and in battle.

The High Holy days of the cult are the same as for the traditionalist version of the cult.

## Organisation

The cult claims direct kinship with the Eight Sons who founded the Eight Tribes of the Storm Dragon, as told in their key myth. Thus, wherever there is a clan that reveres Orlanth the Dragon there is a temple to Orlanth the Dragon: a building, always of stone, ornately carved with depictions of how Orlanth split his tongue and of his travels with Arangorf. In other motifs Orlanth is shown defeating Orxili leading dozens of dragons into the fray.

Every clan has a Rune Lord, known as a Dragon Wind Voice, and he is usually the leader of the clan or may be a questing individual. Dragon Wind Voices can be directed by the EWF's upper echelons and etiquette decrees that Dragon Orlanthi must obey any call made upon them. Direct calls are rare but not unheard of.

Draconised Orlanthi are expected to observe and uphold all holy day rituals and ceremonies. If the cultist is not present at his clan's home then he must make observance through private rituals, preferably finding a high place, such as a hilltop, so that he can be closer to Orlanth.

The cult of Orlanth the Dragon is a male-only cult because Orlanth was the first to split his tongue and so taught all others to do so.

Amongst draconic Orlanthi communities Dragon Wind Voices are always revered and given hospitality. A guest Dragon Wind Voice sits at the high table and is always served first, before even the chief. It is customary for the Wind Voice to accept this food first and then offer his platter first to the High Priestess of Ernalda the Scale (who must refuse it) and then to the host clan's chief, who must also refuse. If either accepts the proffered food this is the worst possible insult. It has not happened in living memory.

All members of the cult are expected to lead good, brave, free lives. The killing of dragons and dragonewts is expressly forbidden by the teachings of the cult and even bringing harm to dragon kind results in ostracism from the cult, clan and tribe.

## Membership

Membership requirements differ from the Standard in the following ways:

## Lay Members

Lay Members are any who accept dragons and are prepared to offer worship at the shrines of Orlanth or Orlanth the Dragon.

## Initiates

Initiates must have five cult skills at a minimum of 30%. They must all dedicate at least 1 POW to their Pact with Orlanth the Dragon.

## Acolytes

Acolytes are the proselytisers of the cult, moving through Genertela spreading the news of Orlanth's draconic Enlightenment. They pave the way for the Runelords. Acolytes must have slain an enemy of dragons, have five cult skills of at least 50% and dedicate at least 3 POW to their Pact with Orlanth the Dragon. The Pact skill must also be at a minimum of 50%.

## Rune Lord (Dragon Wind Voice)

Dragon Voices must have defeated at least one enemy champion of the draconic way in combat. They must also dedicate at least 5 POW to their Pact with Orlanth the Dragon. Five cult skills must be 80% or higher and the Pact skill must also be 80% or higher. As the heroes of the cult, they are expected to challenge all enemies of Orlanth the Dragon wherever they are found.

The cult has no Rune priests.

## Common Magic

Bladesharp, Co-Ordination, Mobility, Thunder's Voice.

## Higher Magic

The cult offers standard Divine Magic as well as Consecrate and Lightning Strike. It also offers the following Draconic Mysticism spells: Become Draconic Wyrn, Combat Meditation, Dominate the Reptilian Mind, Draconic Enhancement (DEX).

## Gifts and Compulsions

Dragon Wind Voices are Gifted with a klanth, the dragonewt weapon, upon attaining their status. They may also use any iron weapons or armour they come across or quest for.

The cult imposes no Compulsions but the intricacies of draconic Orlanthi hospitality are such that many head-strong Dragon Orlanthi are forced to constrain their natures to an unnatural degree, even when dealing with enemies.

## Cult Skills

The cult offers training in the following skills. Pact is mandatory as one of the five skills for joining and advancing

within the cult: Acrobatics, Athletics, Draconic Illumination, Pact (Orlanth the Dragon), Persistence, Resilience, any Sword style and any Spear style.

## Allied Cults

All Draconised Orlanthi cults are allied with Orlanth the Dragon. Ernalda the Scale teaches Healing skills and magic to Orlanth the Dragon members.

## SUN DRAGON (GOLDEN DRAGON SOCIETY)

The Golden Dragon Society's principle aim is to reveal the draconic aspects of every god in the Solar pantheon of Dara Happa thereby proving draconic supremacy of the cosmos. To the EWF and its converts the arguments are academic; but where traditional Dara Happa beliefs are concerned, the exercise is of crucial importance.

This is neither a True Dragon path, a draconised cult or a mystical path: the Sun Dragon/Golden Dragon Society cult falls somewhere in between.

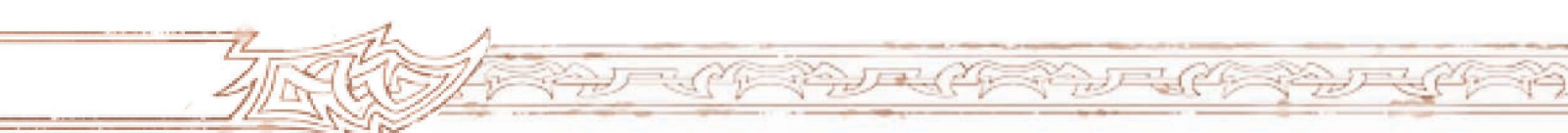
## Runes

Light, Mastery.

## Mythos and History

In 770, the Emperor Elmexdros the Conqueror welcomed the Golden Dragon Society into the Empire in his fateful bid to recreate ancient Dara Happa through the manifestation of the Body of Yelm. This was to be a mystical venture based around each and every Dara Happa realising their Inner Sun and achieving a state of transcendence that would echo the great events of the Emperor Khorzanelm. News of this attempt to realise the Body of Yelm through mystic interpretation inevitably reached the Eternal Dragon Ring and the larger EWF. Understanding that Elmexdros was engaging in precisely the same methods as themselves, draconic emissaries were sent to Dara Happa to learn more of the Emperor's methods and teach their own.

Into this ecstasy walked Lorenkarten the Mile and Hurarbartgarten, both Great Dragons who, acknowledging Elmexdros's transcendent capabilities, taught him the inner secrets of draconic mysticism and showed him that the Body of Yelm and the Body of the Cosmic Dragon were indistinguishable. Elmexdros embraced this new path and taught it to others through the creation of the Golden Dragon Society. Soon Dara Happa was filled with mystics intent on mastering this new path to enlightenment. Yelm and the Dragon were seen as essential components of the same celestial body and the Golden Dragon Society's influence stretched



the length of the Oslir. Where the Golden Dragon Society's teachings were rejected or refuted, Elmexdros marched against them with the Imperial Army bolstered by draconic warriors and dragonewts.

By 775 the reconciliation between Yelm the Emperor and the Solar Dragon was complete. The Eternal Dragon Ring raised one of their own, Hurarbargarten, to become the Golden Dragon Sun and offered him as Elmexdros's successor. Hurarbargarten quested for, and attained, the Runes of Light and Mastery. At this point Dara Happans became nervous of the revelations. Elmexdros created a new court at Raibanth, welcoming the Eternal Dragon Ring into the great ziggurat, pledging one of its levels to the worship of the Golden Dragon Sun and thereby polluting the ideal of the Body of Yelm. When Elmexdros died in 800 the Golden Dragon Society entombed his body in gold and placed it alongside the sarcophagi of the greatest emperors. Dismexdros, his son, took and passed the Ten Tests with the help of draconic mysticism and proclaimed the Golden Dragon Society as an equal religion alongside that of the Solar pantheon. Still the Golden Dragon Sun blazed in the skies and Lorenkarten the Mile went to Alkoth, where he remains.

Over the next 35 years the Golden Dragon Society consolidated power in Yuthuppa, Alkoth and Raibanth. EWF mystics flowed into Dara Happa in an unstoppable tide and a number of secret draconic societies formed as a result, supported by militias created from the Leagues of these cities. The New Dragon Association called for greater worship and the draconisation of the major Solar temples. The Gods' Wall was redecorated to reflect the growing strength of the Golden Dragon Society with many deities being given a draconic cast. In 111,835 Elmatryan, the Emperor, conducted mystical experiments of measurement that relied not on draconic principles but on the precepts of Antirius. Elmatryan became known as the Measurer and his astrological findings, conducted against a growing number of sacrifices amongst the draconic secret societies, caused unrest amongst the draconic faithful. The Red King of Alkoth and Lorenkarten the Mile emerged from Alkoth and came to Raibanth to study Elmatryan's writings and, on the steps of the sixth tier of the ziggurat, proclaimed them to be heretical. Elmatryan claimed to have determined that the Golden Dragon Sun was itself a falsehood and the teachings of the Golden Dragon Society were nothing but a tissue of lies. His measurements supported his arguments but, by now, Dara Happa was gripped with the draconic spirit and acceptance of his teachings was confined to a handful of scholars who found themselves hounded from Raibanth. Elmatryan was forced to flee but was caught by the Exultant Golden Scale cadre, a powerful secret militia, and brought back to Raibanth. Here he was executed for heresy. Dismatryan, who was head of the Exultant Golden Scale cadre, took the Ten Tests and completed them through draconic interpretation.

With Dismatryan espousing purely draconic philosophies the EWF had, by now, succeeded in controlling all of Dara Happa. The Empire was reorganised on draconic lines and the combined Dara Happan and draconic armies conquered lands to the west, east and south, including Darjinn and Kostadi. Dismatryan, suffering from a madness brought about by exposure to the deepest knowledge of the Eternal Dragon Ring, claimed himself to be the Golden Dragon Sun incarnate and moved to proclaim himself Emperor of the Universe. This provoked the Golden Dragon to descend and murder him – an act that caused outrage in the true Dara Happans who were led by Ulikarelm, Dismanthuyar and Urvanyar. Through the application of the precepts of justice Ulikarelm proved that he was fit to become the next emperor and succeeded in the Ten Tests. Dismanthuyar and Urvanyar raised an army and challenged the Golden Dragon Society in every city of the Empire.

War raged for 16 years and provoked the Eternal Dragon Ring to enter the fray. Isgangdrang, Lord Great Burin and Lorenkarten assumed their draconic forms for these battles, leading the EWF and loyal Dara Happan militias against the armies Dismanthuyar and Urvanyar commanded. Their power was too great and even though Ulikarelm maintained his position as emperor, Alkoth rebelled, opening the Hellgates to spill forth Hellmen, demons and things in draconic disguise to destroy Ulikarelm's forces. Ulikarelm was forced to abdicate and Dismanthuyar took his place. The Golden Dragon Society believed it could control Dismanthuyar and sought to create a new counsel of draconic significance around him but sunspears destroyed them when Dismanthuyar uttered the Solar blessings of emperorship.

Open war was inevitable. The Eternal Dragon Ring mustered the armies of Alkoth and Yuthuppa whilst Urvanyar mustered his own armies from Elz Ast, Verapur and Darleep. The clashes were terrible, bloody affairs, fought at Alornik in the west, Zeranos in the east and, finally, Orsium in the south. Urvanyar was crushed when the Howling Dragon, a potent mystic whose draconic form was that of a screeching dragon wind, crushed Urvanyar at the Battle of Zeranos. His eyes and heart were taken and given to the Golden Dragon Sun which, finally, descended from the heavens, claiming to have been a consort of Yelm since the Dawn Age. Dismanthuyar faced the Golden Dragon Sun at the Battle of Orsium but was removed from the field by Yelm's own intervention, leaving the path clear for the Golden Dragon Sun to take the Ten Tests and pass them, despite lacking the human faculties to identify and name the Imperial Regalia.

And so Dara Happa became a part of the Great Dragon. Under the Golden Dragon Sun Emperor (who had, by now, conceived a daughter) Dara Happa is under the control of the EWF although, attempting to emulate Dara Happan justice,



the Golden Dragon Emperor has allowed the worship of the Solar pantheon to continue, as long as its draconic nature is acknowledged. The Body of Yelm, first realised by Elmexdros, is considered to be present in the curling coils of the Golden Dragon that drapes itself around the Imperial Footrest.

## Nature

Much Solar mythology reflects draconic mythology with clear parallels between the order of the cosmos and draconic mysticism. Before becoming the Golden Dragon, Hurarbartgarten outlined these parallels in the text now known as *The Book of the Sun*, which is kept in the crypts beneath the Imperial Footrest. In it Hurarbartgarten details each god represented on the Gods' Wall and explains the specific draconic parallels. At the end of each entry is a formula, derived from the astrological movements noted by the Star Seers of Yuthuppa, which, when contemplated using either the Path of Unstruck Sound or Ten Step Path techniques of draconic meditation, presents the draconic name of each god. Hence, it can be proven that Oslira is an aspect of Aroka, Dayzatar is an aspect of Arangorf and so forth.

In this way many converts to the Golden Dragon Society were made from previously pure-strained, traditionalist Dara Happans, including the Emperor Elmexdros. But many more considered it a heresy, not least the Emperor Elmatryan, who proved it to be so and was duly deposed by the Red King of Alkoth and Lorenkarten the Mile.

Since then, there have been no forceful demonstrations of a single, draconic solar way because Hurarbartgarten became the Golden Dragon and successfully passed the Ten Tests, proving his theories without the need for further calculations and mystical interpretations. However, scepticism still lives in the hearts and minds of many, who simply cannot reconcile the supposed draconic nature of the Yelmic gods.

The resulting tension has been handled with considerable aplomb by the Golden Dragon Society. To attempt to crush Dara Happan traditionalism would serve only to encourage overt rebellion; it is also not the EWF's style. Only the God Learners attempt to assimilate and then crush differing religious positions, whereas the EWF has always maintained that enlightenment reveals all truths. Obduran the Flyer's transcendence to True Dragon status is clear proof of this and so the Golden Dragon Society maintains a patient course when dealing with Dara Happan traditionalists, continually pointing to Obduran's example whilst gently referring to *The Book of the Sun* and Hurarbartgarten's own apotheosis.

There are thus three strains of belief in Dara Happa: the Traditionalists, who remain true to the Celestial Court and the teachings of Murharzarm; Solar Draconic Converts

who accept that each and every god of the Gods' Wall has a draconic aspect but that different degrees of manifestation are in evidence; and finally, those who maintain their traditionalist beliefs but are happy to accept the evidence of Hurarbartgarten and Obduran and so accept general draconic principles as a way of maintaining justice and harmony within the Empire.

## Organisation

The cult has little influence outside Dara Happa. There are a few scattered sects of the cult in the lands of Prax, where the Sun Dome Templars live, but otherwise it is confined to Peloria.

Like all Dara Happan religions it is highly organised and based around the Imperial Number of 10. Major temples are ziggurats with 10 steps and every major temple has a High Priest supported by 10 Senior Priests. The High Priest is called the Murhn-haza and the Senior Priests Nhur-haza. The Murhn-haza is essentially a political position reporting directly to the Golden Dragon Emperor and thus exposed, regularly, to Eternal Dragon Ring politics and agendas. The Nhur-haza are responsible for all temple administration, ceremonial duties and so forth.

The Rune Lord equivalent within the Golden Dragon Society are the Sun Spears. These are all, to a man, nobles with direct lineage to one of the many Dara Happan emperors and they are also active questers and enforcers, going about the business of the temple and the Golden Dragon Emperor according to whatever needs doing. Sun Spears are typically arrogant and direct but they are feared as warriors and agents and have proved to be a useful weapon in the EWF's control of Peloria.

Lesser temples are scattered along the length of the Oslir river, whilst major temples are based in each of the major cities. All Golden Dragon Society temples are startling to behold: carved with deep draconic imagery as well as the distinctive style of Dara Happan historical carvings, even lesser temples are magnificent edifices designed to awe whoever beholds them and convey the cult's power throughout the land.

High Holy Day is Fire Day of Fire Season – the day when the Golden Dragon Emperor took the Ten Tests and passed, becoming the ruler of the land. All members of the cult are expected to attend Glorious Ascent Day and the Nhur-haza levy hefty penalties against those who miss the rites.

## Membership

Standard.

Unlike many Dara Happan cults, women are allowed to become Golden Dragon Society Initiates but cannot progress above this rank.

Sun Spears and priests are expected to tithe their income to the cult, dues being paid on Glorious Ascent Day.

Members enter into a Pact, with a POW dedication, made to the draconic aspect of Yelm.

### Common Magic

Bladesharp, Countermagic, Countermagic Shield, Dragon's Breath, Extinguish, Fireblade.

### Higher Magic

The cult offers Divine Magic with the Standard spells, plus: Alter Target, Behold, Clear Skies, Dismiss Elemental (Salamander), Elemental Summoning (Salamander) and Gleam.

### Gifts and Compulsions

None.

### Cult Skills

Any spear, archery and sword Combat Styles. Athletics, Courtesy, Culture, Influence, Language (Auld Wyrnish), Lore (Golden Dragon), Persistence.

### Allied Cults

The Golden Dragon Society is allied with all the Solar pantheon cults by order of the Golden Dragon himself.



# INVISIBLE GOD: MALKIONI SORCERY ORDERS

*‘When we grasp the Runes themselves, then shall we ourselves become Makaan...’*

—*Darvish Petronius, Sorcerer-Pilot, Order of Otherworld Exploration*

The Malkioni religion is a single, unified belief system based on mythological events whose truth has been proved beyond doubt by the existence of the Abiding Book and the precepts held within. The Abiding Book is an immense magical tome that holds all truth and documents all happenings without ambiguity. The Abiding Book is the work of the Invisible God and is therefore the one, sole, expression of Truth.

There are many religions that differ in their practices but are all related to the precepts of the Abiding Book and the veneration of the Invisible God. The meaning and content of the Abiding Book is different for each religion but the hard facts remain the same. For Malkioni, of all strains, the Abiding Book is the established basis for mythic truth and, where some vary in interpretation (such as the Loskalmi religion, the Atroxic Church and the Esvulari Church), or have stories that do not appear in the Abiding Book, it is always agreed that the Abiding Book is *A Book of Truth*.

All the religions of the Invisible God believe several things:

- The Invisible God is the source of all Runes and through manipulating them created the universe.
- Through further manipulation the Invisible God created the life that fills the universe.
- When the universe rebelled and threatened complete destruction of all creation, the Invisible God absorbed the destructive magic into himself and manipulated it once again, thereby creating the physical world.

This is the basis of *sorcery*, the magic of the Malkioni faiths. The Abiding Book contains within it every element of sorcery

and those heroes who understood, interpreted and put these elements into practice were able to become close to the Invisible God, acting as his prophets, agents and evangelisers. The Invisible God is therefore worshipped through these Saints, and the sorcery they formulated and encoded in their own grimoires, form the basis of all Malkioni magic at work today.

## THE ABIDING BOOK

The Abiding Book is the Invisible God’s chief communication with the Inner World. Yes, it contains spells and is the foundation of all grimoires but is also a repository of truth, myth, history, fallacy and conjecture. Understanding the Abiding Book, which is the Word of Malkion, takes life-times and no single Malkioni scholar has attained this depth of understanding.

Thus fragments of the Abiding Book are understood by fragments of society. These fragments create an Understanding and that Understanding creates an Interpretation. But all interpretations are open to conjecture, as the Abiding Book makes clear, and so the Abiding Book stands as both written law and personal approach to the understanding and interpretation of the cosmos.

## Cosmology

The Malkioni cosmology is centred on the description found in The Abiding Book, the immense, sacred, magical tome of the Invisible God that informs all parts of God Learner and other Malkioni societies.

## First Action

Mystery was first, which was manifest limitlessness. Within this empty space was the Universal Perspective that perceived the Prima Materia. Lifeless matter and formless energy were separated by the Intellect, or Ferbrith. Ferbrith is also called Malkion the Creator: therefore Malkion Created the Universe and All Things.



## Second Action

Ferbrith perceived both the lifeless Earth and the formless Sun. Ferbrith analysed both and this analysis became Kiona, which is Law. Through Kiona, Ferbrith manipulated the Earth and the Sun and thereby separated the Erasanchula, which are the Primal Runes: these are the True Shapes, True Beings and True Principles. Thus Ferbrith is also called Malkion the Law and through the Law he created the Runes in the First Sorcery.

## Third Action

Kiona analysed the Primal Runes and became Ordelvis, the Citadel of Thought; that is, the combining of the Runes to create the Prime Objects of the First World. Thus Kiona is also called Malkion the Seer and it is accurately said that Malkion created the Prime Objects, which he gathered into Ordelvis.

## Fourth Action

Danmalstan, the Perfect World, was created when Ordelvis duplicated the Prime Objects. At the same time he made the First People who formed the Six Tribes.

In the south east of Danmalstan lived the Viymorni and their land was known as Mernastan. To the west rose mighty Pipovar Mountain, the Lodestone, which was the Erasanchula known as Mostal, surrounded by many just like it. To the east was another Erasanchula which was the Great Tree Aldrya and it, too, was surrounded by many others just like it. To the north was the tribe of the Kachasti and to the south was the place called Bamatela, of The Forbidden Land.

Thus Ordelvis is also Malkion the Founder.

## Fifth Action

Malkion the Old, Elmalkion, lived in what the Abiding Book describes as the Time of Disintegration. The Erasanchula turned on Creation and corrupted the world, seizing the powers of Life. While the world suffered Malkion and his people struggled against the corruption but found themselves threatened by the Erasanchula of Sorcery and this meant annihilation. Elmalkion absorbed this destruction and sacrificed himself for his people. This was Second Sorcery and through it Elmalkion's physical life was no more and his Immortal Life dispersed throughout the physical world creating IT, which all the people could partake of directly. The Six Tribes each took their own portion of IT and had plans to reassemble IT, thus redeeming the world.

Elmalkion is therefore the Sacrifice and the Creator of Salvation.

## The Runes

The Runes are the Erasanchula: the primordial powers that, in themselves, are responsible for creation but only when manipulated in the right ways by the right people.

Erasanchula can be left to their own devices and, if done so, come together in various topologies that may or may not result in the entities that humans call gods. Or, as the Abiding Book shows, through deliberate action, Erasanchula can be guided and manipulated into different configurations with both plan and design. The subtleties and nuances available through such design permit whoever works the Runes to influence the universe. Understanding an Erasanchula in its entirety is impossible: certain people, such as Malkion, Hrestol and others developed a keen talent and insight into the Erasanchula and so worked what Malkioni call miracles and this made them Saints; but there is no doubting their connection with the mundane world and that their examples can be emulated by others.

This is the foundation of Malkionism. The Invisible God *Is*. Malkion, as his prophet, *Enabled*. Others, through Malkion's example, either *Became* or are *Becoming*.

When brought together in the right ways, with the right manipulations and the right understanding, the Invisible God – or the Invisible God's Plan – will be revealed. Everything in all worlds, mundane and magical, is part of the Plan. Everything has a place, a process, a time and a function. The God Learners work towards deciphering the Plan and their Saints are the ones who have come closest and defined key elements of it. Malkionists know that the myriad myths of the myriad cultures are just other, abstract parts of the plan. They can be manipulated, as one manipulates a piece in a wooden puzzle, so that when aligned *just so*, it fits *just so*.

And the many lock together to make the *whole*.

That Whole is the Plan and the Plan is the Invisible God.

## The Appearance of the Abiding Book

In the year 646 the quarrelling lords of Jrustela met to try to settle their differences. Each had his own agenda and the meeting was beset by arrogance and disagreement. The discussions were fractious and proceeded for three days with no progress gained. On this third day the meeting was abruptly interrupted by strains of faint music, sweet and lilting. This took the lords unawares and they prepared to defend themselves; then everything was frozen and only thought was allowed to remain fluid.

A pulsing ball of light appeared at the eastern end of the meeting room. It hovered above the ground and the shape of an immense book, a Grimoire, began to take form. This excited the sorcerers in the meeting who would have rushed forth to claim it, but were all frozen, rooted to the spot. A million jealousies coursed through those minds at that point.

The book was a metre high and wide. It was closed and its cover was of gold with silver corners, edges and spine. The book was thick. Its thickness could not be perceived. Slowly the book moved out from the light and suspended itself in the air and began to open, revealing the pages, gilt-edged, within. The pages, much to the disappointment of the eager sorcerers, were blank. Then, a right hand emerged from the light and, with index finger extended, pointed at the first blank page. The page began to fill with writing and, when full, turned of its own accord so that the next could be filled. And so this continued for hours and it did not end until the dawn of the next day. Then the hand withdrew, the ball of light dissipated and the book slowly closed and floated to the table around which the lords of Jrustela, still immobile, sat. Their immobility was lifted and, hesitantly, they opened the book.

The 13 lords took turns – the first time in three days they had taken turns at anything – in reading a portion of the book. The first phrase was:

*‘There is no God but the Invisible God and Malkion is his Prophet.’*

Its meaning was apparent: each of the 13 was mentioned as being amongst the Chosen. The book contained messages of spirituality, unity, benevolence and harmony, with guidelines for good living and many other lessons applying to governance, conduct and behaviour. It also contained myths, truths revealed, the architecture of the plan and the codices for spells. The lords swore to uphold the book. Thirteen copies were made and a copy given to each lord and from there the word of the book was taken out to the people; these preachers were known as the Saintry Book Bearers.

The name for the Invisible God in Jrustela was, at that time, Makan and so the book was called, at first, the Book of Makan. Others called it The One Book and, with time, because its message was so perfect, it became known as the Abiding Book. Its arrival brought the people insight, peace and abundance. This period was known as the Pure Revelation and it was followed by the Return to Rightness Movement as the people began to understand, from the book, how far they had drifted from it.

However the Rightness was not to last. Those unwitting, eager sorcerers who were fools to their own ambition saw the subtext of the book and how, through careful study and subtle manipulation, the universes of reality and myth could be tampered with, exploited and changed irrevocably. They mistook this for Malkion’s instruction, misinterpreted the subtext as the true word of God. These men became The God Learners.

In the years that followed various old religions changed their philosophies as the God Learners revealed more and more about the ways in which myths could be manipulated. Much of this change in philosophy was innocent and gradual. In others it was abrupt and corrupt. Change came quickly and was accompanied by rapid expansion that is still continuing and is known as the Middle Sea Empire. The cults that follow are the key cults, based on ancient Malkionism and other philosophies, and the revelations of the Abiding Book in the Return to Rightness period.

## UNDERSTANDING THE CULTS OF MALKIONISM

Theists worship gods and establish relationships with them. In return for worship, which keeps the god alive, the god gives power, usually in the form of magic.

Because the Invisible God is total, omnipresent and all powerful, it does not need to be propitiated in the same way that the lesser, false gods do. Keeping the Invisible God in the mind and heart, as Malkion and Hrestol taught, is enough. Those who did so attained Solace and Joy during their lifetimes. Through Solace and Joy the Plan was revealed to them and they entered into it and now work with (not serve) the Invisible God, Malkion and others, directly. These people are known as Saints and the cults of Malkionism venerate the Saints whilst keeping the Invisible God in their hearts through the remembrance of Malkion.

The Malkioni cults therefore venerate people who were once mortal but have, through their actions, attained a closeness with the Invisible God. Their teachings and their magics are coded into the grimoires that each cult holds sacred and these form the basis of the schools, or orders, that each cult has become.

Thus, there are no Divine Spells within any of these cults but there is much sorcery. The basis of each Grimoire is the Abiding Book but through their piety and dedication the Saints have developed more magic, either uncovering it within the world, developing it through study and applied thought, or found it in a corner of the Abiding Book that revealed itself to that Saint.

Each cult’s Grimoire is a fragment of the Abiding Book and assembled from those fragments that spoke most eloquently and usefully to the saint. The spells within a Grimoire reflect the Saint’s leanings, his activities and personal research. Most spells can be found within the Sorcery Chapter of the *RuneQuest Core Rulebook* and the Magic chapter of this book. Spells unique to a particular Grimoire are summarised in the individual cult’s description.



## Saints and Runes

An unspecified goal of Malkioni, and God Learners specifically, is to become Erasanchula: to directly embody and control the Runes. That is, to become god-like although every Malkionist knows that to become precisely like the Invisible God is just not possible. However mortals can achieve a similar state to the prophet Malkion in which the powers of creation are open, malleable and can be worked to specific ends.

All the saints of the various orders and cults have embarked on just such a journey, with varying degrees of success. The prophets (Makan/Malkion and Hrestol, for instance) have achieved this state which is sometimes known as Solace and Joy. Major Saints have attained a degree of it and may become prophets through veneration and dedicated HeroQuesting by their followers. Minor Saints have attained a lesser degree but a significant one nonetheless and one that requires veneration, study and furthering.

Therefore all members of Malkioni cults and orders approach their faith through the Runes possessed by the cult or order, as embodied by the prophet or saint, whether major or minor, in precisely the same way that theists approach the worship of their gods.

## Sorcery and Zzabur

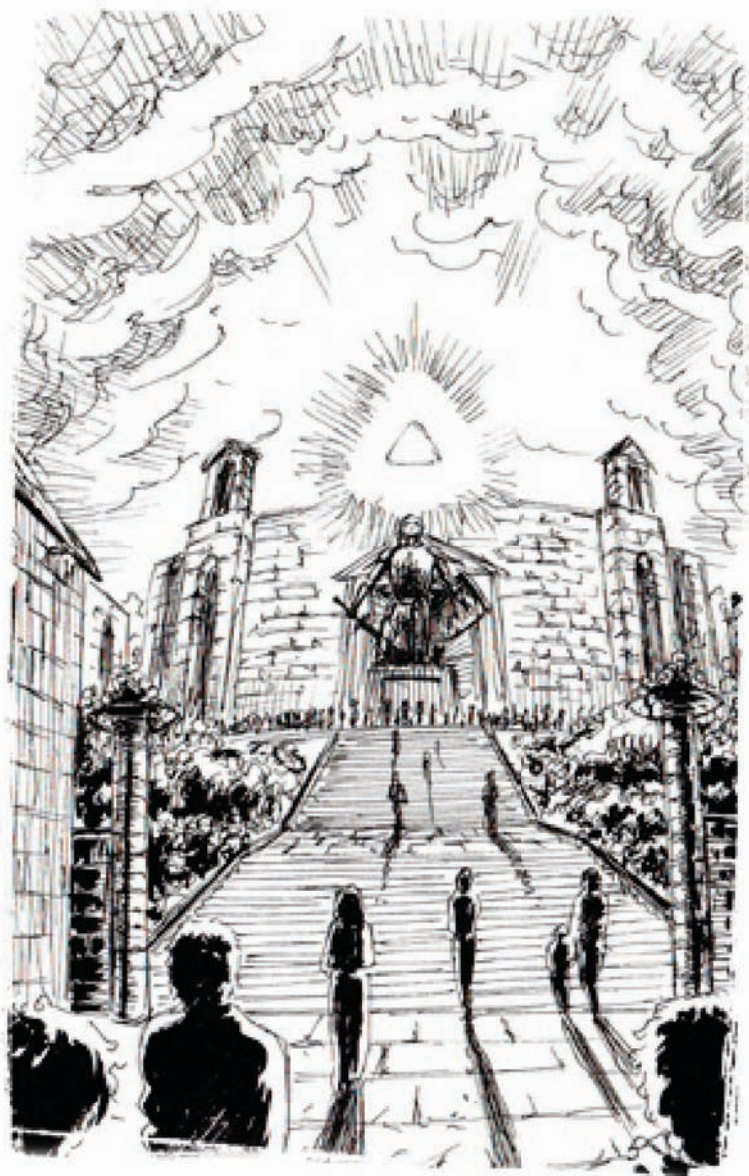
All sorcery originates from the work of Zzabur, the First Sorcerer and the brother of Malkion. Zzabur was working during all Five Actions but during the Fourth Action, he began studying the unbending Laws of the Universe with a clear view towards manipulating matter and energy. He was the first to master the Magic Rune and he began training others, eventually forming the Enrovalini, one of the six tribes of Danmalastan, to better study and develop his magical approach. In time, the six tribes organised the eight original schools of Sorcery, which still exist today. They developed more spells during the Fifth Action, in the Wars of Low Magics, when Zzabur fought off the elements and the emotions. Later Zzabur federated all Sorcerers in the world to end the Ice Age and other catastrophes, developing High Magics.

The Enrovalini became the Brithini, still led by Zzabur himself, at the beginning of the Dawn and the tribe strictly followed the original laws of Malkion by keeping aloof from most humans. But whole parts of their population emigrated from the island of Brithos several times, settling in Akem, in Fronela and Seshnela chiefly. Most evolved into mortal humans but retained venerating the Invisible God and using sorcery. There was much debate about which rules to follow for many centuries, until the Abiding Book was written: since then, most sorcery comes from the Abiding Book.

## GENERIC MINOR SAINT/ SORCERY ORDER

This is a generic template for creating a cult or sorcery order patronised by a minor, or lesser, saint. These individuals are typically Malkioni heroes with particular significance to a location, community or specific event but with little in the way of wider influence. Membership of the order tends to be small and the order may have no standing or recognition beyond its locality or the event for which it is known.

Use this template if an order is needed quickly or if a particular hero reaches the kind of standing where an order can be founded.





Second Age Glorantha and especially the areas of Jrustela, Seshnela and Ralios are littered with such minor orders: Saint Kus of Kustria in Safelster is a prime example; a saint from the first century, he is important to the city of Kustria but has little in the way of following beyond it.

## Runes

Minor orders have only one Rune. The Rune can be chosen from the Power and Condition Runes but not the Primal or Form Runes. If a rune needs random determination, use the following table:

### Random Saint Order Runes

1D100	Saint's Rune
01–05	Cold
06–10	Communication
11–13	Death
14–19	Disorder
20–24	Fate
25–29	Fertility
30–34	Harmony
35–39	Heat
40–44	Illusion
45–49	Infinity
50–54	Law
55–59	Light
60–64	Luck
65–75	Magic
76–80	Mastery
81–85	Movement
86–90	Stasis
91–00	Truth

The Rune may, of course, be chosen to reflect the saint's nature.

## Mythos and History

Most lesser saints are attached, in some way, to the major saints through deeds, learning or kinship. Saint Kus, for example, founded the city of Kustria as a way of communicating the Irrefutable Proof of Saint Hrestol's revelations. Moreover, this relationship with a prophet or major saint leads them to carry-out one great deed for which they attain sainthood and become associated with their Rune (or became Runetouched, at the very least). The myth and history typically explains and demonstrates the following:

- The saint's relationship with the Invisible God and how he spread His worship.
- How some hardship or challenge was met and overcome.
- A lesson the saint told to those he aided.

- The way he used his magic to aid others.
- How the saint died but attained Solace and Joy through the deeds the myth explains.

The saint's myth has a Resonance of 2D10+50%. Each of the bullet-pointed elements contributes a lesson, behaviour or insight to the cult's followers.

## Nature

The order's nature is, of course, sorcerous and based on the saint's myth, history and Rune. Taking the Rune as the starting point, the basic nature of the order is shown on the following page.

## Organisation

Lesser orders may have one temple sited at the place most sacred to the saint. The chance of their being additional shrines, located in the proximity of the main temple, is based on the Resonance of the saint's myth: make a 1D100 roll against it:

**Critical Success:** 1D6 additional shrines, one of which is a temple.

**Success:** A temple and 1D4–1 additional shrines.

**Failure:** The order has no temple but has 1D3 shrines within the temple to a Major Saint or Sorcery Order.

**Fumble:** The order has no shrines or temples. Veneration is conducted wherever cultists can meet or gather.

Minor orders act independently and, because they are localised, are free to organise themselves on whatever lines they wish. The most accomplished sorcerer in the order is generally entitled to hold the rank of Mage, assuming he fulfils the standard cult membership criteria. Remaining members take their orders and direction from the Mage, although some form of council ratifies the Mage's decisions and may instead decide direction on his behalf. Quite often the order does little more than study together and, occasionally, engage in some form of ritual commemoration of their founder's holy day (which will always be in the most appropriate week of the most appropriate season for the saint's Rune).

Otherwise organisation can be as loose or hierarchical as membership size and strength of the cult dictates.

## Membership

Naturally all members must venerate the saint and have passed the appropriate initiation test to qualify as Novices in the Order.

Otherwise membership requirements are Standard. Membership of other orders may or may not be permitted, although it is usually the case that members of a minor sorcery



Saint's Rune	Nature of the Order
Cold	Enjoys the winter months and seeks to either understand the true nature of cold and Cold-Rune gods and myths, or to establish cold as the preferred state for the world.
Communication	Trade, diplomacy, politics, scholarship and so on.
Death	Warlike and martial.
Disorder	Deliberately disruptive of the existing order; mischievous even, or intent on exploring the nature of the myriad Trickster gods.
Fate	Intent on unravelling the future and influencing its outcome: Malkion's Plan.
Fertility	A patron of farming, agriculture of all types and other activities associated with the earth and general fertility.
Harmony	Promoting the Harmony of the Invisible God through mutual understanding, sharing and acceptance.
Heat	Enjoys the summer months and seeks to either understand the true nature of warmth and Heat-Rune gods and myths, or to establish warmth as the preferred state for the world.
Illusion	Interested in the nature of illusion, creating them and manipulating them. May even believe that reality itself is an illusion and Solace and Joy the only real truth.
Infinity	Belief that, because the Invisible God is infinite, so too is the cosmos. The order may also believe that it, too, is infinite and will survive any catastrophe.
Law	Focused on justice and bringing it to the masses. Legalistic, perhaps, but certainly intent on fairness (on how fairness is interpreted) and imposing a rule of law and justice for all mortals.
Light	Light and the sun as the expressed power of the Invisible God and the key to all life.
Luck	Intrigued by the nature of luck and fortune in the world and why the Creator allows random chance to be a part of the Plan.
Magic	Studies and pursues magic for its very sake, as this is clearly part of the reason for the existence of The Abiding Book.
Mastery	To become a master of one thing... or all things.
Movement	A travelling saint, or one to whom travel (and possibly proselytising) is important.
Stasis	Believes in the permanence of things; their natural position in the universe and how it is important to retain and reinforce the status quo.
Truth	Unravelling the inherent truth in all things but especially the God Learner monomyth and proving that the only truth is the Invisible God: all other truths are mere reflections of this one, unassailable truth.

order are also members of one of the major orders described in this chapter.

### Common Magic

Common Magic is often viewed as simplistic and juvenile by sorcerers: many minor orders simply do not bother with teaching it to their members but some recognise the utility of Common Magic and, whilst its importance is de-emphasised in the order's business, it remains a part of what the order teaches.

To determine if the order offers Common Magic, roll 1D100:

- 01–60 Common Magic is available.
- 61–85 Common Magic is available but restricted.
- 86–00 No Common Magic is taught.

Where Common Magic is available, choose up to six spells reflecting the saint and order's nature, that become cult Common Magic spells. Those spells in the 'All Cultures' and

'Civilised' columns on the Cultural Background Magic table of page 26 of the *RuneQuest Core Rulebook* are the most suited for sorcery orders.

If Common Magic is restricted, then three spells are available.

### Higher Magic

Sorcery is always taught. Each order has a Grimoire named for either the saint or the name of the order. Sometimes the name reflects the nature of the cult. For instance the Grimoire of Saint Hrust, a saint who mastered the Illusion Rune, is known as the Fading In and Out Tome.

A Grimoire for a minor order contains a minimum of three spells and a maximum of eight. Roll 1D6+2 to determine the spells contained therein. All spells originate from the Abiding Book and so minor orders draw their spells directly from those found in the Sorcery chapter of the *RuneQuest Core Rulebook*. It is possible that spells have been worked into the Grimoire from other orders' Grimoires – those spells will



be ones found in the Sorcery section of the Magic chapter of this book. Choosing one of these special sorcery spells is permissible but costs two of the 'slots' that a standard sorcery spell would cost.

Spells reflect the nature of the saint, his Rune and the work he conducted whilst alive. Saint Kus, for example, has the Communication Rune and the spells in his Grimoire (the Kustrian Tome of Enlightenment) are: *Abjure Sleep, Enhance (CHA), Enhance (INT), Haste, Hinder and Telepathy*.

### Gifts and Compulsions

Lesser orders generally do not compel their members in any way or have the standing or power to grant Gifts.

### Cult Skills

Every order teaches its Sorcery (Grimoire) skill and Manipulation. It will teach up to five additional skills, including one Lore (Sorcery Order), which can be any mixture of Common, Advanced or Combat Style skills. Remember though that skills will reflect an order's nature. A peaceful order will not teach Combat Styles, for example.

### Allied Cults

Generally the only alliance a minor order will have will be a loose affiliation, through shared membership, with a major order. The alliance will not be so great as to permit the major order to teach its Grimoire to the lesser order's members unless they themselves become members of the major order.

## ATROXIC CHURCH

The Atroxic Church was founded by St. Atrox, a witness of the betrayal of Malkion. He taught the way to salvation through strict obedience to the Law and perseverance in adversity. His writings form *The Book of Betrayal and Murder*. Obedience is the primary virtue of the order.

The cult is fiercely orthodox to the world of Malkion and the Abiding Book. It seeks absolute obedience from its members and any who claim to be true Malkioni. It also seeks, through the study and application of sorcery, to achieve a state of Perfect Obedience: that in which no transgression from the Invisible God's truth is possible and the law of the Abiding Book is applied rigorously throughout the world. This is considered heretical by the True Church of Malkion since the Abiding Book clearly contains doctrine promoting harmony and flexibility. The Atroxic Church's stance is that all other saints could have prevented Malkion's betrayal but failed to do so and must therefore undergo penance; a doctrine that, naturally, all other sorcery orders reject.

### Runes

Fate, Magic.

### Mythos and History

**The Betrayal of Malkion (Resonance 90%) – The Importance of Loyalty. The Sin of Betrayal. Punish All Disobedience:** At the Dawn many accused Malkion of being a false prophet and those closest to him, afraid of being accused also, betrayed him to his enemies. Atrox alone was loyal and stood by Malkion, punishing those who should have but did not support the Prophet of God. When Malkion's betrayal was complete Atrox knew he had failed and undertook his Quest of Penance in order to deliver the universe to salvation and to take revenge on those who were traitors to Malkion but still claimed to follow the Word of the Invisible God.

In his quests Atrox uncovered the Words of Truth and the Words of Lies. These were hidden within Erasanchula and Atrox gained them and their power. From these he derived the Book of Betrayal and Murder that described the consequences of disloyalty and the punishments that all who became party to them must face.

On his return Atrox was brought before his, and Malkion's, enemies and forced to confess his crimes. He had none. He recited the Book of Betrayal of Murder and the eyes, ears and mouths of his accusers bled as they were forced to listen to the Words of Truth and the Words of Lies. Atrox left them to bleed their sins into the stone and walked the length of Glorantha and then its breadth, in penance for this retribution. As he walked the Invisible God appeared to him in the form of an eagle and forgave him for what he had done, because he had done it out of loyalty and this could be no higher a state of being.

Atrox completed his Walk of the World and built his temple in Ralios. By then he had gathered many to him who shared his loyalty and obedience and he commanded them to entomb him, alive, in the base of the temple so that he would go unto the Invisible God and begin his quest to establish Malkion's innocence. This they did and so did Saint Atrox find true salvation.

### Nature

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



is outlawed. Flagellants are considered holy and other forms of self-inflicted torture are seen as ways to purge impious thoughts from the body by mortifying the flesh; hair shirts are common.

Adepts of the order are also Inquisitors. It is their task to root-out those who have betrayed Malkioni principles and either punish them or mark them for punishment by the Mages of the order. Although the order of Saint Atrox is small, it is feared, because it operates without sanction and with little regard for the boundaries of other orders or the True Malkioni Church.

Despite being considered a heretical sect, the Emperor of Justela is thought to maintain a chapter of the order to act as his personal inquisitors on certain matters. This is, of course, utterly denied by the Imperial Court.

## Organisation

The Atroxic Church operates from the Temple of Atrox in northern Slontos. The temple is a grim edifice high in the mountains, away from its enemies. It is run by a council of Mages who have all undertaken the Atrox Penance HeroQuest and returned punished, forgiven and enlightened. They direct all activity across Slontos and Ralios and have accrued considerable wealth allowing the church to continue its operations despite enemies within the Malkioni faith and the Empire at large.

As befits a cult based on obedience, every Novice of the order is subject to the Punish Disobedience spell. Orders must be obeyed to the letter. Frugal regimes are mandatory and every cult member is expected to remain in a state of denial which heightens awareness of betrayal.

Novices are frequently sent out to find signs of betrayal and report them back. In these guises they pose as members of the True Malkioni Church – the ultimate betrayer of Malkion – to gain influence and support. Small shrines dedicated to Saint Atrox are scattered throughout Slontos and Ralios but their existence is a closely guarded secret and all worship and veneration takes place at the hidden temple of Slontos.

Saint Atrox's Holy Day is Fire Day, Truth Week, Fire Season – the day when Saint Atrox witnessed Malkion's betrayal.

## Membership

Standard.

To prove one's worthiness to rise to the next rank the candidate must undergo a Trial of Pain, which is abstracted as a Resilience roll. If the roll is failed then advancement is denied.

## Common Magic

Bearing Witness, Bladesharp, Disruption, Endurance, Heal.

## Higher Magic

The Book of Betrayal and Murder is the Atroxic Church Grimoire.

The Book of Betrayal and Murder includes some of the spells found in The Abiding Book, though not all of them, and contains several spells unique to Saint Atrox:

### Abiding Book Spells

Palsy, Sense (Atroxi Member), Smother, Spirit Resistance, Tap (CON).

### Unique Book of Betrayal and Murder spells

Bless Corpse, Bless Marriage, Name Child, Prayer of Perseverance, Punish Disobedience

## Bless Corpse

Autonomous

This spell must be cast on a recently deceased corpse. Any attempts to contact the corpse, or raise it from the dead, suffers a penalty of -5% for every 10 points of the sorcerer's Book of Betrayal and Murder skill.

## Bless Marriage

Autonomous, Resist (Persistence)

This spell ensures that any married couple will remain married, no matter what the circumstances, for a number of years equal to half the caster's Sorcery (Book of Betrayal and Murder) grimoire skill. The couple may argue, fight and so forth but will never divorce or be parted from each other. If they remain in wedded bliss, then that is a bonus to the marriage state.

## Name Child

Autonomous, Resist (Persistence)

This spell must be cast on a new-born infant and calls upon the Abiding Book to provide the name for the child (or more, if the spell is manipulated). The child's name appears magically on the child's forehead and becomes ingrained into the child's personality henceforth. The name fades within an hour of appearing, although the caster will always see it.

For every point of Magnitude invested in the casting of the spell, the sorcerer gains a +10% Influence bonus over the child he has named. Furthermore, the child named by this spell will become a member of the Atroxic Church as soon as he becomes of age to initiate to a Malkioni cult.

### Prayer of Perseverance

Concentration, Resist (Persistence)

This spell increases the recipient's Persistence and Resilience skills by +5% for each 10% of the sorcerer's Book of Betrayal and Murder skill. In addition, each point of Magnitude of the spell reduces existing levels of Fatigue by one.

### Punish Disobedience

Concentration, Resist (Persistence)

This spell is cast on someone who is innocent, rather than guilty, and known to the sorcerer. It activates at any point in the future (unless the spell is successfully resisted when cast) whenever the sorcerer concentrates on the target.

This concentration alerts the sorcerer to whether or not the recipient of the spell obeyed orders, commands, remained loyal and generally behaved according to the caster's requirements – which must be stipulated at the time the spell is cast. If the target of the spell has been disobedient, then he sustains one point of damage to the head location for each 10% of the sorcerer's Book of Betrayal and Murder skill. The damage is in the form of head-pain and it is never enough to kill or even cause the target to pass out. Once the target receives enough damage to take him to –1 in the head location, he is placed in total agony, unable to move, save only to sink to his knees in despair. Further points of damage have no additional effect.

The spell lasts for whatever Duration the sorcerer chooses to inflict through Manipulation but he must remain in concentration throughout.

### Gifts and Compulsions

The cult offers no Gifts. Members are expected to inflict some form of personal pain, in atonement for Malkion's betrayal, daily. This can be flagellation, wearing of an inwardly spiked garter or bracelet, or simply daily self-harm.

### Cult Skills

Book of Betrayal and Murder Grimoire, Craft (Torture), Influence, Lore (Atrox), Lore (Malkion), Manipulation, Resilience, Persistence, Sword Combat Styles.

### Allied Cults

None.

## BARDAN'S BOOK

Saint Bardan is a stalwart military figure in Malkioni history. The first War Priest, Bardan was, by turns a knight who refused to fight except for a cause; a Mage who spoke of peace but did not fear war; and a sorcerer who turned his magic

into a means to aid armies. He assembled many fragmentary grimoires into two of his own, the *Book of Accuracy* and *The Army Book*.

Bardan is an exemplar for the God Learner Rightness Armies and the Order of the Bookmen attracts those warriors who are skilled in sorcery and relish putting their knowledge to martial use. Bookmen are prized on the battlefield, both in assisting an army's troops and in launching attacks of their own.

The Order also supplies mercenaries to aid far-flung God Learner outposts, Revealer Groups and other isolated bands of scholars and questers who require dedicated magical and military protection. Members of this order believe fervently that magic is a weapon like any other and their two grimoires are evidence of this dedication to the application of sorcery as a necessary adjunct to violence.

### Runes

Air, Magic.

### Mythos and History

When war came to Malkion's people many turned to Bardan who was a knight and a warrior and a crusader who had undertaken many HeroQuests. Enemies used new magics and the old sorceries were ineffective against these new magics. Bardan prayed to Malkion for guidance and entered his Fourth Trance to obtain the contents of two books that he wrote whilst in his commune with the Invisible Prophet. These were *The Book of Accuracy* and *The Army Book*.

Bardan hesitated before he taught any of the faithful warriors how to use these books. 'To fight blindly is to invite defeat and death. What cause do you serve?' He surveyed blank faces and nodded. 'To what end do you fight?' He asked. He listened to abject silence. 'What do you truly ask of me?' He enquired. The warriors did not know. Bardan called for the generals.

'There are three things all warriors of Rightness must understand,' he said. 'Without these things you will lose and my magic will not help you. It is not the potency of the magic that is important but the way it is used and the objectives it serves. I shall tell these to you now and you must listen for they will not be repeated. If your armies fail to understand then you will lose all.

'The First Understanding is the Cause: why are you fighting? What will it serve to attain victory? Is the cause just, and right, and in the service of God and the Prophet? If it is not, then you no better than the barbarians who tear at your borders, for they fight without reason and so have no understanding. First Understanding is The Cause.

‘The Second Understanding is that all war must aim to result in Peace. War for war’s sake, or to make further war, is to commit to a cycle of destruction that is the Way of Chaos and Darkness. War to bring peace, to create the conditions for it, to work for it, to allow your knights to lay down their arms and tend to their families and homes should always be the goal. Slaughter your enemies, yes; but slaughter them in the knowledge that peace must result when the Cause is served and battle is over. The Second Understanding is Peace.

‘The Third Understanding is what you truly ask of me. You ask of me the tools to make war. To give them to you. To let you do battle to the utmost. I will not do this. Malkion himself has cautioned this. No one has shown the First and Second Understandings and so no one is entitled to the Third – save those who commit to join me and study with me and follow me and, in time, Understand. What will happen is this: you will return to your armies and confer. You will Understand what you can – Cause and Peace – and I will then aid you. Those who follow me will always be at the service of Rightness and the Prophet and God but our knowledge and our books shall be held within our own Order and shall not be released to all, because Understanding shall be undone.’

The generals agreed and Bardan called together those who knew and accepted the First and Second Understandings and made them the Bookmen. The Bookmen guided the generals and joined their knights and great victories, followed by sweet peace, followed in their wake.

## Nature

For all its martial nature the Order of Bardan’s Book is philosophical and pragmatic. No conflict is ever supported without a clear cause being expressed. No conflict is ever supported without peace being allowed to flower in the aftermath. Whenever the order is approached for help it demands explanations of both the cause, which must be just, and how peace for all will be established and maintained. Without either of these – the First and Second Understandings – aid is denied. Plans must be submitted to the Order, which are then studied by the Adepts and a decision made.

All members of the Order are warriors and sorcerers who have demonstrated an aptitude for both disciplines. Furthermore they are required to be dedicated to fighting both for a just cause and for the goal of peace. Those who have engaged in mindless slaughter for its own sake are rejected from joining the Bookmen. The Order inculcates discipline and purpose in its members: no Bardan’s Bookman will ever fight without analysing why or how peace can flourish. No spell will be cast unless the goals are clear, the cause just and elements are in place to secure peace, finally. Surrender and ransom are more important tools to Bookmen than annihilation. Mercy is an inroad to peace and the Rule of Law and Justice is a tool

for securing stability. Bookmen abhor casual slaughter and cruelty: they work to high principles and expect it in others who have sought their help.

## Organisation

The Order is arranged into Four Chapters. All Novices choose a Chapter to join, which determines their function. Each chapter is controlled by a War Mage and the War Mage of the Bardan’s Bond Chapter is usually in control of the whole order.

**Chapter of the Russet Cross:** This Chapter is the largest and provides official support to the Empire’s Rightness Army. Based in Arkwal, Seshnela, it recruits from the many mercenaries and warriors who flock to the garrison city looking for opportunities. When the Rightness Army needs Bardan support, the Mage of the Russet Cross is approached first and the members of the Russet Cross chapter will be appointed to serve that commander if the cause is agreed and the peace-terms sufficient.

**Bright Fletching Company:** This Chapter is dedicated to ranged combat of all kinds, especially archery. It is based in the city of Nochet in Esrolia. In respect of the Esrolian Matriarchy, female adherents to the Order are welcomed and the Bright Fletching Magus is High Lady Aeshlayn Khasian, Grandmother of the Khasian Family, which is pledged to the Invisible God and Malkion. Members of the Bright Fletching Company are expected to make archery their preferred Combat Style and fletch their own arrows in the vibrant green and purple of the Order of Bardan’s Book.

**Deristophelian Chapter:** The Deristophelian Chapter is based in Genertsket, Seshnela and takes its name from the Jrustelan who came first to Saint Bardan and pledged to follow him. Deristophelians are mounted warriors and cavalry, who are very highly principled. Adepts may take the title of Knight of Deristoph and they adhere rigidly to the Hrestolian code of chivalry which is thus:

- *To acknowledge that there is One True God, and Malkion and Hrestol are his prophets.*
- *To fear and respect the Invisible God, his prophets Malkion and Hrestol and maintain their church.*
- *To respect and serve the memory and miracles of the Saints, acknowledging their immortal place in Solace.*
- *To pursue Joy and Solace through example and leadership.*
- *To serve the liege lord in valour and faith.*
- *To protect the weak and defenceless.*
- *To give succour to widows and orphans.*
- *To refrain from the wanton giving of offence.*
- *To live by honour and for glory.*
- *To despise pecuniary reward.*



- *To fight for the welfare of Loskalm and all loyal to its ways and to Saint Hrestol.*
- *To obey those placed in authority.*
- *To guard the honour of fellow knights.*
- *To eschew unfairness, meanness and deceit.*
- *To keep faith.*
- *At all times to speak the truth.*
- *To respect the honour of women.*
- *Never to refuse a challenge from an equal.*
- *Never to turn one's back upon a foe.*

**Bardan Bond Chapter:** This Chapter is for those who seek to become tacticians and strategists rather than field warriors. It is based in Genersket and its members are usually ranking officers who have proved their worth to the Order of Bardan's Book through their own independent actions. This makes the Chapter especially principled, disciplined and a repository of astute knowledge and insight. If one of the other Chapters is unsure about taking a contract, the Bardan Bond Chapter will make the final decision and its decision is utterly binding; no Chapter would dare countermand a Bond decision. The Chapter provides both field warriors and high-ranking advisers but its strength lies in the theory of warfare and the application of sorcery to it.

## Membership

Standard. Members of the Order are known, collectively, as Bookmen. The names for the ranks are:

Novice  
Battle Apprentice  
War Priest (Adept)  
War Mage (Mage)

Every member of the order must have had at least two years of martial experience and be able to demonstrate their dedication to the First and Second Understandings. Any warrior who has taken a ransom rather than killed, or accepted surrender and offered mercy, can be shown to have met these understandings.

## Common Magic

Common Magic is taught and that available depends on the Chapter:

**Chapter of the Russet Cross:** Bladesharp, Bludgeon, Detect Enemy, Heal, Parry, Pierce.

**Bright Fletching Company:** Coordination, Detect Enemy, Firearrow, Heal, Mobility, Multimissile.

**Deristophelian Chapter:** Bladesharp, Countermagic, Countermagic Shield, Detect Enemy, Heal, Pierce.

**Bardan Bond Chapter:** Detect Enemy, Detect Magic, Golden Tongue, Heal, Protection, Second Sight.

## Higher Magic

The order has two Grimoires: The Book of Accuracy and The Army Book. The Bardan Bond Chapter studies The Army Book whilst the others study the The Book of Accuracy. If a Bookman transfers to another Chapter – which is always possible – then he can study its Grimoire freely, becoming skilled in both.

**The Book of Accuracy:** Accurate Missile, Attract (Blades), Attract (Missiles), Augment Armour, Boost Missile Range, Damage Enhancement, Damage Resistance, Rapid Fire.

**The Army Book:** Banish, Cast Back, Enhance (STR), Enhance (DEX), Enhance (INT), Protective Ward, Project (Sight), Restoration, Spell Resistance, Telepathy.

The Book of Accuracy's spells are as follows:

### Accurate Missile

Autonomous

This spell must be cast on any weapon that propels missiles (sling, bow, crossbow and so forth). For every 10% of the Grimoire skill the weapon gains a +10% bonus to its chance to hit and the missile +1 damage. Weapons firing large missiles, such as siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain these bonuses.

### Augment Armour

Autonomous

This spell is cast on armour, rather than an individual. Every location receives an additional Armour Point for each 10% of the Grimoire skill, with no additional Strike Rank Armour Penalty. Furthermore the armour's ENC is reduced by one point for each additional point of Magnitude invested in the spell.

### Boost Missile Range

Autonomous

This spell is cast on a missile, rather than the device firing it. The weapon's range increases by 30 metres for every 10% of the sorcerer's Grimoire skill. Large missiles, such as those fired by siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain this bonus.

### Rapid Fire

Autonomous

Cast on a missile weapon, rather than the missile itself, the user gains a +1 Strike Rank bonus for every 10% of the caster's Grimoire skill. Large missile weapons, such as siege weapons, must have an additional point of Magnitude for every 5 ENC dedicated to the spell's manipulation to gain this bonus.

### Gifts and Compulsions

None.

### Cult Skills

Common to all Chapters: Influence, Lore (Bardan), Lore (Malkion), Manipulation, Perception, Sorcery Grimoire.

**Chapter of the Russet Cross:** All Close Combat Styles, Evade.

**Bright Fletching Company:** Archery Combat Styles, Craft (Fletching).

**Deristophelian Chapter:** Lance, Ride, Spear Combat Styles, Sword Combat Styles.

Pierce.

**Bardan Bond Chapter:** Insight, Lore (Leadership), Lore (Strategy and Tactics), Oratory, Sword Combat Styles.

### Allied Cults

Knights of Saint Volanc teach Smite (Enemy), which can be cast at the sorcerer's Bardan's Book Grimoire skill percentage.

Order of Saint Waertag teaches Float, which can be cast at the sorcerer's Bardan's Book Grimoire skill percentage.

## EMANATIONALISM

The Emanational sorcery order is highly popular in Pamaltela – more so than in Genertela, although it exists there also (and is the cornerstone of Zistorism) – and holds that all gods and spirits (save the Invisible God) are emanations of the Erasanchula, the Runes, that have been corrupted by the material world.

The order seeks to return these errant Runes to the Law of Makan through ritual and ceremony. The order is colloquially known as the 'We'll Will Fix It' school. It began as a theoretical sect of the True Malkioni Church but, finding plenty of scope for its research in Pamaltela, rapidly developed into a fully-fledged sorcery order.

The Emanationalist Order has a heretical offshoot: the Inflamers. This sect of Emanationalism went too far in their rituals and began to offer pagan-like offerings and sacrifices to the Invisible God. The sect has been all but stamped-out, as the orthodox Emanationalists turned to the Atroxic Church for help in regaining control, but pockets of Inflamers still exist in Pamaltela and Genertela but attempt to keep their



activities secret, lest the Inquisitors of the Atroxic Church discover their existence and come to enforce obedience.

### Runes

Law, Mastery.

### Mythos and History

The order has no myths.

It was established in 662 in the halcyon days of Rightness by Nejeran the Pointed, a Seshnegi wizard who had devoted his attentions to the study of the Otherworlds and determined a linear relationship between the Erasanchula and certain nature spirits. He consolidated his research by summoning and controlling a variety of demonic entities that could be used to subjugate and control spirits. He reasoned that a



whole host of such demons existed and that the right kind of demon could control and subjugate even the pagan gods of the Orlanthi and Solar Pantheons, returning them to the roles that the Invisible God intended for them before they rebelled during the Fifth Action.

Nerjeran's findings and teachings are set-down in the Tome of Finite Emanations, the order's Grimoire. Nerjeran had most success in Pamaltela, successfully enslaving and controlling a dozen or so local nature spirits. He mysteriously disappeared when trying to summon the demon Aziantula, a being that claimed it could control all fertility goddesses. The Emanationalists believe Nerjeran is still alive and, perhaps, a slave himself, hope to rescue him.

### Nature

The cult is heavily focused on controlling the Runes through demonic allies. The demons summoned come from a multitude of different planes that Nerjeran discovered through dedicated research over the course of 100 years. Each plane relates a different Rune and the creatures therein, which all claim to serve the Lord Makal (their interpretation of Malkion), say that they were imprisoned in these planes by the Runes controlling them during the rebellion. The demons vary in their powers and although many claims are made about how they can control pagan gods, not one single deity has yet been subject to demonic control.

### Organisation

Emanationalists tend to be solitary summoners working in relative isolation, concentrating their efforts on local spirits and minor deities. As Pamaltela has a proliferation of these, much success has been had there. Emanationalists conform to the stereotype of the demonologist: they require confined spaces, elaborate summoning rituals involving incense, sacrifices, ritual chanting and much arcane symbology. The demons they summon, however, are not slaving monsters of Chaos but thoughtful, sometimes insightful, creatures that reflect the Rune that they have some kind of influence over.

It is rare for Emanationalists to band together as arguments over technique and success always result.

### Membership

Standard.

Mages usually take on two or three Novices who are progressed to the rank of Adept, when they may go and study on their own. Once Adepts attain Mage status, then the cycle begins once more.

### Common Magic

Common Magic is disdained. It is not taught.

### Higher Magic

The order has, as its Grimoire, Nerjeran's Tome of Finite Emanations. It contains the following:

Banish, Damage Resistance, Dominate (Demon), Dominate (Spirit), Hinder, Protective Ward, Spirit Resistance, Summon (Demon).

### Summon (Demon)

Concentration, Resist (Persistence)

The sorcerer uses this ritual spell to summon forth a demonic entity that must then be successfully controlled with the Dominate (Demon) spell. The summoning spell only affects those planes successfully identified within Nerjeran's Tome of Finite Emanations; demons from elsewhere cannot be summoned.

The casting of the spell takes 1D10+6 hours, with the first 6 hours being consumed with preparation of the summoning area. The remaining time sees the summoner seated in his arcane symbol concentrating on calling forth the entity he wishes to summon.

If the sorcerer is happy to call forth a random demon, then the spell has a Magnitude cost of 1. If he wants to summon an entity from a specific plane, then the spell has an additional Magnitude as indicated in the Summoning Table that follows.

The demon summoned also has an Intensity, rather like Spirits, and the Intensity of the summoned creature is also added to the Magnitude cost of the overall summoning. The sorcerer has no control over the Intensity of the demon.

If the spell is successfully cast then the demon appears in the summoning area at the end of the casting duration. It remains there for the spell's Duration. In this time the sorcerer can attempt to Dominate the demon or bargain with it.

The demon summoned is always a physical thing. Its Characteristics, skills and other attributes are calculated as follows:

STR	1D6 per point of Intensity
CON	1D6 per point of Intensity
SIZ	1D6 per point of Intensity
INT	1D6 per point of Intensity
POW	1D6 +6 points per point of Intensity
DEX	1D6 per point of Intensity
CHA	1D6 per point of Intensity

Attributes are figured normally.





1D100	Rune	Magnitude Cost	Demon Intensity
01-04	Air	4	1D8
05-08	Beast	3	1D6
09-12	Cold	2	1D4
13-16	Communication	1	1D2
17-20	Darkness	4	1D8
21-24	Death	2	1D4
25-28	Disorder	2	1D4
29-32	Earth	4	1D8
33-36	Fate	2	1D4
37-40	Fertility	2	1D4
41-44	Fire	4	1D8
45-48	Harmony	2	1D4
49-52	Heat	2	1D4
53-56	Illusion	2	1D4
57-60	Infinity	1	1D2
61-64	Law	1	1D2
65-68	Light	2	1D4
69-72	Luck	2	1D4
73-76	Magic	1	1D2
77-80	Mastery	1	1D2
81-84	Movement	2	1D2
85-88	Plant	3	1D6
89-92	Stasis	2	1D4
93-96	Truth	2	1D4
97-00	Water	4	1D8

Skills: The demon has 100 Free Skill Points per point of Intensity, which can be distributed to whatever skills the sorcerer (or Games Master) sees fit, according to what the demon may be required to do. The only exceptions to the skill allocation are Persistence and Resilience. Persistence is calculated as POW x5 and Resilience as CON x5. These values cannot be altered.

The demon is Rune Touched by the Rune governing the plane it was summoned from.

The demon also has the following additional abilities:

- Spirit Walking and Spirit Binding scores at their base, plus whatever skill points are accorded to them.
- Common Magic at the base score, plus whatever points are allocated from Free Skills Points. It knows one Common Magic spell for every three points of INT and spells have a maximum Magnitude equal to the demon's Intensity. If the demon has Progressive Spells, it always knows them at the maximum permissible Magnitude.

- The ability to automatically neutralise any spirit that is linked with the same Rune as itself, as long as the demon's Intensity *exceeds* the spirit's. The spirit cannot resist this neutralisation attempt; it is not destroyed but it is placed at the full command of the demon which, if successfully dominated by the sorcerer, means that the sorcerer can fully command it as though he had bound it as a shaman binds spirits.

The demon's attitude is important; it determines how it reacts to the summoner and what kind of services it will perform. The attitude is rolled randomly using the Demon Attitude table on the following page.

The summoned demon can be either Dominated, using the Dominate (Demon) spell, or the summoner might attempt to negotiate with it. Negotiation requires the summoner to beat the demon in an Opposed Roll of the sorcerer's Influence or Oratory, resisted by the demon's Persistence. If the sorcerer wins, the demon will perform one service of the sorcerer's choice and then return to its plane. The service cannot contradict the demon's attitude. The attitude will also determine to a large



## Demon Attitude Table

1D10	Attitude	Game Effects
1	Amorous	The demon develops a physical attraction for anyone who tries to engage with it. It may become protective, jealous or lustful depending on how the encounter develops.
2	Argumentative	The demon delights in contradictions and argument. It does not become physically aggressive but may be verbally abusive. It certainly sticks to its own point of view, rejecting, out of hand, the most reasoned cases put to it.
3	Arrogant	The demon treats those who interact with it as worthless scum, unfit to occupy the same physical space as itself. If the Adventurer might be useful in some capacity, the demon might deign to engage with them but is otherwise contemptuous of such an inferior, mortal being.
4	Dismissive	The demon dismisses, without any discussion, anyone who tries to engage with it. Not a team player.
5	Domineering	The demon seeks to use Influence or threats of violence to browbeat anyone it meets into some form of service.
6	Hostile	The demon is hostile to all mortals. It attacks immediately.
7	Intrigued	The demon expresses a huge degree of interest in the Adventurer's motives. It spends 1D3 hours engaged in deep and detailed questions. At the end of this period, roll again on this table to determine the demon's final reaction.
8	Neutral	The demon has no strong opinions one way or another. It simply goes about its business.
9	Oblivious	The demon is oblivious to mortal life. It exists in its own existential bubble.
10	Welcoming	The demon is open, friendly and willing to engage in conversation. Friendship may result.

degree if the demon can be negotiated with; demons that are Dismissive, Hostile and Oblivious cannot be negotiated with. Domineering demons can be but always want a return service from the sorcerer. If the return service is not provided then the demon may take revenge of some form.

### Gifts and Compulsions

The order offers no Gifts. Emanationalists do develop certain temperaments, as follows:

- Increasing distance from reality and increasing desire for isolation.
- Preference for demonic company rather than humans.
- Increasing belief in their own ability to control gods.
- A tendency to question the Invisible God's own power.

### Cult Skills

Evaluate, Influence, Insight, Lore (Demon Planes), Lore (Emanationalism), Manipulation, Sorcery (Nerjeran's Tome of Finite Emanations).

### Allied Cults

None.

## ESVULARI CHURCH

Esvular is the high coastal plateau of southern Keathaela. The Bullflood River is its northern border. Esvulari also live

in Esrolia and some parts of eastern Seshenela, as well as newly founded ports in Maniria. The people of Dawn Age Esvular had no religion; since then they have tried any and every religion they could to find their true way. Some learned the Orlanthe Way after the Dawn, while others persevered in their ancient atheism. Malkioni missionaries introduced Malkionism and, with they kind of adept adaptation for which they are famed, they Esvulari created their own church that merged the Orlanthe ways with Malkionist doctrine, creating saints of some Orlanthe gods and accepting local saints as being of higher station. In this way Malkionist and Orlanthe traditions have been mixed successfully and the True Malkioni Church has left the Esvularings alone.

As the Esvulari have travelled their curious religion has travelled with them and the Esvulari Church has spread beyond its borders.

### Runes

Man, Movement.

### Mythos and History

The Esvularings believe that the old Orlanthe gods are, in fact, saints that pagans have somehow misinterpreted. The one who corrected this was Saint Aeol, who, the Esvulari believe, was the true messenger of The Creator. Saint Aeol blessed and converted the pagan storm gods awakening them all to truth. The Saints of the church are:

Saint Ankormy, the Scholar  
Saint Bartath the Farmer  
Saint Bran, the Smith  
Saint Chalarn, the Healer  
Saint Donandar, the Choirst  
Saint Earna, the Good Wife  
Saint Ehilm, the Watchful Sun  
Saint Inganna, the Warriress  
Saint Ishaar, the Merchant  
Saint Odal, the Hunter  
Saint Taurox, the Sacred Bull  
Saint Worlath, the Free Wind

The myths of each of these saints are distortions and interpretations of the original Orlanthi myths but figuring each pagan god as a saint in the service of Malkion or the Invisible God directly.

### Nature

The Esvulari Church is open and accommodating. It seeks to strike an open path between orthodox Malkionist doctrine and the old pagan beliefs of the ancient Esvulari people. It has been very successful in its view, appealing to the Esrolians in particular who find a way of easily bridging the Orlanthi and Malkioni faiths without having to recant on either.

The Esvulari order is, however, one of sorcery and it maintains this aspect of Malkioni character despite its integration of pagan gods into its roster of saints.

### Organisation

Temples are grand affairs with many shrines within, each saint having his own shrine. The main shrine, though, is dedicated to Saint Aeol who brought all the saints into the fold. All Esvulari temples found across Glorantha share the same structure, with a Mage being in charge of a major temple and an Adept in charge of a lesser temple.

Lesser temples are frequently dedicated to one of the lesser saints with a sub-order forming the Esvulari faith for that saint – use the Generic Minor Saint template where necessary to define these minor temples.

The order, overall, follows Malkionist doctrine with firm belief in the Invisible God but with Saint Aeol, rather Malkion, as the chief prophet.

### Membership

Standard.

### Common Magic

Common Magic is widely practiced within the Esvulari Church, reflecting its broad acceptance of competing magical paths. Spells taught are:

Abacus, Armoursmith's Boon, Becalm, Bladesharp, Countermagic, Detect Enemy, Detect Magic, Entertainer's Smile, Heal, Lucky, Mindspeech, Mobility, Repair, Second Sight.

### Higher Magic

Although the Esvulari Church has many sub-orders, its Grimoire; the Book of Conversions, contains the following:

Castback, Damage Resistance, Enhance (CHA), Enhance (INT), Intuition, Mystic Vision, Neutralise Magic, Project (Sight, Touch), Regenerate, Restoration, Treat Wounds.

### Gifts and Compulsions

None.

### Cult Skills

Athletics, Commerce, Courtesy, Influence, Oratory, Perception, Sword and Spear Combat Styles, plus the Grimoire and Manipulation skills.

### Allied Cults

Members of the Esvulari Church can become members of the True Malkioni Church and learn its Grimoire.

## GALASTAR THE MARTYR

The cult of Galastar the Martyr is centred on the city of Galastar, in the Janube River Valley of Fronela. In life, Galastar was a Malkionist but faced exile by the God Learners for daring to seek Hrestolic truth and translate those truths into a separate, but parallel, ideal that permitted the existence of other faiths outside of Malkionism. Upon founding his city, Galastar permitted pagan faiths to exist without fear of sanction within the city walls but always on the understanding that Malkionism was foremost and purest.

Following his martyrdom, the cult of Saint Galastar emerged. This cult maintains that Galastar was an unrealised apostle of Saint Hrestol and would, had he survived, have achieved the enlightenment of Irensavel. The cult believes in upholding the values of equality and tolerance but is prepared to fight for these values with arms. It is therefore a cult that appeals to active knights and those seek to fight for justice and honour.



## Runes

Harmony, Man.

When joining the cult, the member must choose which way he will venerate Saint Galastar; either through the Path of Harmony, or through the Path of Man. The path he chooses is fixed and may not be altered later. The worshipper gains a holy symbol, bearing Galastar's Rune on one side and the Harmony or Man Rune on the other. Galastar's Rune is thus:

## Mythos and History

Galastar is a major trading port founded by Saint Galastar in 735ST but it is not the first city to exist on this site. The Dawn Age city of Lopasar, a pagan settlement that fervently rejected Malkionism in favour of its crude, heathen gods, was razed by the hero Varganthar, the Unconquerable Knight, who drove the heathens into the depths of Rathorela. Lopasar was then fired and its ruins lay dormant and forgotten until Galastar, a renegade Jrusteli baron, fleeing the advancing God Learners, arrived here with his followers and resolved to found a city free from oppressive God Learner doctrine.

Declaring that the new city would be an independent Malkioni enclave, welcoming all who worshipped the Invisible God, irrespective of personal beliefs, he attracted disenchanting Loskalmi, curious Janubians and even some Orlanthi and Esvulari. Galastar's openness worked, attracting incredible loyalty from a diverse workforce, and the city was rapidly established and then named for its founder. The God Learners watched the building of Galastar with a mixture of hatred and jealousy but were ordered by the Emperor not to interfere; despite being a political exile Galastar still carried influence in Jrustela and had powerful friends at court. No one was to touch him or his city.

To govern the city, Galastar instituted free elections – one of the notions that had resulted in his exile from the Middle Sea Empire. The elections created the Free Council, an eclectic mixture of cultures and religious beliefs that required Galastar's constant adjudication but, nevertheless, provided the society with sound governance and a strong reputation for fair trade, which soon reached all the way along the Janube to attract merchants from across Fronela.

A change in the political climate in Jrustela eroded the support Galastar had commanded at court and the ban on his persecution was lifted. God Learner agents infiltrated the city around 745 and began to inform against him. Subtle machinations were brought to bear and this eroded the stable relationships Galastar had managed to create since the city's

founding. Galastar was, eventually, arrested by the Rightness Army in 750 and a show trial was staged in Galastar's own courtrooms. Galastar was found guilty of High Treason, despite the lack of any confession and evidence of only the flimsiest nature, and was burned at the stake in the area that is now Saint Galastar's cathedral.

Galastar's bones were salvaged by his followers and interred in a bronze box, which soon became a powerful relic that attracted pilgrims from far and wide. This was tolerated for a while by the God Learners but, in 756, riots broke out when the God Learners (who had now fully occupied the city) attempted to curb viewings. Galastar's bones were thus taken from the city and moved secretly to Eastpoint, where they still remain. This has prevented the cathedral from being sanctified, much to the dismay of those who venerate Galastar as a progressive saint and still limits the founder's protective magic over the city that bears his name.

## Nature

First and foremost the cult venerates Saint Galastar as a man who died for his beliefs and would not capitulate even when facing his own death. Creating a martyr out of Galastar ensured the cult would grow and thrive, and it certainly has. Galastar's cult is now a by-word for tolerance but also rebellion against intolerance. Its members are, like Galastar, committed to their beliefs and defiant in the face of continued accusations of heresy by the distant Middle Sea Empire.

The members of the cult seek to deliver Saint Galastar unto the Invisible God – an afterlife denied to him by powerful sorcery used in his execution. To do this the cult must find Galastar's remains and perform the correct rituals to consecrate both his body and his temple, which is the focal point of Galastar city and controlled ruthlessly by the God Learners. Members are a devout people but tolerant of pagan religions as well as the different brands of Malkionism. They despise what was done in the Invisible God's name but are confident that they can redeem Galastar's soul irrespective of the supposed heresies.

## Organisation

The cult has a substantial following throughout the Janube valley and in neighbouring Loskalm. Galastar city is occupied by fervent God Learners who have outlawed the cult and so many who venerate the martyr have fled to places where the God Learners no longer have any influence.

As Galastar has yet to be consecrated his only temple is the one in the city bearing his name. Shrines to Saint Galastar are to be found in most major temples devoted to Hrestol,

the prophet to whom Galastar is most commonly related. The cult has no Lay Members but a wide representation of truly devoted cultists; those who have initiated to the cult are as fervent as the God Learners who repress them and are prepared to search high and low for Galastar's remains.

The High Holy Day of Galastar is Water Day, Movement Week, Earth Season – the day of his martyrdom.

## Membership

Standard.

Although the cult has no recognised Novices, only Apprentices and higher.

Mages of Galastar's cults are known as Knights of Galastar and they follow the martyr through the Man Rune. They seek to spread Galastar's ideals through the world via their actions. They are questers and seekers of truth. They subscribe to the ideals of Hrestoli chivalry but are not required to swear such an oath.

Priests of Galastar are those who have chosen to follow the martyr through the Harmony Rune. They serve his memory spiritually, either studying his legacy at one of the many shrines found in Loskalm, or more directly (although with more danger) at Galastar city. Priests of Galastar treat all religious beliefs, even pagan beliefs, equally but maintain the notion that the worship of the Invisible God is *primus inter pares*.

## Common Magic

The cult teaches Befuddle, Bladesharp, Detect God Learner, Fate, Glamour and Parry.

## Higher Magic

Saint Galastar's Grimoire, the Volume of All-Seeing Ways, is a carefully guarded tome that has been carefully copied and always held secret from God Learner attentions. It contains the following:

Damage Boosting, Damage Resistance, Enhance (CHA), Enhance (DEX), Intuition, Palsy and Telepathy. It also has the following specialist spells:

## Agile Reflexes

Autonomous

The recipient of the spell gains a +1 Strike Rank bonus for every 10% of the Grimoire skill and an additional Combat Action for every additional six points of Magnitude invested in the spell.

## Danger Sense

Concentration

This spell grants its targets a supernaturally attuned awareness that could protect them from ambush or other unknown dangers. For every 10% of the Grimoire skill the recipient gains a +5% bonus to Perception and Evade. The bonus for Perception is applicable only when the recipient is being careful to look for enemies, traps or other forms of threat.

## Gifts and Compulsions

None.

## Cult Skills

Influence, Lore (Galastar), Manipulation, Perception, Persistence, Resilience, Sword Combat Styles, Survival, Volume of All-Seeing Ways Grimoire.

## Allied Cults

Many Galastar cultists are followers of Hrestol. The cult, in Fronela, welcomes and protects Galastar's faithful.

# GARK THE CALM

The cult of Gark the Calm is an oddity in that it has little to do with Malkionism and much to do with expediency and use of resources. Gark has always existed; myths trace him to the God Time where he roamed the world offering a way to transcend mortal woes and travails by becoming undead. In more recent times the Emanationalists and, in particular Senvec of Pamaltela, have studied Gark's teachings and put them to practical use by creating zombies to aid in their studies. Since then several Malkionist sorcery orders have flirted with Gark's teachings and the progress made by Senvec.

The cult reasons that zombies are an excellent source of slave labour and can be exploited through various Tap spells. The aim is to utilise the freshly dead (how they come to be that way depends very much on the personal morals of the sorcerer involved) putting them to good, uncomplaining use. Naturally this makes such practitioners enemies of cults such as Humakt who see the creation of undead as an affront to true death.

## Runes

Harmony, Magic.

## Mythos and History

Gark came to Malkion when the prophet struggled with the building of a great temple to the Invisible God. Magic had failed to achieve the necessary result and the wandering Gark saw a solution. A great plague had killed many people in a

nearby village and Gark raised them, solemnly and with great respect, as unloving workers. He taught them to work in the praise of the Invisible God and the great temple was raised in four score days with the undead working tirelessly throughout that time.

The living of the village thanked Gark for turning those who had suffered into useful tools for the Invisible God and Malkion himself studied at Gark's side to learn the magics necessary in case such undead servants might once again prove useful.

### Nature

The cult believes that corpses are just that; empty, useless shells. Their spirits have been taken unto the Invisible God and the remains are detritus to rot and do nothing. As the Abiding Book teaches 'all things have purpose' it is reasonable to make use of that which the Invisible God has seen fit to leave behind.

These necromancers of Gark are not the sinister, dead-raisers of Chaos or other evil cults, such as Vivamort, but practical men who see a use for those corpses that can be used. Rotten, putrid corpses have some utility but those that are relatively fresh, not yet decayed, have most value. Regrettably seeking permission to use these corpses is not always sought and this frequently puts Garkists at odds with those who prefer their dead in the ground, or burned, as they should be. Occasionally Garkists demonstrate the virtues of the zombie resource by benefiting the communities supplying them but more often than not the point is lost on the pious and the pagan.



### Organisation

The cult has no intrinsic structure. It is a practice followed by sorcerers of other orders, usually Emanationalists but also followers of other Malkioni sorcery schools.

### Membership

Membership of the cult is reliant on finding an existing Garkist and learning the spells of Gark's Grimoire. It has no Novices, only Apprentices and higher.

To become a Gark Apprentice the candidate must supply a corpse for raising, preferably fresh, but this is not an absolute requirement.

### Common Magic

Gark's Grimoire contains a few Common Magic spells: Babel, Befuddle, Countermagic and Mindspeech.

### Higher Magic

Gark's Grimoire is the main repository of Garkist knowledge. It contains the following spells:

Animate Corpse, Cast Back, Damage Enhancement, Damage Resistance, Enhance (CHA), Form/Set Flesh and Bone, Palsy, Spell Resistance and Spirit Resistance.

### Gifts and Compulsions

The cult offers no Gifts but its members develop an unhealthy fascination with corpses and the undead. Cadavers of all kinds are viewed gleefully as material for animation and as the expertise with Gark's Grimoire develops so the practitioner develops a desire for his own body to be animated upon death. In some this becomes almost a death-wish, so that the sorcerer wants death hastened so that he can experience, in some way, what undeath feels like.

### Cult Skills

Craft (Embalm), Craft (Mummify), Craft (Taxidermy), Evaluate, Insight, Lore (Gark).

### Allied Cults

Emanationalism, Zistorism.



# HADMALISM

Hadmalism holds that the four paths of magic (Common, Divine, Sorcery and Spirit) identified by the God Learners form a direct parallel with the fourfold exegesis of the Abiding Book. This exegesis postulates that there are four ways of viewing the universe: the Literal, the Allegorical, the Moral and the Mystical. Roughly, the four magical paths equate as follows:

**Literal Sorcery.** The literal understanding and interpretation of the Laws and Creation and their manipulation through revealed technique.

**Allegorical Divine.** The power of allegory filtered through a pagan mythology, and subsequent realisation within a magical substrate.

**Moral Common Magic.** The ability to exercise choice and in doing so tapping into the essential magical nature of Glorantha. Common Magic is the absolute weakest form of Sorcery.

**Mystical Spirit Magic.** Through the communion with spirits the practitioner seeks a mystical relationship with the universe based on ritualised animism.

Hadmalism began as a studious branch of the True Malkioni Church but, in the halcyon days of the Middle Sea Empire, has become an order in its own right. It venerates Hadmal, the first to interpret the Abiding Book in this manner, but does not rever him as a saint; only as a highly feted and insightful scholar. Hadmal's Grimoire does, however, form the backbone of the order's learning and approach.

## Runes

Magic, Mastery.

## Mythos and History

Hadmal was one of the Thirteen Witnesses of the manifestation of the Abiding Book. He presided over the 13 copies that were made and distributed and devoted his life to its study. The original precepts of the Rightness Movement stemmed from his teachings and treatises in the Abiding Book and his further study of all forms of magic contributed greatly to the creation of the God Learner monomyth: that all magical paths, states of belief, religions and so forth are fundamentally part of a single, unified, mythic pattern that can be interpreted and expressed logically. This is a foundation stone of God Learner doctrine and drives their subsequent pursuit of complete understanding of Makan's Plan. As such Hadmalism is the progenitor of God Learnerism. Hadmalism began as an intellectual movement, born in reaction to the spread of heresy throughout the West.

Under Hadmal's direction many wise and devout scholars collected together all the prophecies attributed to Malkion and Hrestol, searching for their inner meaning. Through the use of pure reason, they stripped away many of the false accretions that had grown around true doctrine. From this dedication arose the God Learners.

## Nature

This is a purely scholarly order devoted to the study of the Abiding Book and Hadmal's copious teachings, contained in the Balancing Essays of the Fourfold Way – a vast collection of scribbles, diaries, theories, formulae and dense magical texts that is Hadmal's legacy to the world. The God Learner Revealer Groups (see *Glorantha: the Second Age*) have their foundations in Hadmalism and still form the backbone of the order.

## Organisation

Hadmalism has no temples and shrines but it does have countless libraries. Wherever knowledge accretes, or there are Revealer Groups, there are Hadmalists. The order eschews religious overtones in favour of straightforward scholarship; although, of course, all Hadmalists are also Malkionists.

## Membership

Standard.

There are no special requirements for becoming a Hadmalist, save the ability to read and write and to be devoted to academia above other pursuits.

## Common Magic

The Second Treatise on Morals contains a full codification of all the Common Magic spells found in the *RuneQuest Core Rulebook*. Whilst Common Magic is not taught per se, study of the Second Treatise on Morals is a fundamental part of Hadmalist training and so Hadmalists have access to any Common Magic spell they care to teach to themselves.

## Higher Magic

Despite studying Divine and Spirit Magic, the core magical discipline is sorcery. The Ninth Literal Examination is Hadmal's own condensation of spells found within the Abiding Book and is essentially the Grimoire of the order. It contains:

Animate Ink and Quill, Castback, Diminish (INT), Dominate (Human), Dominate (Troll), Dominate (Theist), Dominate (Shaman), Enhance (INT), Familiarity, Intuition, Mystic Vision, Neutralise Magic, Phantom (Sight), Project (Intuition), Spell Resistance, Spirit Resistance, Tap (INT) and Telepathy.

## Familiarity

Concentration

This spell grants the sorcerer an endless library of knowledge from which he can borrow. Once the spell is cast the sorcerer chooses a number of topics equal to the Targets of the spell. For the Duration of the spell he receives a bonus to Lore Skill Tests to those topics equal to +5% for every 10% of the Grimoire skill. These topics can be as broad or as specific as the sorcerer would like and he need not have any score in that Lore skill to make the tests concerning them.

## Gifts and Compulsions

Through staring too hard at manuscripts written in tiny, spidery handwriting, many Hadmalists are stooped, short-sighted and smell of ancient parchment. They are habitually blinking, have ink-stained fingers, short-tempers and an insatiable thirst for knowledge.

## Cult Skills

Common Magic, Influence, Insight, Language, Lores (All), Lore (Hadmal), Lore (Malkion), Manipulation, The Ninth Literal Examination Grimoire.

## Allied Cults

Many Hadmalists are also members of the True Malkioni Church and the Hrestol Church. But the Grimoires of most orders can be found in Hadmalist libraries and, with the right permissions, can be studied.

## HRESTOL

Prince Hrestol was the son of Saint Xemela and fought against the Brolian barbarians in defence of his home, Seshneg. His enlightenment came when the light of Irensavel was revealed to him, showing the clear way to Solace through Joy. To articulate this revelation, Hrestol went abroad into Fronela to spread Irensavel's word and, in so doing, revealed Malkion to be the demiurge of the Invisible God and not its true prophet.

Also known as the Immaculate Hrestoli Church, the basis of the order is the five doctrines of Hrestol, as distilled from Hrestol's many scrolls and documents. Saint Hrestol is the saint of the church but any saint who was loyal to Hrestol, or martyred for their adherence to Hrestolic beliefs, is included in the Immaculate Church.

The five doctrines are:

**Equality** – All are born equal in the eyes of the Invisible God and achieve greatness and worth through personal merit.

**The Hidden Mover** – The identity of the Invisible God is Irensavel, who is completely separate from the world. Irensavel precedes creation and the birth of all other gods. Irensavel is the Pure Voice, the Single Ideal, the Equal and Balanced, the Hidden Mover.

**Personal God** – Irensavel is not an impersonal god. By exercising one's will and attuning to the ways of the Hidden Mover, god will become personal and work through the individual to reveal Joy and Solace. Embracing this doctrine involves self-discipline and a strong code of ethics. It is at the heart of Hrestolic chivalry, which all knights swear to uphold.

**Malkion's Divinity** – Hrestolism does not deny that Malkion is a prophet of the Invisible God but Malkion is himself a manifestation of Irensavel, thereby being more than a prophet or philosopher.

**Saintliness** – Saints are mortals who have achieved Solace through allowing Irensavel to work through them. In their lives they have embodied Irensavel's ideals and taught others to do the same. Many have died for their beliefs. Everyone has the opportunity to become a saint and the purpose of the Immaculate Church is to facilitate that opportunity.

## Runes

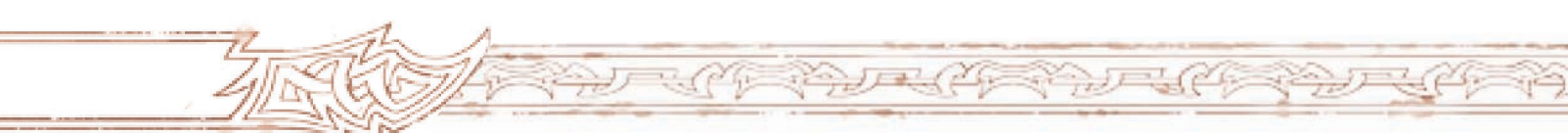
Magic, Mastery.

## Mythos and History

The doctrines of Prince Hrestol teach that Joy is the momentary contact with the divine, as Hrestol himself experienced when the angel, Ferbrith, revealed the true glory of the Invisible God through the visions of Irensavel. All people should seek to experience Joy in their lifetimes. The second teaching is that of Solace; the permanent state of Joy that can only be experienced after the death of the mortal body and the release of the immortal soul into the state of bliss conferred by the Invisible God. Solace is the name for the state of bliss and is the ultimate reward for those faithful to the ways of the Invisible God.

Following his enlightenment, Hrestol became a missionary, roaming Fronela far and wide. He knew he could introduce people to Joy but he also knew that it would forever be a fleeting experience unless people were given true, just and idealistic leadership that had the strength to both challenge and defeat those who would corrupt the souls of the faithful and deny them Solace.

**How the Janube Came to Be (Resonance 80%):** In the Dawn, Prince Hrestol was allowed to gaze into the eyes of Irensavel and glimpse the truth that was Joy and Solace, so



he perceived the word of God. His enlightenment told him that he must cross Fronela from end-to-end and width-to-width to bring Joy and Solace to all within, for they had lost their way and turned to heathen gods. So Hrestol surveyed the land and its enormity. To the north was Valind the Ice God and he would not listen to the Word. To the south were the mountains and they could not be moved. Before him was The Land of Fronela and it was a vast tract that could not be easily walked. Hrestol spoke to Irensavel of this dilemma: 'I wish to bring Your Word to the world but the world is too large and I will not complete the task if I have to walk. If I fly I will not have my feet on the ground and so will not understand the common man. I will need to help to bring Your Word to all who must hear it.

For a long time there was no answer and so Hrestol began to walk east, through the old kingdom of Akem, where he brought The Word of the Invisible God to the people of that realm. He walked many, many miles and his feet bled, because he would wear no shoes so that his feet were always grounded. When he could walk no more he sat on a stone and gazed to the east, beginning to despair at the enormity of the task ahead and the lands still to be trudged.

Then the clouds broke and a light, blinding to all eyes save Hrestol's, came down from the sky and struck the ground far, far to the east, where Hrestol knew a sweet inland ocean lay. The light moved towards him, wavering as Valind's freezing winds tried to deflect it and as it moved it carved a deep, wide channel in the land. In one day that channel was carved from the Sweet Sea to the Ozur Bay and that evening Hrestol began to build a boat from the wood and reeds close to the channel. At dawn the next day the Invisible God caused the Sweet Sea to open its banks and flow into the channel. The waters became a river and all watched as the river flowed down to the Neleomi Sea, bringing with it all the sweetness of the Sweet Sea.

Hrestol placed his boat upon the new river, used his cloak for a sail and proceeded up river to bring The Word to the rest of the land. The river had no name then but in time, as Hrestol navigated its length, it gained the name 'Janube', which means 'sweet current' in the old tongue of the Dawn Age. Such was the magic inherent in the Janube, that even Valind's cold gasp could not fully cross it, meaning that all on the south side of the river did not suffer to the same extent the terrible winters of the north.

## Nature

Hrestol is the chief religion and order of Loskalm. It is widespread through Fronela and is also found in Seshnela, the land of Hrestol's birth, although the cult's power has been largely supplanted by the True Malkioni Church, which maintains a rivalry with the Hrestoli Church. The Hrestoli

Church has been accused of heresy many times but the five doctrines still find favour within all Malkionists because they are also to be found in the Abiding Book, which lends them great credence.

Saint Hrestol is the arch saint of the church but others, according to personal preference, are venerated and so there are many minor saints forming the body of the church, many locally revered in place of Saint Hrestol. The key temples are the cathedrals of Northpoint and Southpoint in Loskalm and Golotha in Sog City.

## Organisation

Golotha deserves special mention: it is a community of staunch Loskalmi, Junoran and Seshnelan Hrestolists. This is where Hrestol was martyred, on the grassy Goloth hill. The hill is surrounded by shrines dedicated to Saint Hrestol and the township community south of the hill is a magnet for Hrestoli pilgrims and dutiful knights. Its narrow streets are cramped and lead towards the Mese and the Temple of Saint Hrestol Lord Martyr. The temple is an impressive, pyramidal structure with a central spire rising needle-like to scrape the sky. Within thousands of votive candles line the walls, shedding an eerie light, and it is always crammed with pilgrims and worshippers who queue for days to see and touch the Hrestol relics, preserved in a chamber directly below the spire. Three relics are of prime importance: the Ball, the Stick and the Last Spell. The Ball and the Stick are the components of Hrestol's mace, which he symbolically broke to show the division between his own path and that of orthodox Malkionism. The Last Spell is the final sorcerous enchantment Hrestol created before his martyrdom; no one knows what power lies in this magic but the spell burns bright and hard, contained in a crystal flask that is set between the Ball and the Stick. A pilgrimage to Golotha is expected of every Hrestoli adherent at least once – if not more – in life.

The church teaches sorcery as the natural expression of Irensavel's magic, as realised by the saints, but runic affinities are also maintained. By following the five doctrines worshippers attain Joy – the state of earthly enlightenment that paves the way towards Solace: both the afterlife promised by the Invisible God and the state of otherworldly enlightenment that Irensavel grants to those who come to him, after death, having prepared their souls through Joy.

## Membership

Standard.

Members of the order choose to follow Hrestol through either the Magic or Mastery Rune. Those who choose mastery follow the martial path of the order and may become Knights (the martial equivalent of a Mage). Those who follow the Magic



Rune become Priests and receive the title Mage, as per the standard rank titles for Sorcery Orders.

### Common Magic

The order teaches Common Magic: Becalm, Bladesharp, Countermagic, Fanaticism, Understanding.

### Higher Magic

Hrestol has two Grimoires: The Chivalric Scroll (taught to those following the Mastery Rune) and The Lirturgies (taught to those following the Magic Rune).

The Chivalric Scroll: Attract (Missiles), Damage Enhancement, Damage Resistance, Enhance (STR), Hinder and Neutralise Magic.

The Liturgies: Castback, Enhance (INT), Enhance (POW), Familiarity (see Hadmalism), Intuition, Mystic Vision, Neutralise Magic, Protective Ward, Spell Resistance, Regenerate.

### Gifts and Compulsions

Those following the Mastery Rune are expected to uphold the Chivalric Laws, which are as follows:

- *To acknowledge that there is One True God and Malkion and Hrestol are his prophets.*
- *To fear and respect the Invisible God, his prophets Malkion and Hrestol and maintain their church.*
- *To respect and serve the memory and miracles of the Saints, acknowledging their immortal place in Solace.*
- *To pursue Joy and Solace through example and leadership.*
- *To serve the liege lord in valour and faith.*
- *To protect the weak and defenceless.*
- *To give succour to widows and orphans.*
- *To refrain from the wanton giving of offence.*
- *To live by honour and for glory.*
- *To despise pecuniary reward.*
- *To fight for the welfare of Loskalm and all loyal to its ways and to Saint Hrestol.*
- *To obey those placed in authority.*
- *To guard the honour of fellow knights.*
- *To eschew unfairness, meanness and deceit.*
- *To keep faith.*
- *To always speak the truth.*
- *To respect the honour of women.*
- *Never to refuse a challenge from an equal.*
- *Never to turn one's back upon a foe.*

Those following the Magic Rune must observe the Chivalric Laws as far as possible but are not compelled to do so.

### Cult Skills

Athletics, Courtesy, Grimoire skills, Influence, Lore (Hrestol), Lore (Malkion), Manipulation, Persistence, Ride.

### Allied Cults

The cult is allied to Galastar the Martyr and Hrestoli may join it without issue.

## HWAROSIAN MYSTERIES

The Order of Hwarosian Mystries has its roots in the God Learner New Order, a group of scholars and mystics who had a fire-damaged copy of a manuscript called Impossible Landscapes. This tome contained living representations of the Otherworld and, through studying these, the New Order learned to contact these places. In 798 the New Order became an order of the Abiding Book and many were swayed by their teachings as they were based on certain experienced truths.

By 820 the New Order had fragmented into many competing schools, chief of which is the Hwarosian Mysteries Order (others include the Emanationalists, Irensavalists and certain minor saint orders). The order takes the form of experimental Malkioni worship celebrating flexibility of ideology and, in some ways, mirrors the Hadmalists.

Where the Hwarosian Mystics (as they call themselves) differ is in their focus on myth as a pure form of cosmic expression. Irrespective of whether myths are deemed pagan or not, the Hwarosians have found that the creation and interpretation of myth on the mundane plane reinforces the existence of myth in the Otherworld. They found that those Otherworld regions in the Impossible Landscapes that involved very weak myths were hazy and dangerous to navigate. Conversely, those areas termed the God Plane, Spirit Plane and so on, based on very strong mythic resonance, were hyper-real, transcending the commonly understood nature of reality.

The Order of Hwarosian Mysteries therefore concerns itself with myth: understanding them, their nature, their consequence and their interactive nature. God Learner myth-tampering, as with the Goddess Switch, is a direct result of Hwarosian scholarship. Members of the order are prepared to indulge and experience pagan practices and understood as many of their myths as possible to see how the Otherworld can be manipulated. Of particular interest is Myth Engineering, a spell developed by the order as part of the Hwarosian Grimoire.

### Runes

Infinity, Magic.

## Mythos and History

The Hwarosians have no myths of their own but collect and record the, many myths of other cultures in their Impossible Landscapes Appendix – an increasingly large tome that all members of the order are expected to contribute to.

## Nature

The cult is a mixture of the scholarly, experimental, innately curious and downright destructive. Its remit is to understand how myths work between the Inner and Other worlds but Hwarosians cannot help themselves from creating new, experimental myths, introducing these into the those cultures they single-out for study and watching the effects. Sharp retreats from injured communities are not infrequent.

Hwarosians study different cultures from afar, to begin with, before deciding whether or not to make a direct approach. The approach made takes one of three forms:

**Overt:** Hwarosian members take up residence in the community or culture and do not disguise the fact they are God Learners. This approach works well with cultures and communities sympathetic to Malkionism and the Middle Sea Empire.

**Covert:** Hwarosian members infiltrate a society after studying its ways and customs, attempting to pass themselves off as members of that community. Adventurers are frequently recruited to do this although many cult members have become adept at such infiltration and can, with appropriate magic, perform very convincing impersonations of Orlanthe, Pelorians and so forth.

**Proxy:** The order, for reasons of safety, recruits members of a particular culture to act as spies and informers. They pay very well. This maintains a safe distance for Hwarosians when studying hostile cultures but means that they must rely on the veracity and accuracy of proxy reports. The proxy faces huge risks if caught (depending on local God Learner attitudes) but can become very wealthy, very quickly.

## Organisation

The Hwarosians are based in Jrustela and Seshnela. They have no temples but many libraries and research facilities. Like the Hadmalists (with whom facilities are frequently shared) the Hwarosians sponsor Revealer Groups: the Opening Revelers of Hrelar Amali are, for instance, Hwarosian-backed and consist of a mixture of Hadmalists and Hwarosians.

## Membership

Standard.

## Common Magic

Hwarosians make good use of Common Magic as it is an essential tool in their research.

Bearing Witness, Befuddle, Countermagic, Countermagic Shield, Fate, Golden Tongue, Protection, Second Sight.

## Higher Magic

The Hwarosian Grimoire takes its main spells from the Abiding Book but is complemented by certain unique spells:

Banish, Dominate (Culture), Intuition, Mystic Vision, Neutralise Magic, Project (Hearing), Project (Sight).

## Dominate Culture

This works in the same way as the standard Dominate spell (*RuneQuest Core Rulebook*, page 131) but works on a specific culture rather than a species. If cast at the right level, an entire culture can be Dominated but usually a few key members of the culture are chosen for the Domination attempt: priests, wise men, scholars and so forth.

## Myth Engineering

Special

This spell is used to create myths. It is reliant on certain essential factors. First, the caster must be versed in at least two myths of a culture that he has studied. Second, he must write the story for the myth being created, which requires a successful Insight roll to ensure that the mythic conditions of the new myth are realistic.

Casting the spell is a ritual requiring one entire day. Once successfully cast, a myth appropriate to the culture is created that has a presence in both the mundane and appropriate Otherworld. The myth has a Resonance of 5% for every 10% of the Hwarosian Grimoire skill. Once created it can then be introduced into the culture it has been created for. The chance that the myth is accepted by that culture, and integrated into their belief system, is dependent on other means and magics – such as Dominate or, more subtly, convincing that culture of the inherent truth of the created myth. Such subtle tactics can involve weeks, months or years of delicate indoctrination: as a rule of thumb, it takes 1 week for every 5 points of Resonance of the newly minted myth for it to gain acceptance. Powerful myths can reshape entire societies and extra time is needed to ensure a seamless introduction and acceptance.

Myth Engineering cannot be used to amend an existing myth, only to bring a new one into existence.

## Gifts and Compulsions

None. Hwarosians are arch meddlers, obsessed with myths, making new ones and fiddling with existing ones. They are curious, wily and intense individuals who sometimes have trouble differentiating between the reality they exist in and the reality experienced through exposure to the Impossible Landscapes.

## Cult Skills

Culture (Own), Culture (all other non-God Learner cultures, including Malkioni), Disguise, Influence, Insight, Lore (Hwarosian Mysteries), Lore (Malkion) Lore (Otherworld).

## Allied Cults

Both Hadmalism and the True Malkioni Church are allied cults. Hwarosians may belong to either or both, learning their grimoires without difficulty.

## IRENSAVAL

With the rise of Hrestolism in Fronela came a dangerous heresy called Irensavalism. Fronelan Hrestolists posited that the Return to Rightness movement was corrupt and claimed that Irensaval, the Hidden Mover, is a separate force from the world and the Invisible God and that Malkion is an evil demiurge out to pervert the true worship of the Invisible God. Malkion's purpose is not to bring the Word but to keep the people in the gross and bloated clutches of the material world, forever separate from Solace and Joy.

Irensaval is the Divine Light of the Invisible God that creates enlightenment and purpose. Irensaval appeared to Hrestol but never to Malkion, despite what Malkionists maintain. The Abiding Book, the order maintains, was written by Irensaval and not the Invisible God directly. Certain tracts in the Abiding Book appear to support this view although proof is beyond even the finest minds.

Irensavalists have, through association with Hrestolism, created the schism that has often led to accusations of heresy against the Hrestolic orders. Irensavalists even believe that Hrestoli deny the truth of Irensaval in a bid to avert destruction rather than to truly worship the Invisible God and thus Irensavalists stand apart from both the True Malkioni Church and the Hrestol Order.

## Runes

Disorder, Spirit.

The possession of the Disorder Rune is the fault of Kenovar the Nearly, a sorcerer of Akem who undertook a HeroQuest

to prove Irensaval's true nature. He emerged with the Disorder Rune, which was little experienced and understood, and managed to weave its way into the order's fabric – proof positive that HeroQuesting is not always a safe thing to do.

## Mythos and History

The Invisible God is the source of all Solace and Joy. He sent his prophets, Hrestol and Malkion, to deliver this message but each was flawed in different ways because they were born of earthly mothers. When the Light of Irensaval appeared to them to enlighten them as to their true purpose, Malkion rejected the Light preferring to rely on the advice of Zzabur. Hrestol accepted it, guaranteeing his understanding of Solace and Joy and the ability to bring this path to everyone.

## Nature

Irensavalists are rebellious anti-Jrustelan and partially anti-Hrestolic. Working in small groups they aim to subvert the work of the True Malkioni Church and bring Irensaval to the masses, promising Solace and Joy through the rejection of Malkion as a prophet, with copious, if sometimes suspicious, proof that Malkion and Gbaji are one and the same. Irensavalists are actively hunted by the Atroxic Church who consider that their blasphemies require immediate and wide-scale correction. Irensavalists are undeterred and unapologetic: the Divine Light is being denied and this is the fault of the God Learners directly. The Hrestolists, corrupted by rampant Malkionism are equally guilty, given Hrestol's awakening to Irensaval's light.

## Organisation

The order is forced to work through proselytisers and secretive groups of devotees. Part of the rejection of Malkionism is the founding of great and impressive temples: none are needed for revering the Invisible God who exists within all – In Every Man a Temple of Light – and simply needs awakening. Thus the order is itinerant, secretive, and lacking in bricks and mortar resources. Often its members are mistaken for beggars, such is the austerity of the order and many members rely on charity to live from day-to-day but this, they claim, is in keeping with Hrestol's own poverty.

## Membership

Standard.

The cult has no Novices. Apprentices are known as Awakened, Adepts as The Enriched and Mages as The Saved.

## Common Magic

Befuddle, Demoralise, Fanaticism, Light, Mobility.



## Higher Magic

The Inner Light of Irensaval is the Irensavalist Grimoire. Only a single tome exists and this is in deep hiding but many copies are available, written on scraps and fragments to avoid detection and often disguised as insane ramblings.

These scraps contain: Abjure Sleep, Banish, Castback, Diminish (POW), Glow, Haste, Palsy and Wrack.

## Gifts and Compulsions

Many Irensavalists undertake a voluntary vow of poverty and so exist on whatever charity they can muster. Such is the fervency of belief in the cleansing nature of Irensaval's Divine Light that many eschew washing or bathing, leading to an interesting personal aroma.

## Cult Skills

Influence, Insight, Lore (Irensaval), Manipulation, Persistence, Survival, The Inner Light of Irensaval Grimoire.

## Allied Cults

None.

# KNIGHTS OF VOLANC

Saint Volanc led the first Rightness Crusade when the pagans began to slaughter the missionaries who took the word of the Abiding Book out to the heathen masses. Volanc gathered his followers and went out with the Book Bearers to protect them from harm and deliver righteous justice upon all those who would harm the word of Makan.

This is a warrior order and most soldiers of the God Learner Rightness Army are members. Over the years the Knights of Volanc have grown suspicious of the various schools (such as the Hadmalists and Emanationalists) spawned by the New Order because the message and activities conveyed undermine the Good Work that honest conversion brings to those who are in denial of the One Word of the Invisible God. The Knights of Volanc have their own distillation of the Abiding Book, known as The Sharp Abiding Book, which is a nonsense distillation of the martial philosophy contained in the main doctrine. This is an order of Righteous Warriors, zealous upholders of Malkionism and the main order of the God Learner armies.

## Runes

Death, Law and Magic.

## Mythos and History

Saint Volanc was a general of the early armies of Seshnela and counselled the Thirteen Witnesses to protect their missionaries, the Book Bearers, in their quest to deliver

Makan's word to the pagans. The Witnesses were naïve and convinced that the Word itself was enough protection. When six missionary parties delved into the heartlands of the Dragon speakers and the Storm Tribe, and never returned, Volanc's point was proved: there were elements in Glorantha who not only rejected the Word but did so violently. A response – hard, painful, abrupt – was needed and so the Rightness Army was born and the First Crusade of Rightness undertaken.

Fronela was the first to experience the righteous battle of Volanc's knights and soon the Word was taken seriously. The crusade spread through the southern reaches of Genertela punishing those who had dared to kill the missionaries (remains were found, often displayed as trophies) and to protect the missionaries who accompanied the crusaders, steadily spreading the Word.

Volanc led two more crusades into Fronela and Pamaltela before finally being assassinated by Wyrmfriender Hunters and Waltzers and dragonewts. His body was returned to Justela and entombed in the Sanctuary of All Saints, which remains a shrine to the order and its most holy place.

## Nature

Members of the order of the Knights of Volanc are warriors first and foremost. It is in their nature to fight, crusade and deliver Makan's word through blade, spear point, mace head and arrow whenever necessary. They do not tolerate unbelievers or heretics although the latter are not prosecuted with anything like the zeal found in the Atroxic Church. The Knights embody the Hrestolic Code of Chivalry but with several crucial changes, as described in the Gifts and Compulsions section.

## Organisation

Wherever there is a garrison of the Rightness Army there is a temple to Saint Volanc. These temples are portable shrines – a large box, magically protected – that contains a relic of the Saint (fingerbones, fragments of clothing, items he touched and so on) that can be deposited anywhere and offer the connection with the Saint when rituals take place. Permanent garrisons have a Chapterhouse, which acts as a resting place for the shrine and a meeting place for cult members. The order sponsors training halls, exhibition combats, tournaments and so forth. It is an active, visible, proud and militant presence wherever the God Learners carry influence.

All battles are undertaken in Saint Volanc's name and every regiment of the army has its own version of Volanc's battle cry 'Makan's Word! Meet Thy Doom, Heathen Scum.'

## Membership

Standard.

The order is not open to warriors. Rightness Army members are favoured but Malkioni mercenaries who are prepared to uphold the Volanc Code of Chivalry are permitted to join. All candidates for entry to the order must be able to demonstrate competence (50% or above) with their favoured Combat Style.

Apprentices are known as Crusaders, Adepts as Knights Rampant and Mages as Templars.

### Common Magic

Bladesharp, Bludgeon, Fireblade, Multimissile, Pierce, Protection.

### Higher Magic

The Sharp Abiding Book is the order's Grimoire. It contains:

Damage Enhancement, Damage Resistance, Enhance (DEX), Enhance (STR), Regenerate, Spell Resistance, Spirit Resistance, Treat Wounds and Wrack.

### Gifts and Compulsions

All members of the order follow the Volanc Chivalric Code which is as follows:

- *To acknowledge that there is One True God and Makan is his prophet.*
- *To fear and respect the Invisible God and his prophet.*
- *To respect and serve the memory and miracles of the Saints, acknowledging their immortal place in Solace.*
- *To protect the weak and defenceless.*
- *To live by honour and for glory.*
- *To despise pecuniary reward.*
- *To fight for the welfare of Jruestela and all loyal to its ways and to Saint Volanc.*
- *To obey those placed in authority.*
- *To guard the honour of fellow knights.*
- *To keep faith.*
- *At all times to speak the truth.*
- *Never to refuse a challenge from an equal.*
- *Never to turn one's back upon a foe.*

### Cult Skills

All Combat Styles, Athletics, Brawn, Evade, Lore (Malkion), Lore (Strategy and Tactis), Lore (Volanc), Manipulation, Resilience and The Sharp Abiding Book Grimoire.

### Allied Cults

True Malkioni Church, Bardan's Book. Volanc Knights may be members of either or both and learn their grimoires.

## ORDERS OF MALAKINUS

Carmanos the Prophet revealed the way of Malakinus, the Carmanian Malkioni order, to the Carmanians. He revealed that Idovanus the Good waged eternal war against Ganesatarus the Evil. Carmanos revealed also that Malakinus was the source of Righteous Sorcery and established the first Carmanian Sorcery Orders.

Carmanians have, to a large extent, abandoned Malkionism in its God Learner form, although the Invisible God is still worshipped. Carmanian cults focus on the Prophets and the Heroes. Prophets are Carmanian versions of Malkioni martyrs such as Malkion, Hrestol and Galastar but the names have been altered over the years and now it is common for Carmanians to worship a Prophet or Prophets and for that reverence to include one or several prophets of the Invisible God.

Additionally Carmanians venerate two Hero Cults focusing on those who forged Carmania: Syranthir the Wanderer and Surandar the Warleader.

Side-by-side with these more traditional cults is that of Carmanos – a melding of Hero Cult, Divine Cult and Mystic Cult. The objects of worship are the hero, Carmanos, son of Syranthir and the goddess Charmain.

Carmania therefore supports a complex, ground-breaking structure of faith. All these faiths fall into the Orders of Malakinus.

### Runes

Carmanos: Magic, Truth.

Prophet Cults: Light, Spirit.

Surandar the Warleader: Death, Law.

Syranthir the Wanderer: Man, Movement.

### Mythos and History

Carmania is founded on a rejection of God Learner repression but also an embracing of the Invisible God. The revelations of Carmanos created the burgeoning might of Second Age Carmania and helped create the many heroes that fight against Draconic incursions in nearby Dara Happa and the stifling restrictions of pure Malkioni doctrine.

Carmanos the Prophet came after Malkion and was a man of vision and purity. Malkanus appeared to him in successive visions outlining the precepts of sorcery and the way it could shape the world. Later, when the Abiding Book appeared,



it was clear to many that the teachings of Carmanos were incompatible with what the Book Bearers of Jrustela were attempting to teach. Several heresies sprang from these dichotomies and resulted in many atrocities of the first Rightness Crusade. Those who followed Malkanus precepts knew, even at that early stage, that a separate nation, founded on Carmanos's ideals, would be essential and that belief was kept alive throughout the subjugation of Fronela and the imposition of Malkionism that followed.

### Nature

The Prophet Cults of Malakinus are based around the original saints that were created in the uprising and founding of Carmania as a nation-state. Those pioneers had to fight God Learner assaults, Draconic subjugation and the Spolite Empire. Foremost of those saints was Jernotius, who is revered by the artisans, craftsmen and farmers of Carmania but others were also created, such as Orventius, who saw through the Dragon Façade and proclaimed its true nature as Nothingness. The Prophet Cults are therefore parochial and centred on a particular minor saint associated with the spirit of Carmania and the men who made it.

The two Hero Cults of Syranthir the Wanderer and Surandar the Warleader revere these two heroes as exemplars of what it means to be Carmanian. They broke the Spolites open, defeated the God Learners and faced-down the Dragons. They were leaders of men who had the same vision as Carmanos and the internal fire of Malakinus. To be a follower of either cult is to emulate that hero. Syranthir led the people through the wilderness towards the Pasture, which became Carmania; and Surandar formed the first Carmanian army from the bedraggled ranks who followed Syranthir and made Carmania a military force to be reckoned with.

The hybrid cult of Carmanos, which embodies both sorcerous and divine aspects, reflects the fact that Carmanos is the son of a goddess, Charmain, and thus of divine origin, yet open to the spirit of Malakinus. Malkioni doctrine utterly refutes the melding of such pagan traditions with the worship of the

Invisible God, but Carmanos proved it possible. The cult therefore embodies both traditions and is anathema to the God Learners.

### Organisation

Carmanians build large, imposing ziggurats much in the Dara Happan style, to worship all their gods simultaneously. Worship is largely personal with no strict hierarchy of priests and wizards, so many shrines are held within each ziggurat and people are free to offer veneration as they please. The Adepts and Mages of the cults spend a regular amount of time at a chosen temple in order to minister, school and train the faithful (which is to say, almost every Carmanian) and so organisation is loose but with a coherence that is typical of the Carmanian approach to most things.

### Membership

Standard.

Carmanos cultists choose the Path of the Father, in which case they learn sorcery from the Carmanos Grimoire, or they follow the Path of the Mother, in which case they form a Pact with Charmain and so gain Divine Magic. Irrespective of which path is followed a certain degree of mystic enlightenment is sought through HeroQuests to Castle Blue, the mythical home of Charmain and where Surandar is said to have been born. Path of the Mother followers adopt divine titles, such as Initiate, Acolyte and so forth, whilst Path of the Father followers take the traditional sorcery order titles of Apprentice, Adept and so on.

### Common Magic

The following spells are common to all Malkianus cults:

Bladesharp, Fireblade, Ignite, Light, Warmth, Vigour.

### Higher Magic

Members of the Hero Cults can choose to study either the Black Book of Asacar Grimoire, the White Book of

### Grimoires:

<b>Black Book of Asacar</b>	<b>White Book of Carshandar</b>	<b>Prophets Grimoire/Hero Cults</b>	<b>Carmanos – Path of the Father</b>
Attract (Missiles)	Banish	Attract (Magic)	Damage Enhancement
Damage Enhancement	Cast Back	Damage Resistance	Damage Resistance
Damage Resistance	Damage Enhancement	Glow	Enhance Characteristic (STR)
Enhance Characteristic (STR)	Damage Resistance	Haste	Intuition
Neutralise Magic	Enhance Characteristic (INT)	Protective Ward	Mystic Vision
Wrack	Protective Ward	Sense (Dragon)	Spell Resistance





Carshandar, or the Prophet/Hero cults Grimoire penned by Carmanos. Only one Grimoire can be studied.

Carmanos Path of the Father followers study the Carmanos Grimoire. Path of the Mother followers must form a Pact (Charmain) and gain access to the Path of the Mother Divine Spells.

#### **Divine Magic – Carmanos, Path of the Mother**

Amplify, Channel Strength, Disarm, Heal Body, Heal Mind, Heal Wound.

#### **Gifts and Compulsions**

None.

#### **Cult Skills**

Evaluate, Influence, Lore (Carmania), Lore (Charmain), Lore (Malakinus), Perception, Sword and Spear Combat Styles.

#### **Allied Cults**

All the orders of Malakinus can be considered highly allied but outside of Carmania, there are no relationships.

## TRUE MALKIONI CHURCH

The True Malkioni Church – or Malkioni True Church, nomenclature varies according to whether one is in Seshnela or Jrustela – was formed in 655 by those Witnesses to the writing of the Abiding Book. This triggered ardent proselytising by the Sainly Book Bearers. Many were successful, some slaughtered. Missionary efforts in Seshnela failed and this triggered the Return to Rightness Crusade, which eventually secured a foothold for the True Malkioni Church (or Malkioni True Church, nomenclature varies, Seshnela being Seshnela) and was largely successful through the inspiration of faith and cunning warfare rather than poilitics and with Seshnela made devout to the Malkioni religion it became easier for other lands to be converted, such as Fronela.

The church grew rapidly through the Rightness Crusades and Jrustela grew with it. As it grew a variety of philosophies emerged, some of which competed with Abiding Book doctrine and some were natural extensions of it: Makanism (in which Makan is the Mind of God, fundamental to all things), Hadmalism, Emanationalism and Reconstructionalism, which purports that the Runes are ‘atoms of concepts’ and can be used to manipulate the very fabric of the universe. This last philosophy underpins God Learner strategy, for good or ill.

#### **Runes**

Infinity, Law, Magic.

## Mythos and History

**Malkion’s Betrayal (Resonance 110%):** During the Age of Logic, Malkion was the Lawgiver of the Brithini. He proposed the Immutable Laws for his sons and these were permanent: anyone changing them would face exile from the Kingdom of Logic. The Laws were understandable to all: the world was a closed system, without Entropy; a neat, enclosed, four-element world where everyone lived forever and nothing inconceivable could ever transpire.

But the world broke and fell apart. The Sun went out, the Ice Age began and Chaos crept into Creation. Illogical things started to happen and the unchanging Laws became a hazard for most of their followers. Doing things the old way was now often extremely dangerous: the power of Death, new to the world, was not explained by the Laws and this created panic amongst Malkion and his sons.

As Chaos entered the world, Malkion received a direct Revelation from the Creator, which showed him how to give hope and comfort to the dying world. He took the new secrets of Salvation through Faith in Solace to his children, the Brithini, and tried to persuade them of their truth. Many of them were convinced and followed him. But the others, the Amoral Majority, suggested that his actions were condemned by his own Law. The Brithini, logical in all things, quoted his own Immutable Laws back at him and exiled him from Brithos. This was the Betrayal of Malkion.

These treacherous Brithini had no Faith in Malkion, or in anything else: theirs was the path of austere Logic. They followed the logic of Zzabur and insulated themselves through sorcery, becoming even more powerful and even more remote.

Malkion’s faithful followers crossed the Raging Sea with him to Seshneg and lived in Malkonwal, his Holy City, and other places. They worshipped the Invisible God with their newfound Malkioni Faith and were guided in interpretation of the Laws by the Prophet who dwelt among them. As the world fragmented under the onslaught of Chaos in the Great Darkness, Malkion kept his people devoted to God the Creator alone. This single-minded dedication gave him the strength to fight the ‘I Fought, We Won’ battle on behalf of the whole world, pulling everything back together.

In time, other Prophets came. Hrestol was foremost but he knew more than Malkion and deviated from the path, following false promises and pagan ways that divorced him from the true path to Solace. Only Malkion, first and foremost of the Prophets, held true to the Word of the Invisible God.

## Nature

The True Malkioni Church struggles with its size and the diverse interests within it. There is no possible way that all these can be reconciled and, whatever the church cannot reconcile internally and against the Abiding Book, it declares heretical. It is a known fact that the Abiding Book is vague in what it explains but, nevertheless, the Word of God is the absolute truth and any contradiction of it is dangerous and subversive. For all its alleged tolerance (and it can be tolerant), the True Malkioni Church must forever be on its guard against those elements that could cause complete fragmentation. This is known and understood widely, so the various elements of the church work hard to maintain a veneer of unity whilst promoting their own, personal agendas (which, if subjected to detailed scrutiny, might prove every bit as heretical as, say, Irensavalism).

From a member's point of view the True Malkion Church is father, brother, uncle, son. It offers access to the Invisible God through the veneration of Malkion the Prophet and through that relationship – which is assured to all, without the need for pacts, oaths or initiation rituals – Solace and Joy. The church understands, clarifies and leaves its members in no doubt that the Invisible God works through it and that access to Malkion should not be a personal thing but a shared experience, shaped by individual philosophy – as long as that philosophy is tolerated by the overall aims of the church.

True Malkioni followers can, therefore, take whatever approach to worship of the Invisible God they please as long as it happens within the hierarchy of the church. They may join whatever other order they please as long as that order is not deemed heretical. The Invisible God speaks through the church because this is what the Abiding Book commands. Individuals who claim a direct, personal relationship are, at best, deluded and requiring help; or, at worst, servants of Gbaji and must be destroyed.

## Organisation

Most Malkionists are novices of the True Malkioni Church and actively serve it through joining other orders. Those that choose to become Apprentices embark on a climb through a rigid, sprawling hierarchy towards immense political and personal power. The church is represented through many temples in many different lands across the Middle Sea Empire. Each temple has many priests (Adepts) and direct servants (Mages) who do the work and bidding of the Council of Ecclesiarchs – those who have been allowed access to the original Abiding Book and are led by the High Ecclesiarch who answers only to the Emperor.

Rituals are conducted weekly by the priests of the order and all who have opted to follow the church directly, rather

than through another order, are required to attend. Failure is always questioned by the watchful, vigilant priests who staff the temples and continued failure often hints at underlying heresy. This is not tolerated. For this reason it is easier to follow a more personal order that offers the handy excuse of being faithful whilst remaining outside the rigid confines of the True Malkioni Order.

Politically, sole True Malkioni wield great power – or can do. They are unsullied by other philosophies or demands and are free to ponder the great mysteries and myriad truths of the Abiding Book. This gives them insight and understanding, which the nobles of the Middle Sea Empire value and reward. The 13 members of the Council of Ecclesiarchs are adept politicians and devout, unilateral Malkionists through and through, and help shape the policies and directions of the many lands making-up the Middle Sea Empire. The High Ecclesiarch has the eyes, ears and purse strings of the Emperor – and the Emperor does, in all honesty, occupy that position because the High Ecclesiarch wishes it. This relationship is understood by those in high power but never spoken of and never questioned. To all intents and purposes the Emperor rules and the church advises. In reality, the church does both.

## Membership

Standard.

Apprentices are known as Orderlies and may belong to any other accepted sorcery order they wish.

Adepts are known as Priests and may also belong to other orders.

Mages are known as Wizards and are expected to commit fully to the True Malkioni Church, forsaking any other order they belonged to.

Above the wizards is the Council of Ecclesiarchs which, when one of its number dies, seeks a replacement from the Wizards. The High Ecclesiarch is chosen by a complex formula found only in the original Abiding Book and only the Council is eligible to view and work this formula.

## Common Magic

Common Magic is eschewed. Only the magic of the Abiding Book is taught.

## Higher Magic

All of the sorcery spells found in the *RuneQuest Core Rulebook* and this book are found within the Abiding Book. However, only Priests are allowed access to a copy of the Abiding Book to act as their Grimoire.

## Gifts and Compulsions

None save dedication to Malkion. Those who commit solely to the True Malkioni Church can expect themselves to become politically adept, along with all the detriments politics brings.

## Cult Skills

Courtesy, Craft (any), Evaluate, Influence, Insight, Lore (Bureacracy), Lore (Diplomacy), Lore (Malkion), Lore (Politics), Manipulation, Oratory, The Abiding Book Grimoire skill.

## Allied Cults

All none-heretical sorcery orders.

## ORDER OF DAMOLSTEN

The family of Damolsten was a powerful, First Age Seshnelan family loyal to Malkion. In 150, Anilla, a powerful priestess of Seshna, claimed the right to rule as the regent priestesses of old had ruled. She had herself crowned as Queen by a knight and blessed by a wizard of Malkion. She married into the powerful Damolsten family to maintain their support. Her husband died and she swiftly married another, who died too. She was discovered to be sacrificing them to Seshna and everyone turned against her. She took refuge in her goddess' temple but was slain by Malkioni knights and wizards. Afterwards the worship of Seshna was constrained to repress its more savage portions.

Those vengeful knights and wizards undertook a vow to protect Seshnela from further corruption and became the Order of Damolsten: Seshnegi Warrior Priests who protect the land in the name of Malkion, the Emperor and the Damolsten dynasty, which still has descendents throughout the realm.

## Runes

Law, Truth.

## Mythos and History

The defeat of Anilla exposed the complacency of many nobles in Seshnela and the ease with which they had been duped. Moranvel of the Damolsten family, the knight who had killed the priestess, undertook the Irensavalic Light HeroQuest to gain insight to protect against further vulnerability. He emerged with the Runes of Truth and Law, and this attracted many other, similarly inclined, sorcerers and knights, to join his fledgling order.

For many years the Order of Damolsten was small and worked alone, although always within sight of the Invisible God. When the Rightness Crusade came upon Seshnela, it fought against it but Saint Volanc proved to the order that he had kinship with the Damolstens and worked to save Seshnela,

not to destroy it. The order realised then that the word of Malkion had to come through a single source and joined the Rightness Crusade, convincing Seshnela's rulers that the True Malkioni Church should be welcomed, not repelled.

## Nature

This is a cult of Seshnelan nationalists and ardent Malkioni who, conscious of the fragility of any system, fight to retain its purity and guard against corruption, especially from pagan forces. The order is much like Bardan's Book or the Knights of Saint Volanc but only Seshnegi may join it – and if descent from the ancient Damolsten line can be proved, guarantees acceptance.

The order believes that knights can also be devout wizards and vice-versa, It thus cross-trains in both sorcery and martial disciplines. Members are incorruptible, resolute, proud and fiercely protective of the sanctity of their homeland. They follow the Volanc Chivalric code but with the greater leniency found in the Hrestolic code and recognise the legitimacy of both Hrestol and Malkion as Prophets and saviours.

## Organisation

Order of Damolsten temples are also martial training colleges and sorcery schools. One is found in every Seshnegi city. All members are Warrior Priests of Damolsten, splitting their time between the study of sorcery and the study of combat. The best Damolsten members are feared battlefield magicians and the order's reputation for incorruptibility means that they are frequently contracted as mercenaries and bodyguards by the True Malkioni Church and the Imperial Court.

## Membership

Standard.

Adepts are known as Knights of Damolsten, Mages as Wizards of Damolsten.

## Common Magic

Bladesharp, Countermagic, Heal, Multimissile, Pierce, Protection and Vigour.

## Higher Magic

The Book of Moranvel is the order's Grimoire. It contains:

Attract (Missile), Attract (Spells), Damage Enhancement, Damage Resistance, Enhance (DEX), Fly, Holdfast, Neutralise Magic and Wrack.

## Gifts and Compulsions

All members are absolutely incorruptible – a result of the order's Runes. They will not accept bribes, cannot be blackmailed and never, ever, lie.



### Cult Skills

All Combat Styles, Athletics, Book of Moranvel Grimoire, Brawn, Lore (Damolsten), Lore (Malkion), Lore (Strategy and Tactics), Manipulation, Persistence, Resilience, Survival.

### Allied Cults

Bardan's Book, Knights of Volanc.

## ORDER OF OTHERWORLD EXPLORATION

A relatively new order, being just over a century old, The Order of Otherworld Exploration is a True Malkioni offshoot directly involved in venturing to the Otherworld and HeroQuesting. The order claims it merely explores unrevealed truths: its members know what many suspect – it is directly involved in Myth Tampering and works in concert with the Hwarosian Mystics.

The order is skilled in the rituals and magics needed to enter the Otherworld and the Hero Plane. It specialises in exploring these worlds and accumulating knowledge but always with the agenda that the universe can be manipulated, as Malkion describes, and that the better the world, myths and the Otherworld should be 'adjusted'. Others may have had ideas for the Goddess Switch but it was the Order of Otherworld Exploration that carried them out. Hwarosians are frequent members of their expeditions although the order has a small and loyal cadre of adventurers willing to undertake the complex and dangerous tasks the Order commands.

### Runes

Infinity, Mastery.

### Mythos and History

Guy de Hrestolket is the Order's founder. He spent years studying the records of the Hwarosians, and was a Hwarosian



himself, before he undertook his first, solo journeys. These journeys were small efforts and used as fact-finding expeditions. He charted the strongest places where the Otherworld exhibited a coinciding presence and charted the interaction of myths in an enormous, but quite simplistic, representation of divine faith. He questioned hundreds of pagan prisoners, studied many pagan documents and extracted many confessions from successfully captured HeroQuesters.

Later expeditions were more ambitious and resulted in him returning with the Infinity and Mastery Runes, embodied in the Grimoire called *Unencumbered Lights of Reason*. This is now the template for the order and it codifies the spells necessary to access the Otherworld, navigate it and return safely.

This is not always guaranteed. The order sent a team into the myths of Valind in a bid to merge them with the myths of Yelm, in order to melt Valind's Glacier. The team never returned. Similar disappearances hint at forces between the Inner and Otherworlds that enjoy capturing, torturing and eating Myth Questers. These forces might be the demons acting for the Runes (Emanationalists claim not), demons divorced from either world and lurking in its angles, or something else entirely. However members of the order sometimes tell, on their return from an expedition, of terrible, tortured cries that greet their ears, cries for help or death, as they pass from one world to the next.

### Nature

The cult specialises in extra-planar activity. Many worlds have been opened up to them, including the God Plane, the Spirit Plane and the Hero Plane. All fall under the category of Otherworld. The cult is secretive, elitist, not for the faint-hearted and appealing to those who abhor the power of myth as it stands in the hands of pagans and wish to see all united into one, sole, monomyth that can be rationalised, explained and controlled.

The cult is, by necessity, small but highly active and in receipt of considerable God Learner funding. It has practiced sending out explorations as foot-bound teams and in specially built Otherworld ships (designed and built by the Zistorites of the Clanking City) that are magically protected against the things lurking between the Otherworlds. It is intensely curious, mapping, charting, recording but also practical, exploring what happens when things are altered, moved, removed, constructed and built. Using Hwarosian Myth Engineers it has inserted new myths into some Otherworlds and noted the fluctuations. In some cases the effects have been startling and, occasionally, regrettable.

### Organisation

The Order of Otherworld Exploration is tightly controlled. Its base is Jrustela and it has a permanent base in the city of Sesupwal, the City of Circles. It is controlled by the Otherworld Council that reports to the Emperor directly and takes its lead and cues from the Council of Ecclesiarchs of the True Malkioni Church. Beneath the Otherworld Council are various faculties, one for each culture of Glorantha, led by a Pilot-Major, each an expert in the myths of the culture he explores. All the Pilot-Majors report to the Otherworld Council and take direction from them.

Below the Pilot-Majors are the Exploration Directors, one for each region within the Empire's domain. Exploration Directors maintain and recruit the teams who do the exploring, with direct members of the Order of Otherworld Exploration being called Sorcerer-Pilots. Within any team there is a Captain, First Officer, Security Officer, Navigator and, if the expedition uses a vessel, a Pilot. Exploration Directors frequently recruit known outsiders to supplement teams, using trusted adventurers, members of other orders and, sometimes, guides from the cultures studied.

With organisation at a regional level the Order has bases scattered across the Empire. Bases are discrete: unassuming structures within Malkioni temples or standing alone but unmarked, unadorned. The Order does not advertise its presence.

### Membership

One does not apply to join the Order of Otherworld Exploration; the Order finds the members it needs. This is usually from within the various sorcery orders of the Empire, often the Hwarosians or Emanationalists, and sometimes deliberately approach those that the order knows have either HeroQuested or visited the Otherworlds through some other means – voluntary or involuntary. Of particular interest to it are those who have directly experienced either Miracles or Divine Intervention as these people may have unique insights into the relationship with the Otherworld. It also employs adventurers who can be trusted or who have aided the order somehow in the past. But it is always clear on the dangers: those who travel with the Order of Otherworld Exploration must know the risks.

Otherwise the ranks within the order follow the Standard format:

Novices – Those known to the order who can help but have not yet done so or who have not yet explored.



Apprentices – Inexperienced explorers who form the grunt-work of Exploration Teams. Experience with a particular culture is essential.

Adepts, known as Sorcerer Pilots – These are the core of any team and a team's captain is always at least a Sorcerer Pilot.

Mages, known as Directors – Directors answer to the Pilot Majors, recruit for expeditions, lead them (but not always – they are too valuable to lose) and debrief.

Above these are the Pilot Majors and the Otherworld Council, all special appointments based on experience, merit and knowledge. The Otherworld Council appoints all Pilot Majors from the Director rank.

Progress between each rank is as per the Standard Cult Requirements although one must have completed at least five expeditions before advancing from Novice to Apprentice, and Apprentice to Sorcerer Pilot.

### Common Magic

Abacus, Bandit's Cloak, Bearing Witness, Befuddle, Disruption, Repair.

### Higher Magic

The Grimoire of the cult is Unencumbered Lights of Reason, Guy de Hrestolket's mystically revealed tome of truths. It contains a mixture of Abiding Book spells and unique ones.

Animate (Ship), Attract Magic, Dominate (Culture – used in the same way as the Hwarosian spell), Form/Set (Wood, Metal, Glass, Stone), Haste, Mystic Vision. The unique spells are:

### Myth Treading

Concentration, Resist (Special)

This spell creates a gate in the fabric of reality allowing expeditions to pass through. If a myth is being penetrated, requiring passage to the Hero Plane, then the Resistance is the myth's Resonance. The spell must be Manipulated to accommodate the number within the expedition. If a vessel is being used then the range of the spell must be adjusted to encompass the length and breadth of the ship but a separate Manipulation for each expedition member is not necessary.

Cast successfully, the spell opens the Otherworld Gate and the expedition moves through it and into the Otherworld. There is always a slight time-lag experienced. If the spell casting attempt was Fumbled, Backlash results; roll on the Backlash Table.

## Otherworld Backlash

1D100	Backlash Effect
01–40	No effect. The gate fails but no harm is caused. Magic Points used for the spell are expended as if for a success.
41–60	The caster sustains 1D4 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
61–70	The caster sustains 1D8 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
71–80	The caster is driven insane, becoming either a raving or drooling idiot prone to delusions and violent rages. The gate fails. Magic Points used for the spell are expended as if for a success.
81–90	All members of the expedition sustain 1D4 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
91–95	All members of the expedition sustain 1D8 Damage to all Hit Locations simultaneously. The gate fails. Magic Points used for the spell are expended as if for a success.
96–98	All members of the expedition are driven insane, becoming either a raving or drooling idiot prone to delusions and violent rages. The gate fails. Magic Points used for the spell are expended as if for a success.
99–00	The entire expedition vanishes. It will not return. Taken, perhaps, by the foul things lurking between the Otherworlds and tortured or worse. Their screams and cries may echo through the Ether for Eternity.

### Myth Manipulation

Concentration, Resist (Mythic Resonance)

This spell is what is used by God Learners to alter the fabric of a myth or HeroQuest. It is always resisted by the myth's Mythic Resonance, even if the myth belongs to the God Learners.

The Resistance roll is always Opposed. If the myth wins the contest then it fully resists tampering. If the caster of the spell wins the contest then the myth can be altered or manipulated in some way but according to the following conditions:



- Myths can only be altered one stage or element at a time. Each requires a new casting of the spell with a fresh Resistance. The essential story and nature of the myth is untouchable but names, small events and small outcomes can be changed. Changes
- The key participants in a myth (gods, saints, dragons, major spirits and so on) cannot be killed or removed from it but new participants can be introduced, as long as the caster of the spell has entered a myth involving them and thus has an understanding of how the new introduction appears in a mythic context.
- Events and stages can be swapped but not removed.

Myths always resist such tampering. If attempts to change a myth fail the expedition is expelled immediately and painfully. The sorcerer must make a successful Persistence roll to avoid sustaining a number of points of damage, applied to the Chest Hit Location, equal to one tenth of the myth's resonance.

For any changes made to a myth's stage to fully take effect the sorcerer must successfully manipulate each stage one at a time. Failing at any point leaves the myth untouched, no matter what the degree of change made in previous, successful stages. If, however, he manages to alter all the stages then the alterations wrought consolidate.

### Navigate Otherworld

#### Concentration

Through this spell, an expedition's Navigator charts the current position of the entire expedition in location to the gate or point of entry into the Otherworld. As distances and time in the Otherworld are meaningless in conventional senses, getting lost is very easy and this spell ensures against it. The spell attunes to the temporal and dimensional physics of the Otherworld and allows the caster to gauge temporal and spatial movement in relation to the gate, the expedition and so forth. It always requires Manipulation to cover each member of the expedition or, if a vessel is used, the length and breadth of the ship.

### Gifts and Compulsions

None. Otherworld Exploration members are often reckless and foolhardy. Some would call them insane already. Each expedition seems to subtly change the character of the explorer; some become more distanced from reality, others seem more appreciative of the culture they have experienced. If wished, have each team member roll on the following table at the conclusion of each expedition:

### Expedition Character Changes

1D100	Change
01-75	None.
76-80	Seems distanced from reality. The mundane world is Less Real, with a dream-like quality. Frequently experiences <i>deja-vu</i> .
81-86	Becomes taciturn and possibly morose, struggling to contemplate the nature of the journey completed. This will pass after 30-POW days.
87-90	Make a Persistence roll. If failed the explorer has been emotionally touched by the experience. He does not just want to explore a culture's otherworld but to be a part of it. In time he may become a renegade, joining the culture that touched him most, rejecting Malkion and becoming a pagan.
91-94	Make a Persistence roll. If failed the explorer becomes convinced that he is a Hero Form of someone or something experienced on the Other Side. He may believe he is a saint, a god, a monster or worse.
95-96	Make a Persistence roll. If failed the explorer cannot abide the mundane world and seeks, at the earliest opportunity, to return to the last Otherworld visit, remaining there for Eternity. He is lost to this world.
97-99	Make a Persistence roll. If failed he has heard the tormented cries of those expeditions lost and will be haunted by the sound forever more. He will be driven insane through sleepless nights, waking visions and fleeting glimpses of the horrors glimpsed. Will go mad in POW months unless cured somehow.
00	Make a Persistence roll. If failed he has heard the tormented cries of those expeditions lost and will be haunted by the sound forever more. He will be driven insane through sleepless nights, waking visions and fleeting glimpses of the horrors glimpsed. Will commit suicide in POW weeks unless cured somehow.

### Cult Skills

Athletics, Culture (Any), Culture (Own), Insight, Lore (Otherworld), Lore (Otherworld Pilots), Manipulation, Order's Grimoire, Persistence, Stealth, Survival and Sword Combat Style.

### Allied Cults

True Malkioni Church, Hwarosian Mysteries.

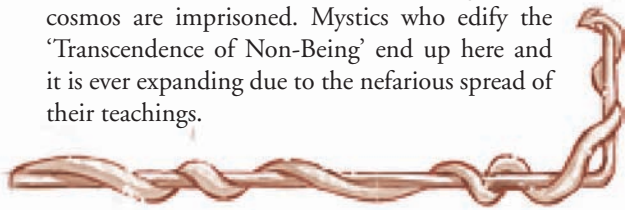

## Otherworlds, the Sorcerer-Pilot Perspective

At the centre of creation is the mortal realm, the plane of physical being. Theory states it intersects with three contiguous planes, each of which is a source of magic – the Divine Plane where the gods live, the Spirit Plane occupied by the great spirits and the Sorcery Plane the home of the saints and their philosophies. Without the metaphysical overlap with the physical realm, there would be no magic in the world. An important consideration is that each culture has its own Otherworld. Some overlap, depending on myths and gods shared; some are unique. But each culture either creates, or is a product of, its own Otherworld. This relationship is a fundamental truth and one the God Learners aim to fully understand.

Within each Otherworld are many regions, which are fundamental aspects of that culture's magic. For the Sorcery Plane there is Joy, Solace and the Tower of Saints. Some mistake these as separate planes but they are just divisions created to aid comprehension and nothing more than mere illusions. The very act of conceptualising their existence, causes their birth by the uninitiated, yet they are all the same place, essences formed from the same magic.

According to contemporary wisdom, between the three magic planes lays the Hero Plane, a place of events before time, the home of myth. This region can be entered by leaving one of the three magic Otherworlds by an established trail and travelling between allegories to reach the greatest conflicts of the Ages. God Learner scholars have mapped countless stories through the Hero Plane, each one its own path.

Below and connected to the magical realms is the Underworld, or Hell to most. This is the place of entropy, where energy is consumed and never returns. It is where all the bad things of the cosmos are imprisoned. Mystics who edify the 'Transcendence of Non-Being' end up here and it is ever expanding due to the nefarious spread of their teachings.



## ORDER OF SAINT WAERTAG

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

The Waertagi ruled the oceans of the Dawn Age when almost all sea traffic was carried in their great city-ships, formed from the living bodies of Sea Dragons. The Waertagi were tolerated by the Brithini despite the way they seemed to bastardise the religion of the Invisible God to include the veneration of their immortal merman ancestors and various spirits of the oceans.

### Runes

Magic, Water.

### Mythos and History

The Waertagi claim to be descended from the bastard son of Malkion the Founder and a mermaid. Their mixed ancestry reveals itself through their green or blue skins and webbed fingers and toes; they also display a natural affinity for the sea and other waters.

They ruled the oceans in the Dawn Age, when they were allies of the Brithini and Malkioni, ferrying them across the oceans to colonise the coasts of Seshnela, Fronela and Jrustela.

The Waertagi were eventually shattered by the God Learners in the early Second Age when their persistent heresies could no longer be tolerated and they refused to accept fundamental doctrine. Nevertheless the order of Saint Waertag, a distinctly human version of the original, is a cult of sailors for the Middle Sea Empire.

### Nature

This is a cult of sailors and sea-going folk, always a superstitious lot. Despite the heresies of the old myths of the Waertagi Saint Waertag is considered largely blameless and so it is considered completely acceptable to belong to the order as long as one holds the Abiding Book's interpretation of Malkion (as a pure, human, being and not some mermaid's bastard) as being literal.

### Organisation

Almost every God Learner port has a temple to Saint Waertag, usually a large ship permanently moored. Every sea-going vessel carries a shrine to the saint too, with propitiation

occurring at the start of every voyage (for good fortune) and at its end (for thanks).

Priests of the order are Adepts and many are ship captains or priests recruited for that position. Priests are often asked to bless fishing boats for sailors before departure, which nets considerable revenue for the cult.

### Membership

Standard.

### Common Magic

Channel Strength, Coordination, Ebb and Flow, Water Breath.

### Higher Magic

The Hull of Saint Waertag is the order's Grimoire. It contains:

Enhance (CON), Enhance (STR), Holdfast, Neutralise Magic, Sense (Fresh Water), Sense (Nearest Land), Sense (Storm), Spell Resistance, Spirit Resistance, Treat Wounds.

### Gifts and Compulsions

None.

### Cult Skills

Any Sword or Spear Combat Style, Athletics, Boating, Craft (Boat Building), Engineering, Hull of Saint Waertag Grimoire, Manipulation, Shiphandling, Swim.

### Allied Cults

True Malkioni Church.

## SAINT TALOR

A major saint of Fronela, Talor the Laughing Warrior took the war to Gbaji closing the Gate of Banir and preventing further incursions of Gbajists into the world. His knights cut-down the armies of Gbaji whilst Saint Gerlant killed Gbaji himself.

Saint Talor's bravery took a terrible toll. He lost his sanity, crying at happy times and laughing at sad ones and weeping joyful tears in the face of death.

This is a warrior's cult, popular in Fronela, where it is a Hrestolic cult, and in Seshnela where the True Malkioni Church has made it one of theirs. It is attractive to those warriors who feel all is lost, or who wish to sacrifice themselves in pursuit of some impossible cause.

### Runes

Death, Mastery.

### Mythos and History

Saint Talor was ever of a sensitive disposition, moved easily by great beauty, and utterly loyal to the kingdom of Akem. Akem could have become the prevailing nation across Fronela, uniting all under its banner and, for 265 years, it was a powerful seat of Malkionist and Hrestolic belief. However, sorcerous experiments opened the Gate of Banir, which allowed Gbaji to enter the kingdom and for almost two centuries his agents worked tirelessly to establish Gbaji as the challenger to order and the Invisible God. Gbajists turned Akem's benevolent rule into a tyrannical power intent on subjugation along the Janube. Heroes such as Varganthar, Gerlant and Talor worked from outside and inside Akem, to eventually close the Gate of Banir and defeat the Gbajists but at a terrible price: Akem ceased to exist as a kingdom and was absorbed into the relatively new kingdom of Loskalm. Talor lost his mind.

### Nature

Talor's cult arose after his mysterious death and became popular with those warriors who sought to hunt-down servants of Gbaji and Chaos. It is, in all respects, similar to other Malkioni martial cults such as Bardan's Book and Saint Volanc. Members respect either the Hrestolic Code of Chivalry or the Volanc Code, as appropriate.

Warriors venerating Saint Talor treat combat as a thing of joy, even when losing, laughing madly as their mad Saint did and shifting around the battlefield in surprising ways. Their bravery and refusal to surrender makes them useful but dangerous allies.

### Organisation

The cult's temples are scattered across Fronela and Seshnela and, occasionally, further afield. It has few priests, many knights and an appreciation of the absurdities of battle. It hires itself out as a mercenary order to the Loskalmi and Rightness armies as conditions or needs dictate but its knights are often lonely warriors who adopt a quest and make it their sole reason for existence.

### Membership

Standard.

### Common Magic

Bladesharp, Bludgeon, Channel Strength, Disruption, Glamour, Parry, Pierce.

### Higher Magic

The cult's Grimoire, The Book of Laughter and Tears, contains:

Abjure (Sanity), Attract (Missiles), Damage Enhancement, Diminish (INT), Enhance (DEX), Neutralise Magic, Sense (Chaos), Sense (Gbaji Worshipper), Spell Resistance.



## Gifts and Compulsions

Many consider Knights of Saint Talor to be mad as they take reckless risks and laugh whilst doing so. Most are not and simply emulating their Saint but some are genuinely insane and considered touched by Saint Talor's own hand. All members of the order develop a taste for morbid humour, bitter jokes and contempt for both Gbaji and Chaos. There is a tendency for a particular enemy to become a major, arch-foe that the cultist will pursue to the bitter, violent end.

## Cult Skills

Archery, Lance, Spear and Sword Combat Styles. Athletics, Brawn, Courtesy, Evade, Manipulation, Persistence, The Book of Laughter and Tears Grimoire.

## Allied Cults

Hrestol/True Malkioni Church, as appropriate.

## XEMELITE SISTERS

Saint Xemela was Seshnela's first queen and the mother of Saint Hrestol. Her gift from the Invisible God was healing; the healing of the mind, the body and the soul. She was much loved by her people and Seshnela was free of disease and suffering.

Evil pagan gods resented this purity of the land and the Black Swelling came to the Seshnegi, which struck at the psyche and the body. It was introduced by Malia, mother of Disease, as though to challenge Xemela's purity, as chess-board queens threaten each other. The Black Swelling took the lives of thousands, placing a blight on Seshnela and Xemela knew that only her own life would persuade Malia to lift the burden on the land.

Xemela took the disease, in its entirety, unto herself, lifting it from all. Several of her beloved handmaidens and followers helped her carry the burden and they are known as the Black Sisters. The disease was lifted from the Seshnegi and Malia departed but Xemela died.

Her order is one of healing and earthly solace. The Xemelite Sisters are a hospital order spread far and wide across the empire and even into Fronela. It is respected and revered by all: Malkionists, Hrestolists, Irensavalists and even pagans.

## Runes

Fertility, Magic.

## Mythos and History

**Xemela is Challenged by Malia (Resonance 75%) – The Meaning of Self Sacrifice:** The thing called Malia came to



sweet Xemela in a dream and threatened her. Xemela turned her face away and became more radiant as the disease mother became more ugly.

Malia sent her monsters into the realm to kill and steal: Xemela sent her knights and the monsters were slaughtered and the people safe.

Malia sent her spies to assassinate Xemela's favoured servants but the spies were caught and returned to Hell.

Finally Malia came herself as the Black Swelling and infected every living thing save Queen Xemela. So many died that the roads were choked. Bodies bloated and the colour of tar clogged every street, every highway and every home of the realm. Only Xemela, in her palace, surrounded by her handmaidens, was untouched. When she saw the extent of Malia's infection, she wept for her people.

Xemela and her handmaidens took horses and rode out into the land. On those not killed by the plague, Xemela laid either hands or her lips and the Black Swelling moved from them to her. Town-by-town, street-by-street, house-by-house she and her Black Sisters moved, absorbing the disease and freeing the innocent.

Finally Xemela had taken the disease unto herself utterly and was as black and bloated and ugly as Malia. But her soul was

pure and she cried unto the Invisible God and Malkion came for her and took her to Solace and Joy for all time.

### Nature

This is a merciful, healing cult. It is open to both sexes although women proliferate. The order's intention is to establish a hospital temple in every town and city of the Empire and bring healing to all. Members of the order are trained to empathise with their patients and understand their suffering as though they themselves suffer through it. Xemelite Sisters are intense, caring, loving, devoted individuals who care nothing for a person's creed and only for the alleviation of their suffering.

To kill or harm a Xemelite Sister is to attract the full wrath of the Middle Sea Empire.

### Organisation

Orders are arranged around the temple hospital. The temple hospital is a site of reverence to Saint Xemela and a place for treatment and healing. It is headed by an Abbess (Mage) of the order and administrated by her Black Sisters (Adepts). Sisters (Apprentices) are the nurses and healers whilst Novitiate (Novices), provide general duties and aid the higher ranking members of the order. The structure never varies, although the number of personnel will. Usually a temple hospital has an Abbess, at least two Black Sisters, at least six Sisters and any number of Novitiates.

### Membership

Standard.

All Xemelites swear an oath to uphold the sanctity of the order and to emulate Saint Xemela in thought, word and deed. They must learn as much healing magic as possible and may learn the healing magic of other cults, such as Chalana Arroy. The Order permits the formation of a Chalana Arroy Pact to do this because the philosophies of both are so similar. It is uncommon for it to happen but not impossible.

### Common Magic

Becalm, Detect Disease, Heal, Protection, Vigour, Warmth.

### Higher Magic

The Scroll of High Healing is the Xemelite Grimoire. It contains the following:

Banish, Damage Resistance, Enhance (CON), Enhance (POW), Intuition, Neutralise Magic, Project Sight, Project Touch, Protective Ward, Regenerate, Restoration, Sense Curse, Sense Disease, Sense Spirit, Spirit Resistance, Treat Wounds.

Black Sisters are also taught the Black Scrolls, which contain the following, unique spells:

Absorb Damage Unto Self, Absorb Sickness Unto Self, Healing Sleep, Neutralise Poison, Resist Disease.

### Absorb Damage Unto Self

Concentration

This spell absorbs damage, restoring the injured location by the Magnitude of the spell and transferring the wound to the same location on the caster.

### Absorb Sickness Unto Self

Concentration

This spell transfers any disease being suffered by another to the caster. The caster's Grimoire skill must equal or exceed the Potency of the disease for it to work. If the caster uses this spell to absorb a disease from multiple targets they only experience one instance of the disease, not several.

### Healing Sleep

Concentration

This spell places the target into a deep sleep for a period of eight hours. Whilst in the sleep he undergoes the following healing processes:

Regains one point of Damage for every 10% of the Grimoire skill.

Regains one lost Characteristic point for every 50% of the Grimoire skill

Reduces the potency of any poison or disease by an amount equal to half the caster's Grimoire skill.

Awakes having regained all Fatigue and Magic Points.

The caster must keep the sleeper within sight and concentrate on his healing for the Duration of the spell.


### Neutralise Poison

Autonomous

This spell reduces the Potency of a poison by an amount equal to the Grimoire skill of the caster. The sorcerer must be able to touch the poisoned subject: it cannot be cast at range. The recipient of the spell will remain naturally resistant to the same type of poison, being able to resist it as though the poison's Potency is one third its normal value.

### Resist Disease

Autonomous



This spell adds 5% to the Resistance roll for the recipient when resisting any form of a disease. It must be cast on an uninfected victim in advance and remains in effect until a disease needs to be resisted, although the Magnitude of the spell governs how many instances of infection a recipient can resist with the spell's bonus (thus, cast at Magnitude 2 a recipient could resist two separate diseases with the spell's bonus and so on).

### Gifts and Compulsions

None. The Xemelite Sisters are forbidden by their vows to bring harm to anything possessing a soul, spirit or essence. Likewise they must offer healing and succour, whatever the personal cost, to whoever seeks their aid. The one exception is to cultists of Malia who seek to destroy the presence of the order: these creatures can be denied treatment and justifiably so.

### Cult Skills

Evade, First Aid, Grimoire skills, Healing, Lore (Hrestol), Lore (Malkion), Lore (Saint Xemela), Manipulation, Persistence, Resilience, Survival.

### Allied Cults

Saint Xemela is held in high regard by all Malkioni cults.

## ZISTORISM

The Zistorite Movement is a manifestation of the God Learner tendency to create from the material world up. The God Learners are fascinated by the physical manifestations of the world knowing that these hold the secrets of existence every bit as much as the unfathomable mysteries of the Abiding Book.

The Zistorites use Systematicism as a method of understanding, organising and exploiting the material world. The aim of this philosophy is to discern the working systems of the world and exploit them. For example if a spell can be broken into its core systems, dissembled and understood as isolated components, certain 'little laws' can be derived from it. Combining these little laws creates a more basic one: with enough basic laws one gets closer to the underlying system of the universe.

The culmination of Systematicism happened on Locsil (which, later, became known as Zistorwal or The Clanking City), where the greatest sorcerers and engineers of the movement collected to create the World's Greatest Machine. Tons of metal and minerals were imported as well as exotic substances such as unicorn blood, Kralori quicksand and sea foam from Kumanku. They also brought with them the plans of the School of Extraordinary Mechanics, a massive blueprint of gears, pipes, pulleys and cages.

The World's Greatest Machine's secret was the Connectivist Order, Zistorite sorcerer-priests who believed in the spiritual connection of all things in invisible ways. The Connectivists used 'focal sorcerers' to link each component of the machine to each other and then to a power source. In this way the Zistorites integrated themselves with the Machine. Purifying themselves improved their efficiency.

The Zistorites continually worked with the principle of Runic Identification: the alliance of oneself with a particular rune. This contributed to both purity and focus, concentration energy and capabilities of the Zistorites.

Mechanical war machines were the first manifestations of this Connectivist strategy: sylph-powered weather ballons, flying sea-vessels, ornithopters shaped to resemble bejewelled birds and insects and so on. The second manifestation was the mass production of magical items, starting with simple swords that had Common Magic matrices bound into their fabric so that the spell itself, before only: using the user's magical energy, was needed to activate the weapon's power.

The third manifestation was Zistor, the great mechanical being that could move, think and was self aware. This manifestation was obviously a machine but soon sorcerer-priests began to view the creature as a god. When Zistor began to reproduce smaller models of itself, they were convinced of its divinity. This was not viewed as a heresy because the underlying philosophy had always been to manifest the Invisible God.

The ultimate task of the Zistorites is to purify the world and recycle its core components sorting and distributing power and matter to increase the Core Runes. Once done Danmalastan will be recreated and the entire world brought as close to Solace as possible. This they call The City To Be and it has much in common with the EWF's Great Dragon to Be even though the philosophies arose independently. Zistor, the Machine God, will become the vessel of Irensaval, the Divine Light, and the Invisible God will be manifest and revealed through Zistor himself.

### Runes

Earth, Magic, Mastery.

### Mythos and History

The Zistorite history is complex and sprawling. It represents a break from pure Malkioni tradition and the formation of a direction that focuses on the power of mortals to reshape the world. It has no myths but is driven by ideals. These ideals, the ones that will purify and recreate the world, are encoded in the vast Prayer Machines that are found across the Clanking City and rest at the core of Zistor the Machine God.



Many rumours about the Zistorites abound amongst the pagans. Some say that the Zistorites, known also as the Cogs of Zistor, replace parts of themselves with metal armatures and prosthetics. This is untrue although many sorcerers of the order do tattoo complex blueprints onto their skin to act as a focus for their magic and create the magical, invisible connection with Zistor itself. These tattoos may appear to be machines but are not: usually they are the encoded Grimoire of Zistor, readable only by the user.

### Nature

Zistorites are methodical, dedicated and highly idealistic. The City to Be and the realisation of the Machine God is the goal of every Zistorite. Machinery of all forms fascinates them and questing members of the order actively scour the world for such machines and devices that can be brought back to Zistorwal, dissembled, understood and improved. Mostali machinery is a constant source of fascination although the Zistorites view the mostali's plan to be fundamentally broken and inefficient.

### Organisation

The Order of Zistor is highly regimented and governed by efficiency. All members must strive to be as efficient as possible and continually contribute to the God Machine. Outside of Zistor members of the order have as much freedom as necessary to explore, plunder and retrieve everything that will contribute to the overall plan and purify the world.

The order has three separate branches focused on the following of one of the Runes. The Masters follow the Mastery Rune and are the chief architects of the Purification Plan, which will dissemble and remake the world. The Engineers follow the Earth Rune and scour the world for new machines and devices to be brought into the halls of Zistor and integrated: these are the questers of the order and the scourge of mostali settlements. Finally the Wizards follow the Magic Rune and are the ones responsible for creating the Machine God and the magical items of the Clanking City's factories.

Each has its own Grimoire.

### Membership

The membership requirements are Standard but with the following exceptions:

The cult has no Novices. One is an Apprentice or nothing. All Apprentices are initiated in Zistorwal in the presence of the machine god Zistor.

Apprentices are known as Gears and, as part of their initiation, undergo the Dream of Zistor where the broad scheme of the

great plan is revealed to them. Further details emerge as they gain in rank. Every Gear chooses a Rune to follow which determines his branch and Grimoire.

Adepts are known as Spokes. They undergo a deeper dream and learn their own particular purpose in the Plan.

Mages are known as Wheels and they occupy the guiding council of their branch. They are permitted to commune directly with Zistor itself.

### Common Magic

Bladesharp, Bludgeon, Coordination, Countermagic, Countermagic Shield, Dullblade, Extinguish, Ignite, Mason's Boon, Repair.

### Higher Magic

Masters of Zistor Grimoire: Abjure (Food), Abjure (Sleep), Diminish (CON, STR), Dominate (Humans), Enhance (CON, STR), Form/Set (Metal), Mystic Vision, Neutralise Magic, Project (Hearing, Sight, Touch), Tap (POW), Telepathy, Teleport.

Engineers of Zistor Grimoire: Abjure (Discomfort, Warmth), Animate (Metal, Stone), Attract (Missiles), Castback, Damage Enhancement, Damage Resistance, Dominate (Mostali), Form/Set (Metal, Stone), Glow, Haste, Holdfast, Tap (INT), Wrack (Earth).

Wizards of Zistor Grimoire: Attract (Runes), Banish, Castback, Dominate (Spirits), Enhance (INT, POW), Fly, Form/Set (Magic, Metal, Stone), Mystic Vision, Neutralise Magic, Palsy, Sense (Magic), Smother, Spell Resistance, Tap (POW), Wrack (Magic).

### Gifts and Compulsions

None. Zistorites are fascinated by systems, processes, results, machines, mechanisms, magical items and so on. Anything manufactured accorded to a process must be observed, studied and improved.

### Cult Skills

Branch Grimoire skill, Craft (Device), Engineering, Evaluate, Lore (Alchemy), Lore (Zistor), Manipulation, Mechanisms, Perception.

### Allied Cults

The cult is isolated from most Malkioni traditions.

# SOLAR PANTHEON

The Solar Pantheon consists of those gods associated directly with Yelm, the Emperor of the Cosmos and the Sun God of Glorantha.

The Solar Pantheon is strongest in Peloria and Dara Happa but its reach is long and the cult of Yelmlio has reached Prax and Pavis far to the east and some Dara Happan crusaders and traders have even taken some of their religion to Pamaltela – although the Solar following there is tiny.

The mythology and cosmology of the Solar Pantheon is sweeping and mighty; it is a proud belief system that clashes fundamentally with the tempestuous Orlanthe – although the Solar Pantheon is not without its own turbulent gods, such as Shargash. As the section concerning the Gods' Wall shows, there are dozens and dozens of gods. This chapter deals only with the major deities of the Solar Pantheon, however. These additional gods are for Games Masters to develop for themselves if so needed.

## COSMOLOGY

Solar cosmology is centred on myth, astronomy and astrology. Many of the gods are represented by the stars in the sky dome, just as Yelm is the brightest thing in the heavens as he traverses the sky by day and descends into the Underworld at night – forever re-ascending.

## Creation

When Yelm accepted the rule of the cosmos he raised a great ziggurat and from its highest tier, where he placed his golden throne, he could see the entirety of the world, represented by the Four Directions which Yelm named. Having named each direction and given it a colour, he decreed that a great city should be built in each direction and each city would duplicate the Great City and be an extension of it. These Four Directions are known as the camps: the East Camp, which is yellow, lies before Yelm and its power is insight. To the right is the South Camp, which is green and strength is its power. Behind Yelm is the West Camp, coloured red and its power is sovereignty. And to the left of Yelm is Alabaster Camp, which is white and commands the power of wisdom.

When Yelm called for splendour one day, whilst looking out over his kingdom with Dendara at his side, Dendara noticed that everything was the same and difference was needed. So Yelm called for Lodril and Dayzatar, and Dendara called for her sisters Oria and the Other Goddess. Between them they made two creatures, which were the same but different; and because each god made a creature, there were six in total. They were given their natures and their shapes and Dendara clothed them with cloth she had weaved. Lodril gave them tools with which to work and finally Yelm gave them the Four Camps as their place of living. These first six were the Aristocrats and they went forth and prospered, beginning the Blessed Place beneath the sun, which is Peloria.

## The Founding of Dara Happa

Nestenos was an immense blue serpent that arose from the deep. None of the gods had seen anything like it before and Nestenos surged across the land, cutting a deep furrow and drowning everything before it. Lodril went to wrestle the monster but was bested. Next Shargash the Thunderer advanced with five divisions of drummers but he, too, was vanquished. And so it was left to Yelm to come down from the Imperial Footrest and face Nestenos but because Yelm was innately just he was forced into the sky and could not confront the serpent. His son, Murharzarm, climbed the Imperial Footrest and faced the monster. Murharzarm, unafraid of new experiences let the serpent coil itself around him seven times but broke its jaws with his sceptre and wrestled it back to the ground. Lodril and his Ten Workers used the sacred tools to carve a channel in the ground to contain Nestenos and that is where Murharzarm put it with the help of the Ten Workers. This tamed the serpent and made her happy. She changed her name to Oslira and coupled with the gods to bear several children who served the new lands well.

Yelm was pleased with what Murharzarm had accomplished and secretly created the Ten Tests of Empire that Murharzarm unknowingly undertook, passing nine with ease, having to move across the lands to do so. When he returned to the Imperial Footrest, nine of the secret tests having been completed with ease, he ascended to the Golden Throne and was shown the Imperial Regalia, which he identified

without hesitation: the Loincloth of Morality, the Sandals of Protection, the Vestments of Disclosure, the Girdle of Command, the Mantle of Sovereignty, the High Crown of Dominion, the Low Crown of Rule, the Orb of Authority, the Sceptre of Order and the Eagle of Heaven. This done Murharzarm was named First Emperor and he took a wife, Dareeshena, as First Empress. Next he built a great city around the Imperial Footrest and this was Raibanth; his son, Raiba was its protector and governor.

In their happiness the people made many children and then dug channels from the Oslir River to make the whole land fertile and offer plenty to eat. Now that the land was made whole, Murharzarm established the Ten Cities, each to be the home of a god. The Ten Cities were *Yuthubars*, the City of Spirit, *Raibanth*, the City of Emperors, in the centre. *Abgammon*, the City of Priests, in the near east – the home of Buserian. *Senthoros*, the Looks Up city, in the far east. *Alkoth*, the City of Strength, in the near south, the home of Shargash. *Nivorah*, the City of Serenity, in the far south. *Hamados*, the City of the Crown, in the near west. *Akuturos*, the City of Dirt, in the far west – Lodril's home. *Verapur*, the City of Raptors, in the near north. And, in the far north, *Mernita*, the City that Turns.

These were the original Ten Cities of the Empire and Murharzarm named the Empire Dara Happa.

## Antirius, Anaxial and the Flood

The world was plunged into darkness when Yelm was slain but his son, Antirius, who was born of Yelm's inner essence, took his father's Cloak of Majesty and watched over Dara Happa in those dark years, keeping its emperors strong and its people safe. Antirius embodied Yelm's wisdom and justice but, because there were new gods, not everyone trusted to his dominion. Antirius suffered many wounds because of the actions of the people and was brought closer to the world because of it.

This was a time of turmoil. Angered, Oslira rose up and engulfed the world bringing a great flood. Lodril was driven underground to escape the deluge and there learned that, as the earth-bound of Yelm's brothers, he was doomed to suffer. Creatures of the underworld shadow, the *digijelm*, raped and imprisoned Lodril's household, compounding the god's fate.

One was warned of the flood. Anaxial suffered nightmares that told him of Oslira's coming wrath and so Anaxial sought counsel from Antirius. Under Antirius's guidance Anaxial built a huge boat so that all the creatures of the world might be saved. Those who believed the nightmares Anaxial suffered warning of the flood went far and wide to collect what was the very best to be saved. The flood cleansed the world of the

many bad things that had arisen in the dark years of Yelm's absence and those who were pure were aboard Anaxial's boat and were saved.

When Oslira was finally placated and the flood settled, Anaxial went to Raibanth and took the Ten Tests. He became Emperor and reigned for many years, bringing fresh prosperity to the cleansed lands although in some corners of Dara Happa some of the new gods had not been washed away or forced into hiding. In time they emerged to challenge the word of Antirius and bring further suffering.

## Defeat of the Thunder Lizard

When Yelm was killed and forced to live in the underworld it was possible for all manner of hideous gods to invade the world. The Thunder Lizard had 20 legs and 20 heads and claimed to be twice as powerful as Yelm had ever been. It came from the far north, swallowing entire countries as it lumbered towards Dara Happa, intent on eating all the gods who had not followed Yelm into the underworld.

Only Oslira, angry that she had been left behind, stood in the Thunder Lizard's way. She would not move and spat at each of the 20 heads trying to poison the Thunder Lizard with her Blue Serpent venom. Seeing that the Thunder Lizard simply drank the poison and was strengthened by it, Oslira called upon her husbands, Lodril and Shargash, to help her but Lodril was deep underground and Shargash was pre-occupied with hauling the Ram God's carcass north to stop the ice god. Oslira stood alone against the Thunder Lizard.

First she spat her venom. Then she spat sea serpents but the Thunder Lizard ate them. Next she spat Words of Insanity but the Thunder Lizard was deaf and idiotic and could not understand them. The Thunder Lizard ate the Sovereign Island, which was a gift from Lodril and made the remains into its teeth, one for each head. Angered beyond measure, Oslira coiled her whole length, draining the whole of Dara Happa dry and whipped it at the many-headed lizard. This lizard could not withstand and 10 of its heads were crushed. With the remaining heads it tried to bite Oslira's tail and succeeded in biting it into three parts, which became Arcos and Poralstor, river serpents in their right. All three serpents then coiled around Thunder Lizard and dragged it beneath the water, where they drowned it. The 10 heads fought for air but Oslira sucked all the air into her body, denying them life.

And so the Thunder Lizard died and its body is now the Thunder Bay of Dara Happa and its teeth are its islands. Oslira unwound her coils, returning water to the Empire but she let Arcos and Poralstor remain and these are now the Head-Tail rivers that join with Oslira and keep the Thunder Lizard from awaking.



## THE GODS' WALL

The most holy place in Solar belief is the Gods' Wall of Dara Happa, which lies 16 kilometres north of the capital, Raibanth, and can be reached simply by following the Triumphal Way out of the city and walking until one reaches the cliff face known as either the Castle of Dugoloth or Eggarlodril (Lodril's Sculpture).

Inscribed into the cliff face, some 64 metres in length by 23 metres in height, are representations of all the myriad gods of the Solar pantheon, arranged in order of their rank and importance. It was made by Lodril who carved it at the very start of the world, when Yelm became the ruler of the Universe and everything was blessed. Yelm, descending to the world, raised the Imperial Footrest and accepted his enthronement as Emperor. He then traversed the lands, moving in a straight line that is the Triumphal Way, creating the processional with each gracious footfall. The way was paved by the 100 deities of the pantheon and Yelm was so pleased to see his rulership acknowledged in this way that he instructed Lodril to commemorate it.

Lodril created the first seal of the Empire and pressed it into the living rock, leaving behind the imprint of that procession in all its glory. Each and every god represented in the Gods' Wall swore on oath of compact – the Compact of Rule – that acknowledged Yelm as Emperor of All. By swearing the oath the gods agreed to act according to their own natures but always to obey the will of the emperor. Thus was harmony established.

The stone of the cliff is made from the rock known as Steadfast; a rock so dense and tough that nothing, save adamantium, can damage it. This is how the wall and its carvings have withstood wars, earthquakes and even the great Flood, when Oslira rose in anger and swamped the world. In fact, just prior to the flood the Demon Kings, who ruled Dara Happa for a brief time, had painted over the Gods' Wall with their own foul creations but the Flood merely dissolved their blasphemous attempts to hide the truth of the universe and so Oslira restored the wall to its proper glory.

A curiosity of the Gods' Wall is that it displays some deities that have not yet come into being or who had come into being at the start of Yelm's rule over the universe. Experts in these matters, such as Plentionius, scribe to Emperor Khordavu, patiently point out that, as Emperor of All and Everything, Yelm is perfectly capable of knowing which deities are to come as the Empire's boundaries and wisdom spread to encompass new lands, with new gods accepting the Compact of Rule and bowing before the majesty of Yelm Imperator.

The Gods' Wall is divided into five sections.

## Ezelveztay and the Solar Court

The first section, on the far right of the wall, represents Ezelveztay, which is the One Before the One and the Solar Court; that is Yelm and his nine siblings: Arraz, King of the Sky People; Ashartcha, Keeper Wisdom and Ruler of the Compass; Dayzatar, the Invisible Wisdom; Indarthrad, Keeper of Insight; Kelastan, the Living Throne; Ledareeshata, the Pillar Goddess; Lodril, God of the Earth and the Below; Nemarhshar, Keeper of Strength; and Vanarthurd, Keeper of Sovereignty. Only the Emperor and his direct line may worship these gods and only the Emperor may worship Yelm directly.

The next four sections depict the 100 deities swearing the Compact of Rule. Each section is a row of 25 gods, ranked and ordered according to their importance within the pantheon.

## First Row – Gods of Above

The first row depicts the Gods of Above, those gods that may be worshipped by anyone in Dara Happa and to whom oaths can be sworn. The gods are:

### Murharzarm

The first Emperor of Dara Happa. Also known as the Keeper of the Surface World, the Guardian of Justice and Right Order and the Patriarch of the Empire. Murharzarm is Yelm's son and, as foremost of the gods in the processional, he is rightly given the most important place in the row.

### The Ten Planets

These 10 gods represent the eight sons of Yelm and two additional gods who command the Harmonious Realm of the Sky. They are Zaytenaras the Transcendent; Buserian the First Priest; Reladivus, Master of Serenity; Shargash, the Master of Strength and War; Derdurnus, Master of Brilliance; Deumalos, the Master of Sovereignty; Falsoretus, Master of Transformation; Verithurus, the Master of Wisdom; Ghevengus, Master of Action; and Ghelotralas the Messenger to Below.

### The Intruder Gods

These gods used trickery and cunning to gain entrance to the Harmonious Realm and they are held responsible for the Sky's fall because they represent falsehood and destruction. Uleria is the goddess of Lust but was once a goddess of Love. Oaths sworn to Uleria are of no consequence save for whores, who work her magic. The second Intruder is Umatum, Uleria's son, who killed Murharzarm and is the father of monsters.

The remaining gods in this row of the Gods' Wall represent the avian deities and several portions of Yelm. The avian deities, much revered in Rinliddi, are: Vrimak, God of Eagles; Avarnia,

Goddess of Quails and all small birds; and Tholm, the God of Falconry. The other gods are Antirius, the Word of Yelm; Berneel Arashagern, the food of the eagles; Avivorus, God of the Spear, Erekos, Goddess of the Upright Jar; Shafesora, Goodess of the Rain, Fertility and Plenty; Nasakos, Goddess of the Sharing Jar; Polaris, Keeper of the Stars; Ourania, Goddess of the Sky; and Oropum, the Goddess of Guidance.

## Second Row – Servants of the Gods of Above

The servant gods are worshipped throughout Dara Happa despite their lower status in the Solar hierarchy. They are all deities concerned with service, labour and prosperity and they act as protectors, aides, companions and workers for the gods of the First Row.

First comes Entekos, the Highest Goddess. She is clothed in the winds and clouds and is the queen of the air. The next four goddesses – Arira, Naveria, Lesilla and Koveria, are all women's deities representing the four stages of womanhood: innocence, wives, mothers and grandmothers.

Next come the 11 sons and servants of Lodril – the workers. They are led by Mohenjar, who is unafraid of any task and always prepared. Then comes Morkatos the Foreman, Perandos the Digger, Pererlotil the Digger, Navestos the Harvester, Urder the Worker, Morurder the Boss, Alfostios the Cooper, Ostevious the Carpenter, Venurtera the Potter (a goddess) and Urdera (another) the Carrier.

The remaining gods of the second row are those who, in some way, served the Celestial Court and Dara Happa. They are:

- Enverinus: A portion of Yelm and the Dara Happan God of Fire.
- Hyraos: God of Harpers and musicians.
- Erissa: Goddess of Healing.
- Lokarnos: God of Merchants.
- Ertelenari: The rebellious Goddess of Bears.
- Oroypsus: The God of Pleasure and Good Living.
- Yarm Plant: In some backwater regions of Dara Happa, the Yarm Plant is revered as a God.
- Ulkamoon: God of the Club.
- Galgareng: Goddess of Gryphons.

## Third Row – Gods of the Earth

Each god represented here has some earthly influence that is considered, in the eyes of the Solar Court, to be in some way demeaning or base. In Dara Happa, such prejudices have been largely ignored, often for practical reasons, and the Gods of the Earth are worshipped across the Empire.

- Gerendetho: Lord of the Earth. Not worshipped greatly in Dara Happa but highly venerated amongst the Kostadi where he is the Father of Kostad.
- Dendara: Goddess of Women, Marriage, Obedience and the Household. Yelm's chosen wife and so mother of all. Despite being ranked as an earth god, this is purely for reasons of obeisance to Yelm; in all practicality she is highly revered.
- Denegeria: The Daughter. Denegeria was kidnapped by Darkness, rescued and released by Yelm.
- Injerina: The Good Sister – counterpart to Bosjerina.
- Oria: Great Goddess, Mother of Earth. All plants and animals are claimed to come from her.
- Bosjerina: The Bad Sister.
- Everina: Goddess of Rice. She is one of the Four Great Nurturers of Dara Happa and a popular goddess amongst the Half Citizens of the Oslir plains and lowlands.
- Vergenari: Goddess of Pigs. Another of the Four Great Nurturers of Dara Happa.
- Pela: Goddess of Barley, Grains. Third of the Four Great Nurturers of Dara Happa.
- Biselenslib: A Goddess of Alkoth.
- Deseeti: A God of the Club.
- Thilla: Goddess of Yuthuppa.
- Busenari: Goddess of Cattle.
- Memenari: Goddess of Motherhood.
- Selshena: Goddess of the Centre. She prepared the ground for Yelm's descent to earth and so is sometimes known as the Footstool.
- Vantestos: The God of Government and Rulership.
- Sagittus: God of the Bow. He is also called Urengeri and is the displaced god of Elempur.
- Durbaddath: God of Lions.
- Ergesh: God of the Slaves.
- Uryarda: The Goat Goddess.
- Leafy Plant: A divine accoutrement of Erenbaya.
- Erenbaya: Goddess of Vegetation, especially Trees.
- Tree: Another accoutrement of Erenbaya.
- Surensliba: Goddess of Herons. Greatly revered amongst the Darjinni.
- Yestendos: God of Reed Boats. He is a companion of Surensliba.

## Fourth Row – Gods of Below

Divided into Good Gods, Bad Gods and Tortured Victims, the Gods of Below are considered to be unfit for the pure to worship. The exception is Oslira who, through several exhibitions of her power, demonstrated her importance to the Empire and earned her place as a full goddess.

Many of the Bad Gods are worshipped in Alkoth, where they are seen as servants of Shargash and so classified as Good Gods, because Shargash keeps them in check.

## The Good Gods

- Oslira: The River Goddess and Blue Serpent. A wife of many higher gods and causer of floods.
- Fish: Oslira's accoutrement.

## The Bad Gods

- Varnaga: God of Crocodiles. An accoutrement of Oslira but hated by Yelm and all Dara Happans.
- Rakenveg: Trickster God. Also noted for being the god of carrots.
- Netta: Goddess of Night and Keeper of the First Hell.
- Veskerele: The Faceless God and Keeper of the Second Hell.
- Natha: Mother of Murder, an assassins' goddess.
- Deshlotralas: Keeper of the Third Hell.
- Annara Gor: The Hag, also a Keeper of the Third Hell.
- Deshkorgos: The Monster Man, Keeper of the Fourth Hell.
- Sakkar: God of Fear.
- Jajagapa: Dog Headed God and the snarer of souls.
- Sanama: Goddess of Snakes.
- Bakoka: Goddess of scorpions and Scorpion Men. Known as Bagog outside Dara Happa.
- Mahaquata: The Bat Goddess of Death.
- Gerra: Goddess of Sorrow.
- Gorgorma: Goddess of Horror.

## The Tortured Victims

All these gods are being punished for various sins – some against Yelm and some against the cosmos. All of them escaped from hell during the Great Darkness and some attempted to create their own realms in Glorantha.

- Gamara: The Howling, Armless monster.
- Annilha: A bat demon and sister of Lokarnos.
- Oralanatum and Walindum: A pair of petty, foreign gods who sought to emulate the Higher Gods.
- Rashorana: Another evil goddess.
- Erlandus: A god of sexual excess and the husband of Erlanda.
- Kazkurtum: The Empty Emperor, the Worthless Ruler, the God of Nothingness. Kazkurtum ruled in Dara Happa for a time, besetting the Empire with monsters.
- Bijijif: The pile of dust that Yelm became when killed.
- Jokbazi: The Broken God.

## ALKOR

Alkor is the son of Shargash and is the city god of Alkoth. He is the fertility aspect of his father and, in that aspect, Alkor married Biselenslib and then Oslira. Alkor is born of the torque Shargash cast to the ground so that he could make war on the Emperor's enemies and his most important task is to

### Viewing the Gods' Wall

*'Stepping into the gorge was to step in the footsteps of the gods and, as I had been unprepared for Raibanth's glory, so was I unprepared for the sight of the Gods' Wall. To think that Lodril created this! To think that all these gods have stood in this place, giving their thanks to Yelm!*

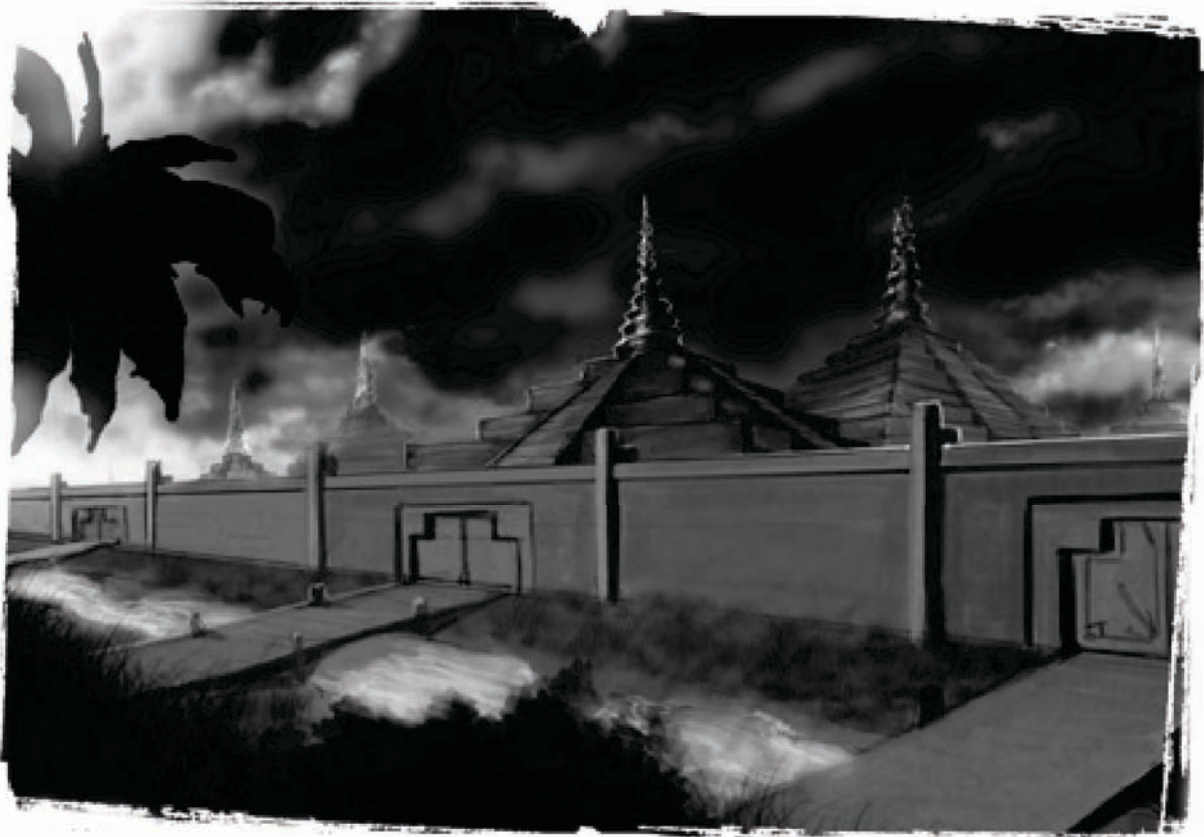
*'I went slowly up to the wall. At first it seemed a simple thing, crudely carved, but as I approached I began to hear, in my mind, the distant chanting of the gods, some in praise, some forlorn, as they called Yelm's sacred names. At the far end I came to the grouping of the Celestial Court and fell immediately to one knee to give praise. The carvings are elaborate here, detailed and rich, and I could, without a doubt, sense their power as they brought Yelm amongst those who must give him their service.*

*'After many minutes I walked along the wall, reading the inscriptions and finding that many of the carvings have been adorned with paint and pigment, lending colour and vitality to each of them. On some of the gods I noted that wyrmish images had been scratched or inked – swirls, scales, wings and claws. If the gods resented these trappings, then their likenesses did not display any noticeable displeasure.*

*'But the greatest moment of my life came when I found the representation of Lokarnos, the patron god of my family and League. As I knelt to offer prayers, his face turned towards me and his hands moved in blessing. I heard my name and then the names of my father, grandfather and ancestors being intoned by the god, stretching far back into times our family can no longer recollect. His hands moved as though the very rock was alive and when I glanced towards Lukarik, my half-brother, I saw that he, kneeling before the likeness of Sagittus, was, like me, weeping as his god spoke to him, as mine spoke to me.'*

*– Yuthunyar Firetrader, Noble Merchant of Darleep.*





bring Shargash's blessings of birth and fertility to the people of Alkoth, who took sanctuary inside the torque. He receives all of the ash left from offerings to his father and places them in the enclosures where they are blessed. During the planting seasons, Alkor presides over the fertility rites and spreads the ash over the fields and rice paddies, much as Shargash spread his seed among the many earth goddesses he lay with. These rites complete Shargash's cycle: Destruction, Purification, Rebirth.

Alkor's second aspect is as the god of the city of Alkoth and all within the Jade Wall are his responsibility. Alkor sees to the efficient running of the city and brings Shargash's fertility to all within the Jade Enclosure: people, animals and the bureaucracy. His High Priest is the Green King of Alkoth and together they ensure Alkoth's prosperity on the surface of Glorantha just as Shargash secures it in the underworld. Whilst all within Alkoth are considered to be dead, Alkor is very much a god concerned with life and it is to him that the wives and widows turn to for solace when their menfolk head off to war.

### Runes

Fertility, Law.

### Mythos and History

**Alkor and the Three Kings (Resonance 90%) – The Wisdom of Good Rule:** When Shargash sought war, his father, Yelm refused and counselled peace. In a rage Shargash tore the torque of jade from his arm and cast it away in anger. Later, when he came to reclaim it in a calmer mood, he found people residing within it and decided to leave them be. He found one of the lesser goddesses and mated with her to produce a son who was born within the torque: this was Alkor, named for the torque, which was Alkoth the Gate. Alkor's mother was Memenari, goddess of motherhood, and she placed in her son the gifts of fertility and blessing so that all within the torque would have food and shelter.

Now, the time came when Alkor needed to order his city, which sat above the gates to Shargash's realm of Hell. He decided that every city needed a king and his would be no exception. He spoke with Lodril and Lodril said that the king should provide food for his people and so he should be a good farmer. He spoke to Shargash and Shargash said that the king should defend his people and should be a good warrior. He spoke to Antirius who said that the king should be the spirit of his people and be a good priest. Alkor thus had three things

to find in his king and the search was not easy. Confused, he went to Yelm the Emperor. 'Only Emperors have all three of these qualities,' Yelm said. 'And your king cannot have all three because then he would challenge the order of the cosmos and that will not do.'

'So what *should* I do?' Alkor asked. Yelm considered the question and answered with perfect wisdom.

'You should have not one king but three and they should each provide what we have discussed.'

And so Alkor chose three kings for Alkoth. The Green King was responsible for feeding the people and making the city prosper. The Red King was responsible for its defence and safety. The Black King was its soul and spoke with the authority of both Shargash and Alkor. Of all the kings, the Black King was the wisest and Alkor made him immortal so that his wisdom would prevail for all time.

## Nature

Alkor is venerated by all who dwell in the city of Alkoth. He is especially revered by farmers who live outside the city, but in its shadow, as Alkor keeps the fields plentiful and pestilence at bay. The cult is peace compared with Shargash's predilection for war; life compared with Shargash's predilection for death. Its members are hard-working, devout, dutiful and knowledgeable of the ways of the earth and its husbandry.

## Organisation

The cult has many temples within Alkoth and many shrines outside the city. Its organisation is relaxed: the head of the cult is the Green King of Alkoth but he exercises little in the way of direct power because Alkor is a living god embodied within the city's walls. Priests staff the temples within the city and minister to those who may need Alkor's help but otherwise there is no formal religious structure.

## Membership

Standard.

All are expected to offer worship to Alkor in exchange for his bounty and plenty. Abide by his laws so that Alkoth will prosper in all things and in all ways. All born in Alkoth are automatically Lay Members of the cult as are farmers and those who live in the vicinity of the city. To initiate one must enter Alkoth and form a Pact at one of the many temples.

Initiates are known as Sons of Jade.

Acolytes are known as Brothers of Jade.

Rune Priests are known as Fathers of Jade.

## Common Magic

Abacus, Clear Path, Detect Pest, Endurance, Extinguish, Heal, Ignite, Light.

## Higher Magic

Standard.

Behold, Bless Crops, Bless Home, Clear Skies, Evergreen, Heal Body, Rain.

## Bless Home

Duration Special, Rank Acolyte, Ranged

This spell blesses a dwelling. Whilst the caster maintains the spell (not recovering or releasing it) the dwelling is made immune to harm of any kind and will withstand fire, flood, storm and earthquake. Direct damage will not affect it and all within its walls will be held safe.

## Gifts and Compulsions

Members of Alkor always consider Alkoth their home and are mystically tied to it, always sensing if the city is in some form of danger. Members of the cult are given a box of ash taken from the Sacred Hearth in the Alkoth temple. This ash, when rubbed into any wound, provides 1D3 points of magical healing. Sons of Jade have enough ash for three uses; Brothers of Jade have enough for six and Fathers of Jade have enough for 10. Supplies are replenished when the cult member advances in rank.

## Cult Skills

Craft (Farming), Evaluate, Lore (Bureaucracy), Lore (Regional), Spear Combat Styles.

## Allied Cults

Shargash provides Creamate Dead and Inspire Worshipers.

# ANTIRIUS

When Yelm was killed there was no light and so Antirius came forth as the Lesser Sun, bringing with him Yelm's residual wisdom and the precepts that would permit the rule of Dara Happa in his absence. The Word of Antirius continued Yelm's truth throughout the Great Darkness, challenging the evil gods that rose from hell and threatened to change all that was good. A creation of the Doom Conjunction, Antirius is pure justice and reason when all around is chaos and lies. When Yelm returned from death Antirius continued to exist so that Yelm's justice would become twice-fold and all emperors who have succeeded in the Ten Tests are presented with the Cloak of Majesty by Antirius's own hand. He is therefore a

God of Emperors and Just Men, offering good advice and clear direction even when the way forward is shrouded in uncertainty.

It is traditional to offer sacrifices of cattle to Antirius when his advice is sought. The cattle must be of the right colour: white for truth, brown for justice and a combination of colours where both virtues are present. In return Antirius sends his divine light to illuminate the clearest path although it is down to the worshipper to accept the wisdom offered.

His draconic aspect is considered, amongst the Wyrmfriends, to be the breath of the Cosmic Dragon, which is itself golden and infallible.

### Runes

Law, Light, Truth.

### Mythos and History

**The Rise of Antirius (Resonance 100%) – The Protection of Justice and the Need for Law:** Antirius was a son of Yelm. He is pure, not born. He sprang from the everlasting bright glow of Yelm's immortal inner self, emanating from his heart. The times were evil and there were foes inside and outside of everything. Antirius, bright and heavenly, was a part of the Doom Conjunction, in 100,001. For the first time the Sun was gone and the current positions of the other planetary deities was visible. New gods were there. Confronted by all these changes, Antirius remained true, though it cost him dearly to do so.

Supported by the worshipful Dara Happan Empire, Antirius proved himself to be the true heir of Yelm. Thus he was 'The Most One of the Many'. The most important of the possessions of Yelm was the Cloak of Solemn Majestic Glory. To Antirius went the Solemn Majestic Glory and as it settled upon his broad shoulders there came to him rulership of the broken world. In that time the land of Dara Happa performed their rites and sacrifices perfectly and so Antirius hovered above them like a shield, to preserve the ways of the world. Antirius never failed but was bound by indissoluble bonds to the Dara Happan Emperors, whom he loved as his own children.

**The Wounding of Antirius (Resonance 80%) – Heeding the Word of the Gods:** Antirius was as the sun at first, bright and blinding to mortal eyes. He was the source of Law and Justice and would remain bright and untarnished as long as his worshippers too remained pure. Alas! Such could not be, for the minds of people had changed and ever since Yelm was taken from them they had distrusted the gods. Thus when Antirius gave good advice, sometimes it was not taken. Six great errors wounded Antirius, each one costing him some of

himself and bringing him lower to the ground, dimming his essential fire. They were the errors of mankind destroying him. They wounded him when his power was forced and abused and when divine purity was forced to create lies, oppression, prejudice, injustice, deceit and envy.

The first Wounding Error occurred when The Liar bent and perverted Justice by making everyone believe that it could be written down and then used that mistake to kill a friend.

The second Wounding Error occurred when The Commander used Justice to oppress others and take from them instead of give to them.

The third Wounding Error occurred when the Feathered One clutched all of Justice to itself and then punished friends when Justice did not answer its selfish demands.

The fourth Wounding Error occurred when Justice was taken by those who had it and kept away from everyone else. This allowed Injustices, and whatever fed upon them, to grow unhindered.

The fifth Wounding Error occurred when Antirius displayed Justice again but it proved to be less than it had been. It was like Antirius' leg had been chopped out from under him.

The last Wounding Error occurred when the Envious forced Justice to do his personal bidding, even though everyone knew that whatever would happen afterwards was going to be bad. This was the fatal blow and afterwards Antirius returned from the Hill of Gold borne upon the back of a gaunt black ox which coughed up maggots.

### Nature

Antirius is a cult of those who uphold the truth and justice of the Solar Court. It is a cult of scholars, noble, astrologers and astronomers, magistrates and those seeking truth in the world. It is a cult of high ideals and the enactment of Yelm's Laws, as decreed by Antirius, within the world. It is a stern, honest cult that is suspicious of all duplicity, tricks, lies and falsehoods. It demands truth, because from that stems law.

### Organisation

The cult is strongest in the Dara Happan cities of Raibanth and Yuthuppa but has representatives all across Peloria. The temples to Antirius are court rooms and legislatures, as well as meeting halls and debating chambers. The cult's structure reflects the divine truth of the Solar Court, with Antirius as the Second Sun, ruling over all.

### Membership

Standard.



Only those of noble blood may join the cult. Members must remain true to the Solar way, act in a just manner at all times and adhere to the truth in all things. The cult has no Lay Members.

Initiates are known as Sun Blessed.  
Acolytes are known as Sun Talkers.  
Rune Priests are known as Sun Seers  
Rune Lords are known as Sun Spears.

Sun Seers and Sun Spears have the power to act as judges in major cases. Sun Talkers can act as local magistrates presiding over common law issues.

### Common Magic

Bearing Witness, Demoralise, Detect Lie, Fate, Light, Mindspeech, Second Sight.

### Higher Magic

Standard.

The cult has the following spells available: *Elder Knowledge*, *Fateful Omen*, Fidelity, *Halo*, Sun Spear

### Elder Knowledge

Instant, Rank Initiate, Touch

This spell allows the caster to grant a single target a powerful bonus to any single Lore skill they wish to make – even if they do not already have the Lore skill in question. The spell funnels a good portion of information gathered over the millennia into the target, giving them a bonus to their next Lore test equal to the Pact of the caster. Neither the caster nor the target need have any points in the Lore being augmented.

### Fateful Omen

Duration Special, Rank Initiate, Touch

This spell shows the target a particular moment in their relative future where they will fail something they attempt to accomplish in a catastrophic way. They might see themselves spit on a spear when their parry goes wide or perhaps their sculpture cracks down the middle. Whatever the case may be, they will have the knowledge to recognise when that event is about to occur and correct their pending mistake. This means that the target of this spell can re-roll their next fumbled roll (roll of 00). A single target can only benefit from one Fateful Omen at a time.

### Fidelity

Duration Special, Rank Rune Lord/Priest, Touch

The caster entrusts someone with the tenacity to stay loyal to the cult, no matter the distraction. This spell is a subtle way for the cult to trust its allies and hirelings. For a number of months equal to the Magnitude of the spell, the enchanted target (who must be willing) cannot betray his duties to the cult for any reason. Bribery, threats, torture or even magical persuasion will fail in the face of Fidelity. Although this magical stubbornness could lead to unnecessary violence, it allows the cult to keep its secrets and safeguards without fail.

### Halo

Duration 15, Rank Acolyte, Touch

This spell gives a target a powerful defence against melee combatants, at the price of becoming a better target for ranged warfare. Anyone trying to attack the target with a melee attack must pass a Resilience test or avert their eyes at the last second, suffering a penalty to the attack equal to the caster's Pact skill. However, any Ranged combat Skill Tests made against the target while the spell is in effect are made with a similar bonus. Naturally blind or blinded attackers cannot suffer or benefit from the effects of this spell; they are sightless and cannot be blinded further.

### Gifts and Compulsions

Members of the cult of Antirius are blessed with his serene light. The skin and hair glows as though struck by the sun, regardless of the weather. The glow increases in brilliance as one increases in rank in the cult. This has the detrimental effect of imposing a penalty on Stealth tests by –10% for each rank held in the cult (so Sun Spears are at –40%). However, the Influence test benefits from a bonus of +10% for each rank held.

### Cult Skills

Courtesy, Influence, Lore (Antirius), Lore (Law), Oratory, Persistence.

### Allied Cults

Buserian: Provides Detect Magic and Glamour.

## CALADRA AND AURELION

The Volcano twins were the last children borne to Gata, the Great Earth and Lodril the Firespear.

Aurelion woke first after the Spike exploded. Drawing on his father's might, he hurled up the mighty cliffs of Breakwater Volcano against the invading ocean. Caladra woke soon after, sensing her brother's struggle. Her arrival destroyed a massed Chaos army in a torrent of molten rock. Despite the distance between them, the two gods were drawn together

by powerful bonds of kinship. They were finally united at Meetinghall Mountain after great struggles, swearing to share their lives and powers. They remained together throughout the Great Darkness until the Dawn. The cult existed as several widely separated volcano cults but these were unified as God Learner scholars' research proved the similarities of their myths. Numerous peoples have adopted the Volcano Twins for their fertility powers and their ability to tame volcanoes. The twins are depicted as a fiery, orange-skinned woman and a handsome, ebony-skinned man. Diamonds are sacred to this cult and raw oil is burned in the temples. Temples are found on volcanoes and in nearby settlements and range in size from simple shrines to the Great Temples at the Vent, Meeting Hall and Breakwater volcanoes. Shrines teach Fertilise.

### Runes

Earth, Fire, Harmony.

### Mythos and History

**The Birth of the Twins (Resonance 80%) – The Wrath of the Fire Mountains:** When Lodril, brother of the Sun, came to battle Chaos, his spear-form plunged deep into the Earth. There he knew Gata, embraced her and loved her in his own violent fashion.

When Lodril at last erupted forth in consuming flame he led Ash, Earthshaker, and others in Gata's defense. But though his violent power was great, there were those greater still – after receiving a grave wound from Storm Bull, he was conquered, enslaved and imprisoned by Argan Argar, son of Night.

As Gata bore Lodril's children within her she feared for them. Many gods had already fallen to the power of Death and Gata would not let these, her last children, dare his awful touch. Thus they were cast into a deep sleep, passing through the Gods War and the lesser Darkness, far from the tumult and destruction above – fiery Caladra, who had inherited her father's element, was tended by the Mostali who depended upon the fire of Lodril for their craft; Aurelion was watched over by his half-sister, Asrelia, who whispered the lore of the wealth within the Earth into his dreaming mind.

Though deep was the Twins' slumber, no part of the world could fail to notice when the Spike exploded. Aurelion awoke first, reveling in his strength. Sensing the agony of the world under the attack of Chaos, he rose to the surface to find great areas of land being drowned beneath the Chaos-tormented Sea. Enraged, he hurled up the massive bulwark of cliffs called Aurelion's Breakwater. Behind its shelter, refugees gathered and gratefully accepted the young god's leadership against the horrors of Chaos. Caladra woke, sensing her brother's battle. Emulating her father, she erupted from the Earth in fire and

wrath, destroying a massed Chaos army in a torrent of molten rock. But unlike her father, she was not deeply tainted with violence. Seeing the destruction all around her, she took pity on the mortals who cowered and fled from her power. She overcame their fear and offered them protection.

Despite the vast distance between them, the Twins were aware of one another and the call of kinship could not be denied. Each set out on the epic Search (which gives form to much of their worship today).

After great travail, they found each other beneath Meetinghall Mountain. So great was their joy that the Twins resolved to share, ever after, their elemental natures – Fire Within Earth. And so they fought and laboured together, inseparably, until Time began and beyond.

### Nature

The cult of Aurelion and Caladra provides reassurance to those living near volcanoes; it also provides important service in restoring fertility and life-giving potential to the earth, especially where Chaos has blighted it.

The cult provides a powerful symbol of unity in the cosmos. The vertical unity symbol of the volcano comes from the Fire that reaches the roots of the Earth, which is hurled up to the very gates of the Sky: the Cosmic Pillar, with knowledge of Fire and Earth to the service of the faithful.

There is, also, the cult's emphasis on Harmony and the sibling-bond, which orders the horizontal unity of society. Though the cult teaches that each being has one unique kindred soul somewhere, it also teaches that this unique harmony cannot be realised unless one strives for harmony within the broader brother-and-sisterhood of society.

Aurelion and Caladra promise that the souls of the faithful will be drawn beneath the Earth to the Pools of Liquid Light. If an individual's goals in life are unrealised, the soul will be purified by Fire, strengthened by Earth and 'erupted' back into the world for another cycle of birth and death. Those who have found their Soul-Sibling and achieved sufficient development will be received into the Diamond Halls to dwell in Harmony with the Twins and work toward the final triumph of Sky and Earth.

It is generally believed that a pair of Twin Priests who advance the cause of the cult will be reincarnated as twin brother and sister and will continue to do so (unless they backslide) until they achieve the Diamond Halls. It is also known that on occasion a cultist will be sent back as an Allied Spirit to aid a Rune Lord partner.

Lay Members and Initiates are generally buried within rock, or if that is not possible, cremated. Acolytes, Rune Lords and Twin Priests will always seek to have their bodies taken to a temple with an active lava pool (so their souls may be more directly conveyed to the Gods).

## Organisation

The three main temples and holy places are: The Breakwater, located on Jrustela; Meetinghall Mountain, the highest surviving mountain in the Slontos Isles; and Caladra's Vent, the largest active volcano in Kethaela. At these three sites, the old volcanic fires are constantly active, though seldom violent, even though the nearby mountains are dormant. At the Breakwater Aurelion/Caladra cultists are tolerated but only so that the God Learners can study them and their myths, with a view to breaking them. Otherworld Expeditions have used The Breakwater to investigate the core myths of the cult and to tamper with them. Anywhere where there is volcanic activity acts as a place for building a shrine or temple to the Twins.

Each temple has a Pair of priests acting as Chief Priest and Priestess. There may or may not be subsidiary Pairs, depending on the size and age of the community. The Chief Pair informally divides responsibility between themselves (one supervises the health of the fields, the other mining and related activity, for example). Both will be present at all official ceremonies and consultations with other cults. If the community is large enough to support them, the Chief Pair (and even occasionally some junior Pairs) will have an Acolyte assigned to their personal service. At the three great temples, the Chief Priests are generally natural twins.

Holy days are celebrated on Clayday through Fireday of Fertility week of each season. The intervening Windsday is devoted to ceremonies of mourning for those members who have died since the last holy day and in tribute to the sufferings of Lodril and Gata in the Godtime.

Especially elaborate rites are held at the Breakwater on Clayday in Fire season and at the Vent on Fireday in Earth season – these being the days of emergence from the Earth of Aurelion and Caladra, respectively.

The High Holy Day is celebrated on Godsdays, Harmony week, Storm season, commemorating the triumph over adversity and the Sacred Reunion.

## Membership

Standard. Any twins applying to join the cult are automatically accepted.

Rune Priests come in pairs – one male and one female – and they are frequently twins. The rank is known as Twin Priests.

## Common Magic

Cauterise, Endurance, Extinguish, Firearrow, Fireblade, Ignite, Mindspeech.

## Higher Magic

Standard.

The cult also provides: Absorption, Dismiss Elemental (Undine), Elemental Summoning (Gnome, Salamander), Fog, Mindblast, Mindlink.

## Gifts and Compulsions

Twins who join the cult together form a natural empathic and telepathic bond as though joined by a permanent Mindlink spell.

Initiates gain a plot of very fertile land on the slopes of the volcano. This land provides an income of 100 silvers per year. Acolytes receive a +10% bonus to all cult skills while on the slopes of any volcano. Twin Priest pairs are in constant Mindlink with each other over an unlimited range.

## Cult Skills

Axe and Spear Combat Styles, Language, Lore (Caladra & Aurelion), Play Instrument (Harp), Survival.

## Allied Cults

Lodril provides Create Bonfire.

Esrola provides Bless Crops.

## BUSERIAN

Yelm's third son, Buserian, recorded all that occurred in the Imperial Court maintaining the laws and decrees of his father. He created the first library to store these records and the systems for retrieving them. After the Great Flood Buserian was the one who restored all the knowledge and traditions of Dara Happa; in the Great Darkness he watched the skies when the Imperial Court departed for the Underworld to bring back Yelm. As the stars appeared Buserian instructed them in their positions and movements and grants this knowledge to his followers.

## Runes

Air, Law, Truth.



## Mythos and History

**Buserian's Frame (Resonance 80%) – The Patterns of the Stars and Their Importance:** The cold and dark was killing everything. Buserian had built himself a house made out of hides covering bent sticks but the Rebel Gods had torn off its outer covering. Buserian was a wise and powerful man and as he viewed the desolation he was determined to remain huddled within the scant protection of the remaining frame, for it gave him the greatest protection he could expect. So he stayed there, deep and silent as the winds howled and demons marched past him. He remained, praying to enter into the mind of Dayzatar, until from there he discerned the Pole Star right overhead. From seeing this star Buserian gained the strength to continue. He noticed that the Pole Star came more and more often and always right overhead. So Buserian prayed too to Pole Star, to protect him and to teach him. And Pole Star replied.

After a long time communicating with the Pole Star, Buserian began to be able to see other stars appearing. He learned from the stability of Polaris about the circular movement of the other stars. He remembered and spoke to the many bits of light and every time he learned something new he was filled with the desire to survive. And so he did.

Buserian was found by a miserable band of survivors. They begged him for help and Buserian agreed. When they obeyed him they grew stronger and they called themselves the Stargazers, forgetting what they had been called before that. So Buserian taught them and they protected him and made a frame to pull him along the ground when they left.

After they left, the storm gods tore down the original frame but Buserian had already taught it to everyone else who would listen. The Stargazers used this system to map the skies. This is why the mapping system is called Buserian's Frame.

## Nature

The cult is widespread throughout Dara Happa maintaining the bureaucracy of the Empire as tax collectors, accountants, scribes and so forth. The cult is also one for star seers – astrologers and astronomers, who use Buserian's Frame to chart and watch the night sky.

## Organisation

The major temple to Buserian is in the city of Yuthuppa, whose streets reflect the pattern of Buserian's Frame but every city and town across Dara Happa has a temple or shrine to him, with shrines typically being found in temples to Antirius. Every temple has an observatory permitting the study of the night sky.

Buserian scholars can be hired at a temple for whatever service is needed that falls within their remit. As tax collectors they

are hired by the Emperor to document and collect tribute, usually with a retinue of troops to act as an escort and enforcer if needed.

## Membership

Standard – save that all Initiates must be able to read and write Solar Pelorian at a minimum of 90%.

Rune Priests of the cult (it has no Rune Lords) are known as Stargazers.

## Common Magic

Abacus, Detect Error, Detect Magic, Detect Money, Detect Tax Evader, Glamour, Golden Tongue.

## Higher Magic

Standard.

Buserian also teaches: Clear Skies, Eclipse, Flawless Scribe, Heal Mind, Meditate, Mindlink, See the Unseen.

## Flawless Scribe

Duration 15, Rank Initiate, Touch

This spell allows the caster to flawlessly copy or render any document irrespective of its size or language. The caster must provide the writing implements and vellum/papyrus of a size equal to the original but by the end of the spell the quill, moving at phenomenal speed, will have completely and accurately copied the contents of the subject.

## See the Unseen

Duration 15, Rank Acolyte, Trigger

Whenever an invisible entity is within range of the caster this spell triggers, putting him in an Opposed Test of his Persistence versus the entity's Persistence. If successful then the entity is revealed to the caster. The caster does not need to be actively searching for hidden things.

## Gifts and Compulsions

Buserian scholars tend to be hungry for detail and accuracy, obsessed with patterns and occurrences.

## Cult Skills

Influence, Language, Lore (Buserian), Lore (Buserian's Frame), Perception.

## Allied Cults

Dendara provides Heal Body.

Yelm provides Shield.

Yelmalio provides Catseye.

## DAYZATAR

Yelm's brother, Dayzatar, is the Pure God who remained in the Sky Dome after Yelm came to touch the ground. He is the leader of the Aesthetic Assembly, which embodies perfection and those who strive towards perfection in their own lives offer him worship. His dominion is the Sky Dome and all within it obey his laws, which were created with the agreement of Yelm.

Dayzatar's worship is generally confined to Star Seers and Yuthuppan priests, who possess the astrological knowledge to be able to interpret his perfection in human terms; however any who pursue perfection might invoke his name or call upon his magic, given the right cult affiliations.

Members of the cult strive for perfection in all things in their lives. Dress and personal grooming as always immaculate. Perfect symmetry in clothing and action is constantly sought. Individuals with perfectly symmetrical facial features (CHA 17 or higher) are actively sought as members of the cult because they are believed to have been touched by Dayzatar himself.

### Runes

Infinity, Mastery, Truth.

### Mythos and History

**Dayzatar's Heaven (Resonance 90%) – The History of The Celestial Court:** Aether Primolt was the first sky god. It was one of the Glorantay. When the Keskeskenni grew too numerous and Ezelveztay had to flee, Aether Primolt also departed, leaving behind his realm for his three sons to share equally. They could not help but act fairly, according to their natures.

Thus Yelm descended to the Centre, settling upon the Surface World and Lodril went down into the Underworld, so the immaterial Sky World was ruled by Dayzatar.

Dayzatar was a strict and upright leader of the Aetheric Assembly. Purity and perfection have always been his essence and later, when he was made impure, he withdrew from his priesthood rather than continue improperly. In the beginning, when all was still calm, the Sky World was perfect, undivided within or without of itself. It had no quarters and was only a centre and circumference.

Dayzatar, the Highest God, was immobile and perfect. Dayzatar alone was capable of communicating easily through Aether to Ezelveztay, which came before and has gone forever.

The ordinary affairs of the Sky World were overseen by Arraz. He was the king of the Luxites, who are the denizens

of the heavenly realm. They are sometimes called Angels, or the Heavenly Host. They are the Sky People and servants of Heaven.

At that time the Sky was perfect and nothing moved out of place. The Sun sat high and motionless in the sky and the Ten Heavenly Bodies knew their houses.

### Nature

This is a cult of noble astrologers and astronomers. Working to Buserian's Frame they interpret Dayzatar's realm and connect it with happenings on the earth. There is, they know, a perfect pattern to all things and all things work towards achieving that perfect pattern. This pattern attracts even Draconic Mystics who sense similar goals despite their differing outlooks.

The cult is concerned with esoterica far more than real life. Its members are distant, pedantic, immaculate perfectionists who cannot abide disorder or imperfection.

### Organisation

As befits a perfectionist cult, the structure is highly rigid. It is also confined to the major cities of Elz Ast, Raibanth and Yuthuppa, with the largest temples being in the last of these cities. The cult advises the Emperor and his court on the patterns of the sky and how these translate to the patterns of the world. For a fee, the cult can be privately engaged to provide similar guidance on all manner of affairs and some Dara Happan nobles never make a move without the guidance of a Dayzatar seer first.

### Membership

Standard.

Initiates are known as Sky Dome Observers. They must undertake the Five Tests of Truth to prove that they are honest and just. This is abstracted as a Persistence test at -20% and the donation of 100 silver.

Acolytes are Sky Dome Charters.

Rune Priests are called Sky Dome Travellers.

All members gain an almanac and a robe. The almanac has the owner's birth chart inscribed into the copper cover. The robe is midnight blue in colour and decorated with a representation of the star frame. As the member ascends in rank, constellations are stitched into the robe in silver thread. Sky Dome Traveller cloaks are garments of sheer, celestial beauty. At Observer level, the robe provides 1 AP of protection, at Charter 2 AP and at Traveller 3 AP. The robe does not contribute to Armour Penalty.

**Common Magic**

Bearing Witness, Detect Lie, Light.

**Higher Magic**

Standard.

The cult also provides: Celestial Divination, Clear Skies, Elder Knowledge, Fateful Omen, Meditate, Mindlink, Reflection, Soul Sight.

**Celestial Divination**

Duration One Night, Rank Acolyte

The spell must be cast in a sanctified area such as a shrine or temple. A celestial object must also be named when casting the spell. The caster focuses on the night sky for the whole of the night and the patterns of the stars and planets form a plan and pattern that the caster has revealed to him through the spell.

The Games Master should roll 1D100 in secret. If the score is less than the caster's Lore (Dayzatar) then the caster has successfully interpreted the star pattern and can make use of this knowledge in dealings with others. He gains a bonus

equal to his Pact to the following skills: Commerce, Influence, Lore (any), Oratory, Perception.

**Gifts and Compulsions**

Dayzatar cultists are perfectionists and scrupulously ordered. Untidiness is abhorrent, and all possessions are stacked neatly and efficiently. Proper forms of address, attire and attention are insisted upon. The dirty, the uncouth and the ill-mannered are all thoroughly despised.

**Cult Skills**

Courtesy, Influence, Lore (Astrology), Lore (Astronomy), Lore (Buserian's Frame), Oratory, Persistence

**Allied Cults**

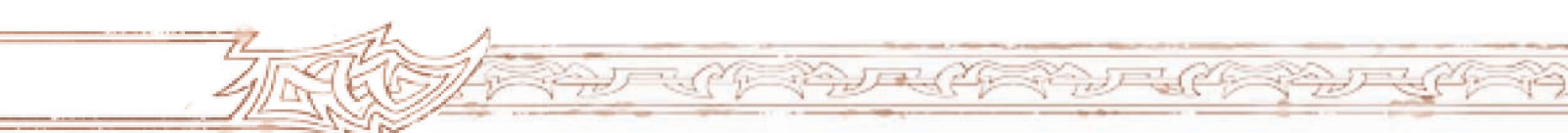
Buserian provides See the Unseen.

**DENDARA**

Dendara is the wife of Yelm. She assisted her husband in making the hills, valleys and cities of the world and its people. She is the paragon of womanly and motherly virtue, commanding a heaven full of servants and loyal retainers to order and run the Celestial Court.







Dendara supports her husband without challenging his authority; in return Yelm is devoted to her, placing her before all others. Their relationship is mirrored in the relationship between men and women in Dara Happa.

Dendara's sister is Gorgorma, a hideous creature who is, nevertheless, loved by Dendara. Yelm permits the two to play chess every evening in his palace.

## Runes

Earth, Light.

## Mythos and History

**The Six Aristocrats (Resonance 90%) – The Perfect Forms of the Gods:** One day Yelm felt the need for grandeur. He called upon the Celestial Choir and they performed the perfect harmonies for him once again. It was perfect for him. Dendara, at his side, said 'This is good, to be sure, but it is always the same. Is there some way to make it different?'

'You mean like Lodril?' asked Yelm, shocked at the idea.

'No, of course not,' said Dendara, blushing that Yelm would think such a thing of her. 'But with command, as only you can make,' she said. And so, to please her and try out his power, Yelm commanded the angels to do as he thought. But they could not.

'Ah, well,' said Dendara, 'there must be some way to do this.' That is when the Ten Sons and Servants of Lodril spoke and they spoke together, as one.

'There must be some way to do this,' they said.

Yelm then realised that they had the answer, for they were the gods of making things. Yelm then determined to create a being which could glorify him in the right way.

Yelm called his two brothers to come and he asked for Dendara and her two sisters too. But as usual, when the work began one of the women wanted things different, and instead of one type of being they made two. And so they created another race of the Made Beings, which were not perfect.

This is what they did: First, Dendara made SHAPES. She shaped rocks to be their bones, then spat upon dirt and made mud to form their flesh. Plants sprouted upon them, to make them beautiful. But they just lay there, pieces of dirt. Then, Lodril breathed into the faces of the dirt and gave them WARMTH. The mud came to life and they sat up and felt about, stumbling blindly in the world without purpose. Then, Oria gave each of them their BEAST natures, as if this

was a good thing. The first being became male, the second female. Inside each of them now stirred animal desires and they crawled towards each other. When they found each other they squeezed curiously and they grappled and they touched fondly and they coupled shamelessly. Yet in no way was this meaningful to them or to the gods.

Then, from a distance, Dayzatar motioned and sent down a pair of beautiful BIRDS to each of them, which settled upon their shoulders. The male received a bright vrok hawk, the female the dutiful dove. The two looked upon each other with understanding now and a little fear. Then, the Other Goddess came from behind and she attached to each of them a SHADOW. This was attached to a hidden place inside each of them, behind the snake or the hedgehog, where the fear came from.

Finally, Yelm stepped forward and faced them. With a holy touch he filled the man with FIRE. He touched the female too but she recoiled and so received less than the male. But both their bodies grew bright and sight came from their eyes. They looked upon themselves and each other and they were filled with the spirit and meaning. Thus completed, the pair of people saw the gods who had made them and knew what they were. They threw themselves in fear and submissiveness upon their faces before those greater than themselves and trembled as they rubbed their faces in the dirt.

The gods found this to be satisfactory but they were embarrassed by the peoples' nakedness. Yelm said, 'You are Man and Woman. First, you are to clothe yourselves.' Man and Woman looked upon each other and they too were ashamed by their nakedness. They found the covers prepared by Dendara the Weaver to hide their nakedness. Once clothed, they gave thanks and again bowed before the deities. 'Go now into the quarters which have been prepared for you,' said Yelm. 'Take these tools from Lodril and Dendara. Live your lives in a holy way there and await our orders. You shall be the first Aristocrats. Others will follow and you will instruct them and lead them.'

## Nature

Dendara's cult is for the wives and daughters of Dara Happa nobles. As such the cult holds considerable influence but little authority because authority is the preserve of Yelm and women do not know how to wield it. Dendara is depicted as a lovely, matronly woman, always respectful, always dutiful, where her menfolk are concerned. She is always depicted as being surrounded by her children who are devoted to her.

## Organisation

The cult is widespread through Dara Happa and even into some corners beyond it. Its main temples are in Raibanth and Elz Ast but shrines are frequently found.

## Membership

Standard.

Only noble women may progress through initiation but any woman can be a Lay Member of the cult.

## Common Magic

Glamour, Heal, Light, Protection, Vigour, Warmth.

## Higher Magic

Standard.

Amplify, Bless Home, Channel Strength, Cure Disease/Poison, Elemental Summoning (Gnome), Heal Mind, Spirit Block.

## Gifts and Compulsions

None.

## Cult Skills

Courtesy, Craft (Weaving), Evaluate, First Aid, Healing, Influence, Lore (Dendara), Lore (Household).

## Allied Cults

Gorgorma provides Command Ghost.

Lodril provides Earthwarm.

Ralia provides Bless Crops.

Yelm provides Fight Disease.

Yelmalio provides Catseye.

## ELMAL

See the cult of Elmal as described in the Storm Tribe chapter.

## ERISSA

Erissa is the powerful healing goddess of Dara Happa. Known as the White Lady or the White Goddess, her worshippers are always dressed in white robes. In the Golden Age there were many healing goddesses and Erissa was foremost. When the Great Darkness came Erissa wandered the world teaching her healing gifts.

Everywhere she went, or touched, the people were healed, calmed, reassured and always loved. When the pain of the world was too great she went to seek Yelm in the Underworld and heal him so he could return to the Living World. She encountered the Rebel Gods on the journey and healed their

hatred and cured them of their violent ways. Then together they accompanied Erissa to Hell and there they found Yelm and Erissa healed him, resurrecting him from death and bringing him back to the land of Life and Light.

## Runes

Fate, Harmony.

## Mythos and History

**Erissa Heals the Storm (Resonance 80%) – Respect for What is Given. Calmness is Strength:** On her journey to find Yelm, Erissa came across the Storm God. He was throwing thunderbolts and lightning rods here and there, causing much pain, much destruction and keeping Yelm imprisoned in Hell. He saw Erissa approaching and threw lightning and hail at her. Erissa kept walking, stepping from one side to the other and avoiding the Storm God's rage. Eventually they were face-to-face, the Storm God puff-chested, shoulders heaving, nostrils flaring. 'Why are you so angry?' Erissa asked.

'I want Yelm's power and he will not give it to me! I want it NOW!' The Storm God screamed.

'But you have no *authority*,' Erissa said, 'and would squander it or break it as you have squandered and broken all the things the Emperor has given to you. You appreciate nothing, break everything and then want more.'

'I want to be king.' The Storm God said.

'No,' Erissa said, 'Kings do not demand that they be made kings. Their subjects love them and make them that way. You must learn three things.'

'Teach me them or I will rip off your arms,' the Storm God raged. So Erissa, not in the least fearful, made the Storm God sit down. Across the world the winds stopped. Then she made him cross his legs. Across the world the rains stopped. Finally she made him close his eyes. Across the world the anger stopped and there was calmness. Even the Storm God felt it. Erissa then applied her poultices to his wounds and calmness became his nature and all rebellion ended.

'I am sorry for what I have done,' the Storm God said: this was the First Learned thing. 'I will put right what I have done wrong.' This was the Second Learned thing. 'I will respect what I am given.' And this was the third.

And so the Storm Age ended and the Rebel Gods were rebels no more and so were brought back into the Celestial Court where they made abasement when Yelm returned, triumphant, Erissa at his side.

## Nature

A merciful, insightful, powerful healing cult, Erissa's journey into the underworld allowed her to keep open the doors of death and so her cult has the power of resurrection. She is worshipped by all healers and physicians and is a cult of mothers and midwives, who bring life into the world.

## Organisation

The cult has a great deal of influence but, as with Dendara, little authority across Dara Happa. Nevertheless her temples are found close to Yelm's and Dendara's and where no temple is erected to her, a shrine to her in Yelm's temple is guaranteed.

## Membership

Standard.

Initiates are known as Healers.

Rune Priestesses are known as White Ladies.

All initiated members of the cult are required to dress only in white.

## Common Magic

Heal, Protection, Vigour, Warmth.

## Higher Magic

Standard.

Erissa also provides: Channel Strength, Comfort Song, Cure Disease/Poison, Heal Body, Heal Mind, Heal Wound, Resurrect.

## Gifts and Compulsions

Followers of Erissa are forbidden to bring harm to any living thing. They do, however, gain a +20% bonus when treating, with First Aid, any enemy or traditional Yelmic foe. Acolytes of the cult can also spend a Hero Point to completely dissuade an enemy from harming them. White Ladies radiate this aura of pacifism naturally and cannot be attacked by any foe, no matter how vile.

## Cult Skills

Craft (Potions), First Aid, Healing, Insight, Lore (Erissa).

## Allied Cults

Dendara provides Bless Home.

Elmal provides Sunbright.

Yelmlio provides Catseye.

Yelm Provides Fight Disease.

# GORGORMA

Gorgorma is the hideous sister of the radiant Dendara. She dwells in deep shadow and is known as Gorgorma of the Two Mouths; all manner of ugly, demonic creatures are at her beck and call. Gorgorma's respect for Yelm remains as long as he respects her sister. Each evening, as Yelm departs for his journey through Hell, she rises and comes to Yelm's palace to be Dendara's companion. As she keeps her sister company her demonic retinue cavort and cause mischief, which is why Bad Things emerge in the night time, because Yelm is not present to banish them.

## Runes

Darkness, Earth.

## Mythos and History

**Gorgorma Fights with Shargash (Resonance 65%) – Never Anger a Goddess:** When Shargash prepared his finest chariot and donned his most splendid war gear, Gorgorma was perturbed and she questioned him on it. 'None of your business woman,' Shargash snapped and whisked himself away in his Chariot of Triumph, shedding sparks and fire from its wheels. Gorgorma, being naturally curious, fashioned her own chariot from reeds and twigs and followed him: on that day, there were two suns in the sky.

She followed Shargash to the channel where the Blue Serpent had made its home. She hid herself in the reeds at the bank of the river and watched. Shargash went down to the Serpent, dressed in brilliant armour, carrying spears of wrath and presented himself before her. Before long, the War God and the Blue Serpent were lying together, entwined in a fierce embrace and the sounds of their love-making caused the heavens to shake so much that even Dayzatar gazed down, perplexed.

Having seen enough, Gorgorma, furious, went home and waited for Shargash's return. 'Where have you been?' She demanded, arms folded, one foot tapping. Now, Shargash was not married to Gorgorma and she had no right to ask this question but, being a recalcitrant goddess she felt she had *every* right.

'None of your business,' Shargash said again and Gorgorma became annoyed.

'You have ruttet with that serpent,' she said accusingly. 'Everyone knows it.'



'If everyone knows it, why ask?' Shargash snarled. 'And if it's any of your concern, we rutted long and hard and several times over.'

'Yet you refuse to rut with me,' Gorgorma said, eyes filled with hatred.

'Yes,' Shargash said, 'I refuse. You do not please my eye.'

And so Gorgorma snatched-up one of Shargash's spears and put out his eye with it. She took the eye and fled to her home on the far side of the Cosmic Palace and hid it away in a Prayer Box. Shargash came looking for Gorgorma and his lost eye but could not find her. Angry, he broke many things and slew many enemies that had not been enemies before but soon lost interest. He made a new eye for himself from a black stone he found near Oslira's channel and went back to make more rowdy love with her.

Gorgorma forgot about the eye until, one day, she heard noises from the box. She opened it and found not an eye, but a child: a daughter, the offspring of Gorgorma's anger and Shargash's baleful orb. The child was as fat and ugly as her mother and as ferocious and warlike as her father. She had hair made of iron and her eyes were scarlet with hatred. When Gorgorma bent to lift her, the child bit her hands. 'You are your father's daughter, without a doubt,' Gorgorma said and the child swore at her. 'We must find you a husband. You are far too brash to live here in this palace.'

And so the child of Gorgorma became The Scarlet Concubine and wife to the Red King of Alkoth who has been forced to honour Gorgorma ever since.

## Nature

The cult of Gorgorma is heavily suppressed in Dara Happa but in hard times, or times of repression, the peasants cease their worship of the kindly gods and venerate Gorgorma instead. Gorgorma offers revenge and spite; she is the ugly side of order and stability. She is the hidden side that respectability attempts to keep hidden but emerges when the stresses and strains become too much to bear.

The cult is not evil but is one for expressions of frustration and peevishness, growing in strength when injustices are perceived or being enacted. Temples to Dendara always have a shrine to Gorgorma but it is always hidden away out of sight.

## Organisation

The cult has no permanent priesthood because, by and large, it needs none. Those who venerate Gorgorma do so sporadically and in secret. The cult only mobilises when injustice rears its

head or the nobility perpetrate some harsh law against the masses.

A few, mad Pelorians venerate Gorgorma on a regular basis but are hunted down and tried if their activities come to public attention.

## Membership

Standard.

To advance to the rank of Rune Priest, male members of the cult must voluntarily become eunuchs. Females must be prepared to scarify their bodies, losing 1D3 CHA in the process.

## Common Magic

Bladesharp, Bludgeon, Demoralise, Disruption, Slow.

## Higher Magic

Standard.

Command (Boar, Dog, Ghost, Pain Spirit, Shade, Skeleton, Zombie), Create Skeleton, Create Zombie, Waste Loins.

## Create (Skeleton, Zombie)

Duration Special, Rank: Rune Lord/Priest, Touch

This spell creates a skeleton or zombie with the statistics provided on pages 178 and 183 respectively of the *RuneQuest Core Rulebook*.

One creature is created for every 3 points of Magnitude, assuming that the raw materials (complete pile of bones, a corpse) are available for the caster to use. The creature remains animated for a number of hours equal to the overall Magnitude of the spell; at the end it collapses.

Once created the creature must be commanded with the respective Command spell.

## Waste Loins

Instant, Rank Rune Lord/Priest, Resist (Resilience)

If successfully cast this spell renders the target permanently sterile.

## Gifts and Compulsions

Gorgorma's dedicated worshippers revere ugliness, duplicity, peevishness and spite. The higher their Pact the more likely they are to behave in such a manner. Beauty is something to be despised because it is facile and symbolic of repression.

## Pain Spirits

Gorgorma's realm, a section of Hell within Shargash's palace, contains many Pain Spirits. These spirits can be placed at the use of cultists through the Command Pain Spirit spell.

The Intensity of the Pain Spirit determines the degree of pain it inflicts if it successfully possesses the target (see the rules for Covert Possession on page 142 of the *RuneQuest Core Rulebook*):

Intensity 1: Intense toothache, headache, aching joints, stomach cramps and so forth. Target suffers 1 Level of Fatigue whilst possessed.

Intensity 2: Crippling pain that leaves the target almost completely bed-ridden. Target suffers 2 Levels of Fatigue whilst possessed.

Intensity 3: Utterly debilitating. The victim can do nothing but moan, cry, scream and writhe. Target suffers 4 Levels of Fatigue.

A Gorgorma cultist can command 1 level of Intensity for every 30% of their Pact skill with Gorgorma. The spirit remains in possession until the caster commands it to leave or the spirit is defeated in Spirit Combat by a Shaman.

## Cult Skills

Athletics, Lore (Gorgorma), Perception, Stealth, Axe, Spear and Unarmed Combat Styles.

## Allied Cults

Dendara provides Elemental Summoning (Gnome).

## LODRIL

Father Aether, the One Before Fire, called his three sons before him. He knew of some hard work that needed to be done and asked who would do it. Lodril, the youngest, volunteered. Thus he received the grandest portion of the inheritance: a huge family, care of the Central World and great inner strength. The second son got his wish; a more difficult job, a disloyal family and a strength that waxes and wanes. The eldest son also got his reward: emptiness.

In the Gods War the Golden Lands were broken up but Lodril was always with his followers. Lodril has a secret power smoldering deep within him. His heart is the source of the Wildfire, an untamable demon of conflagration, which once threatened to destroy all of creation until silenced by Lodril. Lodril has since used that power many times, exploding and destroying his foe with hot lava, where the Vent volcano is still visible for many kilometers above the sea and with the fall of ash, which buried both friend and foe in the place called the Footprint, where the Stone Forest's petrified creatures maintain an eternal stance against their undying chaos foes.

## Runes

Disorder, Heat.

## Mythos and History

Lodril has many myths reflecting his Everyman status and they are too extensive to be detailed here. Key myths, important to the major rituals are:

*How the Gods Made Life (Resonance 90%)*

*The Three Brothers' Inheritances (Resonance 90%)*

*The Promise of Yelm (portraying Yelm's forced betrayal of Lodril and Dayzatar) (Resonance 80%)*

*Story of the Scythe (Resonance 85%)*

*Lodril Builds His House (Resonance 90%)*

*How War Came to Our Village (Resonance 65%)*

*Lament for the Young Man (Resonance 65%)*

*Tramping of the Borders (Resonance 60%)*

*How Lodril Stores His Food (Resonance 85%)*

## Nature

Lodril is the god for most adult males of Peloria. He is a sort of idealised Everyman. This peasant image, though held in scorn by the Yelm-worshiping ruling classes, is essentially correct: the consummate Lodril worshiper is a robust, cheerful, generous man, unambitious, reluctant to fight yet willing to die for his family and completely without guile.

Lodril is worshiped by most men in lowland Peloria except by those in the military, aristocracy or slave classes; those minorities who never conform to the social norm; and those of Lunar inclination. Lodril's worshipers include many diverse occupations, as well as some who belong to another cult as well, such as merchants who join Lokarnos or Etyries and minstrels who join Donandar.

This cult opposes the powers of darkness, winter and Chaos, all foes of humanity. It is friendly to the earth and sky pantheons.

Lodril's protective nature coordinated the preservation of the families and clans who survived the many disasters of the darkness. When the sun rose, and Yelm again returned to his

duty, Lodril's children and followers were patiently waiting for him. Lodril has no cosmic ambitions or pretenses. He knows his job, enjoys it and does not care who his overlord is. He is willing to give a share to the noblemen, soldiers, and priests; that is his duty. Respect for the commoners' traditions is required, however.

After death, good Lodril men and women go to his warm paradise under the Earth, where all the good things in life are found. After a time, they return to the world. Deceased cultists are normally buried.

### Organisation

Lodril's cult is widespread and important. It possesses little political authority, for it seeks none, but its prejudices must be taken into account by the land's rulers. Many a tyrant has been overthrown when his measures went too far and the simple peasants rebelled against his authority.

Lodril is recognised in many Gloranthan religions. Even the Orlanthei know legends and myths about him. His worship is dominant in Peloria and Teshnos, where almost every farmer worships him but he is common in Kralorela and Pamaltela, too, although there he is not the universal farming deity.

Lodril's cult organisation mirrors village organisation. Lodril is like the village head for peasant gods. He tries to coordinate the lives of many individual, often quarrelsome, lesser deities. Since most villages are self-sustaining, its single Acolyte provides all the magic it needs. Acolytes are always subject to the nearest full Priest, whose temple is usually in a nearby market town.

The cult of Lodril fits within a complex of deities, often only of local importance. This pantheon, called the Pelorian Farmer religion in Genertela, revolves around the earth cycles, resulting in six major ceremonies each year: one each season plus one at Sacred Time. The same holy days are followed in Teshnos and Pamaltela, though different gods and goddesses are honored.

### Rich Earth Day

Sea Season, Fertility week, Clayday. This holiday celebrates the Grain Goddess (Pelora, Teshna and so on, depending upon locale) other local earth spirits, and Lodril the Farmer. At dawn, the people view a dance, 'Rasala's Song of Thanks,' followed by a humble meal of food left over from winter stores. The men go out to check their fields and the women check their garden plots, orchards and fishponds. Everyone gathers the first fruits of the year. After everyone returns, another half day of ceremony called 'How the Gods Made Life' ends with a meal of the first fruits, followed by everyone's dispersal (including unmarried men and women) to fields and gardens to sow the first seeds of spring.

In Pamaltela, Lodril the Maker is celebrated instead of Lodril the Farmer. The non-agricultural Doraddi do not check their fields but instead the women (only) go out to gather the first seeds, roots and flowers of the new year.

### The Day of Witness

Fire Season, Harmony week, Clayday. This celebration is in honor of Dendara and Yelm. The day includes a re-enactment of 'The Three Brothers' Inheritances,' and an assessment of the crops, herds, and health of the community. In the evening everyone assists in 'The Promise of Yelm,' portraying his forced betrayal of Lodril and Dayzatar. That night, one of the shortest of the year, villages everywhere perform community healing ceremonies at their shrine.

In Pamaltela, Faranar is honoured at this time, though the plays enacted are the same. Instead of healing ceremonies, that night the tribe goes into brief mourning for the Old Gods.

### The Day of Thanksgiving

Earth Season, Fertility week, Fireday, in honour of Lodril. This harvest festival begins with a day of fasting before seeing the 'Story of the Scythe' and having a massive feast, often days long, punctuated by professional and amateur entertainment. The next morning, the people watch 'Lodril Builds His House,' and the entire season's marriages are performed.

In Pamaltela, the 'Story of the Scythe' is replaced with the 'Story of the Sickle' and 'Lodril Builds His House' is replaced by 'Lodril Finds His Tribe'.

### The Gathering Day

Dark Season, Death week, Windsday and Fireday. Asrelia is traditionally the goddess of this ceremony but almost all the activity praises Lodril. At mid afternoon, the Priests and Acolytes present the drama of 'How War Came to our village.' At dawn the next day they show the 'Lament for the Young Man'. At dusk comes 'Tramping of the Borders,' and at midnight, 'How Lodril Stores His Food'.

The Pamaltelan ceremony bears little resemblance. The gods celebrated are Pamalt and Lodril together. On the first day, a 12 hour passion play is presented: 'The Orogeny'. The second day is devoted to sports and games, ending in the evening with 'How Lodril Stores his Food'.

### The Huddling Day

Storm Season, Fertility week, Wildday. No earth holiday marks this period. Instead, the widespread cult of Kalikos Icebreaker is popular. The people gather in temples of Lodril to make war and love. Then they feast while cogitating upon the result of the yearly battle.



In Teshnos, the cult of Furalor is the only fire cult worshiped at this time and all honour goes to him. In Pamaltela, the people simply have no holiday at this time.

### The Dance Of Creation

Sacred Time. 'The Dance of Masks' is a festive occasion in which all the spirits known to the worshippers parade forth and introduce themselves, sometimes stalking among the gathered crowd. Each tells the story of his, her, or its part in creating the world. Lodril takes the lead role, accompanied by his local wife.

### Membership

Standard.

Rune Priests are known as Fire Priests and Rune Lords as Spear Lords.

### Common Magic

Bladesharp, Cauterise, Clear Path, Firearrow, Fireblade, Ignite, Push/Pull, Repair, Vigour, Warmth.

### Higher Magic

Standard.

Lodril's cult also provides: Create Bonfire, Create Wildfire, Earthwarm, Heat Metal, Suppress Flame.

### Create Bonfire

Instant, Rank Initiate, Ranged

This spell must be cast on an existing fire – see the *RuneQuest Core Rulebook*, page 58. Its heat, and thus damage it inflicts, is increased by the spell's Magnitude; thus, a Small Fire affected by a Magnitude 6 spell would inflict 1D6+6 damage.

The spell is compatible with Fireblade and Firearrow and can be cast on Salamanders – however, the weapon takes damage equal to the spell's Magnitude (reduced by available AP for the weapon).

### Create Wildfire

Instant, Rank Acolyte, Ranged

This spell must be cast on an existing fire. For each point of Magnitude its diameter increases by one metre but its intensity remains the same (although it can be increased using Create Bonfire).

The spell is incompatible with Firearrow and Fireblade. Salamanders increase their size by one cubic metre for each point of Magnitude although their Hit Points remain unchanged.

### Earthwarm

Duration 12 Hours, Rank Rune Lord/Priest, Ranged

This spell raises the local temperature in a 100 metre radius by a number of degrees centigrade equal to the Magnitude of the spell. The caster can determine what Magnitude will be applied to avoid overheating. The spell is often used to protect crops from frost but is also useful for protecting and warming all within the radius during poor weather.

### Heat Metal

Duration 15, Rank Initiate, Touch

This spell causes 1 ENC of metal, for each point of Magnitude, to heat-up to a point where it is workable and malleable, as though heated in a forge. In this state the metal cannot be used as a weapon unless hurled in some fashion (in which case it inflicts 3D6 damage). At the end of the spell the metal cools normally, which may take some time. During the spell the metal can be worked with a suitable Craft skill. The spell does not require any forge or furnace to work.

### Suppress Flame

Instant, Rank Initiate, Ranged

This spell reduces the damage of any fire or flame by 1D6 for every three points of Magnitude of the spell. Thus, a Large Fire with 2D6 damage would be completely extinguished by a Magnitude 6 spell. The spell must be cast on the fire directly; it cannot be cast on an individual or item, unless that individual or item is alight.

### Gifts and Compulsions

Lodril's worshippers are earthy, lusty, often base and often coarse. They have a real zest for life and prefer hearty, peasant food and drink to the more refined delicacies of a nobleman's palate.

### Cult Skills

Brawn, Craft (all metal working and farming), Lore (Lodril), Resilience, Survival, all Hammer and Spear Combat Styles.

### Allied Cults

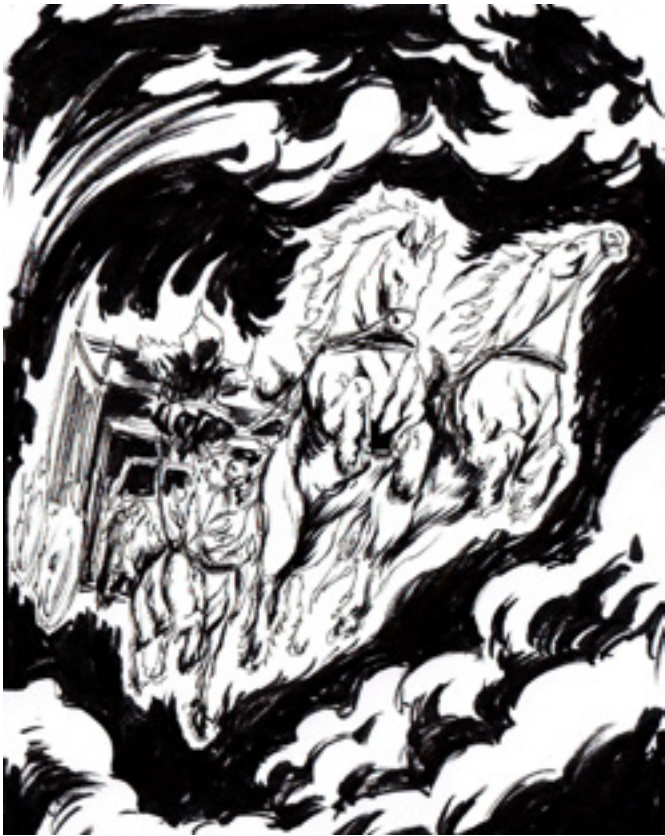
Dendara provides Bless Home.

Lokarnos provides Hie Wagon.

Yelm provides Fight Disease.

## LOKARNOS

He began as a humble peasant but became a deity in the Golden Age and is now the Moving Planet as a reward for his hard work and loyal service. First inventing wagons and



carts to bring his crops to his lord, he found other uses for his invention. In times of plenty, he loaded his cart with goods, taking what was surplus to where it was needed. In times of war, his wagons carried supplies for the armies of his Lord and Emperor. Having invented trade, he needed a method to track its value and he invented gold coins as a medium of exchange.

Among the Dara Happans, Lokarnos is the deity of wagons. By extension, he is also the god of commerce and profitable trade. He is usually depicted as a merchant in an archaic tunic making a peaceful gesture with one hand and holding a pile of coins (usually donations) in the other. Occasionally he is represented by a wagon or gold coin. Lokarnos' cult is widespread but his worshippers are few. However, they are usually able to gather and his shrines are common with a few larger temples at important trading cities.

### Runes

Communication, Light, Mobility.

### Mythos and History

**Lokarnos's Burdens (Resonance 80%) – Necessity and Hardship are the Spurs of Invention:** Lokarnos was an imperial official, handing out the tokens that allowed entry into the Palace of Yelm. These were simple, unadorned gold discs, called coins.

Later a special type was made for persons who permanently had passage and some time afterwards these were pierced or hung from loops and in this way medallions were invented.

Later yet some of these were made for specific uses, such as the ones used to bear messages from Yelm to his servants, or from his servants to each other. Others were special and provided safe conduct, trading rights or a magical power. These are called talismans. One time Lokarnos' great master had to carry a great burden. As would any good servant, Lokarnos rushed to his aid and took the burden. But it was much too heavy for the minor godling and he despaired for not performing his lord's desire.

When he crawled from beneath the load, Lokarnos spilled his bag of the disks, medallions and talismans, which formed a pattern and an omen. From that reading, Lokarnos invented the first wheels and made a cart, with which he bore the burdens of his lord until the axle broke, the wheels fell crooked and the cover spilled open upon Lokarnos, crushing him. When his master went on, beneath the load, Lokarnos remained, limping pathetically.

When the world got worse and people needed food and goods, they had to obtain them from someplace other than where they lived. Since it was the Lord's obligation to feed the people, and the Lord was gone, of course Lokarnos bore these burdens too. The god continued to give out the coins of passage, blessing or messages. When cities came, people began to be more like their gods. The Emperors ordered them to make coins, medallions and talismans. Thus from Lokarnos, the Cart-maker, came the first coins.

### Nature

This is a traders' cult, for certain, but one also for those who move things using wagons, or deliver messages. It is an important cult in the Imperial middle bureaucracy of Dara Happa and also an appealing cult for money lenders, tax collectors and money changers.

The myths of the cult focus on how, through need, Lokarnos invented the wheel, the wagon, coinage, barter, interest rates and so on. Cult members are every bit as inventive, creating the conditions for their own prosperity above all else.

### Organisation

The cult is widespread through Peloria and travels with its merchants and messengers; thus the cult is found as far out as Dara Happan cultists reach in the world.

The main temples to Lokarnos are in Elz Ast and Raibanth but shrines are found in every merchants' meeting place, travellers' tavern or inn.

## Membership

Standard.

Rune Priests are known as Wagon Masters.

## Common Magic

Detect Gold, Glamour, Golden Tongue, Light, Mobility, Repair.

## Higher Magic

Standard.

The cult also teaches Mindlink, Hie Wagon and Steady Speed.

## Hie Wagon

Duration 15, Rank Initiate, Ranged

This spell must be cast on a moving, wheeled vehicle such as a wagon, cart or chariot. Each point of Magnitude increases the entire vehicle's speed (including all the draft animals) by one metre per Combat Round. Animals drawing the wagon return to normal speed if they are cut loose.

## Steady Speed

Duration 8 Hours, Rank Initiate, Touch

This spell must be cast upon a moving, wheeled vehicle such as a wagon, cart or chariot. For the Duration of the spell, and while the vehicle remains on a road, track or path, the vehicle's speed remains constant, moving as fast as it would upon smooth, level ground. The spell does not protect the vehicle from mishaps caused by travelling on narrow roads, around narrow bends or from other traffic; nor does it protect the vehicle from the damage caused by such mishaps. Should the vehicle leave the road for whatever reason, the spell ends.

## Gifts and Compulsions

None.

## Cult Skills

Craft (Wagoner), Drive, Evaluate, Influence, Lore (Lokarnos), Navigate, Perception.

## Allied Cults

Dendara provides Bless Home.

Lodril provides Heat Metal.

Yelm provides Elemental Summoning (Salamander).

Yelmalio provides Catseye.

# MURHARZAM

The First Emperor, proclaimed by Yelm himself and founder of all that is Dara Happa – from the Ten Cities to the Ten Principles of Empire; from the Ten Laws to the Ten Steps of Purity. Murharzarm was and is Dara Happa. He was born and raised on the Sacred Mountain where he was schooled in the Ten Precepts of Learning: *logic, wisdom, honour, justice, reason, faith, purity, sanctity, courtesy* and *sovereignty* by the Lords of the Celestial Court. By the age of eight he was wandering amongst the people and demonstrating his wisdom. By 12 he had written his first scrolls and created his first symphony. By the age of 20 he was destined to be Emperor and he would rule for 40,000 years through the Ten Precepts of Learning until the rebel gods murdered him.

Murharzarm was Yelm's son, though mortal. His teachings were captured by the Buserian scribes of his day and collected into the Ten Teachings – 110 scrolls that outline what makes a good Dara Happan and how the Empire should be run, mirroring the perfection of the Celestial Court. Murharzarm is worshipped both as the founding Emperor of Dara Happa and as a god; he is therefore entitled to occupy one of the primary positions on the Gods' Wall and all worshippers of Murharzarm are expected to be treated as First Amongst Equals.

## Runes

Light, Man, Mastery.

## Mythos and History

**The Founding of Dara Happa (Resonance 100%) – The Nature of the Emperor:** Nestenos was an immense blue serpent that arose from the deep. None of the gods had seen anything like it before and Nestenos surged across the land, cutting a deep furrow and drowning everything before it. Lodril went to wrestle the monster but was bested. Next Shargash the Thunderer advanced with five divisions of drummers but he, too, was vanquished. And so it was left to Yelm to come down from the Imperial Footrest and face Nestenos but because Yelm was innately just, he was forced into the sky and could not confront the serpent. His son, Murharzarm, climbed the Imperial Footrest and faced the monster. Murharzarm, unafraid of new experiences, let the serpent coil itself around him seven times and then broke its jaws with his sceptre and wrestled it back to the ground. Lodril and his Ten Workers used the sacred tools to carve a channel in the ground to contain Nestenos and that is where Murharzarm put it with the help of the Ten Workers. This tamed the serpent and made her happy. She changed her name to Oslira and coupled with the gods to bear several children who served the new lands well.



Yelm was pleased with what Murharzarm had accomplished and secretly created the Ten Tests of Empire that Murharzarm unknowingly undertook, passing nine with ease, having to move across the lands to do so. When he returned to the Imperial Footrest, he ascended to the Golden Throne and was shown the Imperial Regalia, which he identified without hesitation: the Loincloth of Morality, the Sandals of Protection, the Vestments of Disclosure, the Girdle of Command, the Mantle of Sovereignty, the High Crown of Dominion, the Low Crown of Rule, the Orb of Authority, the Sceptre of Order and the Eagle of Heaven. This done Murharzarm was named First Emperor and he took a wife, Dareeshena, as First Empress. Next he built a great city around the Imperial Footrest and this was Raibanth; his son, Raiba was its protector and governor.

In their happiness the people made many children and then dug channels from the Oslir River to make the whole land fertile and offer plenty to eat. Now that the land was made whole, Murharzarm established the Ten Cities, each to be the home of a god. The Ten Cities were *Yuthubars*, the City of Spirit, *Raibanth*, the City of Emperors, in the centre. *Abgammon*, the City of Priests, in the near east – the home of Buserian. *Senthoros*, the Looks Up city, in the far east. *Alkoth*, the City of Strength, in the near south, the home of Shargash. *Nivorah*, the City of Serenity, in the far south. *Hamados*, the City of the Crown, in the near west. *Akuturos*, the City of Dirt, in the far west – Lodril's home. *Verapur*, the City of Raptors, in the near north. And, in the far north, *Mernita*, the City that Turns.

These were the original Ten Cities of the Empire and Murharzarm named the Empire Dara Happa.

## Nature

Murharzarm's cult is open to all Nobles. It teaches pure, Dara Happa tradition, expecting its members to live their lives as Murharzarm lived his: with honesty, integrity, justice and rule. In current Dara Happa, Murharzarm's worship is not as widespread as it once was but it is ardent in Elz Ast, Raibanth and Yuthuppa.

## Organisation

The cult is not widespread but is highly influential. Those belonging to the cult, which has its own temples and shrines in every temple to Yelm, are acknowledged as being sacred to the nature of the Dara Happa Empire and are proclaiming their devotion to its traditions and customs in the highest possible way.

It is open to nobles, military commanders, heads of Associations and Leagues and those with serious political

aspirations. Members must embody pure Dara Happa ideals, accept no other way of life, venerate the gods of the Celestial Court, restore the Empire to Murharzarm's kin and defend it from its enemies.

## Membership

Standard.

Only members of the nobility may join the cult.

Acolytes are known as Third Imperial Sons.

Rune Priests are known as Second Imperial Sons.

Rune Lords are known as First Imperial Sons.

## Common Magic

Countermagic, Countermagic Shield, Firearrow, Fireblade, Light.

## Higher Magic

Standard.

The cult also provides: Clear Skies, Excommunicate, Gleam, Radiate, Sun Spear, True Spear.

## Radiate

Duration 15, Rank Acolyte, Touch

This spell gives the caster the ability to enchant a person or item (such as an arrow) with the power of the sun. Sunlight is summoned into being around the object in a 10 metre radius that lasts until the spell expires. This not only dispels any form of darkness or shadow introduced to that area automatically but it also imposes a –15% blinding penalty to Skill Tests made by sighted creatures. Creatures attuned to darkness or sensitive to sunlight will double this percentage. This light is magical in nature, and will not be extinguished by any means short of dispelling the spell itself.

## Gifts and Compulsions

Murharzarm cultists are ardent traditionalists who wish to see the return of Dara Happa purity. They are intolerant of rebels, rebel gods, draconic gods and anyone who would stand against Dara Happa.

## Cult Skills

Courtesy, Culture (Dara Happa), Influence, Lore (Dara Happa), Lore (Murharzarm), Lore (Politics), Oratory.

## Allied Cults

Yelm provides all its spells to Murharzarm cultists.

## OSLIRA

Oslira is the Blue River Goddess and the Great River flowing through the Pelorian basin. It stretches from the hills north of Dragon Pass to the White Sea in the far north. She was wife to Shargash until he cast her away. When she revolted from the cruel treatment, Lodril's sons confined her with levees, ditches and irrigation. When Yelm died, many deities and powers revolted. One was Oslira, who said that the old laws no longer held and that now many new laws would begin. To prove her point, she flooded all the ancient dams and ditches that confined her. The diggers and workers ran to build them higher but the goddess was determined to have her own way and no longer be constrained by the irrigation ditches. Only the intervention of Kendathalus, a son of Shargash, who forced her back into her bed, saved the Empire from her flood.

### Runes

Water.

### Mythos and History

#### **Anaxial Calms Oslira (Resonance 80%) – The Emperors**

**Rule the River:** Oslira became the wife of Shargash because he was strong and could control her. She needed this control and was content to bend her will to his. But Shargash became bored with Oslira when Uleria beckoned and so he spurned her. This made her angry and she tried to flood the city of Alkoth, where Shargash made his home, in retribution.

Lodril saw Oslira's anger and built many ditches and levees to prevent her destruction. He showed her kindness and they indulged their pleasure in ways that rocked the Empire from end-to-end. They married and Oslira let herself be controlled by Lodril's will.

When Yelm died, Shargash and Lodril were forced to go and find him. No one was left to control the turbulent river goddess and she broke all the banks and washed over the Empire, bringing the great flood to it. She had no husband and no one to command her in the right ways of doing things. Only Anaxial, who had foresight, knew to gather all the pure together into his boat and sail the floodwaters in the hope of calming the goddess.

Presently Anaxial made peace with Oslira and she understood that, in the absence of gods, Emperors were her masters. Murharzarm had made the first temples to Oslira and this she had forgotten. Anaxial made new temples and promised her worship and, through all subsequent Emperors, continued glories. This she accepted and so Oslira has remained obedient.

### Nature

Mighty Oslira is the goddess of the river. She is the source of Dara Happa's bounty and worshipped by the thousands

and thousands who live along her banks. She is, at times, turbulent and troublesome but the Ten Sons and Servants of Lodril control her within the dikes and ditches and her waters fill the paddies and fields. Her children are blue folk who live in the deepest pools. Her holy places are of all sizes with each tributary or irrigation complex having its own shrine or temple.

Oslira is held in check through her own obeisance to Yelm's rule and the powerful magic exercised by the gods of the Solar pantheon. Oslir is a giver, taker and mover of life. She is the mother of many of Dara Happa's lesser gods and is the estranged bride of the war god Shargash. The course she cuts is of her own determination and this determination is reflected in the character of Dara Happans.

Oslira's currents are stable because she wishes them to be so. If angered her currents become turbulent and dangerous and, if she so chooses, the direction of her flow can reverse. Her greatest anger manifests in the flood although she has only exercised such rage once, resulting in the cleansing of those parts of Dara Happa that had lost their way during Yelm's death.

Myriad irrigation channels siphon life-giving water from Oslira, feeding the rice paddies that stretch, like a patchwork quilt, across the entire river basin. Oslira feeds many underground streams and springs offering fresh, crystal clear, sweet-tasting water of such purity that Dara Happans find the water elsewhere in Glorantha to be as palatable as bad wine. They also know that, if Oslira wished it, she could turn her water into venom to poison her enemies.

Naturally the Oslir is the major trade avenue of Dara Happa. Association barges and river-ships stalk its length, which is free from rapids, waterfalls and other disruptions to smooth water-borne trade. Certain associations ally themselves closely with Oslira allowing them to use river magic to speed-up the progress of their vessels irrespective of prevailing conditions.

The river abounds with fish and other aquatic life – all being children and servants to the River Goddess. The species found in the Oslir are unique to Dara Happa and everything that can be caught in the water, from fish to weeds, is perfectly edible and of unsurpassed quality – as long as Oslira remains happy and pacified.

### Organisation

The main temples to Oslira are found in Raibanth and Yuthuppa but there are countless shrines along the river's length, each staffed by either an Acolyte or Rune Priest who reminds Oslira of her duty to both Yelm and the Emperor. Because Oslira is beholden to emperors, she is beholden to the Golden Dragon who sits on the Imperial Footrest and those

who serve him, such as the dragon mystic Lorenkaten, who is an aspect of Aroka, the dragon from which Oslira was born as the Blue Serpent.

The cult holds no political power but a great deal of local power for those who rely on the river's stability. Thus the many shrines to the goddess are influential within their communities with the local priest or priestess being a focal point for important decisions, as well as keeping Oslira happy and content.

### Membership

Standard.

Anyone can join the cult, but only Nobles can become Rune Priests.

### Common Magic

Detect Current, Detect Underwater Hazard, Water Breath.

### Higher Magic

Standard.

Breathe Water, Ebb and Flow, Elemental Summoning (Undine), Float, Purify Water.

### Float

Duration 15, Rank Initiate, Ranged

This spell is intended to be cast on submerged items or objects that need to be conveyed over water. For each point of Magnitude, 100 kilograms of material is transported just below the surface of the water. Heavier objects will not float but will continue to sink – albeit more slowly. Lighter objects will be raised about halfway out of the water, bobbing about.

### Purify Water

Instant, Rank Acolyte, Ranged

This spell causes a body of water – one cubic metre per point of Magnitude – to purify of all contaminants and extraneous particles (such as salt or grit) making it suitable for drinking.

### Gifts and Compulsions

Initiates gain a +10% bonus to Swim while in their river's waters. Acolytes may talk to fish and other river dwelling creatures if they are air-breathing and Acolytes who are intelligent fish, or similar, may communicate with air breathers such as humans. Runepriests cannot drown in their native river and may breathe either air or water at will.

### Cult Skills

Athletics, Boating, Craft (Netmaking), Lore (Oslira), Mechanisms, Spear.

### Allied Cults

Initiates of all river gods are considered to be Initiates of all other river gods when travelling. This allows them to renew their spells at non spirit, non-sorcery rivers.

## SAGITTUS

Sagittus is the Dara Happan God of Archery. Before becoming the Archer, his name was Urengerum, the city god of Elempur, but it changed when the god descended to the Underworld to find Yelm and seek his advice on how to defend his people from the predations of the Ram God.

Followers of the cult are trained to become master archers. The cult is popular throughout the Dara Happan tripolis of Raibanth, Yuthuppa and Alkoth, even though Sagittus is a patron god of Elempur. Its popularity, although limited influence, is as a result of a plan first put into practice by Emperor Urvairinus. This plan was for every Dara Happan man, Noble and Commoner, to take part in his army and this plan has been perpetuated, in varying degrees, throughout history. The cult's enemies include those who associate with the spirits of the ancient Ram People; the deities of the digijelm (trolls) are also hated for the many blows struck against the Empire.

This cult is centered around the Great Temple in Raibanth, with major temples in both Alkoth and Yuthuppa. Small shrines to Sagittus can be found in nearly every Yelm temple in the Oslir valley. The court position of Imperial Archer for Dara Happa is always filled by a Rune Lord of Sagittus.

### Runes

Air, Motion.

### Mythos and History

In the time of Emperor Urvairinus, the Ram People invaded from the South and besieged Elempur. He had promised to use wisdom and so attempted to solve the problems of the Ram People but they knew only hate. He and his citizens fought bravely but the hate of the Ram People was too much.

His city was destroyed, sacked and burned. Sagittus used this opportunity to enter the Underworld and find his master, Yelm, with the help of Jajagapa. Alas, the Divine Emperor could not be found. The Emperor Urvairinus, after defeating the Ram People, called the God back and offered a place for



him in Raibanth. Urengerum received the vision of his new duty through Antirius and took the name Sagittus (Wise Archer) before entering his new temple in the land of the living. Displaced from his lands he has accepted his role to train the youths of Dara Happa in the art that he learned from Yelm.

### Nature

Sagittus is a cult of archers and is widespread across Peloria but strongest in Dara Happa. It is taught that the bow is the most noble weapon and a secret that Yelm imparted to Sagittus as one of his beloved sons. The cult is straightforward in its worship: it is a martial cult first and foremost and Sagittus's name is invoked before every battle where archers are gathered.

### Organisation

The cult's main temples are in Raibanth and Elempur. Shrines are found in temples to both Yelm and Urvairinus.

### Membership

Standard.

All candidates must succeed in tests in the skills of Bow Combat Style, Craft (Fletcher) and Evade. The sacrifice of a lamb at initiation is mandatory.

Initiates are known as Marksmen.  
Acolytes are known as Bow Masters  
Rune Lords are known as Imperial Archers.

### Common Magic

Firearrow, Multimissile, Pierce, Speedart.

### Higher Magic

Standard.

The cult also provides: Alter Target, Bow of Dominion, Sureshot and True Bow.

### Bow of Dominion

Duration 15, Rank Initiate, Touch

The spirit of Sagittus is channelled into the caster's bow, transforming it into a devastating divine weapon for the spell's Duration. The caster's Critical range is increased by 2% for every point of Magnitude in the spell. Arrows fired from the bow ignore all mundane and natural armour (magical armour protects as normal).

### Gifts and Compulsions

Members have certain duties:

- Become masters of the bow.
- Defend the Empire.
- Defeat the Ram God and its associates.

All worshippers are banned from learning the spell Darkwall or any other spell that hinders sight.

Rune Lords of the cult gain the Arrow Cutting Heroic Ability regardless of the minimum requirements for it (see the *RuneQuest Core Rulebook*, page 157).

### Cult Skills

All Archery Combat Styles. Athletics, Craft (Bowyer), Craft (Fletching), Lore (Sagittus), Perception, Survival.

### Allied Cults

Urvairinus provides Extension and Heal Wound.

## SHARGASH

Shargash is the Dara Happan god of war. Yelm's most violent son was always trouble, rushing into every fight, eager to turn his anger against any foe. During the Golden Age, peace reigned and Shargash's powers were restrained by the Emperor's wisdom. When the cowardly Rebel Gods murdered Yelm, Shargash was released. He ruled the world in the absence of his father. He waged war against all the enemies of the Empire, defeating them one-by-one until only Death remained. He forced Kazkurturn to beg for mercy and freed Yelm. Shargash bears the Killer Bolt and remains the foremost wargod of Alkoth. Sensible Dara Happans fear him and his bloody followers but they serve the Just Emperor loyally with their violent ways.

Shargash is the patron of Alkoth, the Hell City, one of the Dara Happan Triopolis. He is depicted as a fiery image of a powerfully built, red-skinned man with a long hair and a beard. He receives burned sacrifices and the blood of gladiators. Shargash temples are found throughout the Empire but are rarely larger than shrines except where Alkothi military units are found.

### Runes

Death and Fire.

### Mythos and History

**How Alkoth Came to Be (Resonance 80%) – Shargash's Denial:** In the beginning there was a small and amusing god of the skies who was named Sentin. The skies, as everyone knows, are stable and harmonious, full of peace and stability. When the gods of the sky found any tiny piece of instability

or fear or violence, they fed it to Sentin, who was the Eater of Garbage. It was harmless and amusing at first but every morsel made Sentin stronger and greater. This was good, because the sky gods were finding increasing violence and instability and they needed a bigger container for it. Thus Sentin grew even more rapidly and after a time he became known as Shargash, the Great Terror, or the Great Devourer.

When Shargash the Devourer presented himself before the Emperor and asked to make war on the Celestial Court's enemies, the Emperor contemplated the request for a long time and then denied it. 'We must not make war on them unless they make war on us,' the Emperor counselled. Shargash roared, for he was prepared for war and considered attack the best method of defence. But in the face of Yelm's blinding reason, the War God had no alternative but to agree. Because he was obedient, Yelm rewarded Shargash with a torque of jade, to be worn around his arm, as a symbol of his obedience. And Shargash complied.

Each time Shargash saw a case for war, he sought Yelm's counsel and each time the Emperor counselled restraint. When Shargash roared, the torque tightened, reminding the War God of his oath.

Later, when the Unseen Horde of Unknowingness mounted an assault against Heaven, Shargash knew he must strike before the Unknowingness destroyed everything. He plucked the torque from his arm and threw it to Lodril for safekeeping, promising to wear it again after the Unknowingness had been defeated. Lodril placed the torque on the ground so that Shargash would see it and pick it up but, after the Battle of Unknowing, Shargash was too distracted and forgot all about it.

And so the torque, which was called Alkoth and which contains Shargash's spirit of impregnability, came to Glorantha. Later, when Yelm had been killed and Shargash ruled in his place, Alkoth became the enclosure for all of Shargash's defeated enemies and even for the friends, allies and Good Things that he destroyed.

### Nature

Shargash is a violent, unforgiving god. His sole purpose is war against Dara Happa's enemies and his cultists are always warlike, blood-thirsty and driven by the need for carnage. They know that when they die their souls are doomed to enter Hell, Shargash's realm and a place they welcome rather than fear. Hell guarantees further war: it is the best place to be.

Shargash has various aspects and these are presented everywhere in the city of Alkoth but also in the many Pelorian shrines and temples that venerate this powerful deity. Enormous statues

of obsidian and granite stand in plazas. Elaborate friezes are carved into the sides of buildings or into the bases of the plinths on which his statues stand. The **Devourer** is a human-headed, lion-bodied creature with a gaping, long-toothed maw, ready to eat friend and foe alike. The **Destroyer** leers with contempt, holding a different weapon in each of his 12 hands, trampling foes beneath his taloned feet. The **Lord of War** wears a general's insignia on his scaled chest, rides in a chariot drawn by scorpions and bearing a spear in one hand and a flail in the other. **The Lord of Death and Rebirth** sits upon a throne of skulls, his right hand making the sign of peace to his faithful, whilst his left points to the forge of destruction where newly reborn souls are guided out of the underworld and towards Yelm's symbol of the sun.

Shargash cultists recognise and venerate all these aspects.

### Organisation

The cult is organised along military lines with generals of armies being the Rune Lords, Captains the Acolytes and so on. In times of peace the organisation is as strict as in any Solar cult but, on the battlefield, the warriors of Shargash are not so much commanded as simply turned loose. They know their task is to slaughter the enemies of Dara Happa and that is what they do best when unfettered by rules, orders and other restrictions on the acts of carnage. The cult's warriors become berserk incarnations of their god, killing with abandon and coating themselves in the blood of the fallen to make themselves as red as the halls of Shargash's hells.

### Membership

Standard.

Warriors of Alkoth are guaranteed initiation into the cult.

Rune Priests of the cult are known as Ash Priests.

Rune Lords are known as Sons of Shargash.

### Common Magic

Bludgeon, Demoralise, Fireblade, Hand of Death, Ignite, Pierce.

### Higher Magic

Standard.

The cult offers: Amplify, Berserk, Dispel Hellmen, Fear, Jagrekriand's Bolt, Strength of Shargash, Summon Hellmen, True Javelin, True Spear.

### Dispel Hellmen

Duration Special, Rank Rune Priest, Ranged

This spell destroys one Hellman for every three points of Magnitude. The Hellman can attempt to resist being dispelled by matching its Resilience against the dispelling caster's Lore (Shargash) skill in an Opposed test.

### Jagrekiand's Bolt

Instant, Rank Rune Lord, Ranged

This spell draws a bolt of energy from the War Planet and directs it at a single target, inflicting 3D6 points of damage to a single Hit Location. Neither armour nor spells can protect against this damage. For each point of Magnitude, the caster may select another target.

Obviously, this spell may only be used outside.

### Strength of Shargash

Duration 15, Rank Acolyte, Touch

This spell swells the muscles and sinews of the recipient, effectively doubling their STR. Each subsequent round, the recipient must succeed at a Resilience test or suffer a level of fatigue.

### Summon Hellmen

Duration Special, Rank Rune Priest, Ranged

When successfully cast, one Hellman is summoned for every three points of Magnitude. The summoning is permanent until the caster dispels it, or the Hellman is dispelled by the Dispel Hellman spell. The caster will not be able to use the POW dedicated to this spell until the Hellman or Hellmen have been released to whence they came.

Once cast, the Hellman forms itself within one Combat Round, rising from the ash to await its commands. Only the caster can command the Hellman and it explicitly obeys whatever command it has been given until the task has been completed.

The caster must have access to one cubic metre of ash or cinders for every Hellman summoned, if he is outside Alkoth's walls. Priests of Alkoth and Shargath typically carry supplies of ash, taken from Alkoth, in highly decorative caskets, whenever they go into battle.

### Gifts and Compulsions

Members of the cult are bad tempered, prone to casual violence and suffer no insult. Mercy is not in the nature of a Shargashi; neither is surrender.

Initiates of Shargash gain a +2 damage bonus when using maces, javelins, or unarmed combat. Acolytes ignore the effects of Serious Wounds whilst in combat, they continue to fight normally. Runelords may communicate with any denizen of the Underworld. Cooperation by such demons is certainly not assured.

### Cult Skills

Athletics, Dance, Lore (Shargash), Lore (Strategy and Tactics), Play Instrument (Drums), Shield, Spear, Unarmed and Hammer Combat Styles.

### Allied Cults

Alkor provides Heal Body.

## ULERIA

Uleria is the goddess of Love in all its forms. Love is the invisible life force that binds people, communities and worlds together. Her power permeates all of the worlds; physical, spiritual and magical. Uleria embodies this cosmic force and is worshipped by anyone who desires her blessings. She is one of the Ancient Powers who made up the Celestial Court and is the only one to have survived the Great Darkness.

Uleria transcends the limitations of divinity, spirit and essence. However, it is as a goddess that she is most commonly worshipped. Many cultures find her power of unquestioning love disturbing and she is sometimes demonised for this. But those who desire her special blessings may care little. Uleria is depicted in many fashions across the world but she is always shown as a beautiful, sexually mature woman. Her worship is widespread but rare, though some places particularly devoted to love boast minor or even major temples to her.

### Runes

Fertility, Infinity.

### Mythos and History

**Uleria Escapes the Underworld (Resonance 75%) – The Power of Uleria's Passion:** The early sky was full of many swirling bits of shapeless debris, both good and evil. They were usually extinguished by the Young God, although many crashed down upon the earth. However, among all the dashing debris one small and immortal bit attracted others to gather around itself. This was the Heart of Uleria and as it grew it became stronger than it had been before. At the urging of Entekos she moved upon the Planetary Path, to conform to the rules of the world. But unlike other deities who had died, Uleria was made totally of Life and so she could not enter





the Underworld, where the Path always led. Thus, when she first traversed the heavens, upon reaching the Western Gates she did not enter them but as her body disappeared in the west it simultaneously reappeared upon the eastern horizon, rising. She had not traversed the Underworld, as proved by her immediate re-appearance in the east. Thus, she proved how powerful the Old Powers were and prepared the world to come together again.

'I am the Other that all men desire,' Uleria said. 'No man is content until he has had me.'

### Nature

Those who worship Uleria give themselves freely to sexual love in all its form. They are celebrants of eroticism, experimentation, unbridled lust and the satiation of sexual desire. Her worship is naturally embraced by prostitutes and courtesans and worship of Uleria is not via prayer and ritual but by the sexual acts in whatever forms they take.

In Dara Happa, which maintains strict views of such things, the overtly sexual aspects of Uleria are never discussed or referred to, although they are indulged as a necessary practice if confined to the right places and not partaken in openly.

In other cultures Uleria's worship is often less disguised and more celebrated. In Esrolia for instance, Uleria is not viewed as a cult of wantonness, but one of the celebration of femininity and the power it exerts over base male instincts.

### Organisation

The cult maintains little in the way of hierarchy and has no direct political or religious power. Its temples are brothels and bordellos, festooned with erotic art and imagery but are also considered places of sacred union. No member of the cult broadcasts his or her membership; it is in the cult's nature to confine its activities to private places.

### Membership

Standard.

### Common Magic

Glamour, Golden Tongue.

### Higher Magic

Aphrodisiac, Blessing, Heal Mind.

### Gifts and Compulsions

For every point of Dedicated POW to Uleria, cult members gain a +5% bonus to the Craft (Lovemaking) and Seduction skills.

### Cult Skills

Athletics, Insight, Lore (Uleria), Lore (Lovemaking), Persistence, Seduction.

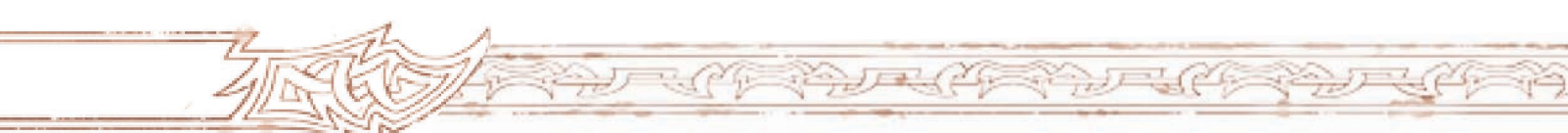
### Allied Cults

None.

## URVAIRINUS

Urvairinus was one of the greatest Emperors of the Age of Darkness. He invented just war, obedient soldiers and military discipline to protect Dara Happa from storm barbarians, digijelm monsters and the savage horse folk. To defend his people, he raised the first Dara Happan regiments, some of which still exist today. He taught them to march in formation, to fight as one, to stand fast against foes and to advance with unstoppable deliberation. Urvairinus is the Inspired General, capable of leading and inspiring his troops by his mere presence.

Many of Urvairinus's regiments have survived to the present day and they form an important part of the Dara Happan army. Taranirus, commander of the Imperial Army, is currently the most powerful cult hero. He commands all the remaining regiments from the ancient military temple at Yuthuppa, The Light of Action. The god is depicted as a patrician 'military



man' dressed in ancient armour and carrying the sacred baton of a General. Each regiment has its own temple. Those carried by the regiment while on the march are minor while the ones in the regiment's home city are usually major. Many of the regiments have their own tutelary deity who provides magic unique to that unit. Several other shrines and temples exist at the sites of prehistoric victories.

## Runes

Air, Death.

## Mythos and History

**The First Army (Resonance 90%) – Fight in Formation; The Importance of Discipline:** During the reign of Emperor Urvairinus the Ram People, led by their gigantic black iron god, invaded Dara Happa. After destroying their own lands outside of the realm, they approached the ancient city of Elempur. The defenders of the city came out and there was a great brawl. The men of Elempur were beaten and they turned and ran inside their walls. But they were still unsophisticated and though they had stone walls to withstand the earthquakes which they expected, they were not prepared for the god magic, which they did not know. Thus they were surprised when the Ram People leapt up over the walls. Then the Ram People sacked and looted the city, killing thousands of the people of Elempur, then dragged everyone else into slavery. They took away everything they could, and destroyed the rest.

Everyone in Dara Happa was shocked by the terrible slaughter. They had never seen this before. Some people were frightened and said they should surrender when the Ram People came. But all of the men of Alkoth were nearly mad with anger and they wanted to run all the way to Elempur to avenge their countrymen. Instead they got into fights with each other to see who would fight the enemy first.

Emperor Urvairinus did not want this and so he organised the men into an army. First, he commanded them to count off into groups of 10. Then, through his skill at leadership, he commanded them to arrange who among them would fight the enemy first, who would be second and so on, until every man had a number. Then he made them line up that way, and practice lining that way and then moving that way, in line. And then he put the many lines together and so had blocks of 100 men at a time. They practiced marching in order and in line and column. This way discipline was invented.

Then he created the first war formation, which was arranged like his city. It was round, for in the ranks each soldier stood shoulder-to-shoulder with his fellow, curving around to form a circle. The men were divided into four groups, each facing a different direction. And in the centre was a fifth quarter,

the head quarter. This formation was called the Sunstand formation. Urvairinus made sure that every man in his army had all the weapons possible. Thus everyone bore a stout two-handed spear and a pair of javelins, or else a short bow. These were the same as even the enemy had, of course, but none of them had discipline and training.

When the Ram Tribes were done with Elempur they marched north along the river, burning and destroying as they went. Their army was so large that they left no blade of grass behind them and so thirsty were they that they drank the river to half of its full size. Emperor Urvairinus did not wait until they reached Nivorah but met them at the borders of Saird. The Dara Happans were outnumbered and the enemy lusted to capture the Emperor, who was at the centre of his army. When the howling barbarians threw themselves upon the noble defenders, the great value of training showed. The Dara Happan army was trained to fight or to stand, both in victory and defeat. It could move in circle, line, or column formations. They fought together but the enemy were only individuals and they died by the hundreds.

So Emperor Urvairinus won the battle that day. So much blood flowed that the river was flooded over its banks in the Red Flood. Afterwards the barbarians often came back but never in such strength. The Emperor ordered that army units must be raised and trained in all of his cities throughout the Empire and be sent to help him, along with food and money, upon command. All the cities in his Empire that wished to be considered among his main cities quickly gathered its bravest youth and best equipment and sent a regiment or more, which they still do today.

## Nature

This is the chief cult of the Pelorian armies and it teaches bravery, discipline, strategy and tactics. It is the cult for the professional soldier, be he mercenary or committed standing army man and it is open to all ranks within society.

The cult places a great deal of emphasis on personal training, discipline, preparedness and duty. Unlike the cult of Shargash, Urvairinus worshippers are not berserk killers but well-trained, highly practical warriors who understand the importance of formation in the execution of battle and the need for units to work together as such, rather than as individuals attempting to seek glory.

Warriors of Urvairinus fight well and fight solidly but they understand the need for surrender and mercy as well as winning through slaughter and superior tactics. Although the cult embodies no specific form of chivalry it creates warriors who are as honourable as the knights of the God Learner cults, in their own way.

## Organisation

Every garrison and training ground is a temple to Urvairinus and the structure of the cult is that of the fighting unit: standard infantry, unit leader, unit officers, commanders and generals.

The cult requires complete discipline through the chain of command and the following of orders without question. Entire units and regiments dedicate to Urvairinus and act almost as a single soldier.

## Membership

Standard.

Membership is open to any Pelorian warrior.

Acolytes are known as Dedecurons and are the officers of a regiment.

Rune Lords are Generals and are the commanders of the regiments.

The cult has no Rune Priest rank.

## Common Magic

Bladesharp, Co-ordination, Demoralise, Endurance, Fireblade, Heal, Light, Protection.

## Higher Magic

The cult provides: Command Troops, Consecrate, Excommunicate, Exorcism, Extension, Heal Wound, Rally Troops, Shield, Spirit Block, True Spear.

## Command Troops

Instant, Rank Acolyte, Ranged

When cast, the caster is able to issue an order to as many members of the regiment as necessary. He may give a short message (10 words per point of Magnitude) to these targets if they are within range. These troops must be under his orders. He may also target his direct superior with this spell. For each point of Magnitude in the spell the radius is 100 metres.

## Rally Troops

Instant, Rank Rune Lord, Ranged

All members of the caster's unit who are under his command and affected by the effects of Demoralise, Fear, Panic or other morale-influencing spells, who are within range gain an immediate Persistence test against whatever created the effect. However, they receive a bonus equal to +5% per point of Magnitude of the spell.

This spell will also provide the same bonus to an officer using Influence or Lore (Strategy and Tactics) to rally his troops if the battle starts to go against them.

## Gifts and Compulsions

Initiates gain a +10% bonus to Spear and Shield skills when fighting in formation. They also gain +5 SIZ useable only for resisting Knockback. Acolytes' orders are heard and understood by any of their underlings within 100 metres, provided they are capable of shouting.

As a Compulsion, members of the cult must obey any order given to them by a direct cult superior.

## Cult Skills

All Spear, Sword and Shield Combat Styles, Athletics, Brawn, Evade, Lore (Strategy and Tactics), Lore (Urvairinus).

## Allied Cults

Elmal provides Steadfast.

Yelm provides Sunspear.

Sagittus provides Alter Target.

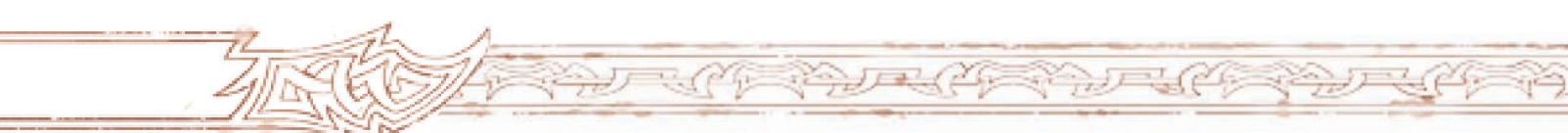
## YELM

Yelm is the son of Aether, which is another way of saying that the Sun is a manifestation of the wondrous life-giving properties of the Divine Light. The pictures depicting Yelm as a young god or child show him to be a handsome boy with fine, fair features and a head of curly blond hair. He wears a ring or other sign upon his right bicep (among the nomads it is a band of feathers, while the Dara Happans show a cloth stitched with guild designs). Even as a youth he carried the Scepter of Order.

The youth Yelm was the harbinger of the Golden Age. Many old elf songs call him the Flower Bringer, suggesting that the Green Age was of non-flowering plants before Yelm's appearance. As a child god, he found a magical tool lying on the ground near where he walked. What he touched was a Rune and it transformed into the Harp of Harmony at the sun god's touch. He taught music to many of his sons and daughters and appointed Hyraos Truetune special caretaker and god of Harping. Because of Yelm's position as Emperor of the World, the harp became the instrument of nobility.

At this time, he practiced harmlessly with weapons. Such was the innocence of the Golden Age that the gods learned the military ails from Kargan Toe in the guise of practice, exercise, or fashionable sport. Thus, when need for battle in earnest arrived, the future fighters were prepared.





Yelm became known as a great warrior, both as a heroic individual and as a leader of the fiery Sky Armies. Yelm's special weapons are the long and short spears and especially the bow and arrow. His most famous fights were against Zorak Zoran, when he drove the dark war god out of his lands, though Yelm's Shield of Purity was shattered; and his battle against Orlanth, who had secreted away the new weapon of his brother, Humakt.

Yelm received the title of Healer when once he came upon Mallia, goddess of disease, as she festered and infected a corner of the world. Yelm's healing brightness drove the foul goddess away into deep places where she eventually found Chaos to aid her.

Yelm's most important title is that of Emperor, or Yelm Imperator. There are many tales in which Yelm receives some cosmic honour or symbolic artifact from the elder gods of the Celestial Court. Evidently, some time during the Golden Age, the Celestial Court handed rule of the cosmos over to the shining god.

The overwhelming superiority of Yelm's Pure Light was generally accepted and emulated. Even among the barbarian Orlanthi, the system of rank and nobility is similar to Yelm's model. He was the bringer of light, warmth, good and plenty.

When Yelm ascended to become Emperor of the Universe, there were only three opponents against him. First was Basko, a discontent light god noted only for his ugliness who presented only comic opposition. Molandro was next. He presented serious opposition as the Guardian of the Earthly Powers who ruled before Yelm. All the monstrous aspects of chthonian powers were manifest in this creature and he was aided by other gods and spirits of the earth. Yelm had trouble but he overcame this foe alone, though he used some magical instruments. Jokbazi was the third. It was a hostile thing from beyond the touch of all gods of the world. It was a monster mutable in its monstrosity and accompanied by lesser creatures of horror. To combat it, Yelm summoned all of the celestial hosts and fiery powers. The battle was fought at the Fields of Destiny and the forces of Chaos were overthrown. Afterwards there was no trouble from Chaos in Yelm's realm. Yelm originated the system of reciprocal gifts exchanged between the leader and the followers. During this time Yelm Imperator spread his own Divine Light and the rest of the world followed his Divine Order in return. What is unique about this is that his rule encompassed many diverse elements. Yelm, a Sky God, was Emperor over the earth gods, the other fire deities, some of the sea gods and a few of the darkness gods. Even those who did not openly enter into a compact with Yelm were manipulated indirectly by the sheer overwhelming power of his Divine Order.

The birth of the violent Storm Gods shattered Yelm's utopia. Umath usurped Aether's prestige and the crude Orlanth competed for Yelm's throne. In the rivalry between Orlanth and Yelm, Yelm was victorious in every contest and the frustrated Orlanth finally resorted to assassinating him.

When the murdered Yelm arrived in the Underworld, accompanied by a host of friends and subjects, the malignant forces of night refused him entry. Yelm's bright glory drove the dark monsters far away and he set up his Land of the Bright Dead in Hell. On the surface, events worsened to the point that Orlanth, repentant of his former errors, finally came seeking Yelm's help. Yelm and Orlanth made oaths of truce and compromise with each other and Yelm took Dendara as his queen, whose virtue and love drove her to follow Yelm even to Hell.

After the Compromise, Yelm led all life back to the surface again. This event is universally acclaimed as the Dawning, the beginning of Time. Since then, Yelm has spent half of his time in the skies and half in Hell.

## Runes

Death, Fire, Light, Mastery.

## Mythos and History

**Yelm Orders the Cosmos (Resonance 110%) – Yelm is the Emperor of All:** Aether Primolt was the first sky god. It was one of the Glorantay. When the Keskeskenni grew too numerous and Ezelveztay had to flee, Aether Primolt also departed, leaving behind his realm for his three sons to share equally. They could not help but act fairly, according to their natures.

Thus Yelm descended to the Centre, settling upon the Surface World and Lodril went down into the Underworld, the immaterial Sky World was ruled by Dayzatar. Dayzatar was a strict and upright leader of the Aetheric Assembly. Purity and perfection have always been his essence and later when he was made impure he withdrew from his priesthood rather than continue improperly.

In the beginning, when all was still calm, the Sky World was perfect, undivided within or without of itself. It had no quarters and was only a centre and circumference. Dayzatar, the Highest God, was immobile and perfect. Dayzatar alone was capable of communicating easily through Aether to Ezelveztay, which came before and has gone forever. The ordinary affairs of the Sky World were overseen by Arraz. He was the king of the Luxites, who are the denizens of the heavenly realm. They are sometimes called Angels, or the Heavenly Host. They are the Sky People and servants of Heaven.

At that time the Sky was perfect and nothing moved out of place. The Sun sat high and motionless in the sky and the Ten Heavenly Bodies knew their houses: this was known as The Harmonious Realm.

When Yelm received rule of the universe, he looked upon it to set the new order. So that he could overlook everything, he raised beneath his feet a beautiful five-tiered ziggurat. Upon its sides were bright figures revealing the greatness of Yelm. Atop it was his golden throne, from which he could see across the whole world and from which he delivered true Justice. This place was called the Tower of Yelm. Around the foot of his mountain was built the Yuthubars. Then Yelm commanded that there would be a duplicate city at each of these four directions, that each of them was to be an extension of the One City and that it was there to house the guardians of those directions in great bounty and glory. Then, standing atop the Footstool, Yelm divided the world into quarters. For each way that he looked he named the Direction, the Colour and Power which lay there and the Guardian of the camp there.

That which lay before Yelm was called East, the colour was Yellow, the Power was Insight and the Guardian was named Indarthrad. His city was called the Amber Camp.

That which lay to the right of Yelm was called South, the colour was Green, the Power was Strength and the Guardian was named Nearthshar. His city was called the Bronze Camp.

That which lay behind Yelm was called West, the colour was Red, the Power was Sovereignty and the Guardian was named Vanarthurd. His city was called the Scarlet Camp.

That which lay to the left of Yelm was called North, the colour was White, the Power was Wisdom and the Guardian was named Asharthcha. The city was called The Alabaster Camp.

Then all of the One Hundred Gods and Goddesses came to Emperor Yelm to make obeisance and gave him great treasures and gifts to adorn the realm. Emperor Yelm ordered his brother to mark the occasion with a monument and so Lodril made the first cylinder seal. He pressed it against the stone cliffs and made the Gods Wall, which can still be seen there today. Since the making of this monument the One Hundred Gods and Goddesses have always come to honour every Emperor.

Then Yelm called his court to him, all his relatives, advisors and the lords of the quarters. He gave each of them their name and their title and sat each of them upon their own throne around his court. They received the most pleasing

entertainment then, from the Celestial Choir and all of the cosmos lived in harmony and accord.

Thus was made the perfect Solar Court and Yelm called it the Court of God. In the City of God Yelm and his attendants remained for 100,000 years of immobile, perfect splendour during the Golden Age.

### Nature

Yelm is the Sun God. All human life owes its existence to him; even in lands where he is not worshiped, he is known and respected.

Yelm is the god of chieftains and rulers. His higher aspects can only be attained by the ruling nobility in any culture. Initiation into the cult is hereditary and near-universal among those fortunate families entitled to the privilege.

Yelm is the foe of the lawless. He brings a divine social order and those that do not accept it bring their own condemnation. Most storm and sea gods are foes or rivals. The gods of darkness are bitter enemies of the sun, with one major exception – Xiola Umbar, who comforted Yelm when he first arrived in hell.

### Organisation

Yelm is worshiped by a host of wildly variant cultures but is pre-eminent in Dara Happa. They share in common only the need to honour the sun, symbol of life, resurrection and perfection.

Temple sizes and frequency vary enormously with culture. A temple may be no more than a ragged nomad tent, or it may be a vast ziggurat, as found in Peloria, intricately carved and decorated. Since Yelm is the god of kings, his temples are usually made of the best material available. The cult of Yelm is divided into several subcults. An Initiate belongs to only one subcult at a time, though not all subcults are equally respected. These subcults, ranked from novitiate to high priesthood are: the Youth, the Warrior, the Teacher, the Leader and the Sage.

In each level, Yelm Initiates are expected to set an example for those beneath them and to follow the example set by their betters. Each temple is ruled by a single high priest, chosen by both merit and prestige. Immediately beneath him are five priests, one for each of the five major subcults. These five priests oversee their subcults and are assigned priests or Sun Lords, as necessary, to help them tend to their duties. In addition, the high priest has several priests assigned to himself personally to help him in running the temple and fulfill his other responsibilities. Ideally, among the high priest's assistants are one priest from each associate cult to Yelm, though this cannot always be carried out in practice.

Each great temple to Yelm governs the local major and minor temples, which in turn govern their own nearby shrines. Each nation has its own Supreme Temple whose high priest rules all the temples of the land. The Emperor or Divine King (among nomads, the High Chief) is at the top of the hierarchy, outranking even the Supreme Priest. In addition, the great temple's High Priest supervises and rules local temples to associate deities of the Solar Pantheon.

Yelm's high holy day is the day upon which the sun rises to its highest point all year: Fireday, Harmony week, Fire Season. His second holiest day is the day of his return – first day of the year, the day after Sacred Time. Other holy days vary with the calendar used but on the common calendar, they fall on Fireday, Stasis week, Earth Season; Fireday, Mobility week, Darkness Season; and Fireday, Death week, Storm Season.

### Membership

Only the Emperor of Dara Happa may worship Yelm directly. Nobles worship Yelm through one of the following sub-cults. Each has its own membership requirements.

#### Yelm the Youth

Yelm the Youth is called Yelm the Hunter or Yelm the Rider among nomad worshipers. Agricultural communities may know the Youth as the Wheat Bringer. Other common synonyms for this stage are Harbinger or Provider. Initiates of this status have few obligations and duties. They are expected to prepare themselves for later, more formidable, responsibilities.

If a candidate's father is an Initiate of Yelm in good standing, and the candidate is not an Initiate of any non-associated cult, he may join this subcult automatically by paying the priest a fee of 100 Silvers and forming a Pact with Yelm the Youth.

Members of this subcult must pay deference to members of the other sub-cults. They give 1% of their income to the cult and attend yearly high holy days but have no other duties.

#### Yelm the Warrior

Yelm the Warrior Initiates bear arms against man and monsters and act for the physical defense of the realm. The bulk of Yelm's Initiates belong to the Warrior subcult. This is the first subcult with true responsibilities.

An Adventurer that has been an Initiate of Yelm the Youth in good standing for at least a year may attempt to join Yelm the Warrior. He must have an ability of 50% or more in each of the following skills: Bow Combat Style, First Aid, Perception, Survival. If he meets these requirements, acceptance is automatic.

Warrior cultists are full Initiates, receive all normal benefits and must fulfill all normal requirements. They must give 10% of their income and time to the elders of the cult.

A Warrior of Yelm must be pure and virtuous. His judgment must be fair. He takes an oath to govern all underlings with justice and mercy. A Warrior of Yelm in good standing receives 100 hours of free training in certain cult skills each year. These include Bow, Spear, Shield Combat Styles, Drive, Evaluate, First Aid, Lore (Regional), Oratory, Perception, Play (Instrument), Ride, Solar Pelorian, plus the special skills of Lore (Falconry) and Ride (Griffin).

#### Sun Lords (Yelm the Teacher)

This subcult's members are called Sun Lords. The emphasised attributes of the god are Fertility Bringer, Hawkmaster, Healer and Musician. This subcult is sometimes known as the Rider or the Leader.

Any Initiate that has belonged to Yelm the Warrior for at least five years can attempt to become a Sun Lord. He must have a skill of 90% in Bow and Ride and in at least three of the following skills: Courtesy, First Aid, Lore (Regional), Oratory, Play (instrument), Ride Griffin, Teaching. If he meets the requirements and is in good standing, he is automatically accepted.

A Sun Lord must devote 10% of his time to training other Initiates. He must donate 20% of his income to the cult. He must exemplify the cult beliefs of truth, honour and justice. He commands lesser Initiates and must protect and lead them responsibly. He is often sent on special missions or given an army to command. In return, a Sun Lord receives great respect and honour. He outranks members of associated cults, except for High Priests.

#### Yelm Imperator

Yelm Imperator is exclusively for rulers. The aspect of Yelm presiding over this subcult is that of Emperor. An actual noble or chieftain that has been a Sun Lord in good standing for at least five years can join Yelm the Leader.

In Yelm lands, any ruler that is not yet consecrated to the office of Yelm Imperator must govern his lands with the assistance of at least one priest. When consecrated, his noble status becomes officially blessed and he symbolically receives the Mantle of Leadership, the Crown of Heaven, the Scepter of Order, the Girdle of Command and the Globe of Authority. Some noble families have one or more corresponding magic items that are given to the family leader.

He is also given a suit of special armour. Among wealthy families, this is made of iron.



Once a noble or chieftain has joined this subcult, his subjects must give him absolute submission. He must always support Yelm's Divine Order through personal emulation. He must be fair, painstakingly honest and benevolent to his followers. He must give 10% of his time and 50% of his income to the cult.

#### **Yelm the Elder (Priesthood)**

The priests of Yelm are the guardians of the social structure. They are not rulers in their own right but they advise and direct kings and lords, assisting them to understand Yelm's will. They also coordinate the actions of lesser gods' priests when necessary.

An Initiate of Yelm Emperor can join this subcult automatically upon retirement. He must give up his former estates to an heir. A Sun Lord can join this subcult if there is a vacancy, providing he has a 90% or better Lore (Yelm) skill and he passes a Persistence roll. If he fails, he can try again in a year, if the need for a new priest still exists.

A priest or lord of an associated cult can join the subcult of Yelm the Sage if he has a 50% or higher skill in Evaluate, First Aid, Lore (Yelm), Perception, there is a vacancy and he succeeds in a Difficult (-20%) Persistence roll. If rejected, he cannot try again for a full year. This is the only way in which a person without a Yelmite father can join the cult. Even so, he cannot be a noble, as this is restricted to members of Yelm Emperor. The new priest must leave his original cult to join Yelm the Elder. Priests of Yelm have the same restrictions as normal priests and must donate 90% of their time and income to the cult. They no longer actively rule over non-ecclesiastical matters. They are revered, supported by the cult and outrank priests of associate cults.

#### **Common Magic**

The following Common Magic spells are available to all Yelm sub-cults: Bearing Witness, Becalm, Bladesharp, Detect Darkness, Fate, Glamour, Light and Second Sight.

#### **Higher Magic**

Standard Divine spells are available to each sub-cult. Further Divine Magic depends wholly on the sub-cult.

**Yelm the Youth:** Channel Strength, Elemental Summoning (Salamander), Gleam, Mindlink, Sunspear.

**Yelm the Warrior:** Absorption, Alter Target, Clear Skies, Elemental Summoning (Salamander), Mindlink, Sunspear, True Spear.

**Sun Lords (Yelm the Teacher):** Clear Skies, Dismiss Magic, Elemental Summoning (Salamander), Gleam, Illusion, Meditate, Soul Sight.

**Yelm Emperor:** Absorption, Amplify, Behold, Channel Strength, Elemental Summoning (Salamander), Fight Disease, Soul Sight, Sunspear.

**Yelm the Elder (Priesthood):** Absorption, Amplify, Behold, Dismiss Magic, Excommunicate, Exorcism, Meditate, Mindlink, Soul Sight, Spirit Block, Sunspear.

#### **Gifts and Compulsions**

None.

#### **Cult Skills**

The skills necessary for each sub-cult are noted in the Membership requirements.

#### **Allied Cults**

The spells from these allied cults are available to all Yelm sub-cults.

Dendara provides Bless Home.

Erissa provides Heal Mind.

Lokarnos provides Hie Wagon.

Shargash provides Jagrekriand's Bolt.

Yelmatio provides Sunbright.

#### **Different Cultures**

Dara Happa is obviously the centre of Yelmic Solar worship but veneration of the Sun is found across Glorantha. Almost all Pantheons have a solar deity who is a manifestation of Yelm, even some Orlanthi follow Elmal the Sun.

#### **Fonrit**

Some Fonritian states adhere to the Solar religion. The great Fonritian temples worship a number of manifestations of the Sun, from Fida Is the Sun Bird to Varan the Blazing Sun Disk.

#### **Galanini**

The Galanini of Ralios are horse-riding folk with some civilised conventions. All clan chieftains and many tribespeople are Yelm Initiates. These folk also worship Hyalor and Hippoi, goddess of horses and some of the chieftains are superstitiously believed to be able to transform themselves into horses. The Galanini believe themselves to be kin to their mounts.

Each small Galanini clan has its own minor temple. The largest clans have major temples to Yelm.

### Pamaltelan Elves

In the elf empires of the northeast jungles, some ruling dynasties are composed of solar Initiates who also worship Aldrya. This is especially interesting because the ruling dynasties of Yellow elfs are all female, totally reversing the normal male-dominance associated with solar-worship. Aldrya is the Sun's main wife here. All sizes of temples can be found.

### Pent

Kargazant the Sun-Horse is the most important god of Pent. Many of these horse-riding, cattle-herding nomads worship Kargazant and his kin.

Shamanism is used to commune with the great Sun-Horse as he races across the sky. Most Pent clans have the equivalent of a minor temple. Very large clans have major temples.

### Teshnos

A great solar worshipping land, worshipping many manifestations of the cults of fire and sky. This land is ruled by a committee of fire priests, representing the Sacred Five: Calyz, Zitro Argon, Furalor, Solf and Somash. Somash is the great Sun God, giver of life his priest-lords do the work of governing the nation.

## YELMALIO

Yelmalio is the son of Yelm, the Sun. During the fighting between mortals who supported their gods he, led his people from the warm lowlands carrying high the magic and power of his father.

Yelmalio was a commander and leader. He met and fought many beings for the cause of his father in the Gods War. But at the Hill of Gold he was disarmed by Orlanth and then ambushed by Zorak Zoran, who stole his fire powers. The Son of the Sun fell and bled out his life-giving heat. His favoured weapons of bow and sword fell also and were absorbed into the knowledge of the whole world. During the Darkness Yelmalio's wounds did not deter his struggle. He joined with the Lord Elf and others to fight against the relentless approach of Chaos. He survived and greeted the rise of his father, the Sun, at the start of Time.

### Runes

Light and Truth.





## Mythos and History

**Yelmalio is Defeated (Resonance 75%) – The Trickery of Orlanthi and Trolls:** Yelmalio was a commander and leader who took charge of the armies of the Imperial Court, alongside Shargash, when his father was killed. Yelmalio quested far and wide in search of how to find his father and met and fought many beings for his father's cause in the Gods War.

Eventually Yelmalio came to the Hill of Gold where his enemies waited for him. There was Orlanth, armed with spears of thunder and the weapon called Death. There too was Zorak Zoran, Lord of the Darkness, who carried terrible magic and a voracious hunger. Zorak Zoran had eaten Flamal and was hungry now for another god.

'We do not need to fight,' Yelmalio said to Orlanth. 'But you must accept my father's rule.'

'Your father is dead and you shall join him,' Orlanth laughed and he charged at Yelmalio believing him to be a mere shadow of Yelm. Yelmalio's shield was the Shield of the Sun and it blazed as Orlanth's weapons struck it. Yelmalio's sword was the Sword of the Heavens and it cut deep into Orlanth's thunder. But Orlanth used tricks and dirt to blind Yelmalio and soon the youth lay at Orlanth's feet. Zorak Zoran came up behind and stole the powers of fire from Yelmalio, so that his people, the Uz, would set the Darkness Rune in place of the Light Rune as the chief force in the cosmos.

The Son of the Sun fell and bled out his life-giving heat. His favoured weapons of bow and sword fell also and were absorbed into the knowledge of the whole world. Orlanth and Zorak Zoran left him there, knowing he could not command or lead without his magic. So Yelmalio crawled to safety with the Lord Elf, who had tried to protect Flamal when Zorak Zoran came to eat him, and the elf-magic tended to his wounds.

During the Darkness Yelmalio's wounds did not deter his struggle. He joined with the Lord Elf and others to fight against the relentless approach of Chaos. He survived and greeted the rise of his father, the Sun, at the start of Time.

Since that time, Yelmalio has lived in the mountains and hills and even the staunchest Orlanth worshipper admits the presence of the Sun.

## Nature

The cult of Yelmalio is also called the Sun Dome Temple because it popularly includes worship of both Sun and sky (the 'dome') in one. It is, in fact, the sun cult as worshipped by those where the fiery orb is praised more for light than

for heat. In lowland cultures it is normally the sky which is a source of light without heat, thus this god of light without heat is the 'sky-sun', or Sun Dome.

At the Dawning, the cult survived in elven strongholds and in Dragon Pass. A minor cult even then, it did not have a representative on the First Council, which guided the descent from the mountains to civilise Peloria. The cult came to the fore in fighting the horse barbarians of the lowlands and the cult of the Son of the Sun became very popular as one of the many Light-orientated cults of Dara Happa during the Dawn Ages.

The worshippers of Yelmalio anticipate descending to the mansions of Yelm, where the sun god stayed in Hell after his death at the hands of Orlanth. There, in the halls of eternal Light, they will find their final contentment. This is accomplished through many lifetimes of work and true worshippers are willing to return many times to attain this. They will, in fact, even return to the same body and in this way the cult practice allows resurrection.

The dead of this cult are burned at dusk with smokeless fires if they have not risen after seven days. Services begin with a great mourning and the burning, then wine or beer follow, as do victory paeans and the call for the soul to join with the Sun. At dawn the sunrise is read for omens and the ceremony concludes.

## Organisation

Though fairly widespread, this cult is always a community centred on worship at a temple. It wields little influence except upon its own members. Yelmalio's worshippers are a famous source of mercenaries and many people obtain military training at a temple. Those so trained are skilled with the bow but specially noted for their use of the massed long pike in battle.

Members of the cult return the world's distrust, for they tend to regard outsiders as unclean. But if someone joins their mercenary bands and serves well as a Lay Member of the cult then their comrades will remember them kindly, even if they left the cult when they left the mercenaries. The rest of the world thinks the cult unnecessarily aloof but they prefer to hire Sun Dome mercenaries rather than risk their own citizens.

The temples offer sanctuary to any who seek it within their main temple buildings and each temple is noted for its magical powers in protecting the refugee. The temples are resented for this policy, even though an outlaw may never leave the temple if he wishes to maintain his protection.

The cult is hostile toward Zorak Zoran, who destroyed Yelmalio's powers of heat. Worse, Kyger Litor and all her kin



are despised for the long fight they put up against the forces of Light before the coming of Chaos. The cult has a rivalry with Humakt's cult, but one purely professional. There is no rancour in the relation and individual Humakti sometimes can be found commanding a mass of Sun Dome spearmen. Humakt builds warriors – the Sun Dome trains soldiers.

Because of aid given in the Darkness, the cult likes and is liked by elves.

Yelmalio tolerates the Lightbringers for the aid they gave his father, despite previous battles.

Recognising no central authority except the Sun itself, the cult is broken into many scattered communities of temple-towns. In the past, some individuals have temporarily unified many of these temples under their personal leadership, especially if they held the legendary Orb of Sovereignty, but this is an exception rather than a rule. As is usual with Elementally-oriented cults, they are friendly with others with a similar worship. Each temple is headed by a single High Priest. He has three administrative assistants who report to him, each of whom may be a Chief Priest. One is called the Light Captain and he commands the mercenaries and military policy. The second is the Light Guide, is in charge of internal affairs and leading the people. The third is the Light Keeper, who is in charge of the magical and religious duties of the cult.

Promotion within this hierarchy is possible only when the High Priest dies or otherwise retires. The senior-most Chief Priest moves into his position and the main deputy of that assistant moves into his post.

The cult considers the Hill of Gold, near the town of Bikhy in Vanch, to be especially sacred, for it was there that their god was sorely wounded, lost his weapons and bled much of his power upon the earth before he rose again in cold light. This is a place of pilgrimage and HeroQuest, although no temple exists there.

The cult celebrates its weekly holy day each Fire-day, and considers the Fireday of Truth week of Sun season to be the High Holy Day. Seasonal high days are always in Truth week.

### Membership

Standard. Any son of a Yelmalio Initiate is guaranteed entry into the cult.

Acolytes are known as Light Servants and can command mercenary units.

Rune Priests are known as Light Priests.

Rune Lords are known as Light Sons. These are typically mercenary leaders and always renowned warriors in their own right.

### Common Magic

Bladesharp, Coordination, Detect Enemy, Firearrow, Fireblade, Light, Protection, Repair.

### Higher Magic

Standard.

The cult also provides: Alter Target, Amplify, Behold, Catseye, Clear Skies, Heal Wound, Reflection, Shield, Sunbright.

### Catseye

Duration 12 Hours, Rank Initiate, Touch

This spell grants the recipient the Night Sight trait. The recipient's eyes become cat-like under the effects of the spell.

### Sunbright

Duration 15, Rank Rune Lord, Ranged

This spell creates a circle of light around the caster with a radius equal to the spell's Magnitude in metres. The light creates the full effects of daylight affecting those unable to tolerate daylight accordingly.

### Gifts and Compulsions

Initiates of the cult may opt to take a Gift of Yelmalio in exchange for a point of Dedicated POW. The Gift is always randomly determined and accompanied by a number of Compulsions, known as geases, also determined randomly.

### Cult Skills

Athletics, Brawn, Lore (Regional), Lore (Strategy and Tactics), Lore (Yelmalio), Perception, Survival; Bow, Spear, Shield Combat Styles.

### Allied Cults

Dendara provides Bless Home.

Yelm provides Sunspear to Light Priests and Light Sons only.

## Yelmlio's Gifts

1D10	Gift	Number of Geases
1	+10% Attack ability either with Spear or Bow.	1
2	Raise one cult weapon to 100%.	3
3	Raise one cult skill to 100%.	2
4	Gain Catseye as a permanent ability.	1
5	Gain Mindspeech with horses as a permanent ability.	1
6	1 point permanent add to STR CON, DEX, POW or CHA to racial maximum, with no other limit.	2
7	1 point permanent add to INT or SIZ.	2
8	Gain 1 Combat Action.	2
9	Gain +2 to Strike Rank.	1
10	Gain +2 to Movement Rate.	1

## Yelmlio's Geases

Yelmlio's geases also are randomly determined. Roll 1D100 per geas.

1D100	Geas
01	Favored by Yelmlio – no geas.
02–05	Never eat meat on Fireday.
06–09	Never eat meat in Fire season.
10–12	Never eat the meat of birds.
13–15	Never eat any meat but bird.
16	Never eat any meat.
17–20	Celibacy during every Fireday.
21–24	Celibacy during Truth week of each season.
25–28	Celibacy during Fire season.
29–30	All previously mentioned celibacy requirements.
31	Total celibacy.
32–33	Speak only Truth to everyone.
34–36	Never seek shelter from Storm.
37–40	Never let a horse suffer needlessly.
41–45	Never wear padding.
46–48	Never wear leather armour.
49–50	Never wear metal armour.
51	Never wear any armour.
52–53	Never wear any head protection.
54–55	Never use a small shield.
56	Never use a medium shield.
57	Never use any shield.
58–60	Never use any axe.
61–65	Never use a flail or whip of any kind.
66–68	Never use a sword of any kind.
69–70	Never use any but cult weapons.
71–73	Always immediately challenge worshippers of Kyger Litor or Zorak Zoran.
74–75	Challenge all Darkness creatures on sight.
76–78	Distrust all trolls.
79–80	Distrust all dwarves.
81–85	Distrust all Darkness creatures.
86–88	Distrust all Orlanth worshippers.
89–90	Never eat the meat of horses.
91–94	Never love any but Earth Cult people.
95–97	Never bathe.
98–99	Roll twice more.
00	Games Master's choice.

# STORM TRIBE

Also known as the Lightbringers, the Storm Tribe consists of those gods associated with Orlanth. Its mythology is potent and sprawling; its gods are forceful and significant. Perhaps only a handful of cultures have heard of the lesser Malkioni saints but every culture, no matter how far-flung, has heard of Orlanth, Ernalda, Humakt and Issaries.

The nature of the Storm Tribe is reflected most strongly in the make-up of the Orlanthi stead. Just as each god has a particular function, contributing to a greater, communal wisdom, so too do the different members of the Clan Ring, those who guide and nurture the greater community. Orlanth, as chief of the Storm Tribe, took counsel from his brothers, sons, daughters and so forth, with each contributing a specific outlook. Every Orlanthi clan mirrors that structure. This mirroring of the way the gods work is a powerful reminder of the gifts the gods continually give and the Orlanthi are, because of it, a powerful, resolute people even when assailed by empires that would subsume their culture fully.

## THE LIGHTBRINGERS MYTH

Central to Orlanthi mythology is its most important and deeply revered myth: The Lightbringers Quest. All Orlanthi know this myth but different cults interpret it from the viewpoint of their particular god placing him or her centrally, as needed.

The Lightbringers are seven in number: Orlanth, Chalana Arroy, Lankor Mhy, Issaries, Eurmial, Flesh Man and Ginna Jar. The myth recounts how Orlanth, through an argument with Yelm, the Sun Emperor, plunged the world into war and darkness, almost destroying it. Needing to put right this wrong, Orlanth and his companions ventured into the Underworld to bring back Yelm from death and restore light to the world.

Orlanth, adventurous, arrogant, violent and contrary, was the slayer of the sun. Following a dispute concerning the supremacy of the cosmos, Orlanth fetched the weapon called Death from his brother Humakt and struck down Yelm. This killed the god and plunged the world into darkness, triggering

the Gods' War where many other gods also died. Orlanth struggled with the new state of the world and conquered many enemies but, eventually, he realised his folly and he knew he must journey into the Underworld and restore Yelm to life. His journey meant that his path crossed that of Flesh Man and Chalana Arroy and they all joined together to restore Yelm.

Flesh Man was a mortal and a grandchild of Grandfather Mortal. He was the only witness to the death of Grandfather Mortal and this event gave him the gift of prophecy, a power useful to the Lightbringers. However the gift was also a curse: Flesh Man could not find respite from his visions and so he set-off to seek the Great Doom. Instead, he met Chalan Arroy.

Chalana Arroy had been passive during the Gods' War, waiting for the coming of the Disease of the Cosmos, which she intended to counter. But the disease did not come and instead Flesh Man, wandering, was brought to her. She chose to follow the mortal, who told her of his quest to find the Great Doom and so set off on the Lightbringer's Quest.

Issaries lived in a golden hall on The Spike but when The Spike was destroyed he lost everything and turned to wandering. He travelled on through the dangers, rootless, ever protective of his own place. He met Lhankor Mhy, who was the holder of many secrets and the two became friends. Lhankor Mhy, was the grandson of the god Arcos, the holder of knowledge. When The Spike exploded, he began collecting many pieces of the stone, keeping its secrets as his own. He did not use the secrets to his own advantage although he could have done so at any time. Knowing what had befallen the world he counselled Issaries to travel to Orlanth's Hall and to embark on the quest the Storm God knew he had to undertake. On the way there, they met with Flesh Man and Chalana Arroy and continued as a group of four.

Fifth of the Lightbringers was Eurmial. The Trickster god had begun as a prankster and mischief maker but his stunts became increasingly dangerous. It was Eurmial who led Humakt to the weapon called Death and Eurmial who had encouraged Orlanth to use Death against Yelm. Moreover he convinced



Orlanth to give Death to Zorak Zoran. Euralm was such that he spread destruction without hesitation, for his runes include Disorder.

Euralm was not on the path to Orlanth's Hall when the four travellers came by; he was at his house, which anyone travelling to Orlanth's Hall had to pass by. The four questers stopped a while at Euralm's house, or perhaps he tricked them into stopping. What is certain is that Flesh Man was beguiled and decided to follow Euralm on some other journey. This dismayed the other gods who fetched Orlanth; and Orlanth forced Euralm to act as their guide into the Underworld, because he knew the way.

So the six gods went towards the west and their quest became famous. Other, lesser deities joined for part or all of the journey (and every culture sympathetic to the Storm Tribe places its gods in the entourage, or highlights their importance). Together they represented the Primal Runes and possessed all the skills needed to free Yelm. Eventually, and after many adventures, they reached the edge of the world. Beyond the world's edge was the raw stuff of the cosmos and here they met Ginna Jar, who became central to the success of their quest.

### Who is Ginna Jar?

There is much speculation on Ginna Jar's identity. Neither male nor female, but personified as both, it is believed that Ginna Jar may have been the ghost of Glorantha, the Great Goddess of the Cosmos who had once headed the Celestial Court. There is no mention of Glorantha after her death at the hands of the Devil. But there is a mysterious goddess in Hell who combats the Devil and, with the aid of the other gods, defeats it and devours it, shortly afterwards giving birth to the force called Time. The mysterious goddess is called Arachne Solara in myths and she is generally the vague force of Nature in the world. Thus, Ginna Jar, Glorantha and Arachne Solara are one and the same. Perhaps. Even the most learned Lhankor Mhy scholars cannot be certain.

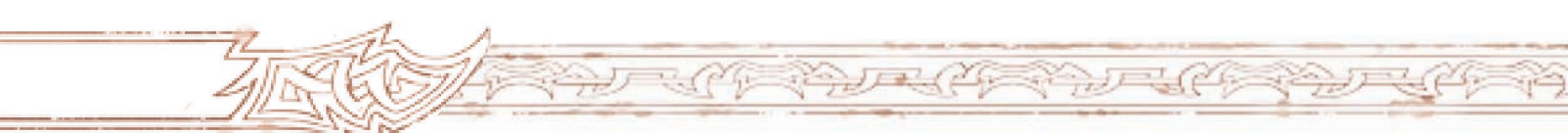
At last the Lightbringers reached Hell, though each was challenged separately and had to face a loss that their various abilities could not prevent:

- Orlanth fought Bad Man the Monster and was forced to accept defeat, something he had not experienced before.
- Chalana Arroy encountered The Wound and it cut her; the cut would not heal and it became apparent to Chalana Arroy that there are some wounds that go too far and too deep for even magic to counter.
- Flesh Man encountered the Unquiet Spirit who tempted and taunted him. He was faced with many choices that would have led him along different paths. He sacrificed happiness for the continued quest of the Lightbringers.
- Issaries became lost and his voice, which was very fine, was stolen by Silence. To get it back he had to trade what he had and realised that a calm voice in an unreasonable place is worth more than any possession.
- Lhankor Mhy found a hall filled with many things he already knew, save for one. This was Unknowable Fact and may have given many answers but Lhankor Mhy could not make understanding of it. He realised that no one being can know everything.
- Euralm, ever the prankster, tricked and connived his way through Hell until he came across Lie, who tricked and deceived the god. Euralm, chastised, realised that Disorder must be balanced by Harmony.

These trials and the path through Hell did much to change the gods but it strengthened them too. Finally they came to where Yelm, imprisoned, ruled the End of the Universe, a sorrowful but resolute Emperor. At first he would not acknowledge Orlanth, who had killed him, and denied him audience. Having learned defeat Orlanth did not, this time, anger; instead he called upon Lhankor Mhy's reason and Issaries' calm words to talk to the Sun God. Chalana Arroy healed his wounds and Flesh Man showed how mortals needed his light and guidance. Euralm found his sun horses, which had fled to a distant place and tricked them into following him back to Hell.

Orlanth and Yelm came to terms and contracted for harmony. The terms for this harmony were spoken aloud and all of the gods who accompanied the Lightbringers agreed to the plan. This was The Great Compromise. But one did not and sought to destroy it. The Devil, slain on the physical world by Storm Bull, rose up through Hell to destroy all the assembled gods. Ginna Jar became Arachne Solara, spun a trap for the Devil, caught him and ate him.

At this point and through these acts Time was created. Armed with it all gods could return to the world and remake it. They travelled together fixing what was broken, killing what needed



to be killed and healing those he needed to be healed. Yelm sent forth his daughter, Dawn, as his herald and she brought the first light back to the world as the Lightbringers emerged from Hell victorious. Yelm took to his chariot and surged into the sky, dragging Time in his wake, which clothed Glorantha and sealed the Great Compromise.

Thus began History.

Thus ended the Lightbringers' Quest.

## HOW ORLANTH MET ERNALDA

*As the foremost gods of the Storm Tribe, Orlanth and Ernalda's coming together is a key myth for all Orlanthi.*

At the beginning of things that are remembered, the Emperor extended his rulership among the deities of the Earth Tribe. The ruler of that tribe was the goddess named Asrelia. When the Emperor ruled, she retired.

Asrelia was the first goddess who had ever lived outside of the Great Mountain. She had many children but only three are of interest right now. They were triplet sisters, whose birth brought new music into the world.

When Asrelia retired, she divided her earthly goods among these three. The Great she gave to Maran Gor, the Most she gave to Esrola and the Least she gave to Ernalda.

Maran Gor therefore is goddess of earth's greatest manifestations, which are earthquakes, volcanos, landslides, autumn, diseases and implements designed to bring death.

Esrola is the goddess of the earth's great bounty, manifest as food, children, sexual desire and blood.

Ernalda therefore is goddess of the spiritual earth, whose power is not found in solid things but in actions, rules, ceremonies, music and familial care.

As part of the Emperor's Rule, Ernalda went from her mother's house to the Emperor's to serve as a handmaiden to the Empress.

Every tribe sent people to the great palace to help. Thus it was at the Emperor's court that Orlanth first met Ernalda.

Trouble was already deep when they met. War was starting in the outer edges of the universe where Umath's people were making a kingdom. Parts of the great Palace were starting to crack. Vermin had been seen in the kitchen and creatures in

the gardens. It was not safe and it was no longer fit for Ernalda to remain there.

When Orlanth came to the Palace for the first time, to contest against the Emperor at dance, he and Ernalda saw each other for the first time. She saw that he saw her and he saw that she was watching him, even in the war dance when most others looked away.

Everyone said it was a defeat for Orlanth and even his stupid brothers laughed at him for wasting the time. Orlanth wanted to see her eyes again.

Then Orlanth came to the Palace for the magic contest and revealed that he held the secret of Becoming. When Ernalda saw that, she made sure that she placed herself close to where Orlanth would exit. He saw her there but would have strolled past so she spoke first and they met.

Orlanth's third visit was to compare his music with the Emperor's. The Emperor of the universe played the harmony of the spheres upon his harp of oneness. Orlanth played a bagpipe and when the gods of the Palace heard it and saw him puffed out cheeks and red face they all broke into laughter. Orlanth planned for that, for the court had never before laughed in the Emperor's presence. But the judges did not laugh and considered the effect of his playing on the court to be immoral and judged him loser of the contest. When he left, several of the people who had been living there were going to leave with him. They were all laughing as they traversed the corridor to depart.

Ernalda was laughing too, because the court had never shown anger in the Emperor's presence also and she had seen that the intrusion of these emotions into the public at judgement court had disturbed the Emperor. She was laughing because now the Emperor would be proved a liar, for having claimed no anger or laughter polluted the world. She alone had told the truth to the Emperor and now he would leave her in privacy. In her privacy, she hoped, she would prepare.

'Your laugh is like new music,' said Orlanth, 'and so pure that I would like to bring it home with me.'

'Not today, lord Wind,' said Ernalda, 'for when I leave here I will go to my own tribe, to my mother's house.'

'If you will promise to share that music with me again,' said Orlanth, 'I would take you anywhere.'

'Not today, wind lord. Not today. But please, I bid you to come once again, with whatever contest you need to get inside the doors.'

So he did the impossible, which was to get a fourth contest with the Emperor. He did it because the Emperor had once demanded that all things unknown to him must be brought to him for inspection.

Orlanth searched for something new, which was impossible because the world was all made by that time and the Emperor had been reviewing things for a long while.

Orlanth one day came upon the god Eurmal, a cruel god who was friendless because of the many terrible deeds he had done, like taking bear's tail, or urinating in a sacred place, or speaking during sacrifice, or this, his latest deed – making the first corpse ever made.

Eurmal was in the shape of the ancient raven, which was still white. It did not turn black until later, when Eurmal brought fire to Hantrafal the Godi. Eurmal was trying to eat the whole corpse of the dead man.

'What is this?' asked Orlanth. At first Eurmal was surprised, because no one except Orlanth ever talked to him.

'Er, it is a *new* thing.' Eurmal was not feeling very confident about having Death at that moment.

'You crafty little monster,' said Orlanth, 'let us not play your games. Just give it to me, without fussing. What will you want from me? Just ask and we'll make the exchange and go on. How about if I provide you with protection?' That was no small thing.

Because everybody was always ready to strike and curse Eurmal these days, this was perhaps the greatest possible offer. That way Orlanth fooled Eurmal. He tricked the trickster, so Eurmal too gave something great.

'But only if I obey you,' blurted Eurmal. Thereafter that condition of obedience to Orlanth was necessary to make the bond real. That was how Orlanth tricked Eurmal, because he knew that the trickster would blurt out an exchange of something as equally valuable.

They both laughed and locked double forearms in agreement.

Orlanth went away with his new thing. Eurmal went back to his meal.

At the gate of the Palace stood a guard, the God Gryphon, who stopped Orlanth outside. He was a powerful guardian and he could have forced Orlanth to stop, as he had done to many gods whose entry was undeserved. Tough Vadrus was thrown ignominiously down the steps. He had flown aloft with Urox and dropped outside of the walls. Against Orlanth now, God

Gryphon prepared for a fight, 'You are not welcome,' he said, 'Be Gone.'

Orlanth stopped and did not even try force but simply drew forth his new weapon and showed it to God Gryphon. That god blanched from fear and was so afraid that he turned from his natural golden colour to silver and rushed from his post to tell his lord.

Orlanth went in through the unguarded gate and instead of going right to the Court of Judgement he went to where Ernalda was. She had not expected this and came forth from her chambers to meet him.

'This is too hasty,' she said, 'There are tests. You must change the Emperor of the World first.' This was Ernalda's Challenge.

'I shall.'

So Orlanth went off to change it. The 294 judges were summoned and the contest of weapons was declared and held. The Emperor's golden arrow flew straight and true and pierced Orlanth though a place which would have felled him, if he were not rightful. He drew the arrow from him and it turned black and he said, 'This is an ill message for someone.'

Then he showed his own weapon and swift death whistled from his scabbard and struck the Emperor in a place which would have been harmless, except that it slew him, dead, forever. As he fell his blood ran out in liquid flame and the entire crowd of courtiers and guests burst into pandemonium. Orlanth wiped his sword clean and left the room.

A band of people were waiting for him. They had liked his music before and joined him. They were the lowly who had served the grand. They said, 'We know the secret way out of here, where the lord's soldiers could never go. Come with us.'

'Go if you would,' said Orlanth. 'Or come with me instead, as I find my wife.' He strode to meet her, followed by his new friends. At her chambers, the doors were open, waiting for him.

'Good Ernalda,' said Orlanth, 'I would like to hear you laugh at your mother's house.'

Ernalda had already prepared her escape. Kesta had laid aside food, Berlintha had packed clothing, Mahome had made clay tubes to bear fire and Istena had filled many skins with water and wine. Arnna had a small treasure box, Jera the healing kit.

Beseta and Besanga could turn themselves into mares and were ready to carry it all away.



Only Ernalda's loom needed packing.

'This, above all else,' she said, 'must go too.'

'I could probably carry it in one hand,' said Orlanth, 'But I expect great fighting shortly and would prefer not to have to carry it.' He turned to his new followers and said, 'You, who would serve, go and bear that for the good goddess.'

The former servants all gathered around it and began grunting in rhythm and heaved. And again. And again. There were plenty of strong men among them but they couldn't get the loom up. Orlanth could hear the approach now of the Emperor's avengers.

'Then I guess I will use one hand after all,' he said and he lifted the great piece of equipment. Astonishingly, the loom shrank as he lifted it, until it was small enough to be placed into his pouch.

'What is mine is no burden, even though it can create life,' she said. And then she added, 'My partnership leaves both of your hands to you and how you use them is your choice.' That is when Orlanth took both her hands gently, not in the formal manner by the wrists but instead holding in what we call the two grip, that's used in flirting. They looked eye-to-eye.

Then Orlanth spun back as he drew his weapons, facing the great horde of angry demigods who wanted to avenge their lord. Orlanth drove away the gods, proving there was a great difference between their desires and abilities. Orlanth had Death in his hand and soon there were corpses at his feet and panic fleeing before him.

He went out of the Palace through the front door, followed closely by Ernalda, her servants and the growing crowd of others who sought to join themselves to Orlanth.

Orlanth took her home, to where her sisters lived and prepared to leave. He took her hands in the two grip and said goodbye. She did not let go of his hands when he sought to but held lightly as if with a question, so he too held on a moment more. That is called the four grip. She spoke.

'Come inside and let me share my laughter with you.' So he stayed a while. Not long. She dressed his wounds, he brushed her hair. They both laughed. So their courting began.

## WYTERS AND COMMUNITY MAGIC

Orlanthi clans, tribes and temples benefit from the protection of a powerful spirit or minor deity known as a wyter. Wyters are

spirits bound to a physical structure or thing within the clan: an important stone, a totem, a shrine or temple or even the clan's Great Hall. Every community reveres and worships the wyter as they do the major gods and propitiation is included as part of High Holy Day rituals in the shape of prayers and sacrifices. Direct communication with the wyter is reserved for the chieftain although Rune Lords and Rune Priests may be given an audience after making appropriate sacrifices and so forth. In return for worship the wyter offers protection for the entire community and acts as a permanent magical focus that continually defends against enemy magic, spirits and so forth



Wyters have no cult of their own and receive no Pacts. Communicating with the wyter requires the appointed representative – usually the chieftain – to make a successful Culture (Own) roll. Wyters will not communicate with anyone from outside the clan or tribe unless the chieftain or other representative has first established permission to do so with the wyter.

Wyters are treated as Nature Spirits (see the *RuneQuest Core Rulebook*, page 144) with the following Characteristics:

**Intensity:** 1D4+1

**POW:** as determined per Intensity

**INT:** Intensity +1D6

**CHA:** Intensity +1D6

The magical abilities that the wyter confers are as follows:

- Automatic resistance by the wyter to any spirit or spectral attacks made by hostile spirits from outside the community or known enemies.
  - One of the following magical enhancements. Note that these enhancements *only* affect those native to the wyter's community (or who have taken part in the propitiation rituals for that community). The enhancements remain in effect whilst the community is under some form of attack and only remain in effect whilst the recipient is within the immediate sphere of influence of the wyter: this is always a number of metres in radius equal to the wyter's POW x10 with the binding place of the wyter acting as the focal point. The same enhancement is applied to everyone within the sphere of influence and is the same each time the wyter's power is invoked (see Invoking the Wyter). The enhancement can be chosen or decided randomly on a roll of 1D12.
1. Armour Point Increase – All within the community gain magical Armour Points to each location equal to the wyter's Intensity. These points do not affect the wearing of additional armour or contribute towards the Armour Penalty for Strike Rank.
  2. Combat Style Increase – All in the community see one chosen Combat Style increased by +10% for each point of the wyter's Intensity.
  3. Common Magic Increase – All within the community gain an increase to Common Magic of +10% for each point of the wyter's Intensity.
  4. Damage Modifier Increase – All within the community gain a boost to their Damage Modifier by one step for each point of the wyter's Intensity (for instance, an Intensity 3 wyter would boost a warrior's Damage Modifier from 0 to +1D6).
  5. Devotion Increase – All in the community with a Pact gain an additional +10% per point of the wyter's Intensity.
  6. Evade Increase – All within the community gain an increase to Evade of +10% for each point of the wyter's Intensity.
  7. Hit Point Increase – All in the community gain a number of additional Hit Points per location equal to the wyter's Intensity.

8. Magic Point Increase – All within the community gain an additional number of Magic Points equal to the wyter's Intensity.
9. Movement Increase – All within the community gain an additional one metre of Movement per point of the wyter's Intensity.
10. Persistence Increase – All within the community gain an increase to Persistence of +10% for each point of the wyter's Intensity.
11. Resilience Increase – All within the community gain an increase to Resilience of +10% for each point of the wyter's Intensity.
12. Strike Rank Increase – All within the community gain a Strike Rank increase equal to the wyter's Intensity.

## Invoking the Wyter

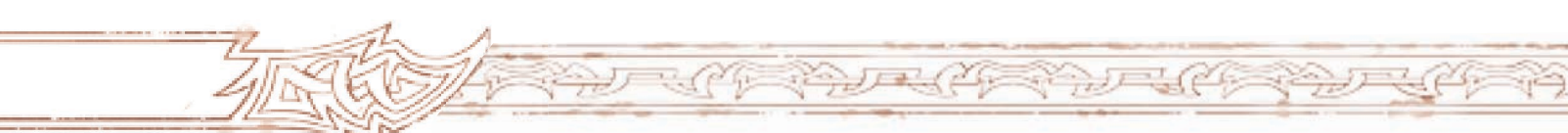
For the community to gain the specific magical enhancement the wyter offers it must be successfully invoked. Here the chieftain must successfully raise communication with the wyter (a successful Culture roll) and then succeed in an Influence roll. If both rolls are successful then the magical benefits take effect across the community immediately.

If the wyter has not been propitiated properly for some reason, the clan has somehow fallen into disfavour or the clan's representative communicator has angered the wyter in some way, shape or form, then the Influence test the chieftain (or whoever) must make can be opposed by the wyter's Persistence. If the wyter succeeds, it *chooses* whether or not to provide its aid. It may choose to do so but demand a sacrifice of some appropriate form either before lending its aid or immediately after giving it. Sacrifices can take many forms, from offering food, drink or other commodities, through to sacrificing the prize bull of the clan, or to an individual undertaking a specific task or quest that the wyter believes to be important and for the greater good of the community.

## ASRELIA

Asrelia is the keeper and distributor of all that is good and desired (with respect to the culture in which she is worshipped). She is also the mother of Ernalda and Maran Gor. Asrelia is worshipped in several cultures: draconic (where she is protected by Earth Dragon), Orlanthi and amongst the Uz.

Amongst humans, including the draconic EWF version of the cult, she is pictured as an ugly hag bedecked in endless necklaces and rings, cloaked in robes studded with precious metals. Shining jewels, sparking flints, living stones, fossils and



numberless coins blanket the ground at her feet. In draconic imagery she is often depicted in this manner but held within the coils of Earth Dragon, or having a dragon's head or tail, to symbolise their close relationship. Asrelia cultists from the Orlanthi and draconic traditions understand and agree on the close kinship of Asrelia with Earth Dragon.

Among trolls Asrelia is symbolised as a bowl carved from granite. On the bowl's exterior are stylised ears stuffed closed with wooden or dirt plugs. The bowl's lip is ridged and sharp and the interior has between three and seven undulating lines in concentric circles about the centre.

## Runes

Earth, Fertility, Luck.

## Mythos and History

**Asrelia Cheats the Emperor (Resonance 75%) – Beauty is an Illusion; Men are Vain Fools:** None could gaze on Asrelia because she was profoundly ugly. The Emperor built for her a special chamber with a wall between her side and his, so that they could communicate but the Emperor would not be forced to gaze upon her. Asrelia found this insulting and so, to teach the Emperor a lesson, she had Earth Dragon capture a creature from Hell that was beautiful but evil and sit it in her place.

The Emperor came for Asrelia's advice, as he often did. He called Asrelia to answer his questions and he heard a beautiful voice answer from beyond the wall separating Asrelia's caves from the Emperor's throne room. The voice carried no wisdom but the Emperor was beguiled. Next he asked for Asrelia to reach through and take a treasure he had been given, so it would be safe; a shapely hand and wrist emerged and the Emperor was lustful, so beautiful was the hand that he beheld. In his lust he tore down the wall and coupled vociferously with the creature that Asrelia had brought for her trick. While he rutted, Asrelia sneaked through and bricked-up the chamber from the Emperor's side, leaving him trapped with the creature, prey to its insatiable appetites.

She left him there for a long time, ruling as Empress in his stead and winning favour and tribute from all who visited. Everyone agreed that life was simpler without the Emperor's whims and changing moods. Asrelia agreed and told this to the Emperor. 'Very well, I shall change and be more reasonable,' the Emperor said, struggling with the insatiable creature.

'Not only that, I shall not be confined to the Earth Halls, not forced to wear a veil, nor forced to eat alone,' Asrelia said. And the Emperor agreed. With that, Earth Dragon took away the lustful monster and the Emperor was allowed to emerge.

He made good his promise and Asrelia emerged into the light but chose to live the majority of her life in darkness because it suited her; but she was determined that this be on her terms and not the terms of anyone else.

## Nature

Asrelia hides the good things of the world away from mortals and so the entire earth is her treasure chest. Her cult is secretive and arcane but also wise. The cult priestesses are the treasurers of the many earth temples and also act as guardians of knowledge related to the earth and of women.

The cult has no real power beyond this role but it is revered nonetheless because Asrelia is the mother of Ernalda. In draconic cultures the cult is more powerful, as Asrelia is guarded by Earth Dragon and her members are skilled midwives and healers.

The cult treats male cults with a certain degree of indifference and sufferance. Men, it is believed, are vain, short-sighted and easily duped. They have little depth to them. Thus, whilst the cult is not unfriendly towards other, male-dominated cults, it is not exactly sympathetic. For this reason Asrelia priestesses are infrequent members of male-dominated clan rings.

## Organisation

The cult has few temples of its own. However shrines to Asrelia are found in most Ernalda temples and Earth Dragon temples always have an elaborate shrine dedicated to her veneration.

The cult follows the standard model of Initiates, Acolytes, Priests and Lords. Rune Lords of Asrelia are very rare although Rune Priestesses, who are responsible for the treasure caches of whole communities or tribes, are frequent enough. Rune Lords of the cult are tasked with finding more wealth, stolen, perhaps, in centuries gone by, from Asrelia's halls and returning it to its true coffers.

## Membership

Standard.

## Common Magic

Befuddle, Countermagic, Detect (All Precious Metals and Gems), Protection, Repair.

## Higher Magic

Standard.

Asrelia offers the following Divine Spells and special Divine Magic: Absorption, Dismiss Elemental (Gnome), Summon Elemental (Gnome).



## Asrelia's Cavern

Duration 15, Rank Acolyte, Touch

The spell creates an invisible boundary that is impervious to all physical elements (wind, rain, snow, flame and so on) with a radius in metres equal to the spell's Magnitude. Spells can be cast through the barrier and creatures can also cross it without any problems but all physical, non-living forces are repelled completely.

## Hide Wealth

Duration 1 Day, Rank Initiate, Touch

Up to 1 ENC of goods is affected for every point of Magnitude of the spell. When cast, it causes the goods to become invisible to everyone except the caster for a period of one full day. The spell can be lengthened by casting Extension along with Hide Wealth, doubling the period to two days. Magic items within the bundle of goods cannot be detected by Detect spells although the presence of the Hide Wealth spell is, itself, detectable. If the hidden goods are moved, then the spell dissipates.

## Gifts and Compulsions

The cult offers only two Gifts:

**Evaluate:** For the cost of one point of Dedicated POW the Evaluate skill is raised immediately to 100%. However, in return the Adventurer is compelled to sleep underground –in caverns, cellars, basements and so on. He is unable to sleep at all unless below ground level.

**Earthsense:** For the cost of one point of Dedicated POW the Adventurer gains the Earthsense Trait, precisely as trolls use it. However, in return the Adventurer is compelled to sleep underground –in caverns, cellars, basements and so on. He is unable to sleep at all unless below ground level.

## Cult Skills

Commerce, Evaluate, Lore (Accounting), Lore (Asrelia), Stealth.

## Allied Cults

Earth Dragon teaches its draconic magic to draconised Asrelians.

Babeester Gor teaches Great Parry.

Ernalda teaches Regenerate Limb.

Maran Gor teaches Blast Earth.

Ty Kora Tek teaches Command Ghost.

# BABEESTER GOR

When the Gods War perverted the world through Chaos, the earth brought forth its own grim defender. Born from her mother's corpse, Babeester Gor arose axes in hand, body ritually scarred to carry deadly magic. She was the cleansing force that slew all kin-slayers, all oath-breakers who swore by her mother and everything which desecrated the sacred places of the earth. Babeester Gor was merciless and cruel: once she slew so many defenceless residents that she waded breast-deep in the gore, drinking the blood of victory and slaughter.

Every important temple to the earth deities is guarded by Babeester Gor's Initiates and includes a shrine to her. She is usually represented in temples as an iron axe decorated with scalps, genitals and other grisly trophies.

Babeester Gor is the goddess of Revenge and Terror and is worshipped wherever Ernalda is worshipped. She serves Ernalda and all Earth Goddesses as their special honour guard and avenger. Her Initiates can be found at major Ernalda holy places as feared guardians and axe maidens.

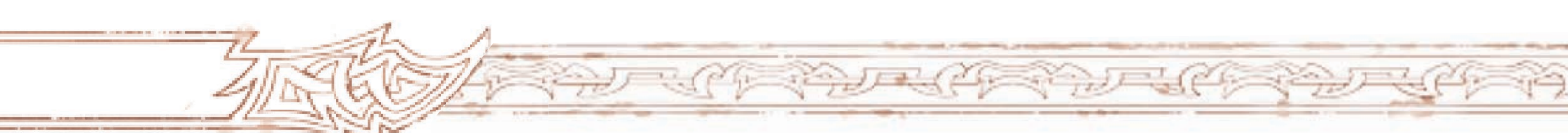
## Runes

Death, Earth.

## Mythos and History

**Babeester Gor is Born (Resonance 80%) – The Evil of Chaos. The Necessary Punishment for Traitors and Kin-Slayers:** When the gods started to die a new force was needed – one that would be as cruel as the ravages of Chaos that cared little for kith, kin or mercy. So arose Babeester Gor who came forth with the weapon called Death, forged into her iron axe. First she killed all those who watched her violent birth and did nothing. Next, she sought-out those who had turned on their kin – fathers who had killed sons, brothers who had killed sisters and so on. She brought death to all of them. Then she hunted down the oath-breakers; those who had pledged to help her mother when the Great Darkness overtook everything and then went against their oath. She seized each one in turn and cut-off his hand and fed it to him, as a reminder that every oath is sustenance and every oath is binding. Next, she sought-out the traitors; those who betrayed the Storm Tribe. Eurmäl feared for his own life, then, and hid but Babeester Gor found others who had become traitors and used her axe to teach them new forms of loyalty that they would not so easily betray.

When she was done, she wept, for there was nothing left to kill. All around her was death and the blood she had spilled – enough to create many oceans. So she gathered her trophies of her kills: scalps, ears, noses, teeth, genitals... and fashioned things to wear from them. Then she went to her mother's



house and stood guard at its door, axes in hand, trophies decorating her body, waiting for anything living that might come seeking death, which she would gladly deliver.

## Nature

This is a blood-soaked cult for female avengers and guardians. It believes in retribution at the most extreme levels and teaches utter intolerance for the treacherous and disloyal. Its members are called Axe Maidens and they act as the guardians of Orlanthi earth shrines and temples. Babeester Gor has no temples of its own but every earth temple has a shrine to Babeester Gor, her representation generally being a well-used, sometimes blood-encrusted, hand axe or hatchet.

## Organisation

The cult is not numerous but it is found wherever the cults of Ernalda, Maran Gor and Asrelia are found. It is a female-only cult and it holds appeal for those women who have been wronged, violated, suffered treachery or some other injustice. The extreme nature of Babeester Gor makes it a feared cult, because its most ardent, vehement Axe Maidens cannot be reasoned with and show no mercy.

## Membership

Standard.

Initiates are known as Axe Daughters and to successfully initiate into the cult they must have taken the life of someone who was either a kin-slayer, traitor, oath-breaker, rapist or murderer. A trophy from that person must be displayed to the cult priestesses.

Acolytes are known as Axe Sisters; there are no further conditions for reaching this stage.

Rune Lords and Rune Priests are the same thing – Axe Maidens.

## Common Magic

The cult teaches the following Common Magic spells:

Bladesharp, Detect (either Kin-Slayer, Murderer, Oath-Breaker, Rapist, or Traitor), Fanaticism, Hand of Death, Parry.

## Higher Magic

Standard.

The cult provides: Berserk, Dismiss Elemental (Gnome), Elemental Summoning (Gnome), Fear. It also provides:

## Axe Trance

Duration 15, Rank Acolyte, Touch

The spell can only be cast on an axe. Each point of Magnitude increases the weapon's damage, AP and HP by one for each point of the spell's Magnitude. The Babeester Gor cultist also gains +1 to her Strike Rank whilst using the tranced axe. This spell is compatible with other damage-enhancing spells such as Bladesharp.

## Great Parry

Duration 15, Rank Initiate, Touch

Cast on any weapon, the weapon's Size for the purposes of parrying, increases by one step: thus a hatchet would increase from Small to Medium and a Battleaxe from Medium to Large. The spell is compatible with other damage enhancing spells such as Bladesharp and is also compatible with the Parry Common Magic spell.

## Slash

Duration 15, Magnitude 2, Progressive, Touch

This can only be cast on slashing weapons. Each instance increases the weapon's damage by the spell's Magnitude. It is compatible with other damage enhancing spells.

## Gifts and Compulsions

The cult offers no Gifts save the opportunity to take revenge on those who would defile, rape, murder and be treacherous. However, as the Pact with Babeester Gor deepens, so the worshipper becomes more and more psychologically unstable. This instability manifests itself in uncontrollable rages (the percentage of the Pact being the chance that a rage cannot be controlled if the cultist is provoked); paranoid suspicion and the frequent urge to spill blood, showing no mercy. Truly dedicated Babeester Gor cultists are a terrifying spectacle.

## Cult Skills

All Axe and Polearm based Combat Styles. Athletics, Evade, Lore (Babeester Gor), Perception, Track, Unarmed.

## Allied Cults

Ernalda and Maran Gor are allied cults. Ernalda will teach healing spells and Maran Gor teaches Blast Earth and Shake Earth.

# BARNTAR

Barntar is the god of land-workers: ploughers, tillers, tenders of the land. This is a simple cult that finds strength from the earth and works its nature, its rune, to create the conditions for a bountiful harvest. It is a cult of preparation, methodical, hard-labour and dedication to making the earth work on behalf of the community.

## Runes

Air, Beast, Fertility.

## Mythos and History

**Barntar Makes the Plough (Resonance 75%) – Making Tools to Till the Earth; How Co-operation brings Prosperity:** Ernalda needed to plant the seeds she had found but the earth was hard and packed and nothing she did would make the seeds stay in the ground. Barntar passed by her one day as she sat, cross-legged, making holes with her fingers and dropping seeds into them. He saw her frustration and saw also that a simpler way might present itself. ‘I have a way,’ he said. ‘Show me,’ Ernalda replied.

So Barntar went and found the jaw bone of a dragon that Orlanth had discarded. It had a sharp edge and a long curve and Barntar dug the edge into the ground and then pushed against the curve, causing the ground to split and make deep furrows. The teeth in the jawbone raked and turned the earth, breaking it and making it soft and ready for anything to be planted into it. He ploughed a long straight line from one side of Genertela to the other and this is called the Ploughline: it marks the Storm Tribe’s country from that of the Sun Emperor, where all is hard-baked and difficult to work.

The work was tiring and Ernalda fetched Barntar water. He drank of it and then the two of them walked the length of the Ploughline dropping seeds into the furrows. Aldrya, mistress of the Elves, came to watch and approved, even though the two gods were not planting trees. ‘This is a good tool,’ Aldrya remarked, ‘but not a tool of elves.’ Barntar agreed that it was not a tool for them but certainly a tool for the Storm Tribe.

When Orlanth returned from wherever he had been, he paused at the Ploughline and saw, in the distance, Ernalda and Barntar dropping things into the ground. He caught them up and asked to be taught the secret of the dragon jaw plough. Barntar showed him but Orlanth could not make it work. ‘The ground is hard,’ Barntar said. ‘We need help.’

So Orlanth went to the Wastes and caught Storm Bull who was grazing. Storm Bull reared, kicked and gored but Orlanth wrestled him to the ground. ‘Help me,’ he said, ‘and I will welcome you to my hall.’ Barntar and Orlanth brought Storm Bull back to the Ploughline and Ernalda used some of her hair to fashion a yoke, which they used to attach the plough to Storm Bull. Then Storm Bull charged across Genertela, with Barntar guiding the plough and soon the entire land was furrowed and ready to accept all the seeds Ernalda had gathered. Storm Bull was released but created his ox-sons so that he, a god, would not be forced to work the land any more

and they could take his place. Orlanth called rain down onto the tilled earth and all plants that were not trees sprouted and flourished. Grain arose and from this bread was made. With other grains beer was made, when Minlister found a way to combine it with water.

When the harvest was through, Orlanth made a great feast in his hall, with Barntar and Storm Bull at the chieftain’s table, where Ernalda and her daughters served them. So was First Plough made and so First Harvest followed.

## Nature

Barntar’s cult promotes farming and husbandry. It is a cult for farmers, cottars and landworkers of all descriptions although ploughmen tend to proliferate. The cult is open to both males and females but the vast majority of members are male whilst females tend towards Ernalda or other Earth/Fertility cults.

It is a passive cult, having no Rune Lords and is focused very much on managing the land for the common good. It is, as a consequence, viewed as something of a pacificistic cult although many of its members are also members of Orlanth, in recognition of the special relationship between the two.

## Organisation

Rune Priests of Barntar are known as Plough Masters and their duties are mainly concerned with the rites of preparation for sowing, in Sea Season and Harvesting, at the end of Earth Season. Most clans have a Plough Master who may serve on the clan’s advisory ring, although this is not always guaranteed.

Temples to Barntar are rare although shrines in or around temples to Orlanth and Ernalda are common. The plough is the sacred symbol of the cult as it forms the chief tool of its members.

## Membership

Standard.

Initiates to the cult must be landworkers within their own community or demonstrate the ability to work the land to a degree deemed acceptable by the higher ranks.

## Common Magic

Bladesharp (for use on ploughs and scythes), Clear Path, Co-ordination, Detect Stone/Boulder, Endurance, Mobility.

## Higher Magic

Standard.

Channel Strength, Rain, Shield, as well as the following cult spells:



## Command (Ox, Boar, Ram)

Duration 1 Day, Rank Acolyte

This spell gives the caster complete control, for one day, over the specified animal; there are therefore separate spells for oxen, boar and rams. Whilst under the control of the spell the animal works tirelessly and will obey the caster completely. The animal will not, however, betray its nature or perform duties to which it is clearly unsuited.

## Plough Strong

Duration 1 Day, Rank Initiate

This spell endows a plough with the ability to effortlessly break through the hardest packed earth or the most stubborn rocks. The plough must still be controlled by the ploughman but his work becomes infinitely easier as Barntar's own hand helps guide the path. The spell is usually cast just before dawn and it expires at dusk. At the end of the working day the plough must be cleaned and sharpened in preparation for its next use. The spell will not work on a dirty or blunt plough.

## Gifts and Compulsions

None.

## Cult Skills

Brawn, Drive, Lore (Barntar), Lore (Farming), Resilience.

## Allied Cults

Ernalda provides Heal Body.

Orlanth provides Call Winds.

# CHALANA ARROY

Chalana Arroy, the healer, is Glorantha's daughter. Known for her purity and kindness she was key to the Lightbringers' Quest and has aided each of the Storm Tribe gods in many ways and across many myths. In some she is credited with providing the cauldron that collected Orlanth's blood after he battled the dragon Sh'kaharzeel; in others she is the Healer Of The World, travelling its length and breadth offering healing to all who fought in the dreadful battles of the Great Darkness. Her son, Arroin, was the product of a liaison with one of the Storm Tribe gods – although none know who this was.

During the Gods' War she and Arroin met in the centre of the world. The Celestial Court was in disarray and Chalana Arroy found a dead god, which she could not heal. She realised then that being neutral and passive was failing her

It was here that she and Arroin encountered Flesh Man who suffered the wounds of the entire world even though the battles

had not yet come to pass. Arroin healed him but still Flesh Man fled and Chalana Arroy chose to go after him, laying passivity to one side. So she came into the Lightbringers' Quest. Arroin's story is told on page 202.

## Runes

Life, Harmony.

The Life Rune is almost exclusive to Chalana Arroy but she is not the source of it.

## Mythos and History

**Chalana Arroy Acts (Resonance 90%) – The Power of Life; Life and Death are Opposites:** Chalana Arroy begat Arroin into a world of sorrow and turmoil but he was loved by all and safe from the fears that beset the world. Walking together at the Centre of the World they came across a victim of battle, his wounds terrible. Chalana Arroy applied her salves and worked her magic but nothing would rouse this god. Arroin looked into the eyes and saw the presence of Death: he knew then that gods could die, just as Grandfather Mortal had died. He told his mother this and she wept, because her powers were useless against this new weapon.

Later Flesh Man came raving to where they were. He did not bear the wounds of the world but he knew of them because he was doomed with the curse of prophecy and saw all changes at all times and felt every part of What Was To Come. Arroin guided him to his mother's side and they bathed him, fed him and gave him warmth. Arroin used his magic to heal his mind and Chalana Arroy, using the tears wept for the dead god, healed his body.

'What is to become of everything, of all things?' Arroin asked. Flesh Man answered:

'Death. Death to All.'

Arroin turned to his mother, 'We must stop this thing called Death.'

'I cannot,' she said. 'I am Harmony. I must remain passive.'

'Then I will seek out doom and embrace it,' Flesh Man said. 'And Death shall embrace me.'

At these words Chalana Arroy understood. Death was as powerful as Life and could not be opposed if she sat idle and did not choose sides. Life itself is a side, although, until Flesh Man had spoken, she had not seen this. Until she had seen that even gods could die, she had not understood it. 'Where you go, I shall follow,' Chalana Arroy said.

'I go to seek the one who wielded Death to make him put things right,' Flesh Man said. Chalana Arroy agreed to accompany him. Together, with others, they found the Path to Hell and opened its doors. Chalana Arroy healed many along the way and experienced Wound herself. But when the Emperor rose from Hell and took to the sky, his daughter, Dawn, preceding him, Chalana Arroy broke the doors of Hell thus creating the Path of Life – so that all things might find resurrection, where the Path of Life deems it.

## Nature

Chalana Arroy's cult is extremely harsh and prohibitive, especially in their approach to acts of violence and war. The cult expressly prohibits the use of any weapons or magic that may damage a part of the world. As the worship of a non-violent deity is a luxury in such troubled times, her worship is confined to the most devout; those who can, in all thought and action, set aside thoughts of violence and devote themselves to healing of all kinds, shunning that which brings harm.

This is therefore not a cult for those who would use violence as a means to any end. The cult's beliefs are so stringent that no arms of any form can be carried or used, and, upon initiation, cultists swear to never bring harm to any creature no matter what its shape or form. Offering healing to things of evil and Chaos is not mandatory but avoiding bringing them harm is.

For her worshippers Chalana Arroy promises continued healing in the afterlife, comforting and tending those who have ceased their mortal life due to violence or sickness. Death for Chalana Arroy cultists is a re-enactment of Chalana Arroy passing into Hell and bracing the gates to create the Path of Life. They move from one side to the other and continue their work.

The corpses of Chalana Arroy cultists are always buried after death. It is not uncommon for healing herbs to grow spontaneously over the grave of a holy cult member, so such individuals are often buried in temple gardens.

## Organisation

All Storm Tribe cults consider themselves allied to Chalana Arroy but for such an important cult it has few temples. Those that do exist are modest halls of healing, the Life and Harmony Runes inscribed above the doors. Otherwise, shrines are small cairns with Chalana Arroy's Runes etched into them and surrounded by healing herbs. A hut where the resident priestess lives is always close by – an indication that healing help can be found.

Initiates and Acolytes are known as White Maidens and, amongst the Storm Tribe, harming them is expressly taboo. Even the God Learners and EWF, who do not trust the

Orlanthi traditions, observe the sanctity of Chalana Arroy because she healed even their number during the Gods' War. Thus, White Maidens are usually guaranteed safe passage wherever they go because all know and understand that the cult never brings violence or threat.

The strongest principles of the cult are therefore those surrounding non-violence. Otherwise the cult has a very loose structure. Chalana Arroy healers live in Orlanthe communities and are often a very small but highly loved and respected group. Many are solitary healers who travel, much as their goddess herself travelled, bringing healing to those who need it.

## Membership

Standard.

## Common Magic

Endurance, Heal, Vigour, Warmth.

## Higher Magic

Standard.

Additionally, Chalana Arroy provides Cure Disease, Cure Poison, Heal (Body), Heal (Mind), Heal (Wound) and the following cult spells:

## Comfort Song

Duration Special, Rank Initiate, Touch

This spell has a Duration, in minutes, equal to the caster's Sing skill. The caster does not need to make a successful Sing roll when casting the spell; the spell itself is enough. Whilst in effect all those touched by the caster feel no pain and automatically succeed in Resilience rolls to resist the effects of damage sustained, although the damage itself is unhealed. At the end of the spell the pain returns and a Resilience roll, depending on the nature of the wound, may be required in order to remain conscious.

## Sleep

Duration Special, Rank Acolyte, Touch

When cast, whoever is touched by the caster must make a Persistence roll opposed by the caster's Pact or fall into a deep sleep that lasts for a number of hours equal to the spell's Magnitude. If the spell is successfully resisted then the target suffers a number of levels of Fatigue equal to the spell's Magnitude divided by two, for the Duration of the spell.

## Gifts and Compulsions

All Chalana Arroy cultists are Compelled to abjure from violent or harmful action of any shape or form. For the cost

of one Dedicated POW, they can choose from the following cult Gifts:

**Abjure** (Water, Food or Sleep) – The cultist ceases to require the subject of the Abjuration.

**Endurance** – The cultist feels pain only as a sharp, tingling sensation and never needs to make a Resilience roll to resist the effects of damage sustained.

**Healing** – The cultist regenerates 1D3 Hit Points per Combat Round, whilst still alive. One need not be conscious for the regeneration to work but if a wound is sufficient to kill, the regeneration ability will not restore life.

### Arroin's Story

During the Great Darkness, Arroin, Chalana Arroy's son, was loved and protected by every living thing in the world. In return, he helped everyone whenever he could, with his own magic and his mother's wisdom. Despite his kindness and the world's protection, he was doomed to a wretched fate. Unable to turn away from anyone requiring aid, Arroin tried to heal Chaos: Chaos broke Arroin's magics and broke the boy. He lay, close to death, until the Dawn, when his mother returned from her quest and took him unto her bosom. Arroin, though, no longer had the power of mastery of the magic world. Instead, he was bound to do the things that had survived his injuries and had not been damaged. Therefore he formed the Arroin sub cult of his Mother's Cult, whose skills lie in abilities rather than powers.

The Arroin subcult is therefore the male version of Chalana Arroy. Magical healing is not available through the cult but the cult does offer two Gifts to those who form a Pact with the demi-god: At the cost of one Dedicated POW, First Aid is automatically raised to 100%; for a cost of two dedicated POW, Healing is raised to 100%. As a Compulsion, though, Arroin cultists are forbidden to use healing magic of any kind (although they can receive it from Chalana Arroy healers) and must rely upon their own skills.

As the Pact develops, Chalana Arroy cultists become increasingly dedicated to healing and pacifism. No injured person or creature can be ignored and counselling against violence or harm becomes more prevalent within the cultist.

### Cult Skills

First Aid, Healing, Lore (Chalana Arroy), Meditation, Sing.

### Allied Cults

All Storm Tribe cults are considered allies but Chalana Arroy cultists cannot learn any harmful magic from them.

## ELMAL

One of Yelm's sons, Elmal was blind in his father's glory until Chalana Arroy's healing brought sight to his eyes and he saw the whole world laid-out as if it were a vast tapestry, with many threads, all bound together by the Sun Emperor's greatness. Some threads were frayed and some were rebellious and defiant. Elmal saw them all.

Elmal also saw that many were held in thrall to his father and this created the defiance and rebellion that troubled the world so greatly. Elmal left the Solar Court and ventured out to learn more. Eventually, after many adventures, he came unto the Storm Chief's stead like a piercing ray of brilliant light. Orlanth offered this new person hospitality but was wary. Elmal accepted the hospitality in the right ways and offered the right responses. He sat at Orlanth's right hand at the resulting feast and all basked in his light and listened to his stories. Orlanth, curious at how a son of the Sun could be so worldly and humble at the same time questioned him much on his father's ways and how he might be bested. 'You are both proud lords,' Elmal said. 'Pride always comes before the fall.'

Perhaps Eurmial the Trickster heard this and so engineered the taking of Death from Humakt, which was used to kill Yelm; perhaps not. But, when Orlanth slew the Emperor and was, later, to undertake his quest to bring him back from Hell, Elmal remained behind as the sole light in the world and took the Storm Tribe in hand, leading them, so that when Orlanth and the Lightbringers returned, it was into a hall filled with Elmal's radiance.

Elmal is thus the Orlanthi sun god. His worship is not widespread amongst the Storm Tribe but he is nevertheless an important god, especially amongst those tribes that breed and raise horses. Elmal's loyalty to Orlanth is considered an important relationship and when the sun breaks through thunderheads it is always an encouraging sign that these two gods, born to very separate heritages, share a common bond.



## Runes

Light, Truth.

## Mythos and History

**Elmal Finds the Storm Tribe (Resonance 80%) – Truth through Reason; Light is Understanding:** When Elmal gained the power of sight he saw that the world was in chains. Everyone had to obey the sun's commands and there was no respite from his light, which often burned and scorched when it should illuminate. Elmal's sight was that of Truth and so he saw things as they really were and not as Yelm would have them seen. He needed to see more; he took to wandering.

First Elmal wandered along the length of the Blue Serpent River, who had seduced and married Elmal's brothers. She tried to seduce him too but Elmal saw that she was manipulative and uncaring. He rejected her and travelled on. Next he came to the mountains and found the troll god, Zorak Zoran, devouring the skeleton of something he had killed. This was the first time Elmal had encountered Darkness and he saw within it many secrets that should be exposed but Zorak Zoran finished his meal and skulked back underground before Elmal could converse with him.

Then Elmal came to the forest, where the children of Aldrya frolicked. They taunted him but Elmal ignored them. When their taunts became malicious, he went to Aldrya. 'I am a traveller and unaccustomed to such mockery. Do all of your children behave this way?'

'Children are children,' Aldrya said. 'They do as they wish so they can grow.' Elmal nodded but saw little wisdom in these words. He travelled on.

Next he came across a monster that was chasing Grandfather Mortal. Elmal seized a sunspear from his father's court and hurled it at the monster, which exploded and formed a deep depression in the land and a hideous, stinking lake. Grandfather Mortal thanked Elmal and introduced him to his son, Flesh Man. Elmal saw much pain in Flesh Man's eyes and advised him to find Chalana Arroy; 'She will heal you. And you will heal her.' Elmal said.

Finally he came to a tula, at the centre of which was a vast hall filled with many gods. The chief of those gods, a mighty storm, bade him welcome even though he knew Elmal was the son of the Emperor. 'I might be my father's son but here in your hall, I am your friend and I would enter, stay and leave as such.' Elmal said. Orlanth pondered these words.

'What is my strength?' Orlanth asked.

'The wind in your hair and the rain on your brow,' Elmal said.

'What is my need?' Orlanth asked.

'The space to flow and a place for your brothers and sisters, sons and daughters, wives and lovers, followers and friends.' Elmal replied.

'How can I trust you?' Orlanth asked. And Elmal removed one of his eyes, which Chalana Arroy had given to him and gave it to Orlanth.

'Through this, we might see the same things in the same way. And in holding this, you might cast me back to the land of the sightless if I should ever betray you.'

And the two embraced and there was much rejoicing, for the light of the sun had found its place in the tribe of the storm and there might be light through the clouds.

## Nature

Elmal's worshippers believe in the balance of light, truth, motion and freedom. When Orlanth killed the sun, Elmal helped him realise his mistake. When Orlanth went to rectify it, Elmal's light kept the Great Darkness at bay. When Orlanth returned, Elmal gave the stead back to Orlanth, signifying the depth of their friendship. In return, Orlanth allowed the marriage of Elmal and Hippoi, the Horse Goddess, with whom Elmal had fallen in love. This was how the Foreigner's Marriage was created.

The cult therefore holds light and storm as balancing forces and holds horses in very high regard, as these are the sons and daughters of Elmal and Hippoi. Fair maned horses are held in especially high regard.

Elmal's cult appeals to those Orlanthi who are of a less tempestuous nature and believe in a more reasoned approach to life.

## Organisation

The cult maintains separate shrines within Orlanthi steads and it is not uncommon for entire clans to be dedicated to Elmal, centering their nature on the breeding and cultivation of horses. Elmal temples are marked by their lightness of construction and the many windows built into their fabric to permit as much light as possible.

Priests of Elmal preach a path of reason and understanding. Devout followers are contemplative fellows who believe in neither judgement nor anger but are capable of both. The mounted warriors of Elmal are feared adversaries but are known for not acting rashly and always acting decisively.

Rune Lords of the cult are active questers replicating, as minor HeroQuests, the journeys of Elmal through myth. Elmal worshippers are at their best when they have a cause to champion and a group to defend.

## Membership

Standard.

The cult welcomes members from outside the traditional Orlanthe heartlands, just as Elmal was welcomed into the Storm Tribe.

Rune Lords of the cult are known as Sun Thanes.

## Common Magic

Detect Enemy, Fireblade, Ignite, Light, Protection.

## Higher Magic

Standard.

The cult also provides these spells: Clear Skies, Gleam, Sunspear.

The following spells are special to Elmal:

## Steadfast

Duration 15, Rank Rune Lord/Priest, Ranged

Each point of Magnitude in Steadfast provides the recipient of the spell with a +10% *parrying* bonus to Spear and Shield Combat Styles. The recipient also gains a +3 bonus to his SIZ for the purposes of resisting Knockback and the Bash Combat Manoeuvre.

## Sunbright

Duration 15, Rank Rune Lord, Ranged

This spell creates a circle of light around the caster with a radius equal to the spell's Magnitude in metres. The light creates the full effects of daylight affecting those unable to stand daylight accordingly.

## Gifts and Compulsions

The cult has no Compulsions. However, Initiates gain a +10% bonus to the Evaluate, Influence and Perception skills when standing guard or keeping watch.

## Cult Skills

Athletics, Brawn, Lore (Elmal), Perception, Ride, Spear and Shield Combat Styles.

## Allied Cults

Chalana Arroy provides Comfort Song.

Erissa provides Restore Vision.

Ernalda teaches Regal Aura.

Orlanthe Dragonbreaker provides Know Dragon Weakness.

# ERNALDA

Ernalda is the Great Goddess. The world would not exist without her. Glorantha could exist without the sun or the Underworld and even without the sky and oceans; but it could not exist without Ernalda.

Ernalda is ancient, born among the most ancient of the immortals. She is the power of Binding. She is the power that links all things together. She is also the goddess of women, protecting and nurturing all things that make women what they are and that are unique to women. She is a fertility goddess of women and also of plants and crops: Ernalda can be worshipped by herself or in conjunction with any of the crops Orlanthe traditionally raise: barley, wheat, oats and so forth.

Such is Ernalda's power that she is found outside the Storm Tribe. Even the elves, so loyal to Aldrya, recognise Ernalda's authority. She also has many names: Bountiful Mother, First Wife, Grain Mother and so on. Whatever form she takes, Ernalda's influence and semblance are immediately recognisable to all belonging to her cult. Throughout Time, Ernalda has been acknowledged and embraced by all the Theyalan peoples and even beyond. Ernalda is the most important goddess in the world. She is revered by Orlanthe, Esrolians and even those Pelorians who have forsaken Orlanthe. People who hate and fear Orlanthe, still lovingly offer sacrifices to Ernalda.

## Runes

Earth, Fertility, Harmony

## Mythos and History

**Ernalda Creates the Challenge (Resonance 70%) – Why All Pieces Must be Nurtured:** When Asrelia begat her daughters, foremost was Ernalda who became the Queen of the Earth Tribe. From her mother came the power of Rule so that Chaos would not destroy the world. From the Emperor came the power of Harmony so that the world would remain bound together and that things would never change. The Emperor

decided that the petulant god of change, Umath, had to be broken so that things would always remain Just So. He sent his warrior, Jagrekriand, to destroy Umath, which he did. The parts of Umath had to be scattered then and the part known as Disruptor was given into Ernalda's care so that it would be pacified. Ernalda nurtured it, loved it and encouraged it, because that is her nature and way. Disruptor became Orlanth and Orlanth challenged the Emperor.

Orlanth courted Ernalda and proved that he alone was worthy of her. She moved into his house of her own volition. They created a home in the Godworld and had many children together. They attracted many strangers and wandering gods and made them part of their tribe. They called the tribe the Great Free People and members were no longer just of the Earth, Storm or other tribe, though their kinships with those people were not broken.

**Ernalda's Lovers (Resonance 65%) – Faithfulness is Natural. Other Lovers Do Not Satisfy:** Orlanth did a Bad Thing one day and Ernalda was angry with him. She sent him away and chose new lovers, new mates and new husbands, too. Yet none were a match for Orlanth, as a lover, mate or husband. Orlanth returned, of his own volition, not because he was tempted or asked or required to do so; he returned because it was his fate and nature to return to Ernalda and he drove out all those who had courted, loved and mated with Ernalda, promising gruesome revenge if they ever tried to return. Ernalda and Orlanth realised it is not possible for them to be truly separated.

**Ernalda Weaves the Compromise (Resonance 75%) – The Great Compromise Holds the World Together. It can Never be Broken:** When Orlanth killed the sun, Disorder and Chaos stalked the world. Ernalda was forced to hide in her mother's house, deep in the earth. Chaos searched for her with many allies. She kept herself safe by entering the Great Sleep and so fooled Chaos into thinking her vanished. When the sun rose and Chaos was vanquished because Arachne Solara ate the Devil, Orlanth came looking for Ernalda and found her in her mother's house. He awoke her with a single kiss. Now she was awake, they made a plan. Ernalda wove a great net; all the gods were called together and everyone agreed to support the net, which they called the Great Compromise. Even the Emperor held onto the net and swore the oaths all gods swore, binding himself to it. Orlanth cast the Great Compromise over the world and, with much help, pulled all the pieces of the world together again. Chaos was cast out of the world, back to where it had come from, by the gods.

## Nature

Ernalda is the Great Goddess and Queen of the Universe. She is generous, powerful, and wise; the most beloved deity in all Glorantha. She is the source of bounty and plenty and

is desired by all. She is the Goddess of the Orlanthi and the source, protector and maker of everything they have. She is the power behind all life; people live off her bounty, worship her family, and are healed by her grace. With her daughters she is the source of all food, raiment and shelter. Her worship is most popular with women, naturally, but farmers and landholders also offer her veneration but do not progress through the ranks of the cult.

Ernalda is a merciful, loving cult. It teaches that one must be true to one's nature and embrace the kinship of the hearth and family. It teaches that for every woman there is one man and in that union a bond of strength is produced that cannot easily be broken or sundered. As her myths show, Ernalda is the Weaver who binds together the universe through promises, loyalty and compromise: even the mighty Sun Emperor is bound by Ernalda's net, proving that even the sun must respect the power of the earth.

## Organisation

Ernalda's presence is widespread throughout Glorantha but strongest in Orlanthi lands. Her temples are small, rural shrines often close to fields filled with crops, or temples and shrines to Orlanth, her husband. Where large temples are found, a dedicated clergy of priestesses lead all worship rites and holy day sacrifices. Each clan, tribe and settlement has its own independent cult (and sometimes cults) of Ernalda, based around a holy place and with its own priestesses and sacred items. Worshippers from one community can, and do, worship at the shrine of another community, although clan and tribal feuds may make that dangerous. It is not unknown for clans, or even tribes, to fight over control of important holy places. All aspects and subcults of the Great Goddess can be worshipped in any Ernalda Temple.

Worshippers celebrate weekly holy days every Clay day. All Initiates attend these rites but only the most fervent members spend the entire day involved in rituals and worship. Shared holy days occur about once a season and revere another goddess along with Ernalda. The entire community meets on these days to celebrate Ernalda and the goddesses (usually a local grain goddess, or one of Ernalda's daughters), who bring life to the world.

Regular holy days are celebrated every Clay day of Fertility Week. On these days the priestesses perform ceremonies and rites for the coming season, preparing blessings and calling upon Ernalda to kiss the ground and so deliver the best harvest. These are community-wide rites, which bring the whole community together to revere Ernalda through her various aspects.

Ernalda's High Holy day is the regular holy day in Earth Season. The communal rites celebrate and prepare for the



beginning of the harvest. The private rites celebrate Great Ernalda, the Mother of the Universe, from whom the bounty of the harvest ultimately comes.

### Membership

Standard.

Initiates must be women. Males may stay as Lay Members but progression through the cult is strictly for females.

Rune Priestesses are known as Earth Mothers and to qualify the woman must have given birth to a healthy child.

### Common Magic

Heal, Second Sight, Strength, Vigour.

### Higher Magic

Standard, plus the following: Bless Crops, Elemental Summoning (Gnome), Heal Body, Heal Mind, Rain, Regenerate Limb.

The cult also teaches: Command (Snake), Command (Swine), Delivery, Earthpower, Regal Aura.

### Command (Creature)

Duration 15, Rank Acolyte, Ranged, Resist (Persistence)

While the spell lasts, the caster takes over the actions and will of the fixed INT creature specified by the spell. Thus many varieties of spell exist. The caster must be able to see the creature and if it leaves the caster's sight then the spell is automatically broken until the caster comes into view again. The caster can affect one creature for every point of Magnitude for the spell. Whilst under the caster's control the animal will perform whatever actions the caster declares and will refrain from causing the caster any harm.

### Delivery

Duration Special, Rank Initiate, Touch

Delivery ensures that a natural childbirth is safe, clean and with managed pain for the mother. The spell lasts for the natural length of the delivery and is usually cast when the waters break although it can be cast when contractions have begun. The beneficiary of the spell feels relaxed and calm and although she will still feel the pain of childbirth, it is neither distressing nor overwhelming. The spell dissipates once the child has been born (the spell guards against still births or birthing difficulties) and the cord is cut and tied magically as the closing act of the spell.

### Earthpower

Duration Instant, Rank Rune Lord/Priest

This spell activates automatically when the holder of the spell's POW or Magic Points fall to zero for any reason. For the spell to work the caster must be in physical contact with the earth. The spell automatically restores a number of points of POW and/or Magic Points equal to the spell's Magnitude, up to the caster's normal values. If the cultist has multiple Earthpower spells, then each instance of the spell contributes towards the regained POW and Magic Points up to the normal values.

### Regal Aura

Duration 15, Rank Initiate, Touch

This spell confers an Influence skill bonus equal to the caster's Pact (Ernalda) skill.

### Gifts and Compulsions

The cult offers no specific Gifts but it does require that its members find a life partner and remain faithful to that partner. If their life partner should wander and be unfaithful, then punishment may be made (usually determined by a priestess of the cult) but forgiveness must also be offered.

### Cult Skills

Any Craft related to farming, Courtesy, Culture (Own), First Aid, Healing, Insight, Lore (Ernalda), Lore (Regional), Lores related to farming and nature.

### Allied Cults

Babeester Gor teaches Great Parry.

Maran Gor offers Blast Earth.

Ty Kora Tek provides Bless Grave.

Vinga offers Elemental Summoning (Sylph).

## ESROLA

Esrola is the Mother of Life and the power of the earth manifest. She is worshipped by all that draws life and is the daughter of Asrelia, sister of Ernalda and Maran Gor. She is the source of the earth's great bounty, with children, sexual desire, lust for life and vitality all beings manifestations of her nature, drives and desires. Whereas Ernalda is the nurturing All Mother, Esrola is the sheer expression of earthy desire and needs. Her broad rule includes all forms of nourishment, so that she is worshipped with the barley, wheat, oat, rye,

cow, goose, sow or ewe goddess as appropriate – all are her daughters. Esrola had many lovers and many children: even amongst the Uz she is known; as the lover of Argan Argar she was the mother of Ezkankekko, the Only Old One.

## Runes

Earth, Man, Plant.

## Mythos and History

**Esrola and Argan Argar (Resonance 75%) – Honouring Women in the Right Way:** Every day Esrola left her mother's house and ventured to the river to bathe. Every day, Argan Argar passed by and saw this vision descending into and rising from the waters, glistening and beautiful. Argan Argar fell in love.

He came to Esrola one day and proclaimed what he felt. She refused his attentions. 'Am I so ugly to you?' Argan Argar cried.

'No, but I require a gift, and you must discover what that gift is. I do not know but will know it when I see it.'

Argan Argar was puzzled and troubled. He did not understand what this goddess wanted so he went to various gods and sought their advice. Zorak Zoran suggested death. Gorakkiki offered a prized larvae. Ernalda suggested a new comb. None of these seemed fitting.

Finally Argan Argar went to the captive god, Lodril, who seemed wise in such things. 'What do women of the earth want?' He asked. Lodril looked-up from his toils, for he was always working, and said:

'Why, to be the empress of all they survey. That is all any woman wants.'

And so Argan Argar commanded Lodril to create a throne for Esrola. Lodril made the earth move and shift and raised a huge plateau that overlooked the great bay and all the lands around it. On top of the plateau Lodril raised a palace that equalled Esrola's beauty but could not exceed it.

When Argan Argar showed Esrola this gift and told her she was now an empress of all that was within her sight, she accepted him and they married. A child was born from that union who was a troll, like his father, and this was Ezkenkekko, the Only Old One, who ruled all the races that had thought and reason that came onto the earth.

## Nature

The cult venerates Esrola as the life force of the earth. Her daughters are the grain and fruit goddesses and within her

sight come all births and the power of life to assert itself against whatever forces may attempt to prevent it. The cult celebrates life, the harvest, fertility and abundance. It is a lusty, straight-forward cult with many rites and ceremonies aimed at the celebration of creation in all its forms. Esrola is the more earthly sister of Ernalda and even though Ernalda is the All Mother and queen of the Storm Tribe, Esrola is the joyful sister who runs with abandon and creates life with each care-free step.

The cult therefore appeals to the wives of farmers and land workers who wish for something less pious than Ernalda. The cult is popular in the land of Esrolia, where a matriarchy dominates, but it is not the most important of the cults.

## Organisation

Esrola is not as widespread as Ernalda and has few great temples. Shrines proliferate on the edge of grain fields and in orchards, tended by a priestess who generally propitiates more than one goddess (usually Esrola, Ernalda or even a local crop or nature spirit).

The Holy Day for Esrola is Wild Day of Fertility Week, with this day in Earth Season being the High Holy Day. Rituals are lusty and bawdy, involving much feasting, merry-making and so on. Conceptions tend to be high amongst Esrola worshippers around High Holy Day.

## Membership

Standard.

## Common Magic

Clear Path, Detect Food, Mobility, Vigour, Warmth.

## Higher Magic

Standard.

Esrola also offers: Bless Crops, Clear Skies, Evergreen, Rain. It also provides Delivery and Festival Ritual.

## Festival Ritual

Duration 1 Day, Rank Rune Lord/Priest, Resist (Persistence)

This spell is cast on all participants (10 per point of Magnitude) in a feast of celebration. Even the most meagre fare tastes like the most delicious food ever brought to the table and water is the sweetest of any tasted. Even the oldest, most vinegar-like wine tastes like nectar. People feel compelled to enjoy themselves, eat, feast and be merry but do not feel as though they are being controlled or directed. The enjoyment feels natural and can be discarded simply by removing ones' self from the festivities.

## Gifts and Compulsions

Those who join the cult and become Initiates may, at the cost of one Dedicated POW, choose a Gift from the following list but must accompany the Gift with a Compulsion.

### Gifts

**Divine Training:** Raise a cult skill to 100%.

**Increased Health:** The Adventurer's Hit Points are recalculated, based on the sum of CON, SIZ and POW.

**Magical Recovery:** Magic Points regenerated at twice usual rate.

**Tireless:** Never suffer the effects of fatigue.

### Compulsions

**Gluttony:** Cannot stop eating or drinking. Becoming compulsively fat. +1 SIZ and -1 CON for every 20 points in Pact skill

**Jealousy:** Uncontrollable, irrational obsession over some trivial matter: a jealousy over a lover, or the tendency to find a slight where none occurred.

**Perfectionist:** Develop an uncontrollable anger and violent temper if things are not done perfectly – and they never are. No one can meet the cultist's impossibly high standards.

**Sex Obsession:** Unable to derive self-sexual gratification under any circumstances. Become enraged and ever-more obsessed with sex and self-gratification as a result.

### Cult Skills

All Crafts and Lores related to cultivating crops, fruits and grains, Brawn, Dance, Influence, Lore (Esrola), Resilience, Seduction.

### Allied Cults

Ernalda teaches Elemental Summoning (Gnome).

## EURMAL/TRICKSTER

Eurmal is the Primal Trick; the illusion of the Universe; the Cosmic Joker and the force of Disruption that inevitably initiates change that, if left unchecked, is Chaos. Eurmal is the Innocent Prank Gone Wrong; he is the Teaser and, inevitably, the Destroyer.

Through his pranks, jokes and tricks Eurmal challenges the nature of all gods. He is not necessarily a malicious or spiteful god but if denied his nature becomes peevish and insolent, his tricks taking nasty turns. Eurmal tries things to see what



will happen; to him, consequences are for others to deal with whilst he observes. If all turns out for the best then no-one was hurt and perhaps things are better. If things go badly wrong, well, how could he have known they would turn out like they have?

### Runes

Disorder, Illusion, Luck, Motion.

### Mythos and History

One day Eurmal was grubbing out secrets. He wanted to know something that he could use in a trick but was having no luck. Fleeing from one angry god he went beneath the earth and found a cave he had not found before. In it was something he had not seen: some kind of tool; a long blade with a short crosspiece. It radiated power and Eurmal was intrigued by it but dare not touch it. He suspected this was a secret of some importance but he did not dare explore it himself.

Eurmal went in search of Humakt and found the grim brother of Orlanth deep in contemplation. 'I have something to ease your sorrow,' Eurmal promised. Humakt, as dour as Eurmal was cheerful, doubted it, but followed the Trickster anyway, ready for some prank. When they reached the cave Humakt was surprised at the tool Eurmal had found.

'It is very powerful,' Humakt noted. Eurmal nodded.

'And only you can use it,' Eurmal said. 'I am sure of that.'

'Perhaps we should ask Orlanth,' Humakt said, slowly, 'Or Lhankor Mhy. Lhankor Mhy will know what this is.'



'No!' Eurmal protested. He was scared that either of those gods would hide the tool away and no one would ever use it. Eurmal was eager to see what it would do. 'When I found this tool there was a goddess standing right there, over it. 'Fetch Humakt!' she told me. So I did. Would you go against a goddess?'

'Which goddess was it?' Humakt asked. 'Ernalda?'

'No,' Eurmal said, spinning his lies, 'but one much like her. She knows you.'

'I had better leave it there. It seems someone lost it. They might come looking for it.' Humakt turned to leave.

'Or, better, you could take it and go find who lost it!' Eurmal said. Humakt thought long and hard about this, whilst Eurmal bounced about, eager for Humakt's decision.

'Very well,' Humakt said. 'I will find who this belongs to.'

When Humakt took up the tool he knew it was a new power in the world but he did not understand what it was. He knew it was a Finality and not a power that any of the Storm Tribe had come across before. He did not know this was Death.

The search for the owner was fruitless and at length Humakt returned the sword to the cave, Eurmal sulking and petulant at his side. They left together. Still Eurmal did not know what this power called Death did. As they returned to the surface they came across Orlanth who was in a rage. Once again the Sun Emperor had humiliated him. Orlanth needed something to prove his strength.

'I have nothing,' Humakt said.

'But you *do*,' Eurmal said, slyly. 'You have the new Power. You could loan it to Orlanth.'

'No,' Humakt said, flatly.

'I want this power,' Orlanth said. 'Give it to me!'

'It is not mine to give.' Humakt said and stalked away. Eurmal took Orlanth to one side.

'I know where it is,' he said. 'You could use it and replace it. Humakt would never know.' Orlanth was so desperate to have a revenge on the Emperor that he was ready to be tricked. He agreed and followed Eurmal into the cave. There, he stole Death, took it to the Celestial Court and used it against Yelm the Emperor. The sun died and the world was plunged into darkness. Orlanth, terrified, gave Death to Eurmal and told him to take it back. Eurmal, satisfied that he now knew

what this new power did, took Death but soon wearied of its burden. He came across Zorak Zoran, who, happy that the Darkness was upon them, sought revenge on Flamal. 'If I lend you this new power, will you return it to the cave where it belongs?' Eurmal said. Zorak Zoran said that he would and took Death, using it to kill Grower. Then the world was plunged into even greater Darkness. Death became unleashed as a force with many taking it and using it. Eurmal thought it best to hide then; after all, people might consider it his fault...

## Nature

No formal cult for Eurmal exists. Instead there are many, separate, small cults – dedicated individuals and small bands of like-minded people – who follow what Eurmal represents, or seeks to represent. Usually they identify with Eurmal through some perceived injustice against their person and usually because they wish to absolve themselves of blame. But there are no temples to Eurmal, no structure and no ranks. Instead, Eurmal and the Trickster in general manifests through many disparate individuals who identify with Trickster and attribute different powers to him.

There is no agreement as to what Runes Eurmal really possesses. Disorder and Illusion certainly but others claim that the fleet-footed nature of the Trickster shows mastery of the Motion Rune whilst the luck with which Trickster seems blessed shows that the Luck Rune is his, also. Eurmal can be followed through any of these Runes.

## Organisation

There is no truly organised cult of Eurmal. His worship persists because men will always seek to trick each other. The cult's existence is therefore a trick itself. Those who venerate Eurmal might claim that great temples exist but they do not. No one controls the cult; it has no Rune Priests or Rune Lords, although these ranks can be attained through simple diligence and Eurmal's magic made available.

The God Learners, however, have found a way of promoting Trickster as a bonafide cult. Hofhadalos the Non-Wise, a God Learner, has privately financed the construction of The Temple of United Eurmal. This is a collection of all known Trickster shrine types, so Trickster adherents who have attained some skill in the rank equivalent to priest, can obtain all Trickster Divine spells at one place. The experiment has worked, although no new spells have come to light and the temple, in Slontos, is proving to be a drain on Middle Sea Empire resources. Those involved with its building and administration, including Hofhadalos, have either disappeared, gone mad or taken their own lives. The temple is thus in constant disarray with the promised ranks of priests nothing more organised than squabbling, selfish individuals seeking short-cuts to personal power and wealth.

## Membership

Following Eurmál is simply a matter of declaring that one is doing so and dedicating a Pact to the life of the Trickster. All other cult conditions then apply, even though there is no cult per se to grant further ranks. Essentially they are unnecessary; Tricksters take what they want anyway and worry about the consequences later.

It is common for Eurmál cultists to choose a path through which they will practice their dedication to Trickster. The path chosen usually involves some form of tutelage from an experienced Trickster cultist who teaches some of the magic he knows to his protégé. The most common paths are described here and Eurmál cultists should adopt one path, keeping its nature a secret from their fellows:

**Destroyer:** When angered, Eurmál becomes destructive. His discovery of Death and how he treated that power are evidence of his wish to destroy the world in punishment for its hypocrisy. Many followers of Trickster take a similar approach, seeking the destruction of authority and the sowing of disorder.

**Dismemberer:** Stories tell of how Eurmál removed parts of his body deliberately only to restore them when the time was right. Followers of the cult aim to perform similar tricks through appropriate magic.

**Firebringer:** Many people agree that Trickster, in one form or another, stole fire from the Darkness. Among the Pentans he was Raven, in Pamaltela he was Hare and for the Theyalans he was a Lightbringer. Followers of this aspect are fascinated with fire and aim to spread its power.

**Fool:** Eurmál's humour saves him on many occasions by making everyone laugh, or otherwise amusing others. In many cultures Trickster is the animal that amuses and in Orlanthi culture he is the clown who uses pratfalls and puns to win around Orlanth following some ill-judged scheme.

**Fright:** Trickster finds it amusing to frighten others and this manifests in many of his followers: those who spread fear through stories, deeds, myths, nightmares and other ways of causing fear and distrust.

**Glutton:** Eurmál is selfish and greedy. He lacks self-restraint and is prone to gluttonous urges. Stories of his gluttony are legendary, such as when, in Kralorela, he punished his enemies by eating everything edible in the land but burst because he could not hold it all.

**Imp:** The Prankster, followers of this path enjoy mischief and practical jokes that annoy but cause little real harm. Their

jokes may be crude and, sometimes, dangerous but are rarely intended to do more than cause personal amusement at the expense of others.

**Mask:** This is the path of the cheat: sometimes for profit and sometimes just to harm others. The disguise of The Mask creates false reasons and worship, which seem useful to those who join but proves always to be empty and meaningless.

**Murderer:** When the power of Death was finally used, and it became widespread, Eurmál made use of it. It has often served his needs to remove troublesome elements that disrupted his schemes or simply to punish. Those who choose this path treat murder as a casual pursuit that is simply another means to an end.

**Rogue:** Those who live by their wits and guile follow this path. Their favoured myths concern how, Eurmál, in Fronela, tricked the ancient kings into feeding him for seven years before they discovered that he never fulfilled his promises; and in Kralorela where he sold imaginary armies in return for sleeping with the imperial harem. This path attracts those who enjoy the cunning plan and deceit as a way of gaining what they need.

**Seducer:** Eurmál is a seducer and those who follow this path are compelled to seduce on a regular basis, satiating their desires and needs careless of who is hurt in the process. Seduction has many uses and achieves many ends. Eurmál has seduced goddesses, mortals and demons – even Sinjota, the demon of darkness guarding the gates to the underworld, who eats her lovers. She ate Trickster, too.

**Shapechanger:** Eurmál is notorious for changing shape. His preferred forms are the fox, the badger, the weasel, the rat, the raven, the nightingale, the cuckoo, the carp, the turtle and sometimes the wise old man or woman who always gives the wrong advice. Those who follow this path seek shape-changing magic in the form of sorcerous grimoires, or practice disguises and impersonations.

**Thief:** As Thief, Trickster's favourite form of thievery is stealing from friends or companions, which he does often and ensures that someone else gets the blame. Followers of this path do likewise, stealing habitually and enjoying nothing more than stealing from those who have cultivated some trust in the cultist.

## Common Magic

Most Common Magic is scavenged from a variety of sources. However the following spells are common enough through Eurmál followers that they might be learned by others:

Babel, Bandit's Cloak, Befuddle, Countermagic Shield, Demoralise, Entertainer's Smile, Fate, Glamour, Golden Tongue, Mobility, Slow, Speedart.

### Higher Magic

The Divine Magic available to Eurmal cultists depends very much on what path they have chosen. The spells they can learn are as follows:

**Destroyer:** Sever Spirit, Sureshot.

**Dismemberer:** Regenerate Limb, Split Body.

**Firebringer:** Lightning Strike, Sunspear.

**Fool:** Laughter, Madness.

**Fright:** Fear, Madness.

**Glutton:** Cure Disease/Poison, Gorge.

**Imp:** Dismiss Magic, Laughter.

**Mask:** Illusion, Mindlink.

**Murderer:** Reflection, Sever Spirit.

**Rogue:** Amplify, Illusion.

**Seducer:** Aphrodisiac, Channel Strength.

**Shapechanger:** Beast Form, Illusion.

**Thief:** Dismiss Magic, Illusion.

### Gifts and Compulsions

Whichever path an Eurmal cultist takes, he must take a Gift, dedicating at least one POW to it, and a Compulsion. There are no exceptions. The Gift and Compulsion are his to choose and should fit the path he has chosen:

#### Gifts

**Abstinence:** Exist without one requirement, for example air, food, sleep, water.

**Animal Familiar:** The recipient receives the companionship of a *natural* animal with a SIZ in D6 no greater than the POW spent on this Gift. The familiar obeys simple commands but will not go against its nature. If a further point of POW is invested, the creature can speak with its master.

**Change Gender:** The Adventurer changes from male to female or vice-versa. All characteristics and skills remain the same but the voice and physical functions of the new sex are gained. It costs one POW to change gender once, 2 POW to change a second time, 3 POW to change a third and so forth.

**Combat Acuity:** Increase Combat Actions by +1.

**Divine Training:** Raise a skill appropriate of the path to 100%.

**Endurance:** Endure any pain. Never needs to test *Resilience* to prevent unconsciousness when wounded and immune to torture.

**Enhanced Learning:** Result of Improvement Rolls are doubled thus, a failed Improvement roll means a skill advances by 2 points; successful Improvement improves skill by x2 1D4+1. It costs 1 POW for one Improvement Roll; 2 POW for a second, 3 POW for the a third. Thus, an Adventurer who wants three enhanced Improvement Rolls must spend 6 POW on this Gift.

**Eternal Life:** The recipient will not die of natural causes during the lifetime of the Gift, although they are still vulnerable to death through violence.

**Increased Damage Modifier:** Increased Damage Modifier. The agent's Damage Modifier is recalculated, based on the sum of STR, SIZ and POW.

**Increased Health:** The Adventurer's Hit Points are recalculated, based on the sum of CON, SIZ and POW.

**Increased Reactions:** The Adventurer adds his critical score in a weapon to his Strike Rank (for example, an Adventurer with a weapon skill of 60% would add +6 to his Strike Rank).

**Innate Luck:** When rolling for any Skill Test, the Adventurer can choose which way to read the D100 result. For example, a roll of 90 could be read as 09. Note: if double digits, such as 00, 11, 22 and so forth, are rolled, the result *cannot* be reinterpreted.

**Magical Recovery:** Magic Points regenerated at twice usual rate.

**Physical Recovery:** Natural Healing is at twice the usual rate for Resilience.

**Sense Enemies.** The Adventurer is immediately aware of the enemies of the cult and those who would directly harm him.

#### Compulsions

**Acute Depression:** Become increasingly morose. As the Pact skill increases, behaviour becomes more depressive until it reaches the suicidal at the 95% level or greater.

**Acute Insomnia:** Unable to sleep for fear of never waking. Become gaunt-eyed, cadaverously thin and intensely paranoid of even one's closest associates.

**Agoraphobia:** Develop Agoraphobia. Cannot abide wide-open spaces where one is exposed and vulnerable.

**Armour Rejection:** Cannot wear armour of any kind; must always wear loose-fitting clothes or robes.



**Attention Deficit:** Unable to concentrate for long periods. Tasks requiring periods of concentration take twice as long to complete.

**Black Widow:** Develop the need to kill any lover. Requires Persistence test to control the desire. Subtract the Pact percentage from the Persistence skill before the test is made.

**Chromophobia:** Aversion to a particular colour in all its forms. Cannot wear that colour or stand to be in the company of any who does so.

**Claustrophobia:** Develop claustrophobia. Cannot enter any space of less than 3 times SIZ willingly; stricken with panic if forced into such a space.

**Collector:** Collect and catalogue obscure objects constantly.

**Colour Obsessed:** Wear nothing but a specific colour or hue. The skin must be dyed completely to a shade of that colour. Lose 1D4 CHA.

**Dread:** Visions of terrible carnage disturb the sleep and leave the dreamer feeling worthless and drained.

**Fear of Death:** A constant and gnawing fear of death – something no cultist could ever admit but that drives the individual to distraction with growing anxiety.

**Forgetful:** Lose short-term memory (–1 INT).

**Gluttony:** Cannot stop eating or drinking. Become corpulently fat. +1 SIZ and –1 CON for every 20 points in Pact skill.

**Insomnia:** Sleep is almost impossible; fatigue constantly builds.

**Jealousy:** Uncontrollable, irrational obsession over some trivial matter: a jealousy over a lover, or the tendency to find a slight where none occurred.

**Kleptomania:** Become compelled to steal – magical and sorcerous items but also mundane things that could very easily be bought.

**Merciless:** Never surrender or accept the surrender of any foe.

**Never Ending Search:** Obsessed with finding the ultimate location for something lost to your cult.

**Nightmares:** Experience terrifying dreams and sleepless nights. Awake suffering from one level of fatigue.

**Obsessive Compulsive:** Develop Obsessive Compulsive Disorder. Must check everything several times. Must complete simple, everyday tasks in a set order. Eat the same foods in the same places at the same times.

**Paranoia:** Become increasingly paranoid. Friends and colleagues are inferior beings jealous of your impending god-hood. As your Pact skill grows, so does your jealousy, eventually becoming murderous.

**Pattern Obsessed:** Becomes obsessed with the shapes and geometries of things, seeking to study and understand every nuance and every angle.

**Pedantic:** Obsessed with detail. Study every word and every letter without fail. Tasks involving study and concentration take twice as long to accomplish.

**Perfectionist:** Develop an uncontrollable anger and violent temper if things are not done perfectly – and they never are. No one can meet the cultist's impossibly high standards.

**Phobia:** Develop an irrational fear of three separate things: the dark, the cold, spiders, rats and so forth.

**Pyromania:** Become obsessed with starting fires and opposed to all those who try to extinguish them.

**Rancid:** Develop foul body odour or unsightly sores and buboes (–1 CHA).

**Secretive:** Become intensely secretive and jealous of information gained. Take unusual and risky measures to protect even the most trivial knowledge.

**Self-Pitying:** Destined to sorrow. Nothing brings comfort or pleasure. All dreams are nightmares, all experiences fleeting and unfulfilling. Life is futile.

**Tedious:** Become an oppressive bore on one particular subject, imparting all knowledge about it in long, rambling, tedious eulogies.

**Tic:** Develop a nervous tic, mannerism or speech impediment.

**Unkillable:** Develop the overwhelming belief that one is invulnerable to mortal weapons.

## Cult Skills

The cult has no dedicated list of cult skills but there are clearly some skills that fit certain paths: Stealth and Seduction, for example. These skills can be learned from an appropriate cult mentor who schools the Trickster cultist in the path he follows.

## Allied Cults

None.

## FLAMAL

Flamal has a variety of names: Seed Father, Root Father, First Root, Grower and others. He is the father of all plants, all things that grow and the Plant Rune is his to command. He is included as a Storm Tribe god because many consider him related to Ernalda, Esrola and Asrelia although this is sometimes disputed: all of these cults have myths that include Flamal to some degree.

Every plant in Glorantha is descended from Flamal, from the mightiest tree through to the humblest weed. The Aldryami revere him but most humans worship more useful goddesses, such as Ernalda and Esrola. Zorak Zoran ate Flamal during the Gods' War and so created the Great Hunger, which caused all to starve until the sun rose again and Flamal was reborn.

## Runes

Infinity, Plant.

## Mythos and History

**Flamal and Zorak Zoran (Resonance 60%) – Why the Hunger of Trolls Cannot be Trusted:** Flamal's garden was vast and beautiful. At its centre was the First Tree from which Flamal himself came and this was Flamal's pride, joy and wisdom. Within the tree dwelled many spirits who were Flamal's lovers and wives. He loved them all.

One day as Flamal tended his seeds, Zorak Zoran came into the garden. He was hungry and demanded food from Flamal. Flamal showed him a stock of roots which Zorak Zoran devoured. The troll god wanted more, so Flamal showed him the orchard, which Zorak Zoran devoured also. He was still hungry. Flamal showed him the wheat fields and Zorak Zoran ate those also.

When Zorak Zoran demanded the Great Tree to eat, Flamal denied him and the troll god became angry. He had borrowed the weapon called Death from Trickster and he used this to first cut down Flamal, killing him, and then to cut down First Tree. He took the remains of Flamal into the remains of First Tree and gorged himself. Zorak Zoran remains there even now, sleeping-off his meals.

From the roots of First Tree others made the Great Temple which, after the Great Compromise, became known as Hrelar Amali and became a site for more great temples. When Flamal was regrown after the darkness ended, he was tended by the

elves and they venerate him still, keeping him safe from those like Zorak Zoran who would eat all in sight.

## Nature

The cult promotes growth of plant life. It ignores fertility of all things in preference for the sole fertility of plants. This means that, save for the Aldryami, the cult has little practical application for most humans who find the various grain and fertility goddesses more accessible from a worship point of view. Flamal, because he was killed, is a distant god, too vulnerable and plant-like to offer much to his followers.

Nevertheless some Orlanthe do offer Flamal worship and these are those who deeply enjoy the tending of gardens and plants, growing plants for their own sake rather than for food. Naturally the cult of Flamal is attractive to elves.

## Organisation

The central temple to Flamal is the bole of First Tree at Hrelar Amali in Ralios, although that site is also home to other temples dedicated to many gods. The God Learners control Hrelar Amali and limit access to it but those who worship Flamal and can prove their devotion clearly pose little threat to the God Learners and can gain access to it.

Elsewhere shrines take the form of gardens always with a great, central tree somewhere within and a representation of Flamal (a wise old man covered in myriad sprouts and roots and usually carved from amber) close by. Zorak Zoran cultists take delight in desecrating these temples, re-enacting their god's devouring of Flamal. Thus, the cult often hires guards from other Storm Tribe cults to watch over the gardens if trolls are known to be on the prowl.

## Membership

Standard.

Aldryami are allowed to join the cult automatically.

The cult has no Acolyte level. Rune Priests of Flamal are allowed to become Shamans of Aldrya automatically.

## Common Magic

The cult teaches: Clear Path, Co-Ordination, Detect Troll, Extinguish and Vigour.

## Higher Magic

Standard.

The cult also teaches: Evergreen, Rain and the Flamal special spells of Fruition and Tree Communion.

## Fruition

Duration Instant, Rank Initiate, Touch

The spell takes a day to prepare and cast. It causes a radius in metres equal to the Magnitude of the spell to bear fruit as long as that area is not barren and already contains fruit-bearing trees or plants. Depending on the season there is the possibility that the spirit tied to the plants will be killed by this spell: Sea Season 30%, Fire Season 15%, Earth Season 10%, Dark Season 50% and Storm Season 70%. If cast during Sacred Time the spirit always survives.

## Tree Communion

Duration 15, Rank Rune Lord/Priest, Touch

Cast upon any tree the Flamal cultist communes directly with the tree's spirit, learning all that the tree has seen, heard or experienced within a number of weeks equal to the spell's Magnitude. The transference of knowledge occurs over the Duration of the spell and requires that the caster hug the tree tightly, pressing his head or cheek into the bark hard enough to leave an impression of the tree upon the skin. The knowledge transferred is not expressed as language but as visuals, sounds, sensations and so forth.

## Gifts and Compulsions

Flamal Cultists, on becoming Initiates, gain the Gift of a bonus to their Influence skill equal to half their Pact (Flamal) when dealing with Earth cultists and Aldryami of the opposite sex.

All Flamal cultists are compelled to Hate Trolls, attacking them whenever trolls are encountered. A Persistence roll can be made to resist the urge, however Zorak Zoran cultists must always be challenged in revenge for what Zorak Zoran did to Flamal.

## Cult Skills

All crafts and lores pertaining to plants, herbs, growing and gardening. Lore (Aldrya), Lore (Flamal).

## Allied Cults

Ernalda provides Bless Crops.

Other Grain Goddess cults, such as Ralia, provide Elemental Summoning (Gnome).

## GUSTBRAN THE BONESMITH

Gustbran is the god of smiths and craftsmen. The name 'bonesmith' comes from his ability to work with metals, the bones of the gods killed during the Gods War. Gustbran

makes all the tools and weapons for the Orlanthi deities. Every smithy is a shrine to Gustbran; he requires no other worship site. His Initiates are the Redsmiths, the workers of bronze.

He was born during the Darkness of the world and, until then, had lived in the folds of Mahone's Cloak. At the time of his birth he was known as the Source of Many Torches because his furnaces erupted through the darkness and helped bring light and heat to a world that was dark and cold.

## Runes

Fire, Mastery.

## Mythos and History

**Gustbran Leaves the Fire Tribe (Resonance 70%) – Appreciation for Craft and Utility. Those Who Make Contribute:** Gustbran was part of the Fire Tribe and made new things constantly. This displeased the Emperor who saw each new tool as a challenge to Perfection. He called Gustbran before him and forbade him from making anything new: 'You are rebellious, like the fool Orlanth. Your tools are useless to us. Stop or leave us!'

Gustbran, being headstrong, left, taking his forges and his tools with him. He went straight to the Storm Tribe's stead where Orlanth welcomed him and there he found Elmal, who had been friendly to him whilst the Emperor's sycophants had scorned his work. Gustbran was given a place for his forge and he worked, from then on, for the Storm Tribe, which appreciated his work. He made ploughs for Barntar, spearheads for Orlanth and shoes for Urox, who needed iron to trample the Chaos Foe. When Orlanth moved to bring the sun back from Hell, Gustbran made Orlanth's armour.

When the Emperor rose again he went to Gustbran and commanded him to return to the Fire Tribe. Gustbran refused. 'I was not welcome there because you were vain. I am welcome here because I am useful and there is no vanity to cloud their judgement. Here I remain.'

And so the Emperor, bound by the Great Compromise, left chastened at Gustbran's rebuke.

## Nature

Gustbran's cult is no-nonsense and practical. Dedication to craft is at the heart of the cult and most smiths follow Gustbran through the Mastery Rune in order to become the very best craftsmen that they can. Pride is taken in well-made goods that do precisely what they need to. Embellishments and ornamentation are important but only once utility is assured.



It is thus the nature of the cult for its members to be taciturn perfectionists who have little time for fancy and ostentation, unless commanded to make an item for a specific ritual or ceremony, in which case they will work marvels of skill, detail and beauty.

Gustbran is usually depicted as a large fire, sometimes with eyes peering from the midst of the flames. Smiths portray him as a burly red man with hammer, bellows and other appropriate tools.

### Organisation

The cult has no formal structure. Each smith works to his own ways and to his own pace. Every smithy and forge is a shrine to Gustbran and the cult has no temples, although the master craftsmen of the cult act as priests with the ranking Rune Lord of the region acting as the leader of the Gustbran ceremonies on the cult's High Holy Day, which is Fire Day, Movement Week, Dark Season.

Otherwise Gustbran cultists venerate through their work. Every time the forge or furnace is lit, a small dedication is thrown into it to honour Gustbran. Every piece made by a Gustbran cultist bears the maker's mark and Gustbran's Runes, to show that a master smith has made it.

### Membership

Standard.

The cult has no Rune Priest rank.

### Common Magic

The cult teaches: Armoursmith's Boon, Bladesharp, Chill, Detect Flaw, Detect Metal, Ignite and Repair.

### Higher Magic

Standard.

The cult also offers: Channel Strength, Dismiss Elemental (Salamander), Elemental Summoning (Salamander), Gleam, True (Weapon). It also teaches Durability:

### Durability

Duration Permanent, Rank Acolyte, Touch

The casting of the spell takes as long as necessary to forge whatever it is the caster is forging. At the end of the casting period the resulting object has its natural Hit Points and Armour Points increased by the Magnitude of the spell. The effect of the spell is permanent.

### Gifts and Compulsions

Initiates can opt to choose one Gift, for a cost of one Dedicated POW and one Compulsion, from the following lists:

#### Gifts

Divine Training: Raise a Craft skill to 100%.

Enhanced Learning: Result of Improvement Rolls are doubled (thus, a failed Improvement roll means a skill advances by 2 points; successful Improvements improve skill by x2 1D4+1).

Perfection: Raise either STR or CON up to the species maximum (21).

#### Compulsions

Acute Depression: Become increasingly morose. As the Pact skill increases, behaviour becomes more depressive until it reaches the suicidal at the 95% level or greater.

Jealousy: Uncontrollable, irrational obsession over some trivial matter: a jealousy over a lover, or the tendency to find a slight where none occurred.

Obsessive Compulsive: Develop Obsessive Compulsive Disorder. Must check everything several times. Must complete simple, everyday tasks in a set order. Eat the same foods in the same places at the same times.

Perfectionist: Develop an uncontrollable anger and violent temper if things are not done perfectly – and they never are. No one can meet the cultist's impossibly high standards.

Pyromania: Become obsessed with starting fires and opposed to all those who try to extinguish them.

### Cult Skills

All Craft skills related to smithying, armour and weapon making and so forth. Hammer Combat Styles, Brawn, Perception, Resilience.

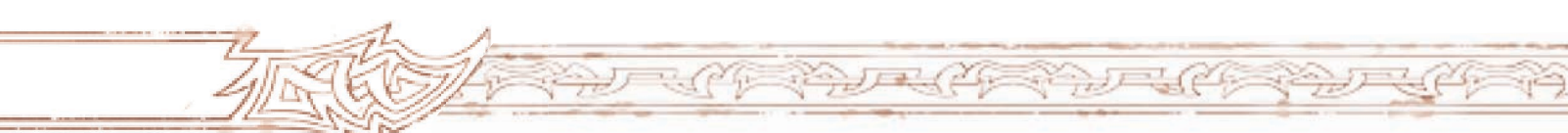
### Allied Cults

None.

## HEDKORANTH

Hedkoranth is Orlanth's son by a woman named Arvena. Whether or not Arvena was a goddess is uncertain.

Hedkoranth is the Thunderstone: Orlanth's Thunderbolt made physical. Hedkoranth can make the Thunderstone perform great marvels and tricks and its powers made him the



victor of the three battles of Thrinbarri. At Thrinbarri of the Clouds he defeated Venebain, the Attacker From Above; at Thrinbarri of the Stone he defeated Golagolar, Fighting Man of the Armies; and, at Thrinbarri of the Roofs he overcame Sevsalsal, the Great Poison Breath.

## Runes

Air, Magic.

## Mythos and History

### **The Three Battles of Hedkoranth (Resonance 70%) – Strike Hard, Strike Fast, Strike First:**

When the Gods went to war, Orlanth called upon his son, Hedkoranth, to bring devastation to the Storm Tribe's enemies from on high. Hedkoranth was dutiful and obeyed. He charged at Venebain, one of the Emperor's sons and a mighty warrior, and pierced him through the heart, casting him back to the heavens. Next he screamed down from the skies at Golagolar, who was general of the Dara Happan armies and cleaved him head to foot, so sharp was Hedkoranth's strike. Finally Hedkoranth sought out the serpent-spirit Sevsalsal, which was poisoning many across the land. Thunderstone as a spear could not harm Sevsalsal; neither could Thunderstone as a sword. So Hedkoranth changed himself into an egg, which the serpent-spirit liked to eat and was swallowed. Then he burst out from the insides and scattered Sevsalsal's remains far and wide. Where the monster's breath touched, marshes and bogs were created and still remain today.

Orlanth was pleased with Hedkoranth and made him foremost Thunderbrother, alongside Humakt and many other Thunderbrothers. Hedkoranth built his hall from Thunderstone close to Orlanth's hall and called to him many champions who became the Thunder Rebels, ready to fight for whatever Orlanth told them to fight for. So was the Warband created.

## Nature

Hedkoranth is a discrete cult from Orlanth but shares all the same virtues. It is a warrior's cult and one that believes in violence as a means of resolving any problem as long as violence is applied with care, courage and precision. Hedkoranth cultists form themselves into war bands led by a Rune Lord and they act as a tool of war for the clan or tribe, following orders given to them without question, as long as those orders come from either a chieftain or Wind Lord of Orlanth.

Hedkoranth cultists are precise and merciless. They are called upon in times of strife to defend against raids and make raids against hostile clans or other enemies but they are

not arbitrary warriors called upon for any required action: Hedkoranth warbands are called upon for special assignments that require tactical planning and the merciless application of force to achieve the desired ends. Hedkoranthi are prepared to lay-down their own lives if it means accomplishing the objective. If the objective is failed, Hedkoranthi will willingly endure any punishment or any penance to atone for failure. They never complain in such circumstances, accepting their lot with grim determination.

## Organisation

The cult is not widespread and it wields no political influence in the Orlanthi culture. Hedkoranthi warbands are instruments of war, specific weapons to be used as needs see fit. Warbands consist of up to 12 Hedkoranthi, led by a Rune Lord (Thunder Lord). The cult has no Rune Priests. Acolytes are the trusted lieutenants of the warband and a warband usually has two, with each taking responsibility for the Initiates, who make up the rest of the band.

Absolute loyalty is demanded. Any who fail in this regard are killed.

Hedkoranthi are allowed to join Orlanth's own cult but are forbidden to join either Humakt or Storm Bull, despite sharing similar values.

Hedkoranth's High Holy Day is Winds Day, Death Week of Storm Season, the date of the Thrinbarri battles.

The cult has no temples but a shrine, made of a simple flint cairn, indicates the presence of a Hedkoranth warband within a clan and the shrine is always found close to the shrine or temples to Orlanth.

When a Hedkoranthi attains the rank of Thunder Lord he is allowed to recruit his own warband, if he is not the leader of a warband or made leader of one.

## Membership

Standard.

All Hedkoranthi must have a Combat Style of at least 70% before then can become Initiates.

## Common Magic

Bladesharp, Coordination, Fanaticism, Parry, Pierce, Skybolt.

## Higher Magic

Hedkoranthi have access to only the following spells:

Alter Target, Bless Thunderstone, Call Winds, Consecrate, Crash of Thunder, Disarm, True Spear.

## Bless Thunderstone

Duration Special, Rank Acolyte, Touch

This spell is cast on Thunderstone (flint) and is traditionally used on pieces of flint that are launched from slings but the Thunderstone can be thrown too.

The blessed Thunderstone has a damage dice of 1D4 plus a number of points of damage equal to the Magnitude of the spell. The blessed Thunderstone ignores a number of Armour Points equal to its Magnitude when striking a target.

## Gifts and Compulsions

Every Hedkoranth cultist must take one Gift and one Compulsion, spending a point of Dedicated POW on a Gift chosen from the following list:

### Gifts

Combat Acuity: Increase Combat Actions by +1.

Divine Training: Raise one cult skill to 100%.

Increased Damage Modifier: The Damage Modifier is recalculated, based on the sum of STR, SIZ and POW.

Increased Health: The Adventurer's Hit Points are recalculated, based on the sum of CON, SIZ and POW.

Increased Reactions: The Adventurer adds his critical score in a weapon to his Strike Rank (for example, an Adventurer with a weapon skill of 60% would add +6 to his Strike Rank).

### Compulsions

Acute Depression: Become increasingly morose. As the Pact skill increases, behaviour becomes more depressive until it reaches the suicidal at the 95% level or greater.

Acute Insomnia: Unable to sleep for fear of never waking. Become gaunt-eyed, cadaverously thin and intensely paranoid of even one's closest associates.

Armour Rejection: Cannot wear armour of any kind.

Chaste: Undertake a vow of chastity.

Forgo Shield: Never use a shield.

Ritual Scarring: Sacrifice 1D3 points of CHA through ritual scarring.

Vigil: Undergo a regular vigil of 3 days and 3 nights every month.

## Cult Skills

All Spear Combat Styles, Sling and Thrown Spears (such as javelin), Acrobatics, Athletics, Brawn, Evade, Lore (Hedkoranth), Resilience, Stealth.

## Allied Cults

Orlanth Thunderous teaches Flight.

Orlanth the Leader provides Lightning Strike.

## GRAIN GODDESSES

Every region in Glorantha has its own grain goddesses. Sometimes a single goddess commands all grain crops and sometimes there are separate goddesses for each type of grain. Although there are so many such goddesses, they share the same runes and offer similar magics to those who worship them. Thus the description of this cult, here in the Storm Tribe chapter, applies equally to those daughters of Ernalda and Esrola as it does to grain goddesses of Dara Happa, Pamaltela or any other grain producing region.

## Runes

Harmony, Plant.

## Mythos and History

Some of the most well-known grain goddesses are as follows. Note how the goddess often lends her name to the region, showing the importance of the goddess to Gloranthan society.

Region	Goddess	Grain
Fonrit	Ernamola	Millet
Fronela	Frona	Barley
Jolar	Nomiama	<i>Bloodbean</i>
Jrustela	Jrusta	Wheat
Kothar	Sedaia	<i>Lagniappe</i>
Kalorela	Krala	Rice
Maniria	Esrola	Oats
Peloria	Pelora	Maize
Ralios	Ralia	Wheat
Seshnela	Seshna	Rye
Slontos	Einkorn	Wheat
Tarien	Curu	<i>Squaa</i>
Vralos	Vrala	Peas
Wenelia	Inica	Wild Rice
Zamokil	Mwara	<i>Sweetgrass</i>

*Grains in italics are peculiar to Glorantha.*

The goddess is always related to the Earth Mother and the Grower, sometimes a sister but more commonly a daughter. Most myths describe how the grain goddess has been imprisoned in some way and able to reach the surface only



at certain times of the year, which is why most grain crops have a seasonal cycle rather than being prevalent year-round. Grain goddesses are frequent targets for ravenous monsters, particularly trolls and Zorak Zoran, who ate Flamal, figures larges in many grain goddess myths.

The most recent abuse of grain goddesses is the notorious God Learner Goddess Switch. God Learner sorcerers of Pythos University devoted many years of research to finding two deities of separate cultures who had similar myths. They chose the respective Grain Goddesses of Wenelia and Slontos: Inica, goddess of wild rice and Einkorn, the goddess of grassland wheat. Their adventurers, who blended in with the wild grazing and foraging peoples of both lands, learned two similar myths: 'Inica Feeds the People' and 'How Einkorn's Bounty Filled the Land'. Squads of HeroQuesters journeyed into these myths, playing the roles of the goddesses' attendants. Over many iterations, they slowly altered the stories, until finally Inica and Einkorn were drawn into the same story. A few minor deities proved resistant and were slain during this process. Eventually, the grain goddesses were forced to admit that they had to be long-lost sisters; then the sorcerers enacted a new story in which the two goddesses, to stave off a world-eating famine, traded husbands.

At first the switch appeared to be a great success, proving that the grain goddesses were essentially interchangeable. A few flowers stopped blooming in each place but so what? Then the crops failed. Inica's delicate grain could not be cultivated in Slontos and Einkorn's grass-wheat was damp and blighted in Wenelia. Fruit stopped growing in Wenelia and in Slontos no marriage lasted for more than a year.

## Nature

Grain goddesses are fertility goddesses without whom the people of Glorantha would starve. Worship is therefore widespread and although the myths of grain goddesses may not always be foremost in the minds of a community, the Goddess Switch shows their undoubted importance – not only to the cultivation of grain but also to many other parts of the community.

## Organisation

Large temples are rare but small shrines are commonplace throughout Glorantha. A local Rune Priestess tends one or more shrines, supported by Acolytes and Initiates. Acolytes and Initiates of one grain goddess are accepted at the shrines of foreign grain goddesses, such is the closeness of myth and kinship. Divine spells can thus be renewed at any grain goddess shrine.

## Membership

Standard.

## Common Magic

Clear Path, Detect Blight, Detect Pest, Vigour, Warmth.

## Higher Magic

Standard.

Bless Crops, Clear Skies, Evergreen.

## Gifts and Compulsions

None.

## Cult Skills

Any Craft and Lore skills relating to crops and cultivation. First Aid, Healing, Lore (Grain Goddess), Lore (Regional).

## Allied Cults

Earth Mother cults provide access to their Divine Magic.

# HELER

Heler is the bringer of rains and one of Orlanth's staunchest allies, so much so that Heler's name is synonymous with loyalty. Heler is frequently depicted as a blue-skinned man and he represents the Storm Tribe's strongest connection with the Water Rune.

Sheep are sacred to Heler and he is thus a god of shepherds as much as a god in the traditional Orlanthi mould. His myths tell of his devout loyalty to Orlanth and Ernalda but also speak of his own deeds especially his battles with the enemy, Daga, sometimes called Ui, which is often a corrupting force attempting to sunder the Storm Tribe. In this era of the warring empires Daga is sometimes portrayed as a dragon or as an invader god, representing the Middle Sea Empire's prophets and saints.

Heler is the rain and the clouds. His nature is as changeable as the weather; at times warlike and violent but at others calm and passive. He was once a god of the sea and helped invade the sky to oppose the Emperor.

## Runes

Air, Motion, Water.

## Mythos and History

**Heler Challenges Chaos (Resonance 60%) – The Need for the Cleansing Rain:** When Chaos tried to unmake the world it sent Ui, the Chaos Rain to pour down on all things and change their ways. Heler rose up from his resting place and became the clouds to obscure Ui's sight of the land. Wherever the Chaos Rain touched, Heler sent his own rain to wash away and cleanse the foulness that arose. Much was cleansed but some places Heler could not reach and Chaos grew there.

Orlanth gave Heler his thunderbolts and Heler threw these at Ui. Storm Bull let Heler ride upon his back to charge the Chaos and the two gored, stabbed and tore at the monster, splitting it into three parts. Storm Bull ate one, Orlanth buried another and Heler took the third far into the sky and threw it so that it froze, like ice and shattered. The Chaos rain stopped and the world was safe again.

### Nature

Heler's worshippers are scattered across the Storm Tribe's lands and occupy an ambiguous place in Orlanthi society. This cult is often a refuge for those who consider themselves apart from traditional Orlanthi ways – usually because their own natures are somewhat changeable.

### Organisation

The cult maintains small shrines in most Orlanthi settlements but temples are few and far between. The largest temple is the Bluewater Shrine in Wenelia where worship of Heler is at its strongest.

The cult's High Holy Day marks the time when Heler came to the Storm Tribe and defended Orlanth against accusations made by the Emperor: Water Day, Movement Week, Sea Season.

### Membership

Standard.

Rune Priests are known as Rain Makers.

### Common Magic

Coordination, Mobility, Multimissile, Vigour.

### Higher Magic

Standard.

The cult also provides: Dismiss Elemental (Sylph), Elemental Summoning (Sylph), Rain and the following special cult spells: Cloud Call, Cloud Walk, Command (Ram), Heler's Downpour, Mist Cloud.

### Cloud Call

Duration 15, Rank Initiate

This spell covers the area of sky, visible to the caster, with clouds. There is a chance equal to the Pact (Heler) that the clouds will also generate rain which will last for the spell's Duration.

### Cloud Walk

Duration 15, Rank Initiate, Touch

This spell allows the caster to walk upon clouds (including low-lying mists) as though firm ground. The uneven nature of clouds may require Acrobatics or Athletics tests to negotiate them with alacrity. When the spell dissipates the clouds lose their tangibility and the caster falls to the ground below. The spell only confers the ability to walk on clouds; reaching them is another matter entirely.

### Heler's Downpour

Duration 10, Rank Rune Lord/Priest, Ranged

This spell can only be cast when it is raining or snowing. The spell calls forth driving hail that inflicts damage based on the Magnitude of the spell, as follows:

#### Magnitude

1–2	1D2	3–4	1D4
5–6	1D6	7–8	1D8
9–10	1D10	11+	1D12

The damage inflicted represents the strength of the hail over the Duration of the spell and is thus applied only once. When determining the location struck, roll 1D10+10 rather than 1D20.

Armour and other magical defences protect against this damage, as does suitable cover. Rune Priests of Heler are immune to this damage, however.

### Mist Cloud

Duration 15, Rank Initiate, Ranged

This spell creates a natural-looking mist two metres in diameter for each point of Magnitude of the spell. Visibility within the cloud is limited to one metre. The cloud moves with the caster but the caster's visibility within the cloud is also compromised.

### Gifts and Compulsions

Heler worshippers are, by their nature, mercurial characters, prone to bouts of high frivolity followed by brooding silences and sulks. They are also incredibly loyal and will not betray any cause they are committed to.

### Cult Skills

Athletics, Evade, Influence, Lore (Heler), Seduction, Spear and Shield Combat Styles.

### Allied Cults

Ernalda provides Regal Aura.

Orlanth provides Flight.

Yinkin provides Identify Scent.

## HUMAKT

Humakt is Umath's, the Primal Air, son and Orlanth's brother. Eurmäl led Humakt to discover Death and with it Humakt killed Grandfather Mortal. Orlanth later took Death and killed Yelm; following this Humakt disassociated himself from his brother and any connection with the Air. In this way he maintained his honour and strength and did not suffer destruction in the Gods' War.

Humakt is the god of those who fight – for loyalty, cause or profit and his cultists can be found on all sides in any conflict. He encourages honour and courage and disdains pointless slaughter. All Humakti offer a clean, honourable death to all of their foes and guarantee it to other Humakti they meet in conflict.

### Runes

Death, Truth.

### Mythos and History

**Humakt Faces the Champion of Chaos (Resonance 65%) – Chaos Cannot be Trusted. Offer a Clean and Honourable Death to All Things:** There are many stories of death from the Great Darkness. Humakt figures in many of them. In one battle he slew, single-handedly, 1,000 of the enemy and was coated in their blood. He carried Death, the sword, in one hand and Faith, the shield, in the other. Finally he faced the Champion of his enemies and this monster carried Axe and Spear. The Champion, Humakt noted, was not blood-slicked, as he was and this suggested either weakness or cowardice.

The Champion charged and created wheels of spines and fire from its heels. Humakt cut the spokes of the wheels with Death and smashed Faith into the Champion's face. The Champion bit with its Axe and stabbed with its Spear. Humakt parried both these blows and took a different stance when the Champion formed new legs and became a draconic thing. It poured fire down on Humakt and the god was forced behind Faith as the flames lapped around him. Humakt then snatched-up the Spear, which the Champion had dropped, and using his Leaping Magic, Humakt jumped high, wide and came down on the serpent's head, plunging Spear into the brain and driving death into the throat. Then Humakt slid down the monster's body with Death, opening the thing from tongue to testicles.

The Champion lay panting and pained at Humakt's feet, a weakened, septic thing. 'You have killed gods and good men,' Humakt said. 'I offer you a fast way to Hell, now. Accept it and you will die with honour even though you did not fight with it.' The Champion scoffed something and tried to spit poison at Humakt. He cut the creature's head from its body and the



brains from the head. The thing died then and shrivelled into what we now know as Snakepipe Hollow.

Later, when Humakt was called to Orlanth's Hall to recount his deeds he told all that Chaos cannot be trusted and has no honour. 'It fights with tricks and poison, even though it carries weapons. It does not accept its fate when delivered unto it and changes its nature constantly to avoid the inevitable. Chaos cannot be trusted.'

The gods learned a new lesson that day and fought Chaos differently from then on.

### Nature

As a cult of warriors and mercenaries Humakt prospers most where there is conflict. In areas where there is peace, or occasional outbursts of tribal bickering, Humakt is usually viewed as a highly specialised cult that offers little in the way of practical skills for general life. Humakti cultists in a time of peace are often lonely, bored individuals. Conflict is essential to them. However, in this time of warring empires there is never any shortage of need for Humakti warriors and sell-swords: there is much good work for Humakti to do and they keep the paths to Hell well-paved with their work.

The over-arching belief of all Humakti is that death is final. To maintain someone or something that Death has claimed



is perverse and against the order of the cosmos. Resurrection is abhorrent to the Humakti, as is any form of necromancy or creation of 'living' dead or undead. Questing Humakti often undertake to find and destroy all such magics and perpetrators of it (which includes both Chaos cults and God Learner sorcerers). A focus of Humakti wrath is the renegade God Learner-turned-Wyrmfriend, Delecti, who operates in Dragon Pass and experiments with un-life.

The Humakti also dislike the Darkness god, Zorak Zoran, a bloody-handed slaughterer who glories in massacre and atrocity. The dislike is mutual, for Zorak Zoran considers Humakt to be effeminate and squeamish. The two cults do not actively war upon one another but their members are usually found on opposite sides of a struggle. There is also a professional rivalry with the cult of Yelmalio, also a warrior/mercenary cult, but this rivalry is far less fraught than with Zorak Zoran and Humakti and Yelmalian cultists can co-exist.

Humakt promises his followers a special section of Hell reserved for them to practice and prepare for the Final Days, or, at least, the next full-scale Gods' War. By doing this they also protect Hell from in-roads by Chaos. Humakt worshippers are *never* Resurrected. The cult cares little for what happens to the corpses of their dead, save for insisting that they are treated with local respect and not turned into undead. Members usually sing a song of victory over any grave, commemorating the dead with a feast, then move on. It is not uncommon that the broken sword of the member is left stuck into the grave or funeral area.

Humakti are practical and resolute and often grim-faced and dour of personality.

## Organisation

Humakti temples are essentially autonomous, with the members travelling from one to another as the ways of war and conflict take them. If a cult-wide decision is ever necessary, a council is called with the senior High Priest presiding, each Priest and Rune Lord having a vote in the outcome.

Humakti maintain a rigid intra-temple structure organised along military lines. The Rune Lord or High Priest is called Captain and is supported by 10 Priests or Lords called Centurions. Each Centurion has up to 10 Initiates or Lay Members called Sergeants. In practice, this structure is rarely as organised as it could be; sometimes there are more than 10 Centurions, or extra Lords and Priests, depending on the current population. These extras are fitted in wherever possible, with the sure knowledge that vacancies are never far away.

To the outside world, the Priests of Humakt are known as Sword Priests and the Rune Lords as Rune Swords.

Humakt has no particular centre of power. In Orlanthi clans there is generally a Humakti presence and a shrine is built close to the main Orlanth shrine but aside from it, noting the rift between the two gods. If Hendkoranth cultists are also present in a clan, then their shrine is often closer to the Orlanth shrine but always smaller than Humakt's.

The cult also recognises Ten Swords, which are treated as mobile shrines and are always brought to any High Council that is called. Each sword is made of iron, has the Death and Truth Runes carved into it and has been the weapon of a great Humakti Rune Sword in ages past. Each sword has been obtained through dangerous HeroQuesting with each having a separate HeroQuest. The swords are named but the names are known only by the highest Lords of the cult. To be taught the 10 names is to have achieved the highest possible status. A single Rune Lord of Humakt cares for a single sword. He does not use it in casual battle and carries it only when times deem that he must. The swords carry powerful Otherworld magics drawn directly from Humakt himself. In battle they are fearsome weapons and their wielders are fearsome warriors.

Humakt's High Holy Day, called the anniversary of his birthday, is Windsday, Death week, Storm season. This actually commemorates the slaying of Grandfather Mortal and is thereby the 'birth' of Death. Additionally, there are holy days each Death week of each season, with the days varying according to the elements. Thus it is on Waterday of the third week (Sea season), Fireday of the 11th week (Fire season), Clayday of the 19th week (Earth season) and Freezeday of the 27th week (Dark season).

## Membership

Standard.

Once accepted into the cult all members must make a dedication of POW to the god and must accept at least one Gift, chosen randomly from the Gifts and Compulsions table. In addition the cultist accepts a Compulsion for each Gift – and some Gifts carry multiple Compulsions (which are known as Geases by Humakti).

In addition, all Initiates gain an immediate +5% bonus to a Sword Combat style.

Initiates are allowed to use any weapon but to advance to Acolyte rank they must use a Sword Combat Style as their primary style, for which they must have attained a minimum of 70%.

Acolytes gain an immediate +10% to any Sword style when used in combat with undead.

Rune Lords (Swords) must have attained 90% in a Sword style and must use it exclusively. They also gain a +20% bonus to their Sword style when parrying or defending against undead.

If a Sword of Humakt attains a Pact (Humakt) of 90% and dedicates at least half his POW to the cult, then he has a chance of being awarded custody of one of the Ten Swords (assuming a sword is available). The chance of success is equal to his CHA plus Dedicated POW. If successful he is told the name of his sword and presented with it at a solemn service at a Humakt shrine on the High Holy Day. The sword is always an unremarkable, battle-scratched thing of iron but one that radiates magical power. The swords have the following powers:

- Cannot be damaged by non-magical weapons of any kind.
- Have the appearance and handling of a Longsword but inflict damage of a Great Sword.
- Provide an additional 3 POW for the use of Humakti Divine Spells: the cultist effectively has an additional three points of dedicated POW higher than his personal dedication.
- The sword groans, glows, tingles and vibrates when any enemy of the cult is within 100 metres of it.

Additional powers for a sword are also possible and left to the devices of Games Masters; activating such powers though, requires a HeroQuest.

### Common Magic

Bladesharp, Detect Enemy, Endurance, Hand of Death, Oath of Ordeal, Pierce.

### Higher Magic

Standard.

The cult provides Sever Spirit, True Sword and the following spells:

### Counter Undead

Duration 15, Rank Acolyte, Resist (Persistence)

Undead creatures such as spirits, ghosts, zombies and so forth cannot come within a number of metres radius equal to the Magnitude of the spell. Ranged and magical attacks (not relying on touch) can still be made. Discorporation attempts suffer an immediate penalty of the spell's Magnitude x3.

Undead that are deterred by this spell automatically withdraw to a safe distance. If the Humakti can force the creature to enter the radius of the spell (because it cannot physically retreat any further) then he can match his Pact against the creature's Persistence in an Opposed Skill Test. If the undead creature loses the contest, it suffers a number points of damage equal to the spell's Magnitude to all Hit Locations simultaneously.

### Morale

Duration 15, Rank Rune Lord/Priest, Resist (Pact or Persistence)

The radius of this spell is a number of metres equal to its Magnitude x3. All within the radius of the spell will fight with the caster or follow him into battle for the spell's Duration. Those who wish to resist the effects can do so through either a Pact or Persistence roll – whichever is higher.

Those who *willingly* follow the caster gain a bonus to their Combat Style equal to the spell's Magnitude. However during the spell's Duration they cannot surrender or flee the battlefield.

### Oath

Duration Special, Rank Rune Lord/Priest

This spell creates a binding oath between the caster and the subject. If the other party breaks the oath in any way, shape or form, he immediately sustains a number of points of damage to all Hit Locations equal to the default Magnitude of the caster: thus, as the Pact of the caster increases so does the potential damage that the Oath Breaker would sustain.

The oath can only be negated by the caster who must verbally free the other party, or if the caster dies.

### Reveal Truth

Duration 15, Rank Initiate

This spell reveals the presence of all verbal lies within a radius equal to the caster's dedicated POW x2. The liar is shrouded in a dark, smoky glow visible only to the caster. The spell cannot be resisted although magical defences such as Countermagic will counter the Reveal Truth spell if their Magnitude exceeds that of the Reveal Truth spell.

### Gifts and Compulsions

All cult members must accept at least one Gift, using Dedicated POW to buy it and take the number of Compulsions, or Geases, indicated by that Gift.

Gifts can be chosen from the following list but Geases are always rolled randomly.

### Humakt Gifts

Increase any one Combat Style by 10%.

Gain 1 Combat Action.

Increase Strike Rank by 1D3.

Increase any one Cult Skill by 10%.

Increase one from STR, CON or DEX by 1 point.  
 Increase one from POW, SIZ or INT by 1 point.  
 Gain the Sense Assassin ability or increase it by 25%.

### Humakt Geases

- 01 Favored by Humakt; no geas.
- 02–04 Mistrust all Dwarves.
- 05–07 Mistrust all Elves.
- 08–10 Mistrust all Trolls.
- 11–13 Mistrust all non-Humakti except those friendly to Humakt's cult.
- 14–16 Mistrust all non-Humakti, friendly or not.
- 17–18 Never eat from a dish.
- 19–21 Remain silent for one week per season (this includes casting spells).
- 22–23 Do not speak for one day per week.
- 24–26 Eat no meat on Windsday.
- 27–29 Eat no meat on Death week.
- 30–32 Eat no cooked vegetables.
- 33–36 Eat no vegetables.
- 37–40 Ride no animals for one day per week.
- 41–43 Ride no animals for two weeks each season.
- 44–46 Ride no animals.
- 47–50 Drink no alcoholic beverages.
- 51–57 Never participate in an ambush.
- 58–60 Never lie to a friendly cultist.
- 61 Never lie.
- 62–65 Dedicate a further 1 POW to the Humakt Pact during Sacred Time.
- 66–67 Dedicate a further 2 POW to the Humakt Pact during Sacred Time.
- 68–71 Never use non-cult weapons.
- 72–75 Never strike first in battle.
- 76–79 Never Evade in combat.
- 80–81 Cannot use any Shield.
- 82–85 Cannot use metal armour in one location(random).
- 86–89 Cannot use any armour in one location (random).
- 90–93 Cannot use metal armour in two locations (random).
- 94–95 Cannot use any armour in two locations (random).
- 96–98 Roll twice more.
- 99–00 Roll thrice more.

### Cult Skills

All Sword Combat Styles, Athletics, Brawn, Lore (Burial Rites), Lore (Humakt the Claw), Lore (Regional), Resilience.

### Allied Cults

Hedkoranth provides Shield.

### Sense Assassin

This ability is roughly analogous to Insight and begins at INT+Dedicated POW. The ability gives the Humakti the ability to suspect an associate who intends to assassinate someone the Humakti is currently attached to, whether as a part of a temporary adventuring party or a permanent fealty relationship. This of course includes an assassin coming after the Humakti. The Sense will not tell the Humakti who the intended victim is but does point out the assassin.

## ISSARIES

The son of Larnste and Harana Ilor, the primal Runes of Mobility and Harmony. So skilled was he in the art of communication that it was Issaries who carried messages between the Earth and the Sky when they were courting and helped to bring about the birth of Umath. He is therefore the oldest of the Lightbringers.



During the God Time Issaries showed the different tribes how to talk to each other and so is the father of language. He also showed them that, through language, they could trade with each other rather than make war. Such was Issaries' influence that he brokered an agreement between Orlanth and Yelm, two gods of stubborn natures. Such was Orlanth's gratitude (Yelm's was lacking) that Issaries joined the Storm Tribe becoming its herald and emissary.

Issaries, then, is the god of communication, trade and diplomacy. It is a far reaching cult that appeals to common traders and merchants, diplomats and politicians, linguists and philosophers.



## Runes

Harmony, Motion, Trade.

The Trade rune is unique to Issaries and is not found within any other cults. It is a power of Issaries' own devising but born from the runes of Harmony and Mobility.

## Mythos and History

**Issaries Heals the Rifts (Resonance 80%) – The Importance of Dialogue. The Importance of Listening, even to Enemies:** When the sky and earth were sundered there was much sadness because they could find no way in which to exchange views, ideas or love. Larnste and Harana Ilor saw this division and so made the Bridge, which was Issaries, and gave unto him their own Runes and a Rune that crosses the divide, which was uniquely his.

Issaries used his Runes to cross between Earth and Sky, listening, interpreting and taking these messages between the two. Finally, when all messages were done, Harmony was known and the Sky and Earth could continue without fear of separation.

From the messages these two passed, Issaries devised Language, which was again part of his Rune, and took Language to the tribes who made constant war upon each other. Going from one to another he taught them words and then taught them language. Each tribe made language its own, each slightly different to that of other tribes but the basis was the same. Then he taught the tribes the power of trade and war became something for Later but not for Now. Tribes traded and so spread knowledge, wisdom and wealth, which is important but not as important or as powerful as the other two.

Issaries heard of more bickering in the court of the Emperor and so he went to see what the commotion was. He found Orlanth, Lord of the Storms, in heated debate with Yelm, Emperor of the Cosmos. Orlanth wanted a thing that Yelm refused to give. Orlanth threatened war, because he had not yet learned language and could not express himself with eloquence. Yelm had learned language but chose not to use it because he felt it beneath him.

Issaries sat between the two and taught Orlanth language. At first Orlanth's voice was guttural and rude but it soon became smooth and truthful. Yelm refused to listen still and so Issaries removed the helmet, which covered Yelm's ears and he was forced to hear what Orlanth had to say.

Later, when Orlanth slew Yelm and went to fetch him from the Dead, Issaries made Yelm listen once again and this listening

was the Great Compromise and the greatest of all the trades Issaries made.

## Nature

The cult of Issaries is diverse in its nature but always at its heart is communication. All communication, the cult teaches, is trade; and trade is inimical to life. Those who trade avert destruction. Those who refuse and seek only to take, bring destruction in their wake.

The cult is therefore founded on principles of discussion, reasoning, compromise, negotiation, understanding and agreement. It is not so naïve as to believe that agreement is always the result, or that results will always be fair but it does teach that a peaceful result carries further, deeper and with more benefit than a result born of violence. Sometimes violence is necessary, if communication and trade have failed but always as a last resort – never a first reaction.

## Organisation

Issaries worshippers have spread far and wide in the Second Age. The Middle Sea Empire and EWF both create many opportunities for communication, trade and profit. The cult shares a friendly rivalry with Lhankor Mhy – although Lhankor Mhy seeks to keep things secret whilst Issaries seeks to share and spread to the benefit of all.

The cult's temples are few and far between but any place where people come to trade, debate or converse can be made into a shrine through the Market spells. Issaries representatives are found in Orlanthi cultures but also beyond: the EWF has a draconised version of Issaries and the God Learners are looking at ways of proving that Issaries has kinship with Malkion and is thus an agent of the Invisible God. Many places of meeting – parliaments, moot halls, senates, debating chambers and so on – offer prayers and small sacrifices to Issaries, acknowledging the widespread nature of the cult and its ability to cross many boundaries with reason, discourse and negotiation. Issaries priests and Rune Lords often become advisers to kings and emperors, such is the respect Issaries commands.

## Membership

Standard.

Acolytes are known as 'Bronzetongues' or 'Harsts'.

Rune Priests are known as Merchants and those who venture far and wide can name themselves 'Merchant Venturer'.

Rune Lords are known as 'Trader Princes' and they can command influential positions in commerce, politics and diplomacy.

## Common Magic

Babel, Clear Path, Detect Gold, Detect Silver, Detect Trade Goods, Glamour, Mobility.

## Higher Magic

Standard.

The cult also teaches Create Great Market, Create Market, Lock, Passage, Special Lock and Spell Trading.

## Create Great Market

Duration Special, Rank Rune Priest

This spell is available only to elected High Dragon Speakers of the cult and is temporarily given to them by Issaries when they attain that status. This simply allows all priests of the cult to combine their Create Market Divine spells together to make one large, protected marketplace. It lasts for one week in a temporary market and a full year in on-going places of market worship where Issaries has an established temple.

## Create Market

Duration Special, Rank Acolyte

This spell creates a gently glowing wall with a radius in metres equal to the Magnitude of the spell x5. The boundaries of the spell must be clearly marked by the caster – either with chalk or some other form of marking, or the placing of boundary markers such as stakes or even stones. Within the confines of the spell the caster is immediately aware of anyone who is entering the area with a hostile intent. Theft is a hostile intent. Note that this will make no distinction between ‘friendly’ fighters and ‘hostile’ fighters; anyone attempting to pass through with intentions of harm from the Outside will alert it. The Market lasts for as long as the Issaries caster remains within its confines; once he moves outside, the spell dissipates. Anyone who tries to commit a hostile act within the Market suffers a skill penalty to the hostile skill equal to the Pact skill of the caster.

## Lock

Duration Special, Rank Acolyte, Touch

This spell may be cast on a door, chest lid, bag opening or similar device. It will thereafter keep the target sealed for a number of weeks equal to the spell’s Magnitude. Overcoming the Lock spell requires a Passage spell of *greater* Magnitude than the Magnitude of the Lock spell when it was cast to break the seal and give access to whatever is within or beyond..

## Passage

Duration 8 Weeks, Rank Initiate, Touch

This spell is used to gain passage through a Lock spell, the Magnitude of the Passage needing to exceed the Magnitude of the Lock (or Special Lock). The spell also has a Duration, in weeks, equal to its Magnitude.

## Special Lock

Duration Special, Rank Acolyte

This is like Lock in every way but may be cast on top of it to allow one other specific person to pass through the target area each time it is cast. This is cast on the door (or whatever) and the person getting the ‘passage’ must also be present, laying their hands on the door during the spell. It is good only for one door and one person per casting.

## Spell Trading

Duration 15, Rank Acolyte

This spell allows the Issaries priests the ability to trade one use of any Divine spell which they know – exempting Spell Trading – in exchange for one use of any Divine spell known by another priest of any cult. The trade must be done voluntarily. Trading any Divine spell counts the same as casting it and they lose that instance of it until appropriate prayers can be offered for its return. Issaries priests may trade any spell of which they have use, even it did not originate with their cult. However, spells that require a higher rank to be cast cannot be traded. Thus, an Issaries Acolyte could not trade for a spell that only a Rune Lord could cast.

The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, who might cast the traded spell against the Issaries trader. Some sort of token must also be passed as part of the trade and it should represent in some way the spells being traded. Thus a Shield spell would use a shield, a Humakti spell use a knife and so on.

Traded spells must be used within a number of days equal to the default Magnitude available to the respective casters. Thus, an Issaries cultist with Pact (Issaries the Claw) 70% must use whatever spell he gains through the trade within seven days. The spell, if not used, is lost at the end of this period.

## Gifts and Compulsions

None.

## Cult Skills

Commerce, Evaluate, Influence, Insight, Lore (Diplomacy), Lore (Issaries), Oratory, Perception.

## Allied Cults

Chalana Arroy provides Sleep.

Lhankor Mhy provides Analyse Magic.

Orlanth provides Flight.

## KERO FIN

Kero Fin is First Mountain. She exists upon Glorantha as the mighty mountain of Kero Fin, so tall that her summit cannot be seen and reaching it is a HeroQuest. Kero Fin is the mother of all mountains and the mother of Orlanth and Yinkin. She unites the Earth and the Sky and all born in her shadow, it is claimed, are Orlanthi at heart, no matter what they come to believe.

### Runes

Air, Earth, Stasis.

### Mythos and History

**Kero Fin Prevails (Resonance 60%) – Strength Through Permanence; Strength Through Unity:** At one time all was flat and featureless. Sky and Earth were one and this togetherness created nothing new and nothing of interest. When, eventually, Sky and Earth were separated, there was much confusion. Umath, the Primal Air, filled the void and his nature was tempestuous and violent. He raged between the Sky and Earth and could not find peace.

Kero Fin was born in the earth but her father was the Sky. She sought both by thrusting herself out of the Earth and as high as she could go. She passed through Umath's domain and the god wooed the goddess. She saw his true nature and was attendant to it. Kero Fin became Umath's wife and she bore him a son, Orlanth, who was as unruly as his father but had some of the sensibilities of his mother.

During the Gods War many tried to tear Kero Fin down but she was protected by her husband and son. Later when dragons came and tried to rape her, Orlanth drove them off. When the Spike was destroyed, Kero Fin caught many shards and turned them into other mountains. The tears she wept on that day became the first rivers and one she named Engizi.

Throughout all Kero Fin prevails. She is the Mother Mountain and the most permanent thing in the world because she unites Sky and Earth, Air and Space. From her comes strength and solidity. To be born in Kero Fin's shadow, the Wintertop, is to know the wisdom of All Things.

### Nature

This is a small cult centred around the veneration of Kero Fin as the Grandmother of the Storm Tribe. In this time of strife and warring empires the cult has gained a new prominence amongst the traditionalist Orlanthi as Kero Fin symbolises immovable defiance; one that can resist warring gods, wars

and even wrathful True Dragons. The cult believes that, long after the EWF and Middle Sea Empire have destroyed each other, or themselves, Kero Fin will prevail still acting as a beacon and symbol for all true Orlanthi.

The cult promises its members that, upon death, they will climb effortlessly to the summit of the mountain and become part of Kero Fin's radiance, the eternal snows of Wintertop. This will be a transcendence more than an afterlife because Kero Fin prevails no matter what and thus so will her faithful.

In earthly matters Kero Fin worshippers are staunch in their belief that the Storm Tribe are the true inheritors of Genertela (and anywhere Kero Fin's shadow is cast). They are fervent believers in their own supremacy, even over Orlanth, which means they are often at odds with the traditional clan ways and move away to hermitages on the slopes of Kero Fin itself. Stubborn, immovable and of fixed views, this is a cult for those who deny the ephemeral empires that control the world currently and believe solely in the permanence of the Storm Tribe above all things.

### Organisation

The cult has few worshippers within Orlanthi society; they tend to be solitary individuals who find hermitages for themselves in high places, hill-tops and on the slopes of Kero Fin herself. All adherents must be within sight of their goddess ensuring that she is the first thing seen on waking and the last thing seen before sleeping.

The cult has no Rune Lords. Rune Priests are allowed to build their residences on the higher slopes of Kero Fin and to administer to those Acolytes who build their hermitages lower down. Those who do not recognise Kero Fin's dominance and power and driven away soundly, with rocks and weapons.

### Membership

Standard.

### Common Magic

Coordination, Endurance, Frostbite, Slow.

### Higher Magic

Standard.

Amplify, Behold, Fog, Meditate, Mindlink.

### Gifts and Compulsions

All cultists must remain within the sight of Kero Fin. Passing away from her shadow reduces their ability to cast Divine Magic by half.



### Cult Skills

Athletics, Influence, Insight, Lore (Kero Fin), Meditation, Persistence.

### Allied Cults

Orlanth provides Flight.

## KOLAT

Kolat is the Orlanthe's spirit Shaman, the only such spirit being in a pantheon populated by gods. This makes him something of an outsider but his veneration is, nonetheless, a part of Orlanthe tradition.

The spirits that Kolat commands are the wind spirits, the breath of Orlanthe and those spirits who have opted, after death, to enter the Spirit Plane instead of the Otherworld and become the breath of Orlanthe. All Storm Tribe worshippers bear something of Kolat's presence within themselves, even if this is unrealised or undesired. Kolat cultists are the Sezings, or Wind Shaman, who can call upon and command the wind spirits but also other spirits from the Spirit Plane, including certain nature spirits and ancestor/heroes who have, for one reason or another, committed to the Spirit Plane.

### Runes

Air, Spirit.

### Mythos and History

**The Four Defeats of Malia (Resonance 80%) – How Disease was Defeated in the Kolatings:** The Great Disease swept through the tribes taking many. Kolat rose to defend against Malia, the disease goddess and did these things.

In the first defeat Kolat swept the Pox Spirits into a great net and carried them to the Sickly Lamb, which would not reach adulthood but could devour all things save grass. The lamb ate the Pox Spirits and so saved the tribe. The lamb became sacred to them.

Next Malia sent the Rot, which ate at men directly. Kolat found the Medicine Bush and from it extracted the Sacred Red Root, which he wiped across the brows of each who was rotting within and without. The root took the Rot Spirit and confined it to the earth forever.

Angered, Malia sent the Bleeding Curse that would have made all creature bleed away their lifeblood but Kolat tricked the Bleeding Curse into thinking that the fawn was a person. The fawn would not bleed and was absorbed into nothingness.

Finally Kolat summoned the hero known as Inner Wind and the two of them brought Malia to her knees and gave oaths never to again attack Kolat's tribe. This promise binds her still and all Kolati have been free from disease ever since.

### Nature

The shamanic practice of worshipping Kolat is called The Seven Winds Practice. Most dedicated worshippers of Kolat are generally those who are born with a powerful spirit component to their soul, represented by their ability to Spirit Walk; usually these people are from specific clans or bloodlines descended from Kolat or other spirits. A few Orlanthe dedicate themselves to Kolat after being Initiates of another Storm Tribe god, although surviving the transformation ritual that awakens the adherent's buried spirit is very difficult.

### Organisation

Seven Winds Practitioners must attempt to explore and expand their spiritual selves by acquiring and keeping the Seven Winds. The actual magnitudes of the spirits they discover depends on the individual (see Higher Magic).

Kolati view their universe through seven personal directions. Each Kolati seeks to become One with Kolat by attaining each of the Seven Winds. In practice this is done through progressing through the shamanic tradition, as follows:

Spirit Worshippers have three allied spirits known as the Good Friends. The spirits commanded by the Spirit Worshipper are unique to the individual and are Elemental Spirits with the equivalent of one cubic metre.

Shaman have an additional three allied spirits known as the Place Friends. These have the following Characteristics: Seleran, (the Deep Well) is a water spirit; Veren Vu (the Defender) is a sky spirit; and Zolan Zubar (Bearpaw) is a Beast spirit.

High Shaman become One with Kolat by gaining the alliance of Inner Wind, the Hero Spirit who helped defeat Malia. Inner Wind is an Ancestor Spirit; his Characteristics are described in Higher Magic.

Kolati regularly perform rites to propitiate these spirits. The rituals are unique to each cult member and involve the throwing of the Gambling Sticks – a set of seven sticks made from wood, bone, antler or some other substance that the Kolati identifies through making a successful Spirit Walking roll once he has become a member of the cult. To invoke any of his spirits he must throw his Gambling Sticks and make the correct gestures, represented by the usual game mechanics for invoking any kind of spirit (including, of course, expending Magic Points).

The cult is not widespread but several Kolati tend to be found in any one clan, indicating Kolat's touch upon that clan. Those who are singular individuals tend to seek-out fellow Kolati and join clans where Kolati are supported. Orlanthei custom dictates that a Kolati cannot be denied entry to a clan even if he comes from an enemy clan; he must, however, agree to abide by the host clan's laws or be judged accordingly.

## Membership

The membership of the clan depends on awakening the inner spirit.

The chance of awakening the spirit component that permits the Adventurer to become a member of the Kolati is equal to the Adventurer's POW. A single roll against POW can be made to determine if the spirit component can be awakened. If it is, then that Adventurer has lineage with Kolat or has been touched by Kolat's presence at some stage in their life. Any Adventurer that follows a cult through either the Air or Spirit Rune may roll against his POW+CHA to awaken the inner spirit.

If successful then the awakening confers the Adventurer with the Spirit Walking skill at its base percentage. Spirit Binding must be learned when one initiates into the cult. Awakening the inner spirit is generally a call to join the Kolati, accompanied by strange dreams, visions and spirit visitations. However, joining the cult is up to the Adventurer. If he chooses not to, then the Spirit Walking skill reduces by 1D4% per Season until it either reaches zero or the Adventurer joins the cult.

Alternatively, if an Adventurer has rolled an appropriate Background Event (see *RuneQuest Core Rulebook*, pages 23–24), such as Rune Touched, then he can opt to have awoken his inner spirit instead of making the POW roll.

Awakened Kolati automatically qualify as Spirit Worshipers. The cult has no Followers.

## Common Magic

None – save whatever Common Magic the Kolati has learned before becoming a Seven Winds Practitioner.

## Higher Magic

Each rank within the cult allies the member with the Good Friends, the Place Friends and Inner Wind. These spirits have the following Characteristics:

### Good Friends (Spirit Worshipers)

INT 1, POW 1D6+6, CHA 1. Each Good Friend has the abilities of a sylph (*RuneQuest Core Rulebook*, page 170).

When the Kolati gains a rank, then his Good Friends increase their cubic size by one cubic metre, gaining an additional point of INT, CHA and 6 points of POW. A High Shaman thus is allied with three, three cubic metre Air Spirits.

### Place Friends (Shaman)

Seleran, (the Deep Well) is a one cubic metre water spirit; treat as a one cubic metre undine (page 171 of the *RuneQuest Core Rulebook*).

Veren Vu (the Defender) is an Intensity 1 Sky Spirit: INT 5, POW 10, CHA 5, CA 2, SR +5; HP 10, Spirit Damage +1D6, Persistence 40%, Spectral Smother 50%. Veren Vu increases the Kolati's Insight by 10%.

Zolan Zubar (Bearpaw) is an Intensity 1 Beast spirit: INT 5, POW 9, CHA 2, CA 2, SR +5, HP10. Spirit Damage +1D6, Persistence 36%, Spectral Claw 48%. Zolan Zubar boosts the Kolati's Damage Modifier by one step.

When the Shaman reaches the rank of High Shaman, each Place Friend rises to an Intensity 3 spirit with abilities recalculated accordingly.

### Inner Wind (High Shaman)

Inner Wind is an Orlanthei Hero from the Dawn Age who fought with Kolat. He is an Ancestor Spirit with the following Characteristics:

INT 14, POW 17, CHA 15

Skills: Discorporate 68%, Spectral Spear 117%, Stealth 97%, Track 85%.

Heroic Ability: Tireless

## Gifts and Compulsions

All Kolati are considered strange by other Orlanthei. They are compelled to use their Gambling Sticks when reaching any decision and must choose one Compulsion from the following:

Spit or urinate on any threshold where disease has been.

Collect bones, sticks, antler shards, stones and so on, increasing the collection each season. The collection has no monetary value but is deeply precious and sacred to the Kolati.

Become celibate.

Become vegetarian.

Cover the body in ritual scars made with the Gambling Sticks. A new scar forms whenever a spirit is called upon for aid.

In return, all Kolati are resistant to all natural diseases and increase their Resistance to disease by +20%. When a Kolati reaches the rank of High Shaman he gains the Disease Immunity Heroic Ability.

### Cult Skills

Insight, Lore (Kolati), Meditation, Perception, Spirit Binding, Spirit Walking.

### Allied Cults

None.

## LHANKOR MHY

Lankhor Mhy is the Orlanthe god of knowledge. His is not, however, a god who readily gifts knowledge but one who hordes it and keeps it close – as is the Orlanthe way. Lankhor Mhy was born before the Gods War of two members of the Celestial Court, Mostal (son of Acos Lawgiver) and Orenoar (Mistress of Truth). He lived with them upon the great Spike of Law and sang songs of Knowledge and Power.

When Orlanthe slew Yelm, gods and goddesses of all forms of Light went with him to Hell. One of these was the goddess of the Light of Knowledge and Lankhor Mhy was suddenly bereft of inspiration. He set out during the Lesser Darkness to find the missing goddess. Along the way he met the others and when the Spike exploded Lankhor Mhy joined with them to rescue the Sun and free all light from the Darkness.

While Lankhor Mhy was able to embrace all knowledge, mortals have no such opportunity and have found ever since that their knowledge must always be incomplete and what they know does not always apply to the problems they face. Yet many follow Lankhor Mhy's constant quest for knowledge, for the thirst for knowledge remains and his worshippers constantly search for new knowledge. They also constantly gather such shards of the Spike as are collectable, to better understand the universe that once took its form from the Spike.

### Runes

Stasis, Truth.

### Mythos and History

**Lankhor Mhy Finds Shards of the Spike (Resonance 90%)**  
**– How the world, and its knowledge, was broken:** Whilst walking in calm fields, Lankhor Mhy came across a curious red stone. It was as large as him and irregular but possessed certain symmetries, which he noted in his mind and found agreeable. He looked at the stone from all angles and was not astounded when it spoke to him. 'Do not stare at me,' it said.

'You are curious, for sure, but are no spirit. Nor are you flesh. You are mineral, like so many other stones.' Lankhor Mhy replied.

'I Am Secrets.' The stone said, sharply and Lankhor Mhy knew then that he had come upon a piece of his ancestral home and was thrilled but did not show it.

'I am a keeper of secrets,' he said. 'A collector.'

'I have nothing to collect.' Said the stone.

Lankhor Mhy sat down before the stone and watched it closely. The stone tried to shift from the god's gaze but could not. After a while it grew angry. 'You may have one secret and then you must be gone.' Lankhor Mhy thanked the stone for its generosity.

'I would like to know how to bring the Sun back into the sky,' the sage said. 'That is a secret that eludes me.'

'You must know Truth, first, for I Am Truth.' The stone said. 'And then you must know stillness, for I Am Stillness.'

Lankhor Mhy understood that this was not a riddle but an answer. 'I must become Like the Spike,' he said.

'That is the way of Secrets,' the stone said.

So Lankhor Mhy became like the red stone. First he adopted its form, so that two stones of identical nature stood in the field. Then he gazed inward and took stock of all that he knew. He knew many lies and these he spat out. Trickster lurked close by and snatched up the lies and made off with them, knowing he would find a use for them. Lankhor Mhy did not care. He was left with Truth and the Stillness of Truth. He realised that All is One and All is Not Complete; merely part of the greater All, which is, Infinity.

He realised also that all Truths are Still but not static. When one gazes upon the stone, the light strikes it from many angles and distorts what is perceived even though the stone's nature is the same and does not change. Stasis, therefore, moves and movement is Stasis also. Knowing this, or realising it, Lankhor Mhy gained True Wisdom and knew how to free the Sun.

### Nature

The cult of Lankhor Mhy seeks truth and seeks to keep it within its own halls, which are known as libraries. Ultimately all knowledge will be gathered together in one place, which is Lankhor Mhy's great library in the God Plane; until that time earthly libraries serve well enough. The aim of the cult



is therefore to gather knowledge from wherever it comes, discover the truths within and use that knowledge to mend the universe and prevent the shards of the Spike from being further spread apart.

Lhankor Mhy cultists are sages and scribes; Law Speakers and librarians; seekers of knowledge and its keepers. Worshipers know that they will travel to his Court inside the Tower of Ivory to sit at the feet of the Eternal Source of Knowledge, on their passing from earthly life. Their time in the tower will depend on how well they have fulfilled the lifetime quest of the cult: the amount of true knowledge known determines the time allowed in blissful research before mortals once again take their place in the eternal circle of life and death.

Lords and priests of Lankhor Mhy prefer to be laid into stone tombs, whether natural or constructed; shaft graves are preferred. The poorer members are simply buried with a rock as a pillow. Members buried with cult rites always have long accounts of their knowledge read during the services.

## Organisation

Lankhor Mhy Temples are well established across Glorantha and provide sources of knowledge and repositories of it for all who serve the cult and travel in pursuit of truth and learning. No single leader presides over the cult and inter-cult discussions are presided over by the Priest with the most seniority, which specialises in the field under discussion, and final decisions are made by a vote. These conclaves are extremely rare.

Within a temple, the structure is more formal. A Temple of Lankhor Mhy is presided over by a High Priest who is also the Official Chief Librarian. Three subordinates who deal with the duties of the Temple answer to him.

**Provost of Apprentices** – This is usually a Sage Priest or Sage Lord but may, depending on the size of the Temple, simply be an Initiate. His duties have to do with maintaining the physical grounds of the Temple and arranging for room and board for the apprentices and other Lay Members. His is the responsibility for collecting payments from instruction. For this he takes a 10% tithe of the payments for himself and his retinue.

**Chief of Loremasters** – This must be at least a Sage Lord and preferably a Priest. He is in charge of administering all non-Magical instruction in the Skills of the Temple and its associated Cults. He is also responsible for the copying of scrolls and books and is the main Librarian.

**Chief Priest** – The Chief Priest is in charge of all Magical training, Common and Divine, and also administers the Temple's service of Evaluation of Treasure, for which he collects a percentage of the fees.

Outside the Temple, many priests of Lankhor Mhy are solitary researchers, probing into ruins and areas of strange phenomena to seek out the innermost secrets. These Wild Sages, as they are known, are disdainful of their cloistered compatriots and the regard is usually mutual. Most are not seen except during major Holy Days when they must appear for religious observances. Some have gone so far as to set up small shrines within their research areas to make all their religious observances there and are only seen by occasional wandering Adventurers.

The Block, the largest existing chunk of the Spike, is a very Holy Place to the Sages. Every Year during the Sacred Time, caravans of pilgrim Sages arrive at the Spike for their sacred investigations. They pay well to be guarded carefully by the Priests and Khans of the Storm Bull, although these Berserker nomads have very little regard for the learning of the Cult.

God Day of Truth Week of each Season is the Holy Day of the Cult and the God Days of the Sacred Time are particularly holy, being times of celebration of the return of the Lightbringers from Hell. The first God day celebrates the return; the second celebrates the beginning of Time.

## Membership

Standard.

Rune Priests of Lankhor Mhy are known as Sages and must have at least three separate Lore skills at 90% or higher.

Rune Lords are known as Sage Lords and must observe the following practices:

- Temple Sage Lords must never get involved in individual quarrels nor participate in wars, unless the temple is threatened, a Lightbringer priest is in danger of death or if facing Chaos.
- They must spend half their time teaching and pay 90% to the temple.
- They may never marry an Initiate priest or a Lord of an elemental deity. Spouses must become at least a Lay Member of Lankhor Mhy.
- They must never allow a repository of knowledge to be threatened, which includes preventing all scroll burning, tablet shattering and so on. Any items of importance to the gathering of knowledge must be acquired for the cult.

## Common Magic

Lhankor Mhy has access to all Common Magic but will only teach spells to those who have served the temple in some capacity and donated some form of important knowledge to the archives.

## Higher Magic

The following Divine spells are provided:

Amplify, Behold, Dismiss Elemental, Dismiss Magic, Extension, Heal Mind, Meditate, Mindlink.

## Gifts and Compulsions

Lankhor Mhy cultists are obsessed with gathering any and all knowledge and locating shards of the Spike. This leads them into dangerous places and situations for which they may be ill-equipped. If a Lankhor Mhy follower senses any new knowledge – or believes a shard of the Spike to be present – he will be hell-bent on retrieving it.

## Cult Skills

All Lore. Insight, Meditation and Perception.

## Allied Cults

Chalan Arroy provides Heal Body.

Issaries provides Create Great Market.

Orlanth provides Telekinesis.

# MARAN GOR

Maran Gor is the Primal Earthquake. In the Green Age she raised mountains in her lustful abandon and split them just as readily. Her favourite children, the Quakebeasts, were slain during the Gods' War and she became bitter, spiteful and vengeful. At this time, she took the title of Gor and became an object of fear and awe. She was then a destroyer and was powerful and famous during that black time. As the world has changed, she too has changed and is now blood-thirsty and cruel. She is the dark-side of Nature; the brooding, vengeful force of the Earth Rune in all its fury.

## Runes

Death, Disorder, Earth.

## Mythos and History

**The Changing of Maran Gor (Resonance 65%) – How the World Changed a Goddess:** When Maran Gor was born her cry moved the world and shuddered into life the mountains of the north. When she reached childhood her tantrums created the mountains of the south. When she reached the brink of womanhood, the volcanoes burst forth their lava and when she became a woman, even Lodril bowed-down to her power. But she was ever merciful and cared little for the ways of the Celestial Court.

She gave birth to the Quakebeasts and they made the ground shake whenever she let them loose to play beneath the surface of the world. Dame Darkness tried to tame them and failed. Urox tried to capture them but they escaped. Finally, when war came, Death struck them and Maran Gor wept. Her tears became the jagged spines of all the mountains and even dragons feared her wrath.

When the Great Darkness engulfed the world Maran Gor was forced to hide and watch as the land was reformed in ways she did not understand. She responded by swallowing the monsters that roamed the darkness and this made her bitter and welcoming of carnage. When Orlanth returned the Sun to the world, she could not bear the light and hid her eyes. She tried to resist the Great Compromise and was beaten for her rebellion. Maran Gor resolved to fight on regardless of what other gods did.

Maran Gor's delight is now to remind the world of her presence and the loss of her children, her innocence and the loss of the world's tumultuous spirit. She became Earthshaker and her wrathful rage makes all things splinter, crack, shift and break. She engulfs any who are in the way of her temper and crushes them into dust, denying them sanctity in the Otherworld.

Fear Maran Gor!

## Nature

Maran Gor is worshipped in Kerofinela, Esrolia and Pamaltela. Her nature attracts those who revel in destruction and carnage, ever seeking to bring down what stands tall and firm. Even the Orlanthi fear Maran Gor worshippers for their violent nature threatens every stability, even those of the Storm Tribes.

Her worshippers pray constantly for demonstrations of Maran Gor's power and, when earthquakes strike the land, great, violent rituals accompany the shakes of the earth. All worshippers of Maran Gor are prone to vengeance, violent fits of rage and irrational loathing of all that stands with permanence. Chasms created by her quakes are considered shrines and the only standing structure Maran Gor cultists can abide is the Shaker Temple of Dragon Pass where Sorana Tor, the Cloven Princess, is her avatar. Sorana Tor can predict earthquakes and send disciples of the cult to where they will take place so that the propitiation ceremonies can be held. Enemies of the cult are ritually flung into the great rents of the earth, accompanied by unholy cries from the faithful as they are swallowed and then crushed by the vast movements of the earth.

Dinosaurs – earth shakers – are sacred beasts of Maran Gor, which places the cult at odds with the EWF. All Dragonspeakers and Dragonewts are considered cult enemies.

### Organisation

The cult has a very small following owing to its violent nature. Shrines are founded around earthquake sites and are characterised as ornate piles of rubble marking the epicentre of the quake. The Shaker Temple in Dragon Pass is a massive slab of obsidian, risen from the ground and then angled so that it forms the shape of the Disorder Rune. Sorana Tor lives within its shadow, ear pressed to the ground, listening for earthquake signs. When she senses a quake approaches she shrieks into the ground and all cultists of Acolyte rank and above hear her call and are directed to where the earthquake will strike. At this time they are expected to find and capture enemies of the goddess who will be cast into the movements of the earth and dedicated to Maran Gor as vengeance for all who injured her in times past.

Maran Gor's Holy Day is Clay Day, Disorder Week, Sea Season.

### Membership

Standard.

The sole Rune Priestess of the cult is Sorana Tor but she creates many Rune Lords (Shakers) to rally the rest of the cultists to propitiate the goddess.

The bulk of the cult consists of women but men may initiate if they become eunuchs.

### Common Magic

Befuddle, Bladesharp, Bludgeon, Demoralise, Heal, Strength, Vigour.

### Higher Magic

Standard.

Maran Gor also offers Blast Earth, Create Fissure, Command Dinosaur, Dismiss Elemental (Gnome), Earthblood, Elemental Summoning (Gnome), Shake Earth.

### Blast Earth

Instant, Rank Acolyte, Ranged

This spell affects an area of radius equal to the spell's Magnitude. No plants or flowers can grow within the blasted area for a number of years equal to the caster's Dedicated POW.

### Create Fissure

Instant, Rank Acolyte, Ranged

The spell creates a chasm a number of metres wide and deep equal to the spell's Magnitude. If the spell is used to undermine a building then the structure suffers 1D4 damage per point of Magnitude. If cast to engulf a target an Evade roll is permitted to roll clear of the earth's opening.

### Earthblood

Instant, Rank Rune Lord/Priest, Ranged

This spell takes a day to cast and affects 100 square metres, per point of Magnitude, ploughed by a team of oxen. Until the next harvest every death on this land that results in spilled blood produces enough crops to feed an additional family. Deaths may come from sacrificed animals but must be of at least a pig in size.

### Shake Earth

Duration 15, Rank Rune Lord/Priest, Ranged

The spell affects an area of land in square metres equal to the spell's Magnitude. All within the affected land suffer a -5% penalty to DEX related skills for every point of Magnitude in the spell. Additionally, anyone standing must make a successful Acrobatics or Athletics test to remain upright. Fallen Adventurers must succeed in a similar roll to regain their footing. Once successfully made, Adventurers remain upright but DEX-based skills remain affected for the spell's Duration.

### Gifts and Compulsions

All Maran Gor cultists are subject to violent rages and delights when destruction occurs. The intensity of the rage increases with the strength of the Pact skill.

All male Initiates must be castrated at the Shaker Temple – an act Sorana Tor commits with her bare hands.

### Cult Skills

All Axe and Hammer Combat Styles, Athletics, Dance, Influence, Lore (Maran Gor), Survival.

### Allied Cults

Babeester Gor provides Great Parry.

Ty Kora Tek provides Bless Grave.



## MASTAKOS

The god of movement and Orlanth's charioteer, Mastakos was held captive in Dailath's Well of Wisdom until Orlanth freed him and brought him into the Storm Tribe. During the Storm Age Mastakos travelled with Orlanth and no place was too far for his Seven League Stride. At night he is the bright planet crossing the heavens faster than any other object and he leaps across the Sky Dome, avoiding the Underworld and continuing his journey as a free god.

Mastakos is shown as a blue-skinned man driving a chariot pulled by dragonflies or seahorses.

### Runes

Motion.

### Mythos and History

**Mastakos Goes to War (Resonance 80%) – Keep Moving to Avoid Enemies and Death:** When Orlanth was required to go to war his accoutrements were brought to him from the Four Edges by Mastakos who cleared each edge in a single bound. Many sought to stop him as he fetched Spear, Shield, Sword and Helmet, with vengeful gods using their own weapons to strike at his heels. One succeeded and Mastakos faltered. He called out for aid and Chalan Arroy, watching from the centre of the world, healed his injured ankle and he continued back to Orlanth's stead.

Now there, Mastakos prepared the Chariot, which was a thing of storm and cloud, with wheels of thunder and spokes of lightning. To it Mastakos harnessed the dragonfly steeds known as Rage and Wrath whose wings beat like a storm of spears and spurred all across the heavens to where Orlanth fought against many enemies.

Orlanth was beset on all sides, from above and below. Mastakos rode the foes of Below into the ground and back to Hell. The foes of above he smote with his whip of thunderclaps and the foes to either side were crushed beneath the wheels of Chariot. He came across Orlanth, battered and bruised and with one mighty arm brought the Storm God into Chariot where the two then rode side-by-side, Mastakos at the reins, in pursuit of 1,000 fleeing enemies. Both gods shouted their triumph which is, even now, the howling of All Seven Winds, as they bore down on these enemies and either stabbed, crushed or trampled them beneath their combined fury.

At least, when all was vanquished, Mastakos rested and Orlanth went in search of other ventures. Death came looking for Mastakos but even so the god was too fast for it and he raced across the sky out-running Death and maintaining his pace throughout each and every night.

### Nature

The cult is rare and most members are Acolytes or Rune ranks of Orlanth. As such they wield considerable power but never in Mastakos's name. The cult's members are expected to remain moving, questing and travelling save for those occasions where they act as charioteers to a king or chief. There are few temples although temples to Orlanth maintain shrines to Mastakos usually marked by a chariot wheel and set of reins.

As a cult in perpetual motion Mastakos disciples exist to spread the word, aid Orlanthi wherever they may be and to be resolute and fluid in all they do. Mastakosi are energetic, vibrant individuals who revel in speed, travel and the wind in their hair. Many live their lives outdoors, barely setting foot indoors for fear of being contained – just as Mastakos was contained in Daliath's Well.

### Organisation

The cult is loosely organised as befits its transient nature. It carries little power within a clan save for when messages need carrying or war looms and charioteers are required.

### Membership

Standard.

The cult has no Lay Members and Initiates are usually initiated into Orlanth or another, warlike Storm Cult.

### Common Magic

Clear Path, Coordination, Mobility, Vigour.

### Higher Magic

Standard.

The cult also offers Amplify, Ebb and Flow, Extension, Guided Teleportation and Teleportation.

### Guided Teleportation

Instant, Rank Rune Lord/Priest

This spell returns the caster to a specific location made sacred to Mastakos through a week-long ritual that is learned when the spell is learned. The ritual must be performed again if the location is to be moved from its initial place. The spell has no set range: it returns the caster from any point in the world to the sacred site.

### Teleportation

Instant, Rank Acolyte

The range of this spell is one mile for every point of Magnitude. This spell allows a cultist to instantaneously move himself, or

a target to anywhere within the range of the spell, as long as the destination is in direct observation, there is solid footing and no object bars their arrival. If these conditions are not met, the spell automatically fails. The caster is able to teleport objects of up to three points of SIZ per point of Magnitude, as well as himself

### Gifts and Compulsions

Mastakos cultists are bundles of nervous energy, always moving, never still and frustrated and agitated if forced to remain in one place for too long. All cultists are filled with wanderlust, making it hard to make and retain family or romantic relationships.

### Cult Skills

Athletics, Drive, Evade, Lore (Mastakos), Lore (Regional), Ride.

### Allied Cults

Orlanth provides Flight.

## ODAYLA

Orlanth's son by Velhara, the Lady of the Wild, Odayala is the Great Hunter of the Orlanthe. In the God Time he hunted every beast known and only Grandfather Bear evaded him, eventually stalking him himself when Odayala gave up the Great Hunt. At the end none could say whether Odayala wore Grandfather Bear's skin, or if it wore his.

During the Great Darkness Odayala used his skills to help himself and others hide from what stalked the world and he stalked them in return. He also showed how to avoid Death by sleeping.

### Runes

Death, Harmony.

### Mythos and History

**Odayala's Great Hunt (Resonance 70%) – Respect for the Beast You Hunt:** Odayala was a child when he left his father's house and embarked on the Great Hunt, carrying only his spear and a crude shield fashioned from Orlanthe's rattle. First he hunted Goose and slew it. Next he hunted Fox and slew that, too. Moving into the woodlands he hunted Wolf and Boar, slaying them and, tired, lay down to sleep next to a shaggy hillside.

He awoke to find that the hillside was Grandfather Bear. He took up his spear but Grandfather Bear awoke also and went deeper into the woods. Odayala followed, tracking him by mark and spoor. Still Grandfather Bear evaded him and so

the hunt continued. Finally, Odayala was a man and tired now. He set aside spear because Hunting Time was over and prepared to return to Orlanthe's stead. But Grandfather Bear tracked Odayala by mark and spoor and so the Great Hunt, tables turned, continued.

When Odayala found himself cornered by Grandfather Bear he called out to it: 'Did I not leave you as you slept? And did you not keep me warm?'

'True,' Grandfather Bear replied, 'but then you hunted me.'

'I see that we are alike,' Odayala said. 'And that is good. We should learn from each other, then.'

And so the Great Hunt became the Great Compromise and Grandfather Bear and Odayala became Hunter and when Odayala returned to the stead even his father could not tell whether his son was bear or the one who had left before as a child. So Odayala showed Orlanthe his shield, made from the rattle and Orlanthe knew. Odayala taught his skills, learned from Grandfather Bear, to the rest of the tribe and from then on no one went without food or warm skins for the winter. Odayala needed none. He and Grandfather Bear were so close that their habits and natures were similar.

### Nature

This is a cult for hunters. It is practiced most in Sylila, Ralios, Maniria and Talastar on the edge of Peloria. The hunt is an act of reverence and worship for whatever is its subject. It is a common practice to leave a portion of the kill for the spirit or god of the animal.

The cult teaches respect for the wild, respect for the animal spirits and respect for the animals themselves. Odayala worshippers never take more than they need and never hunt for the sheer fun of the chase; hunting is a way of life and a necessity but there is always respect and reverence for what is being stalked. Death is delivered as cleanly as possible and no animal is left to suffer.

### Organisation

The cult has no specific structure. Priests are hunters just as Initiates are. Shrines are few and tend to focus on the great hunting trails and specific hunting grounds and sites. Within the clan Odayala cultists form a small band of providers who command a certain respect from the rest of the community and they often initiate to other gods too.

The Holy Day for Odayala is Wild Day, Death Week, Sea Season. On this day the Great Hunt takes place where Odayala cultists strip naked, arm themselves only with spear or bow and go upon a single hunt alone. The hunt may last days or

weeks and may not end in a kill: that is immaterial. The Great Hunt recalls the Great Hunt of Odayala and its nature is symbolic as well as practical. In this time devoted cultists may experience the Great Hunt as a minor HeroQuest, becoming, for a time, one with the animal they stalk, communing with it and understanding its nature. At the end of the hunt the hunter emerges as a little more like the beast he has hunted in his knowledge and habits.

## Membership

Standard.

Initiates are required to use the Peaceful Cut ritual on any kill made. This secret was created by Waha and stolen by Orlanth as a gift for his son. As their initiation rite, prospective members must embark on the Great Hunt, bringing back a suitable offering for the clan's elders. It is also a requirement that they kill a prey animal of the clan, showing their superiority over enemies (this is usually a wolf or similar and, very rarely, a bear).

Rune Lords/Priests of the cult may, if they wish, hibernate through the entire winter. If so, then they gain the effects of the Sleep for Life spell although it is not necessary to cast it beforehand (but a full, season-long hibernation is required).

## Common Magic

Clear Path, Hand of Death, Mobility, Slow, Speedart.

## Higher Magic

Consecrate, Excommunication, Heal Wound, Soul Sight.

The cult also provides: Command Deer, Command Rabbit, Command Wild Cattle, Command Wild Goat, Command Wild Pig, Command Wild Sheep, Draw Beast and Sleep to Life.

## Draw Beast

Duration 15, Rank Initiate, Ranged, Resist (Resilience)

This spell only affects mundane animals with a Fixed INT. If the Resistance roll is failed then the targeted animal walks towards the hunter at a walking pace; the hunter can stop and start this motion at will during the spell's Duration. Each point of Magnitude in the spell allows another beast to be controlled although each gains its own Resistance roll.

## Sleep to Life

Duration Special, Rank Acolyte

The caster can heal great wounds to himself by performing a hibernation ritual. The caster must find a safe spot and settle in it, deciding how long he will sleep for. He heals one point

of damage to each location simultaneously for each hour slept, up to the Magnitude of the spell. If disturbed from this sleep then all healing halts until the spell can be cast again. The scars and marks of wounds are retained, if the hunter so wishes them to.

The spell cannot reattach severed limbs, although maimed limbs still attached to the body will regenerate. The spell cannot resurrect the caster from death.

## Gifts and Compulsions

Odayla Initiates must take one Gift and the appropriate number of Compulsions upon initiation, at the cost of one Dedicated POW. Further Gifts and Compulsions can be taken at each rank but it is not compulsory.

### Odayla Gifts

Increase any one Combat Style by 10%.

Gain 1 Combat Action.

Increase Strike Rank by 1D3.

Increase any one Cult Skill by 10%.

Increase one from STR, CON or DEX by 1 point.

Increase one from POW, SIZ or INT by 1 point.

### Odayla Compulsions

01–05 Favored by Odayala; no geas.

06–10 Never eat from a dish.

11–15 Remain silent for one week per season (this includes casting spells).

16–20 Do not speak for one day per week.

21–25 Eat no meat on Wild Day.

26–30 Eat no meat on Death week.

31–35 Eat no cooked vegetables.

36–40 Eat no vegetables.

41–45 Ride no animals for one day per week.

46–50 Ride no animals for two weeks each season.

51–55 Ride no animals.

56–60 Dedicate a further one point of POW to the Odayala Pact during Sacred Time.

61–65 Dedicate a further two points of POW to the Odayala Pact during Sacred Time.

66–70 Never use non-cult weapons.

71–75 Never Evade in combat.

76–80 Cannot use any Shield.

81–85 Cannot use metal armour in one location (random).

86–90 Cannot use any armour in one location (random).

91–95 Cannot use metal armour in two locations (random).

96–00 Cannot use any armour in two locations (random).

### Cult Skills

Athletics, Craft (Butcher), Lore (Odayala), Lore (Regional), Perception, Spear and Bow Combat Styles, Stealth, Survival, Track.



## Allied Cults

Orlanth provides Wind Words.

Yinkin provides Identify Scent.

## ORLANTH

Orlanth is the chief of the Storm Tribe. His myths are known to all Storm Tribe members, even those who do not worship him directly. He is the god of Storms, god of the Air, symbolic of defiant freedom, symbolic of tribal hospitality and king of all gods.

He is an impetuous, mercurial god; prone to rash actions and then later, rueful reconsiderations. He is swift to anger, swift to calm, noisy but capable of great calm and stillness. Orlanthi feel Orlanth all around them in the calm breeze of a summer day, the gusting winds of fall and the hurricanes of Storm Season. He is triumphant but always with a vulnerable streak; he is wayward but warm and accommodating. His bravery is beyond all others but he is merciful too.

He is the son of Umath, the Primal Air and Kero Fin, the mountain goddess. He is thus the Middle Air uniting Land and Sky but part of neither. He created First Tribe and became its king through proof of leadership. He made many friends and brought many foreign gods into the Storm Tribe. So too did he make many enemies and the Solar Pantheon is considered the greatest of these because Orlanth killed the Sun Emperor, Yelm, with the weapon known as Death.

Orlanth thus has many aspects and these manifest as sub-cults of the main Orlanth cult. The key cults are as follows:

Orlanth Adventurous – The Questing Aspect. A cult for adventurers, thrill-seekers and Storm Tribe warriors.

Orlanth Dragon Breaker – The Killer of Dragons. A cult for those who oppose the Wyrmfriends, including the heretic cult of Orlanth the Dragon. Its greatest hero is Alakoring.

Orlanth Rex – The King. A cult for leaders, chieftains and kings. Only those with a duly granted title may join this cult.

Orlanth Thunderous – The Primal Storm. A cult for the wild and wayward who worship Orlanth in his purest form.

## Runes

Runes vary from one cult to another, as follows:

Orlanth Adventurous: Air, Mastery, Motion.

Orlanth Dragon Breaker: Air, Death, Motion.



Orlanth Rex: Air, Light, Mastery.

Orlanth Thunderous: Air, Luck Mastery.

## Mythos and History

The central, abiding myth of Orlanth is, of course, the Lightbringers Quest which has a Resonance of 120% for all versions of the cult. Each cult has numerous myths of their own, each relating to Orlanth's actions before Time began and explaining his character. Some sample myths are as follows:

## Orlanth Adventurous

**Orlanth Challenges the Emperor (Resonance 90%) – The Need for Respect. The Right of Freedom:** The Emperor of the Cosmos was the Sun and he tried to make all his subjects obey him. Umath he could not command because he was too powerful. Kero Fin he tried to command but she was too resolute. Instead he tried to command their son, Orlanth, and brought him to his court. 'I am your Emperor. Kneel before me.' Yelm said.

'I kneel before my mother because she gave me life. I kneel before my father because he gave me breath. What have you given me, so that I should kneel before you?' Orlanth asked.

The Emperor was angered.

'Because I rule, you must do as I say.'

'Am I a slave then?' Orlanth asked.

'You are a subject,' came the reply.

'Accord me respect and I will kneel to you,' Orlanth said then.  
'Not until.'

Yelm was unused to this insolence and commanded Orlanth away from his court. He then sent a number of his sons to test Orlanth and force respect from him. They set traps, forced duels, created contests and asked riddles. Orlanth left clear of the traps, won the duels with cunning, became champion of the contests through skill and used Lhankor Mhy's wisdom to solve the riddles. The sons of the Emperor returned with this news to their father.

'He must be tamed. Put him in shackles.'

So the air was shackled and Orlanth brought before the Emperor once more. 'Am I a subject or a slave?' Orlanth asked.

'The choice is yours,' Yelm said. 'Give me respect and you are a subject. Give me none and you are a slave.'

Orlanth then called upon Eurmal, who had been watching in the form of the hooded crow who perched in the rafters of Yelm's palace. Eurmal flew down and pecked free the shackles. Then Orlanth called for Mastakos, who broke through the doors in his chariot and Orlanth jumped aboard. Next he summoned the Four Winds and used these to carry them back to his own lands. Yelm sent warriors and Orlanth was forced to defend himself. He called his friends to him and declared: 'We shall be our own people with no recognition of an emperor who commands respect but does not seek to earn it. We shall be a tribe and not vassals. No power shall command us!'

This was agreed and from that point Orlanth and Yelm were as enemies.

## Orlanth Dragon Breaker

**Orlanth Slays Sh'harkazeel (Resonance 90%) – Dragons Can be Defeated:** Sh'harkazeel – the Mover of Heavens – was the primal Cosmic Dragon and older than the gods. Sh'harkazeel beget itself and dwelt coiled around the world, with its tail in its mouth. The Mover of Heavens was so powerful that it refuted the divine laws of the Cosmic Court, confounded the machinations of Zzabur and devoured the spirits.

Orlanth and his new tribe of unruly gods disturbed the inner parts of Sh'harkazeel and troubled the Cosmic Dragon. Moving, running about and creating new things, they gave the Mover of Heavens reason for concern, for their clamor gave the Cosmic Dragon pain.

When Orlanth killed the Emperor, Sh'harkazeel made ready to devour the gods to silence their clamor. The Primal One prepared to attack. The coils of the Mover of Heavens enveloped the Sky Dome and when the Emperor's sons learned of this, they became numb with fear and fled.

Seeking a champion, the gods assembled at Orlanth's camp, full of fear. They came before the Slayer of Yelm and asked him for his protection and aid. Without fear, Orlanth agreed to face Sh'harkazeel.

The gods rejoiced and acclaimed Orlanth as their king. They bestowed upon Orlanth his regalia, his matchless weapons of war and the irresistible thunderbolt. Orlanth filled his body with breath for a year and a day, made ready his weapons, took up his sword with his right hand, set lightning before him, called forth the Six Winds and various hurricanes and mounted his irresistible chariot of storm with four steeds, whose names were Crisis and Rage; he placed Humakt on his right and the shield of Aran on his left, a nimbus of lightning around his head, garbed in armour; with a magic word clenched between his teeth and a healing plant pressed in his palm, Orlanth leapt into the heavens to face Sh'harkazeel.

A snorting world serpent, hissing, having thunder, lightning, mist and hail at his command, Sh'harkazeel, the Mover of Heavens without hands or feet, pronounced an incantation; and it terrified all three worlds.

But Orlanth was not terrified and the storm god let fly his breath that poured into the Primal One's belly, so that its courage was taken from it and its jaws remained open wide. Great Orlanth let lose his irresistible thunderbolt and smote to death the firstborn of Dragons. Orlanth with his own deadly weapons cut the Mover of Heavens into 49 pieces. The spine he cut into two and fashioned the Dragonspine Mountains. Sh'harkazeel's blood flooded the seas and swore revenge. Its ribs were used to hold up the Sky Dome after the Mover of Heavens had attacked the sky.

Orlanth inhaled the last breath of the Primal One and with that breath learned the Four Sacred Breaths: the Calm Breath that clears the mind, the Storm Breath that gives one might, the Healing Breath that restores life and the No Breath that gives insight and wisdom.

Finally, Orlanth decapitated the corpse of Sh'harkazeel and, with his left hand, took its head as the source of his Power

over Dragons. He fashioned his great hall out of its skull and, with his left hand, carries the Green Head of Sh'harkazeel to confound and terrify his foes. In the heavens, Orlanth's Ring is preceded by the Green Dragon's Head, the source of Orlanth's Dragon Power and his residence on the Other Side.

## Orlanth Rex

**Orlanth Forms the Tribe (Resonance 90%) – The Importance of Counsel and Hospitality:** Orlanth brought many friends into his tribe for one reason or another and he sat them in a great ring in his hall. He looked to all and saw that they were good and wise. 'We call this the Ring,' Orlanth said, 'and here all may speak and be heard. I will listen and you must counsel me. One person can make a decision but the wisdom of it comes from many sources. If the decision is wrong, then I will bear it. If it is right, then we all share in it. There shall be no blame.'

'What if you disagree?' Wise Lhankor Mhy asked.

'Then we shall go by the Will of the All and I shall abide by that rule.' Orlanth replied.

'We number 10,' Issaries said. 'What is the all?'

'It shall be eight,' Orlanth replied, 'No fewer.'

This was agreed upon and became the rule of the Clan Ring. So it is that Orlanth's all is Eight out of the Ten.

'Others seek to join our Tribe,' Humakt said. 'What of them?'

'In my stead, all are welcome. All are welcome to drink of our water, eat of our bread and sleep at our hearth. Even enemies may do this as long as they offer peace in my hall and no harm to any here. Outside my hall they are enemies still and will be treated as such. If these newcomers are friends then they will always be friends unless they do things that make them enemies. In return we seek the same of their halls: water, food and shelter. Nothing more and nothing less.'

This was agreed upon as wise and became the hospitality of the Clan Ring. So it is that all are welcome to the clan's hospitality, as long as they abide by the rule of the Ring.

## Orlanth Thunderous

**The First Voice (Resonance 90%) – All Are Orlanth!:** The world was without sound. Umath's breath had faded and all was a noiseless void. Kero Fin created the god-child and his mewling was First Voice, which all men hear now in their hearts. The voice was Orlanth as yet unnamed.

When the boy became a man he found his breath and this carried his voice. His body was strong and challenged the universe. His strides caused the sky to crack and the clouds to stir. Thunderheads were his war cries; lightning streaks his vicious smiles. The Storm Age had come and many gods stirred in that time as Orlanth rose to the height of his power and caused the world to shudder and listen.

The second silence was when Orlanth killed Light. First the Thunder Voice formed a whisper and then it lulled. Chaos filled that void with a voice of its own and the gods that had stirred in the Storm Age were forced to fight or hide. Those who fought did so with Orlanth and he was now the Scouring Wind.

When the Sun crawled out of Hell, thanks to Orlanth, all voices returned and none was more triumphant than Orlanth's. All gods bowed to him – even the Sun God – and his tribe had the loudest of all voices. Orlanth was mature now and knew that his voice could moderate between calm and angry, tender and stern. Storms came only when necessary but always because Orlanth willed it. Now was the time of men.

And all men love and revere the storm for it is their voice. All who take a gasp of clear air breathe-in of Orlanth and breathe-out of Orlanth. Every call to arms and rise to defend is Orlanth's crashing rage echoing in 1,000 gleaming spears and 1,000 unsheathed swords. The smiles of Orlanth's warriors are the lightning and the pride in their hearts the same scouring wind that defeated Chaos and united a world torn asunder by disorder and monstrosity.

## Nature

The four aspects of Orlanth's cult have their own natures. Essentially the nature is as one but expressed through separate viewpoints and Runes. Herein is the Storm Tribe's strength: Orlanth is many gods with a single nature and many ways of expressing it. These things are at the heart of Orlanth's cults:

- Orlanth is the Air that every living thing breathes. Mortals call him Breath of the World, Great Storm, Outer Wind, Lord of the Middle Air and Primal Air. He is the great storm at the centre of Glorantha.
- Orlanth is the Great Mover. Orlanth shows that people can use force not just to cause problems but to solve them. In the Divine World, he controls this power of violence so that it cannot destroy the world again.
- Orlanth is the archetype for all men. He is a worker and warrior, king and common man, rebel and runner. His worship includes everything an Orlanthi needs to



know, whether farming, combat, leadership or the wind. Orlanth is the god of hospitality, of gifts and the protector of the Orlanthi people.

The specific natures of the four cults of Orlanth are as follows but all share these three natures.

### Orlanth Adventurous

The King of the Gods, Master of Storms, Wielder of Death and Bringer of Light. As Orlanth Adventurous his skills as a poet, fighter, lover and rebel are legendary. To follow Orlanth Adventurous is to live by one's wits, never shirk from trouble but never shirk from duty, to seek out adventure and danger, challenge all and emerge victorious and heroic. Orlanth Adventurous cultists are either heroes in the making or heroes in their own right. They epitomise the youthful, rash Orlanth who would challenge the sun and kill it, yet bring it back from Hell.

### Orlanth Dragon Breaker

Dragons would have ruled the world had it not been for Orlanth. Orlanth saw that dragons meant to transform all into something alien and incomprehensible and sought to stop it. He learned the secret of breaking dragons by learning their language and some of their magic but he was never corrupted by it. One-by-one he sought the dragons who would claim the world and killed them, ensuring that their power would remain lesser in the minds of men than the power of the gods. He created the Storm Tribe to show men how to live as men; not as lizards. Followers of Orlanth Dragon Breaker seek to destroy the Wyrmfriends who would undo all of Orlanth's work and enslave the world. Orlanth Dragon Breaker cultists are grim, determined individuals who actively fight against the Wyrmfriending influence with a view to its complete destruction. They are proud, ruthless warriors who aspire to HeroQuest for the magic that can fell the mightiest dragon – just as the cult's hero, Alakoring, has done and shown.

### Orlanth Rex

Orlanth is the King of the Gods. Without kings or chieftains there is no society and no order. This is the mature Orlanth; the god who created society, embodies community and is the absolute symbol of leadership. He is a just and fair ruler, a mighty warrior and a symbol for order and stability. All parts of Orlanthi society mirror the things Orlanth Rex created when he made Storm Tribe. All hospitality flows from him and whilst he rules determinedly, those he rules over are never slaves and never subjects; they are part of the greater Storm. Members of Orlanth Rex are, by their nature, leaders of clans and tribes. They look to Orlanth's myths for the wisdom of good rule and the examples to set to those they defend.

### Orlanth Thunderous

Orlanth is the Storm. His nature is untameable but always understandable. He is the freedom of life and the life of freedom. Through him come the fertile rains, the cleansing winds and the breath that fills every lung of every living thing on Glorantha. He made the power of the Air superior to all other powers. Orlanth's rage is demonstrated in the great storms and his tenderness in the gentle rains that allow Ernalda and her sisters to work the earth's bounty. Orlanth Thunderous followers represent Orlanth's primal nature and wield great power in Orlanthi society. They are the wood-painted, sky-clad warriors who form the vanguard of Orlanthi armies and are undeterred by any challenge, any foe or any monster. Their might is Orlanth's primal nature channelled to its utmost.

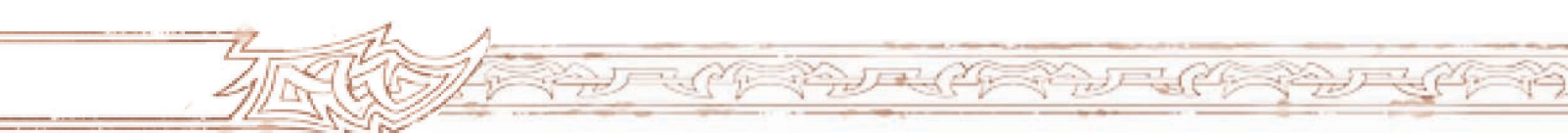
### Organisation

Orlanth's cults are widespread, active and high profile. Orlanthi do not hide themselves in the shadows and those who worship Orlanth directly are prominent and proud. Every Orlanthi clan has one or more temples to Orlanth: usually a single temple suffices for all aspects but individual temples to each aspect are not uncommon.

Most Orlanthi males join one of the Orlanth cults and may also initiate into another of the Storm Tribe cults too. But Orlanth is an exclusively male cult: women may venerate Orlanth as Lay Members but they cannot initiate.

Males initiate at the age of 16 or 18 as a rule and into either the Adventurous, Dragon Breaker or Thunderous cults. Only chieftains or kings can initiate into Orlanth Rex meaning that the average age for Rex cultists is older than for other versions of the cult.

Initiation is a deeply personal, mythically significant experience. It creates the initial relationship between man and Orlanth and determines how that man will behave as he matures and takes on greater responsibility. The nature of youths in every clan are watched closely and the elders decide on which aspect of Orlanth will be the most fitting. Many follow their fathers but there is no hard and fast rule, so many sons have joined Orlanth Adventurous when their fathers are followers of Orlanth Thunderous. The initiation rite varies from clan-to-clan but in every case it takes the form of a minor HeroQuest. The Initiate takes one of Orlanth's many myths and attempts a re-enactment using the magic he knows, the story he knows, the community he belongs to and his own character. This is all abstracted in the requirements for Initiates but the reality of the process signals the change from boyhood to manhood; from a carefree youth to an adulthood



with direction and obligations. Orlanth followers take their faith seriously and it becomes embedded in the way they act, speak, feel, move and progress through life. Initiation into an Orlanth cult is irreversible. One may initiate into other Storm Tribe cults but one can never sever the relationship with Orlanth. This is a very real god who watches and cares for his tribe. Those who forsake him can expect, at the very best, ostracism from their society and, at worst, violent reprisals from the cult itself.

Temples to Orlanth differ in their structure but all share the same purpose; to bring together Orlanth's faithful for ceremonies, stories, quests and community. The types of temple are usually:

#### **Orlanth Adventurous**

A hall-like temple with effigies of Orlanth stationed at the door and within, carved from wood or stone and depicting Orlanth in full adventuring regalia (arms, armour and shield), a lightning bolt clutched in one hand.

#### **Orlanth Dragon Breaker**

A hall-like structure with carvings of Orlanth killing several dragons with his bare hands, their carcasses forming a decorative mural around the base of the temple.

#### **Orlanth Rex**

A smaller, stone and wood structure with a throne of wood or stone forming the altar, and depictions of Orlanth in various states of rule; presiding over the Clan Ring, dispensing justice, leading to war and so forth.

#### **Orlanth Thunderous**

Circles of standing stones always aligned with Kero Fin. Orlanth Thunderous temples are always open to the elements with an imposing altar of stone at the centre of the henge for sacrifices and offerings. At their most basic a single ring of eight massive stones suffices but sometimes the temples are more elaborate with several rings forming a likeness of the Air Rune. The most ardent and prosperous Thunderous clans build the most intricate and impressive Rune Temples – and always in a high place.

The High Holy Day for all Orlanth cults is Wind Day, Movement Week, Storm Season – the time when Orlanth himself is most active, with driving thunderstorms, lashing rain and crashes of thunder like a divine symphony.

### **Membership**

Standard.

#### **Orlanth Adventurous**

Acolytes are known as Storm Servants. Rune Priests and Rune Lords are identical in function and known as Wind Lords.

#### **Orlanth Dragon Breaker**

Acolytes are known as Storm Servants. Rune Priests and Rune Lords are identical in function and are known as Dragon Slayers or Dragon Breakers.

#### **Orlanth Rex**

Initiates are known as Ring Members. The cult has no Acolyte rank. Rune Priests are always Clan Chieftains and becoming chief of a clan entitles a Ring Member to this cult position. Rune Lords are Tribal Kings and occupy the most exalted position, ruling over many clans.

#### **Orlanth Thunderous**

Acolytes are known as Storm Servants. Rune Priests are called Storm Voices and lead the members of the cult in all ceremonies and rituals. Rune Lords are known as Thunder Lords and are usually the generals or warlords of Orlanthi armies.

### **Common Magic**

#### **Orlanth Adventurous**

Bladesharp, Cover of Night, Mobility, Skybolt, Thunder's Voice.

#### **Orlanth Dragon Breaker**

Bladesharp, Mobility, Pierce, Vigour.

#### **Orlanth Rex**

Glamour, Mobility, Thunder's Voice.

#### **Orlanth Thunderous**

Demoralise, Detect Enemy, Mobility, Skybolt, Thunder's Voice.

### **Higher Magic**

Standard. Spells for each aspect are:

#### **Orlanth Adventurous**

Bless Woad, Elemental Summoning (Sylph), Flight, Wind Words.

#### **Orlanth Dragon Breaker**

Fight Dragons, Heal Wound, Know Dragon Weakness, Lightning Strike, Shield.

#### **Orlanth Rex**

Elemental Summoning (Sylph), Eloquence, Glamour, Mobility, Outlaw, Summon Moot, Thunder's Voice.

#### **Orlanth Thunderous**

Bless Thunderstone, Cloud Call, Elemental Summoning (Sylph), Flight, Wind Mastery, Wind Words.

## Special Orlanth Divine Spells

### Bless Woad

Instant, Rank Rune Lord/Priest

This spell can only be cast on the High Holy Day upon a ritually prepared pot of woad. The number of people who can wear the woad equals the Dedicated POW of the caster. When worn (and a pot covers all Hit Locations), the wearer gains a number of Armour Points equal to the Magnitude of the spell. The potency of the Armour decreases by one point for each day that it is worn. Covering the woad immediately negates the Armour protection.

### Eloquence

Duration 15, Rank Rune Lord/Priest, Ranged

Each point of Magnitude in Eloquence grants the caster +5% to the Evaluate, Influence and Oratory skills.

### Fight Dragons

Duration 15, Rank Initiate, Ranged

Each point of Magnitude in the spell provides the recipient with +5% to all Cult Skills employed in any kind of fight against dragons, draconic cultists or dragonewts.

### Flight

Duration 15, Rank Initiate, Ranged, Resist (Resilience)

This spell grants the recipient the power of flight. He can reach an altitude in metres equal to the spell's Magnitude x10 and travel at a number of metres per round equal to the spell's Magnitude. The caster can transport one object of SIZ equal to his POW, as well as himself, using this spell.

### Know Dragon Weakness

Instant, Rank Rune Lord/Priest

The spell can only be cast on the High Holy Day of Orlanth. When cast it ensures that the next blow struck against a dragon (of any shape or size) or dragonewt is *automatically* a Critical Success. It does not matter how long it takes for that first blow to be struck; be it a day, week, month, year or decade; but the spell only lasts for that one blow.

### Outlaw

Instant, Rank Rune Lord/Priest, Ranged

This spell takes an hour to cast and is usable only on an outcast of the clan or tribe. It marks the recipient as a clan enemy and

means that he will always be detected as being an enemy when any Detect spells are cast that he is in range of. The target of the spell also immediately loses any clan magic possessed and carries with him a taint that members of his former clan can immediately detect.

### Summon Moot

Duration 2 Days, Rank Rune Lord/Priest, Ranged

Casting this spell gathers together a clan or tribe. It must be cast within a stead's borders or within a temple or shrine to either Orlanth or Issaries. It sends out a mental call to all such community members within a number of kilometres equal to the spell's Magnitude x3. Community members cannot ignore the summons and feel immediately compelled to move towards the location occupied by the caster.

### Wind Mastery

Duration 15, Ranged

Wind Mastery increases or decreases the strength of a wind (see Wind Strength, *RuneQuest Core Rulebook* page 190) by one step for each point of Magnitude of the spell. The spell has no influence on wind direction or temperature.

### Wind Words

Duration 15, Rank Acolyte, Ranged

This spell causes the prevailing wind to bring to the caster's ears any conversations within a number of metres equal to the spell's Magnitude x100. The caster hears the words as though spoken aloud even if the words were whispered by the speakers. The words are only audible to the caster.

### Gifts and Compulsions

Orlanth worshippers do not gain any Gifts or Compulsions but their natures always reflect the aspect of their god and the Rune through which they follow him. The higher the Pact skill, the more like Orlanth's aspect they behave.

### Cult Skills

#### Orlanth Adventurous

Athletics, Evade, Influence, Lore (Orlanth), Perception, Spear and Shield Combat Styles, Stealth, Sword.

#### Orlanth Dragon Breaker

Athletics, Evade, Influence, Insight, Lore (Orlanth), Spear and Shield Combat Styles, Stealth, Sword.

#### Orlanth Rex

Evaluate, Influence, Insight, Oratory.



## Orlanth Thunderous

Influence, Language, Lore (Orlanth), Lore (Regional), Spear and Shield Combat Styles, Survival, Sword.

## Allied Cults

Chalana Arroy provides Sleep.

Ernalda provides Earthweight.

Heler provides Rain.

Lhankor Mhy provides Analyse Magic.

Mastakos provides Guided Teleportation.

Storm Bull provides Face Chaos.

Valind provides Freezing Wind.

Vinga provides Pathfinder.

## UROX

Urox is the Orlanthe name for Storm Bull.

Although Urox is primarily a Nomad cult it has found considerable favour amongst the Orlanthe as Urox was an ally of Orlanth during the Gods' War and during the Great Darkness, when the two stood firm against Chaos.

The cult is treated exactly as described in the Barbarian and Nomad Cults chapter.

## VALIND

Valind in the Winter King; god of the frozen wastes of the north, a land of ice demons, blizzard demi-gods and the winter winds, the Vadrudi, liberated from Orlanth. His father, Vadrus, was killed by Chaos in the Great Darkness and Valind is ever watchful and vengeful as a result, keeping his realm in intense cold as a way of guarding against Chaos's return.

The wider Storm Tribe has little to do with Valind as this cold, distant god keeps to his own territory and freezes out the people of the lowlands. His breath is felt in winter as it brings icy blasts into cool Fronela and northern Peloria but he sees some worship amongst the Fronelan Orlanthe and those of the lands of Talastar. Once his realm was greater, a massive ice-sheet covering much of the northern lands but the sorcerer Zzabur destroyed large swathes of it in the Dawn Age causing Valind to retreat to the regions he now occupies.

## Runes

Cold, Disorder.

## Mythos and History

**Valind Battles Two Foes (Resonance 70%) – The World is the Enemy of the North:** Vadrus was the Lord of Ice and Snow and was a calm god. Through the Cold Rune he

kept things stable and frozen, white-gold permanence that few dared challenge. Likewise his son, Valind, born in an ice storm, was a subtle god but with little in the way of malice.

At first neither cared when the Great Darkness came. They were far away from where it struck and had managed to keep the Sun Emperor at bay for a long time. Life was good for them and what was happening in the world was of little concern.

But then the Hot creature crept into Vadrus's realm through a fissure in the earth, which some think Eurmál showed it. It came into Vadrus and Valind's lands and began to attack what was there. Vadrus told Valind to rally the Hollri, the Ice Demons, to fight the Hot monster. Whilst he did so, Vadrus faced the Hot Monster alone with his blizzards and the Vadrudi all but perished. His death rattle is the howl of the winter winds and is still felt throughout these lands.

Valind and the Hollri battled the Hot Monster at Vornash's Gap. Valind tore at it from above and the Hollri from below. It plunged through the ice and into the deep. Its blood flows still through the geyser at Vornash's Gap: this blood is poison to the Hollri.

Valind turned his father's body into the Great Sheet of Ice, preserving it for eternity. But, when the sun rose, a new power, the heat known as Zzabur, came from the south looking to extend its own realm. With its sorceries – a new magic that Valind could not understand – it melted Vadrus's body until Valind drove the sorcerer out of the north and purged its followers with ice-hail and ice-spears. Their bodies are entombed beneath the frozen lakes, which were formed from Valind's tears for his dead father.

## Nature

Every year Valind tries to reclaim the lands stolen from him through his father's death. Cold winds sweep from the north and try to impinge on the lands of the sun Emperor and those where Zzabur once trod in Fronela. This vindictive annual attack is symptomatic of Valind's cult and raiding the warmer climes is an annual tradition for all Valind worshippers who would have Valind reclaim half the world, ruling it as his father did in the God Time.

The cult is primitive and visceral. Its followers venerate the cold and are most vibrant and active during Dark Season. They are angry that Valind has been forced into retreat and feel ever threatened by Zzabur's legacy, the Malkioni and the power of the Solar Gods led by Yelm. They are pleased that the Wyrmfriends have conquered Peloria and believe that the Great Dragon will help make the world vacant, heralding a new age of ice and the resurrection of Vadrus so that father and son might rule in splendour once more.

This is therefore not a forgiving or forgetting cult. It is cold, brutal and numbers men, demons and elementals in its ranks.

### Organisation

The cult's structure is very loose. There is no formal sect of priests and thus few temples or shrines. The Talastaring Valindites – those of the very north of Talastar who worship Valind most fervently – have made the Great Ice Hall, carved from a huge angular block of ice and hold strange ceremonies there but otherwise only a few shrines exist and all of these in cold climes, which limit Valind's power over the world.

The bulk of Valind's worshippers are the Hollri, or Ice Demons, which can be commanded through Valind's magic. These primitive, violent creatures worship Valind in their own way through their own, savage rites that are not mirrored anywhere else. Human sacrifices are sought each year when small Hollri raiding parties rally south to snatch whatever wayfarers they can, casting them, alive, into the boiling waters of Vornash's Gap, in the hope of abating its poisonous outbursts.

### Membership

Standard.

Only the Talastarings of Peloria have a Rune Priest rank, known as Ice Voices. Rune Lords are Ice Lords.

Initiates do not feel the cold although prolonged exposure to sub-zero temperatures causes them the same harm as anyone else.

Rune Lords and Priests of the cult gain the ability to Command Hollri. This puts a number of Hollri, equal to the Dedicated POW of the Pact, under the control of the Ice Lord. The Hollri may resist this control using their Persistence in an Opposed roll against the Ice Lord's Pact skill. If this fails, they are compelled to complete one task and then are free of the influence.

### Common Magic

Dispel Magic, Extinguish, Frostbite, Mobility, Strength.

### Higher Magic

Standard.

Valind also offers Cloud Call, Elemental Summoning (Sylph), Freezing Wind and Snow.

### Freezing Wind

Duration 15, Rank Rune Lord/Priest, Ranged, Resist (Resilience)

For the Duration of the spell the caster can decrease the temperature of the prevailing wind by 1D6 degrees for each point of Magnitude. The spell has a radius equal to the caster's POW in metres x5.

### Snow

Duration 15, Rank Initiate, Ranged

This spell must be cast when there is precipitation. For the Duration of the spell all rain is transformed into snow, sleet or hail depending on the heaviness of the original precipitation, for a radius equal to the caster's POW in metres. Each point of Magnitude increases the radius by POW in metres.

### Gifts and Compulsions

Valind's worshippers abhor the warmth and prefer the chill of winter. In warm and hot climes they suffer fatigue more readily and treat Resilience rolls as half normal value for the purposes of handling Fatigue results.

### Cult Skills

Athletics, Brawn, Dagger/Knife Combat Styles, Lore (Valind), Perception, Resilience, Spear Combat Styles, Survival.

### Allied Cults

Orlanth provides Flight.

Urox provides Face Chaos.

Yigg provides Sail Through Ice.

### Hollri – Ice Demons

The true physical shape of the Hollri is difficult to see but it is malformed and terrible. The ice demons are wreathed in swirling snow and ice crystals that move with them. Their cruel, pale bodies lurk in the centre of this swirling ice, misshapened and ghastly, the result of Vornash Gap's poisonous waters on their natures. When Vadrus lived, the Hollri were beautiful; but the fights with Hot Monster and then Zzabur have left them twisted, bitter and ugly.

Hollri manifest as swirling columns of snow and ice, three metres in height. The column moves with frightening speed and always in a zig-zag pattern. The central body of the Hollri can be glimpsed within but the true horror of this core is always hidden from sight and, when dead, melts rapidly.

Ice Daggers are fired by the Hollri and are blades of pure ice that whip out from the swirling column of ice and snow that wreathes the physical form. One Ice Dagger can be fired per Combat Action but there is no reload time and the demon

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	4/7
CON	1D6+12	16	4-6	Left Leg	4/7
SIZ	1D6+12	16	7-9	Abdomen	4/8
INT	2D6	7	10-12	Chest	4/9
POW	3D6	11 (5)	13-15	Right Arm	4/6
DEX	3D6	11	16-18	Left Arm	4/6
CHA	1D6	4	19-20	Head	4/7

Combat Actions 2  
 Damage Modifier +1D2  
 Magic Points 6  
 Movement 10m  
 Strike Rank +9

Typical Armour: Swirling ice and snow, 4 AP, no Armour Penalty

Traits: Life Sense

Skills: Athletics 30%, Evade 40%, Perception 45%, Persistence 50%, Resilience 75%, Stealth 15%, Survival 90%, Tracking 40%

Common Magic 65%: Demoralise, Dispel Magic, Extinguish, Frostbite, Mobility, Strength

Divine Magic (Pact, Valind 70%; Lore Valind 60%, 5 Dedicated POW): Call Winds, Fear

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Claws	S	S	1D4+1D2	As for Arm	
Ice Daggers	M	L	1D8+1+1D2	4/5	10m

## Combat Styles

Claws 50%, Ice Daggers 60%

can manufacture a limitless supply of them, whilst within the reaches of Valind's territory.

If able to, the Hollri will close for melee combat and lash-out with taloned claws but its Ice Daggers are used to incapacitate a foe (they are wanted alive, to be sacrificed) from range.

Hollri continually radiate a numbing cold. Every round Adventurers within a number of metres equal to the Hollri's POW must make a Resilience test or suffer a -5% penalty to all DEX-based skills owing to the cold generated by the demon.

Hollri are vulnerable to heat and heat-based spells. All such attacks ignore the Hollri's ice-armour.

## VINGA

The only female amongst the Orlanthi Thunder Brothers, Vinga is the daughter of Orlanth and Ernalda. She is a warrior

goddess; as potent a fighter as any male god and as wild and resolute as her father whilst retaining her mother's feminine traits.

Vinga was, when young, good natured and homely. But with the coming of the Great Darkness she, like so many others, faced a choice: hide, flee or fight. She chose to fight and in so doing demonstrated that she was the equal of any man.

## Runes

Air, Motion.

## Mythos and History

**Vinga's Mile Throw Javelin (Resonance 85%) – In Every Woman the Storm:** Her father had departed on his quest to Hell and her mother was forced into hiding. Vinga was alone, save for the company of Mahome, the Hearth Mother of the Storm Tribe. A great cold was sweeping through the



land, driven by vengeful Valind who blamed everyone for his father's death. He sought out Mahome, a source of warmth, and decided to bring Death to her. Mahome was unable to move, such was the cold that Valind sent south, and Vinga shrouded Mahome in her cloak and stoked fires all around the stead. This did not stop Valind coming.

Vinga ran to the top of Kero Fin, her grandmother, and watched Valind's approach. Snow came before him and then ice demons came behind that. Riding his ice lizard, Valind was there, in the distance, a tiny speck many miles away but terrible to behold.

Vinga had her javelins with her. From Kero Fin's peak she could see but not be seen. The Ice Demons circled the stead and brought eternal winter, freezing the ground solid. Valind approached then, dismounting his ice-beast and stalking Mahome through the huts. Vinga, a mile away, readied her first javelin and threw it, striking Valind's foot and rooting him to the spot. Her second javelin was thrown when the Ice Demons tried to help their master: the single javelin passed through a dozen of the creatures and pinned them to the wall of the Great Hall.

Her third javelin she directed at the ice lizard and struck it through the eye. It died with a roar and Valind cried out for his loss. Vinga leapt from Kero Fin and pressed her knife to the ice god's throat, her heart beating wildly and her hair like a mane of crimson against the jet-black sky. 'What monster hurts me?' Valind cried, unable to turn. 'Who has killed my children?'

'A child,' Vinga replied through gritted teeth. 'See how this child's toy pricks your throat.' And she cut Valind's neck from ear-to-ear. Valind spoke through the gap.

'This is no child! This is a warrior of cunning and skill.'

'See how this child's toy punishes those who dare assail Great Orlanth's hall!' Vinga whispered and twisted her javelin into Valind's foot so that the toes separated into icicles and snapped.

'This is no child! This is a warrior of iron and hot blood!' Valind cried. And Vinga released him and he saw that she was a child, red of hair, fair of face, blue of eye. He saw also that he had been bested by a woman and his Ice Demons killed by javelins thrown from a mile away. 'Your father shall hear of this,' Valind grumbled.

'I know, for I shall tell him,' Vinga said. 'Leave our lands and know that Vinga, Daughter of Orlanth, protects this hearth. Return and I shall finish what my toys have started.'

## Nature

Vinga's cult is for those women who want to take-up arms and follow in the footsteps of their brothers and fathers. It is a cult for warrior-women who care little for the hearth, save to protect it, and seek instead battle, valour and adventure. The cult is found wherever Orlanth is found but its greatest numbers are in Esrolia, Kerofinela, Hendrikiland and certain parts of Ralios.

Hers is a protective cult. Vingans are expected to protect the hearth, home, weak, infirmed and the young. As a women-only cult, the needs of women are placed first but no Vingan ever ignores her clan or tribe and, when battle looms, they take their places next to the Orlanth Thunderous and Adventurous warriors.

It is usually a sign that any red-haired girl born to an Orlanthi family is marked by Vinga and destined for her cult. Those who do not have red hair often dye it so with the roots and leaves of certain plants. Some Orlanthi men mock and make fun of the cult but its legacy is as enduring as that of any male warrior cult and the women of Vinga earn their reputations as fierce, determined warriors capable with the traditional Orlanthi weapons of spear, shield, sword and javelin.

## Organisation

The male cults of Orlanth ensure that Vinga does not achieve too much direct power. A Rune Lord of Vinga might sit on the Clan Ring but the decisions are made by the men. This is accepted as Vinga was ever a dutiful daughter who understood her place but knew also her capabilities. Vingans do not express their emotions when slighted but make up for it on the battlefield when their prowess speaks for them.

The cult's High Holy Day is Wild Day, Fire Week, Storm Season. On this day the members of the cult meet at the Vingan temple (modelled on temples to Orlanth and often painted red and green) to worship their goddess, perform her rituals and stage mock fights that the males sometimes watch and mock, though usually in good spirit.

## Membership

Standard.

Only women may join Vinga. Red haired women gain automatic Initiate status. The cult has no Lay Members.

Rune Lords of Vinga are known as Loyal Daughters and are expected to have skill with the javelin or thrown spear at 90% minimum.

## Common Magic

Bladesharp, Cover of Night, Mobility, Pierce, Shield, Speedart.

## Higher Magic

Standard.

Vinga also provides Elemental Summoning (Sylph), Hurl Javelin, Lightning Strike and Pathfinder.

## Hurl Javelin

Duration 1 Round, Rank Initiate

This spell only affects javelins. Each point of Magnitude increases its range by a further 30 metres and the thrower gains a damage bonus equal to the spell's Magnitude. The spell is not compatible with other magical enhancements, whether Common or Divine.

## Pathfinder

Duration Special, Rank Initiate

The spell only works when the caster is in completely unfamiliar territory. When cast it ensures that the caster will never be lost and will be made immediately aware of all enemies, traps and hazards within a number of metres equal to the spell's Magnitude x100.

## Gifts and Compulsions

None.

## Cult Skills

Athletics, Evade, Influence, Lore (Vinga), Perception, Stealth, Spear, Shield and Javelin Combat Styles.

## Allied Cults

Babeester Gor provides Great Parry.

Chalana Arroy provides Heal Body.

Mastakos provides Teleportation.

Orlanth Adventurous provides Flight and Wind Words.

Orlanth Thunderous provides Cloud Call.

## YIGG

The Raging Storm, Yigg is one of the Vadrudi, the winds stolen from Orlanth by Vadrus and commanded by Valind. Unlike the other Vadrudi, Yigg was not killed in the Gods' War and is rampant still; an untameable, violent, amoral force.

When Vadrus was killed and Valind went on his quests for vengeance, Yigg fashioned a great longship, Howling Stead, from Vadrus's bones and sailed it with a band of bloodthirsty

gods out across the seas of northern Glorantha. On wild, storm-wracked nights, Howling Stead can be seen crashing through the waves, its murderous crew upon the decks, hunting for lesser ships to destroy.

## Runes

Air, Cold, Water.

## Mythos and History

**Yigg and the Secret Wind (Resonance 66%) – Trickster Cannot be Trusted. Chaos Must be Killed. Trust only the Secret Wind:** Yigg sailed Howling Stead to the heart of the world where he knew the Secret Wind dwelled. He needed a guide and found, at the top of the Obsidian Mountain that was part of The Spike, the Red Eyed Man. The Red Eyed Man was very old but in a young man's body. Yigg sacrificed several of his crew to gain the Red Eyed Man's attention and he agreed to guide Yigg to the Secret Wind.

The Red Eyed Man led Yigg through six hells and two heavens. His crew were killed along the way. They came, eventually to where Secret Wind swirled and howled, trapped between two trees that were made of bones. Red Eyed Man had tricked Yigg: guarding the Secret Wind was God Killer, a thing of Chaos and Hatred. Yigg slew the Red Eyed man and devoured his head. Then he attacked God Killer with his axes made from the arm bones of Vadrus.

The battle made the seas above the world rise and crash down on the land, submerging large parts of it and turning the lands of the north to how they are today. Yigg killed God Killer by letting himself be swallowed and then hacking his way free through the monster's spine, burying its brain in the mud that flowed from its veins.

He took Secret Wind, a goddess, for his wife and together they made a new crew from God Killer's bones and their own loins. Secret Wind fills Howling Stead's sails and propels the ship through the God Plane and beyond it, for that is its secret: the ways between all worlds.

## Nature

This is a violent, bloody cult of pirates, cut-throats and desperate sea-farers. It has few worshippers but the pirates of the northern Fronelan coasts are ardent worshippers and their longships are floating temples to Mighty Yigg.

The cult seeks only to deliver terror and death. It claims the seas of all the worlds as its own and believes that, after death, one joins Yigg's crew on Howling Stead to bring terror to all seas for eternity. At the moment of death all worshippers see

Howling Stead waiting for them, a rope thrown down from the decks to allow their soul to climb up and join the grim-faced warriors who wait, silently.

The cult distrusts red-eyed men for the reasons explained in the myth. They also hate all worshippers of Euralm, whom they believe the Red Eyed Man clearly was.

### Organisation

Every longship is a clan upon the seas. Every ship is a temple to Yigg and bears his likeness – a cruel-faced, wind-swept, wind-like warrior – as its figurehead. The winds directly are worshipped as the daughters of Secret Wind.

All Yigg pirates are Initiates of the cult. It has no Lay Members. Acolytes are the mates of the vessel and the Rune Priests lead all rituals that precede an attack on a helpless (or not so helpless) ship. Rune Lords are the captains and leaders of these terrible, floating clans.

The cult's High Holy Day is Water Day, Movement Week, Sea Season.

### Membership

Standard.

Yigg members must kill a captured foe as part of their Initiation.

### Common Magic

Bladesharp, Coordination, Frostbite.

### Higher Magic

Berserk, Consecrate, Dismiss Magic, Ebb and Flow, Elemental Summoning (Sylph), Elemental Summoning (Undine), Excommunicate, Extension, Heal Wound, Sail Through Ice, Shield.

### Sail Through Ice

Duration 12 Hours, Rank Rune Lord/Priest, Ranged

This spell must be cast on a ship. For the Duration of spell it can cut through any ice as long as the thickness of the ice, in metres, does not exceed the spell's Magnitude. The ship travels at its normal movement rate whilst the spell is in effect.

### Gifts and Compulsions

Yigg worshippers must accept one of the following Compulsions. In return, they become immune to any surprise attacks whilst on their ship or carousing on dry land.

Abhor Land – The cultist cannot set foot on dry land, abhorring it utterly. If forced onto dry land he will attempt to escape back to a ship – any ship – as his priority.

Challenge Chaos – Every sign and creature of Chaos must be challenged and fought.

Fear Red-Eyes – The cultist is fearful of anyone with red or glowing eyes. It becomes a Compulsion to bring that person harm.

Merciless – All foes are to be killed, no matter who they are, what they offer or how they plead. All foes slaughtered are in Yigg's name.

### Cult Skills

Athletics, Boating, Brawn, Lore (Yigg), Shiphandling, Axe, Sword and Spear Combat Styles.

### Allied Cults

Orlanth provides Wind Words.

Valind provides Freezing Wind.

## YINKIN

Half-brother to Orlanth, Keron Fin is his mother and Fralar the Carnivore his father. The two were raised together and share a legendary loyalty. The myth has it that when Yinkin was a cub, Orlanth accidentally knocked him from the nest sending him to a doom on the rocks below. Orlanth flew to save his sibling and this sealed their unity.

Many myths surround the two young gods and their youthful exploits. Yinkin protected the stead during the Gods' War and defeated many evil spirits that attacked, so much so that he sacrificed his own spirit nature for the fight. In the days when Orlanth was on the Lightbringers Quest, Yinkin protected men and helped humanity survive – thus explaining the bond between humans and cats.

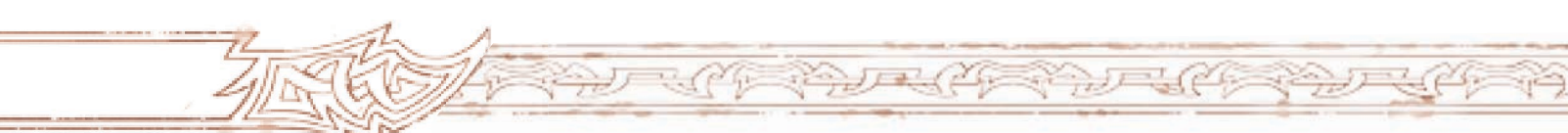
### Runes

Beast, Motion.

### Mythos and History

**Yinkin Wakes Orlanth (Resonance 70%) – The Loyalty of the Alynx. Life through Warmth:** Yinkin protected humans in the Dark Times and sensed that they needed an ally of their own kind, as so many gods were dead or absent. He slunk into the Land of the Dead, following trails left by Orlanth and





found the Frozen Man lying on a slab in Hell. Frozen Man was a thing of great power but powerless in his frozen state. Yinkin curled himself around Frozen Man's body and thawed it through. Then he unfroze his spirit with his own and helped Frozen Man to stand. It was only then that Yinkin realised this was his own brother, Orlanth, trapped by the Devil. With Yinkin's help Orlanth went on to complete the Lightbringers' Quest whilst Yinkin waited for him at the Gates of Doom, which Chalana Arroy had cast open.

When the Dawn came Yinkin found a mate and she birthed First alynx. First alynx accompanied Yinkin and Orlanth back to the Storm Tribe as the sun rose in the sky. In that new day, hot and bright, First alynx and Yinkin curled together outside Orlanth's Hall and many came to offer praise for their courage in waking Frozen Man.

### Nature

Wherever there are Orlanthi and alynxes, Yinkin is worshipped. He has few human followers but all alynxes are his worshippers. Yinkini are invariably feline in their habits, moving with cat-like grace, hunting and, when opportunity permits, seducing. Yinkini are of their own minds yet loyal to Orlanth and make for firm, true friends.

The cult is not an active adventuring cult as Yinkini prefer their familiar comforts. They will, however, wander simply for the pleasure of doing so, extending their territory although a return to the hearth is always assured.

### Organisation

Yinkini shrines are found in the larger temples of Orlanth and identifiable by their distinct, musky aroma and proximity to shafts of sunlight. The cult's holiest place is Kero Fin, where Yinkin was whelped and the major temple to the god is found within the caves that are close to where Yinkin was born.

Yinkini will often act as companions to Orlanth Adventurous cultists and as members of other Orlanth cult's bodyguards and retainers. Yinkini are a reminder of home and the staunch loyalty between the Storm God and Alynx God.

### Membership

Standard.

Rune Lords of Yinkin are known as Alynx Claws and are, as their name suggests, quick-witted, sharp and not to be underestimated.

### Common Magic

Befuddle, Cover of Night, Mobility, Stealth, Vigour.

### Higher Magic

Standard.

Beast Claw, Become Alynx, Call Shadow Cat, Catseye, Charisma, Command Shadow Cat, Identify Scent.

### Beast Claw

Duration 15, Rank Initiate, Ranged

The recipient's Unarmed skill is increased by 5% for each point of Magnitude of the spell and he gains an additional point of damage, also equal to the Magnitude. When cast the recipient's hands become alynx paws with the curved, sharp, sheathed claws of the sacred cat.

### Become Alynx

Duration 15, Rank Rune Lord/Priest

The caster becomes an alynx although his SIZ does not alter. His INT and memories are retained but his DEX increases by half again. In this form he gains the Traits of Night Sight and Magic Sense plus the heightened senses of a feline, doubling his Perception skill.

As he has become an alynx his hands and feet are now paws and it is impossible to use tools or weapons.

### Call Shadow Cat

Duration 1 Day, Rank Initiate, Ranged

When cast this spell attracts one alynx per point of Magnitude (as long as alynxes are present in the vicinity) to the caster's side. The alynx arrives when it sees fit but will arrive at some point within the Duration of the spell. The alynx are not compelled to serve the caster; merely to heed his summons.

### Catseye

Duration 12 Hours, Rank Initiate, Touch

This spell grants the recipient the Night Sight trait. The recipient's eyes become cat-like under the effects of the spell.

### Charisma

Duration 15, Rank Initiate, Ranged

The recipient's CHA is increased by the Magnitude of the spell.

**Identify Scent**

Duration 15, Rank Initiate, Ranged

The recipient of the spell can identify any available scent. His Track skill is increased by the spell's Magnitude x5.

**Gifts and Compulsions**

Yinkin can use Dedicated POW to take any of the following Gifts. Each is accompanied by a Compulsion.

**Gifts**

**Alynx Familiar** – The recipient receives the companionship of an alynx. The alynx obeys simple commands but will not go against its nature. If a further point of POW is invested, the alynx can speak with its master.

**Change Gender** – The Adventurer changes from male to female or vice-versa. All Characteristics and skills remain the same but the voice and physical functions of the new sex are gained. To change back to the original gender requires the spending of two Dedicated points of POW.

**Increased Reactions** – The Adventurer adds his critical score in a weapon to his Strike Rank (for example, an Adventurer with a weapon skill of 60% would add +6 his Strike Rank).

**Innate Luck** – When rolling for any Skill Test, the Adventurer can choose which way to read the D100 result. For example, a roll of 90 could be read as 09. Note: if double digits, such as 00, 11, 22 and so forth, are rolled, the result *cannot* be reinterpreted.

**Compulsions**

**Abhor Water** – The Adventurer cannot cross water without succeeding in a Hard (–20%) Persistence roll. He will never bathe and will avoid water at every opportunity (save for drinking).

**Cruel** – The Adventurer is prone to acts of casual cruelty – injuring defenceless things, playing tricks, stalking and tormenting. These acts rarely lead to death but their practice is disturbing for others.

**Fornication** – The Adventurer is compelled to fornicate every day. If he fails to, he suffers an additional level of Fatigue until he is able to satiate his desires.

**Sleep** – The Adventurer is compelled to sleep for at least 1D4 hours during daylight hours. If he does not, he suffers an additional level of Fatigue.

**Cult Skills**

Acrobatics, Athletics, Evade, Influence, Lore (Yinkin), Seduction, Stealth, Survival, Tracking, Unarmed.

**Allied Cults**

Orlanth provides Outlaw.

Heler provides Mist Cloud.

Vinga provides Pathfinder.

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